

DDOPEN2019



FORGED IN FIRE



*2019 Dungeons & Dragons OPEN
For six 7th-level pre-generated characters*

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Version 0.1

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INTRODUCTION

Forged in Fire is a Dungeons & Dragons® adventure for the six 7th-level pregenerated characters included with the adventure. Using characters other than those provided is not allowed, as the characters are created to fit specifically into the story and encounters of the adventure.

The D&D Open is a competitive event designed for multiple groups playing together. Players participating in the event can earn rewards that can be applied to one D&D Adventurers League character. Rewards can only be applied to a single DDAL character, as described on the official 2019 D&D Open reward certificate provided to players at the end of the event (see appendix C).

The event runs for approximately 8 hours, with a 1-hour break between the first and second round.

COMPETITION VS FUN

In the past, the D&D Open was a highly competitive event where the players vied to "win" by earning the most points within a highly structured scoring system. This new incarnation of the D&D Open is a departure from those early iterations. While competitive aspects of the event remain intact, the event's main goal has changed: **FUN FOR EVERYONE!**

This D&D Open maintains a scoring system, although the scoring isn't as rigid as D&D Open events of the past, and prizes can be earned in many ways. Not only are prizes given to the groups that get the most points, but additional prizes are possible for roleplaying, problem solving, or just being in the right place at the right time.

This D&D Open also adds some theatrical elements that allow the players, DMs, and other volunteers to roleplay at different tables.

OPEN HQ

The event administrators are located at a special table, referred to as Open HQ, with staff also wandering the floor. If you or your players have any questions, flag one of the Open HQ staff or send the table captain to Open HQ on behalf of the table.

BACKGROUND AND OVERVIEW

Three paladins, citizens of the city of Eturel, traveled to Baldur's Gate to arrest three infernal pact warlocks. The warlocks were hired by Falaster Fisk, a ranking member of Baldur's Gate's thieves' guild, to steal a puzzle box from Eturel's High Overseer, Thavius Kreeg. After delivering the stolen puzzle box to Fisk, the warlocks were caught and arrested by the three paladins in Baldur's Gate, though Fisk is in the wind.

Using powerful magical shackles, each paladin is chained to one warlock to ensure the warlocks won't run away before their execution in Baldur's Gate. Before the execution can be carried out, the paladins and warlocks are pulled into Avernus by a cultist's ritual. Once in Avernus, the six must depend on each other to survive, as the warlocks have the knowledge needed to navigate the hostile plane, while the paladins have the might.

PLAYER CHARACTERS

- **Bai Shui** – FEMALE SHOU HUMAN, OATH OF DEVOTION PALADIN. Bai was born in Eturel and made it her mission to become a member of the Companions from the time she was a girl. Bai is well-trained and versed in the word of Torm by High Overseer Thavius Kreeg, who she looks on as a mentor. She is loyal to her city of Eturel, her people, and the High Overseer. The young woman is only in her mid-twenties and has very little experience in the field. Despite her status as a greenhorn, Bai's connection to Kreeg had her named the leader of the expedition to bring three warlocks back to Baldur's Gate for justice. Bai respects Xadal's experience and Forgiveness' capacity for mercy. She is eager to prove to them she is worthy of the leadership position she has.
- **Xadal Naicaldon** – MALE SILVER DRAGONBORN, OATH OF THE ANCIENTS PALADIN. The veteran Xadal has been serving Tyr his entire life. Xadal was orphaned as a child and raised by a human mother, Brithan, who taught him the ways of Tyr. Together they traveled the countryside, righting the wrongs of the world. Even after his mother was torn apart by a warlock's summoned demons, Xadal continued his work. When he found the Companions, he appreciated the similar mindset the group had and has set about becoming a citizen of Eturel. Xadal tries to guide Bai Shui without taking over as leader and allows

Forgiveness to redeem creatures before using his axe to end evil once and for all.

- **Forgiveness** – FEMALE ZARIEL TIEFLING, OATH OF REDEMPTION PALADIN. Forgiveness' parents came to Elturel when she was a child, though their tiefling heritage has made it difficult for the family to become citizens of the city. With many unwilling to give work to her mother and father, Forgiveness' family has struggled. Everything changed when Forgiveness was a young adult, traveling with a merchant caravan as a guard. The caravan came across a group of Companions who were besieged by orcs. Forgiveness led the charge to save them and is now on track to be awarded membership in the elite group of warriors. She has learned the way of Ilmater from Favian, her human mentor. Through Ilmater, Forgiveness has learned to forgive the people who mistreated her family. She believes every creature, no matter how evil, can be redeemed - if they are willing. She knows that those who are unwilling must fall before her blade, but she must try to redeem them before delivering a deathblow. She sees wisdom in listening to her friend Xadal, and views great potential in Bai Shui.
- **Tagith Ulkina** – FEMALE RASHEMI HUMAN, INFERNAL PACT OF THE TOME WARLOCK. As children, Tagith and her brother Boridar were orphaned and raised as scribes by priests of Torm in Baldur's Gate. The other children they met were unkind, bullying them. Mother Recinda, the priestess who ran the scriptorium where Tagith and Boridar grew up, was even crueler. One night, while locked in the temple's cellar yet again for failing to transcribe enough verses, Tagith prayed to any who could hear her. Her prayers were answered by Xalzair, a pit fiend in the service of Zariel. In a promise for her loyalty Xalzair gave Tagith a book of great power, which Tagith used to kill Mother Recinda and escape the temple of Torm alongside her brother. Tagith used her power to slay other corrupt people, save people, and convince those she saved to make the same pledge to Xalzair. Recently, Tagith's brother Boridar mysteriously disappeared and she is desperate to find him. Her hunt was put on hold when Xalzair told Tagith to take a job from a Baldurian citizen named Falaster Fisk. Tagith, along with her friends Donaris and Rage, were contracted to steal a puzzle box from Elturel's High Overseer Thavius Kreeg, but the trio of warlocks were

captured and brought back to Baldur's Gate to face the gallows.

- **Donaris Alimbo** – MALE HALF-ELF, INFERNAL PACT OF THE BLADE WARLOCK. Donaris was raised Baldur's Gate in a cult of Falgrath, a pit fiend in the service of Zariel. From the time he was young, it was clear Donaris was chosen for great things. Donaris was even gifted a special sword by Falgrath, with which he formed an arcane bond. Donaris used the sword to find and kill those who worshipped and summoned demons in the Sword Coast and became known as Donaris Demon Slayer. Perhaps it was his fame that saw Donaris chosen by Falgrath for an important mission: Donaris, along with his friends Tagith and Rage, were contracted to steal a puzzle box from Elturel's High Overseer.
- **Rage** – MALE GLASYA TIEFLING, INFERNAL PACT OF THE CHAIN WARLOCK. Rage was born on the streets of Baldur's Gate and lived a beggar's life. As a child, a passing human warlock named Galen showed Rage how to contact Bragacon, a pit fiend in the service of Zariel. The pit fiend gave Rage an imp familiar named Ozible - a crafty expert in pickpocketing and theft - in exchange for turning more of the people living on Luskan's streets to worshipping the pit fiend. As Rage grew, so did his cult and power. The cult was kind to warlocks that passed through the city, which is how Rage met his friends Tagith and Donaris. Bragacon recently told Rage to take a job from a man named Falaster Fisk. Rage, along with his friends Donaris and Tagith, were contracted to steal a puzzle box from Elturel's High Overseer Thavius Kreeg, but the trio of warlocks were captured and brought back to Baldur's Gate to face the gallows. Rage has a dark secret. Secretly, he betrayed Tagith's brother Boridar to Bragacon to gain more power with his patron. Boridar is held in stasis within the amulet Rage wears and Rage draws power from his soul to fuel his magic. If Rage ever chooses to release Boridar's soul, Boridar is returned alive to Baldur's Gate and Rage immediately loses access to half of his 4th-level spells (player's choice).

ROUNDS

The event is divided into 2 rounds. Each round is timed and lasts approximately 4 hours.

ROUND ONE

The first round begins with the characters being sent to Avernus and discovering a ritual that can send them home.

Episode 1. (60 Minutes). The players are mustered to their tables, have the chance to get acquainted with their characters and each other, and find themselves falling into Avernus after cultists perform a ritual in their presence. The characters must get their bearings and come up with their plan to survive and get back home.

Episode 2. (90 Minutes). The characters seek answers and guidance at the home of Xalzair, Tagith's pit fiend patron. From Xalzair, the characters learn that the arch-devil Glasya is the one who can get them home, as well as the one who can remove the manacles binding them together. The pit fiend also wants the characters to assist him in making a deal to gain the souls of some lost modrons. Depending on the characters' choice, they might move on to the modrons' barge, or they might steal the necessary ritual from the library and deal with invading demons.

Episode 3. (90 Minutes). To perform the ritual, the characters need a specific sword. The best place to acquire such a weapon locally is the Forge of Falgrath, Donaris's patron. The characters travel to the forge through the terrible and dangerous Avernus hellscape. The characters can either accept Falgrath's offer and fight abishai for him, or they can attempt to steal the sword.

ROUND TWO

Round Two starts after a 1-hour break. The characters must find the final ingredient for the ritual and then perform the ritual to get home.

Episode 4. (90 Minutes). The characters must get past Bragacon's infernal guardians and deal with the pit fiend to gain access to a pack of hell hounds. She's obtained a secret cache of soul coins in a locked box and wants help opening it. The characters can either open the chest or devise a way to steal the hell hounds.

Episode 5. (120 Minutes). With all the components acquired, the characters must travel to the top of Mount Yaltomec and perform the ritual to contact Glasya and find their way back to the mortal world.

Final Scoring. (30 Minutes). Scores for each table are tallied, and winners are announced. Rewards for individual and group efforts are presented.

PREPARING FOR THE GAME

There are some preparations that you need to make before beginning the game.

COLLECT YOUR DM PACK

When you arrive at the event, visit Open HQ to collect your DM Pack.

PLAYING THE GAME

It's your responsibility to adjudicate the rules of the game fairly and ensure your players have a fun time.

ADJUSTING THE ENCOUNTERS

Because of the competitive nature of the event, DMs should not adjust to the difficulty of the adventure. While any game of D&D requires the DM to be flexible in responding to the variety of ideas players can employ, the D&D Open should see DMs staying close to the script to ensure all tables have a consistent, even if not identical, play experience.

Since this adventure uses pre-generated characters, there is no need to scale encounters up or down based on the strength of the party. All tables playing the adventure should also have exactly six players, one for each character, so no adjustments are required based on the number of players.

TIMEKEEPING

This adventure operates under strict time limits. Instructions at the start of each part state how much real time is available to complete the objectives. If the players fail to finish in time, their characters still move to the next part, but they receive penalties to their overall score.

If your players finish their objectives ahead of time, additional content is provided to keep the players engaged until the end of the time permitted for a part.

You can keep the pace throughout by reminding players they're working against the clock, forcing them to vote if they reach an impasse, and keeping the game moving wherever possible.

A NOTE ON COMBAT

Combat is likely unavoidable in this adventure. To ensure players keep the action of the adventure moving, consider to the following methods speed up play:

- Use theater of the mind combat, or hand wave distances on the battlemat instead of counting feet.
- Don't roll for enemy initiative. All enemies act on an initiative count of 10 + the Dexterity modifier of the enemy with the highest Dexterity.
- If any player beats the enemy on initiative, the group acts first. Just start with the player with the highest initiative result, and then circle around the table clockwise from that player.
- Use average damage for enemy attacks. On a critical hit, roll all the dice as normal.

RESTS

Each part details whether a short or a long rest can be taken at the end of the part. In some cases, refusing to take a rest that is available can provide bonus points to the team. The paladins begin the adventure with specific spells prepared, which are marked on their character sheets. They can choose to prepare new spells during a long rest.

CHARACTER DEATH

When a character dies, Pipyap (see "Pipyap") can bring the character back to life by making a deal with the soul of the dead character or another character in the party.

MAPS

Maps of some locations are provided for you. You may use theater of the mind or battlemats or a combination of both. Whatever fits your DM style or the players' desires is fine. Just remember that theater of the mind is often faster than using battlemats and minis.

Be aware that combat is often used a last resort in this adventure. Using a battlemat to measure precise distances can slow down the action and affect a group's chances of winning. Please ask the players what their preference is or run theater of the mind as a default.

SCORING

This is a scored event. Points are awarded for completing core objectives – completing encounters, finishing quests, and collecting treasures – with bonus points for different accomplishments, quirky achievements, and even amusing failures. A place for scoring each encounter is included in a separate scoring sheet for each round, provided as Appendix B.

Please do not give players any information about point values for scoring before, during, or after the adventure, unless instructed to do so. This event runs at other shows, so revealing the scoring would be unfair for those who play elsewhere.

If you have any questions about scoring, ask Open HQ for help. While scoring should be done as accurately as possible, it is more important to run a fun event for the table than it is to get every point tallied exactly right. That said, do your best to keep track, as this will likely be an important part of the fun for some players. **Provide Open HQ with your table's completed scoring sheet at the end of both rounds of play.**

REWARDS

Don't remind your players to search for treasure! If they miss items that could aid them later in the adventure, that is a natural consequence of poor decision making.

DM REWARDS

Be sure that you receive your official D&D Open DM reward certificate for volunteering your time in providing a great play experience. Thank you for your efforts!

PLAYER REWARDS

Player rewards are given at the end of the adventure. These rewards are provided as official DDAL certificates.

The scoring sheet provides a column indicating which accomplishments earn a certificate. **Please make sure you request, collect, and distribute the certificates earned by the party.**

EXPERIENCE

You do not need to calculate the experience of the event. As detailed on their certificates, all players receive experience that they can apply to one D&D Adventurers League character.

TREASURE

You do not need to calculate the treasure for the event. As detailed on their certificates, all players receive treasure that they can apply to one D&D Adventurers League character.

SELLING SOULS

Several fiends appear and offer services to the characters in exchange for one of the adventurers' souls. The rules for giving up a soul are as follows:

- A fiend presents a contract on a scroll made from interlocking metal plates that the character must sign to give away their soul.
- To sign, all a character need to is allow a drop of their own blood to touch the surface of the contract.
- Each character can only sell their own individual soul and not another.
- Each character can only sell their soul once. The fiends offering such services have a divine sense about such things and cannot be tricked into accepting and already sold soul.
- A character who sells their soul fails death saving throws on a result of 14 or lower, as the Nine Hells tries to claim them while dying. [Devils won't communicate this 'tugging-on the soul' effect while making the deal unless specifically asked, and why would they?]

PIPYAP

One of the event administrators should play Pipyap, a wheeling and dealing imp who moves from table to table, offering deals for spellcasting services, magic items, and other favors. 20 minutes after the start of part 1, Pipyap should go around to every table and briefly make introduction and give a sales pitch on the kinds of deals the imp can offer the characters.

For the rest of the adventure until the characters leave Avernus, the characters can call Pipyap over whenever they want to make a deal (which can be done by raising a special Pipyap flag or by standing and calling out for the imp). Pipyap is willing to make trades as shown on the "Pipyap's Deals" table. If a character makes a deal for a spell with a costly material component (such as *raise dead*), the character must pay for the cost of the component as well.

Whenever a character makes a deal with Pipyap, the imp magically conjures forth a contract written in Infernal on interlocking metal plates. Once the contract is signed, the exchange is made.

The "Pipyaps Deals" handout in appendix E reveals the services that Pipyap offers – but not their cost!

MANACLES OF JUSTICE

The paladins used *manacles of justice* to secure the warlocks, chaining one paladin to one warlock to prevent the criminals' escape. These manacles can't be removed by any humanoid except the High Overseer of Eturel Thavius Kreeg.

The manacles have the following features:

- The manacles are immune to all damage.

- Ability checks made to remove or unlock the manacles automatically fail.
- While wearing the manacles you can't be more than 10 feet from the other character wearing the same set of manacles. If either of you is forced out of this range, you drag the other character with you.
- While wearing the manacles your form can magically change (such as with the *polymorph* or *gaseous form* spell) but the manacles adapt to remain attached to your new form.
- If you attempt to teleport while wearing the manacles, the spell or ability fails unless it is capable of teleporting both the caster and the character chained to the caster, such as with a *dimension door* spell.
- If the paladin wearing the manacles dies, the warlock attached to the same set of manacles immediately dies as well.
- If you remove the piece of your body with the manacles attached, you die. If you are raised, when you return, you find yourself attached once more.

Handout 1 contains these rules for the players.

Pipyap's Deals

Good or Service

Cost

A *potion of greater healing*, a *potion of resistance*, or a *spell scroll* of 2nd or lower level

Pipyap temporarily takes the character's voice and that character cannot talk or cast spells with verbal components for the next 10 minutes of gameplay. The player should describe what their character is doing.

An *elixir of health*, a *potion of invulnerability*, a *potion of mind reading*, a *spell scroll* of 4th or lower level, or Pipyap removes a harmful condition affecting one character

Pipyap takes the character's two remaining highest-level spell slots.

Pipyap returns a dead character to life by casting the *true resurrection* spell

Pipyap permanently removes an weapon, tool, or skill proficiency or a spell know from the character who made the deal.

EPISODE 1: UNFORTUNATE FALL

It was pride that changed angels to devils; it is humility that makes men as angels.

—St. Augustine

Allotted Time: 1 hour

The players are seated, the characters distributed and reviewed, and the characters learn about their exploits up to this point. They are then tossed into the fire (of Hell) and must survive their first moments in Avernus.

DMS IN MUSTERING

After a brief DM meeting, DMs are sent to their table with the materials the players need: six character packets and handouts. **Handout 1** describes the mechanical and story implications of being chained to another character.

Only share with the players the material they're allowed to see (at this stage, just handout 1 and the character packets).

AT THE TABLE

As players arrive at your table, point them to the character packets. Only allow them to see the cover page of the packets, not letting them flip to the character information on the inside. When six players are at your table, have them choose a character to play. Encourage them to pick quickly so that when the event starts, they are ready.

- When characters are selected, allow the players to open the packets and get familiar with their characters. Instruct them not to reveal any of the secret information in the packet. Answer any questions they might have.
- Since the characters are bound together in pairs during a portion of the event, explain that players must sit at the seats where the characters are placed to play those characters. In other words, the player should not move the character packets; instead, they should sit in the spot containing the character they want to play.
- Characters should be placed, starting at your left, as follows. The arrows show who is chained to whom: Rage ← → Bai, Donaris ← → Forgiveness, Tagith ← → Xadal.
- There may be a prop at the table – rope, string, chain, paper, etc. – to reinforce that the characters are bound together in pairs. If the players are comfortable doing so, have them connect themselves using this prop to the characters they are attached to in the game.

- Draw attention to **handout 1**, which contains helpful information.
- Ask the table to pick one person as the table captain. This person makes decisions for the table if a vote does not settle matters, keeps track of paperwork, interacts with Open HQ when necessary, etc. Make sure the table captain has all necessary paperwork and knows the location of Open HQ at the event. If the table cannot pick a captain, it is up to you who gets the job.
- Inform the warlock characters that the paladin character they are chained to currently carries all of their equipment.

SCENE A: STARTING THE OPEN

Approximately 15 minutes after the event begins, an administrator speaks to everyone:

“We are here for this solemn occasion. These three villains – the warlocks known as Rage, Donaris, and Tagith – have been found guilty of consorting with devils, burglary, larceny, and murder! The sentence of death shall be carried out forthwith. We thank these diligent and honorable paladins from the city of Elturel – Bai, Forgiveness, and Xadal – for capturing the criminals and delivering them to us. Let the sentence be carried out!”

“But first, each of the condemned are allowed final words. And each paladin may offer a prayer on this, the moment of their death.”

At this point, the DMs take over. Each warlock can offer their last words, and each paladin can offer a prayer. *Give inspiration to each player who says something in character.*

STRAIGHT TO HELL

The proceedings are interrupted as a powerful cultist moves forward and shouts a terrible curse. In a matter of moments, the six who stood at the front of the room disappear in a puff of noxious smoke.

As the Baldur's Gate city guards move forward to place the nooses around the warlocks' necks, a bevy of black-caped figures move forward, screaming a strange chant. One throws off his cloak, and you notice bloody sigils and glyphs carved into his chest. As he claps his hands, you are struck by a gust of searing wind.

You find yourselves plummeting, chained together in pairs, through stifling hot air. The landscape rushing rapidly toward you looks much different from where you were. Rather than the city of Baldur's Gate on the edge of the Sword Coast, you fall toward a terrible hellscape of red earth. Brimstone-filled air forces itself into your nostrils as you fall.

Directly beneath you, scores of devilish and demonic creatures tear and rend each other's infernal flesh. Although the whistling wind is quite deafening, you can still make out the gibbering shrieks, cries, howls, and screams of the battling fiends below you.

Tell the players they have 2 minutes to ask questions of you, then they have 2 minutes to decide how they are going to stop themselves from striking the ground at terminal velocity. At the end of that time, you are going to ask them what their characters do. If they do not answer, then they do nothing but fall.

FALLING INTO AVERNUS

Below are the most common questions the characters might have, along with answers you can supply:

How high off the ground are we?

High enough so that if you hit the ground at full speed, the last thing to go through your brain will be your feet. Not only will you be hitting the ground hard, you will be falling into the claws, fangs, and weapons of demons and devils.

Are the chains strong enough that we can hang by them if our linked partner is safe?

Yes, if your partner is slowed down or flies, you would be hanging from your partner and share their descent.

What is in the vicinity?

Directly below is a flat plane of earth teeming with demons and devils in battle. To the north there is a crater comprised of bones. In the center of that crater is some sort of red liquid. It would still hurt to hit that, but it would be a softer landing than anything else you can see below

Can we control our fall, or at least direct it?

By working in tandem with your linked partner, you can direct your descent to some extent. That is, you can move in any of the cardinal directions while you are falling.

Can we cast spells, touch each other, or otherwise use actions or interact?

Yes. You have 3 rounds to act before you go splat.

Are there other creatures in the air with us?

Nothing close enough to reach you, or you reach them, in the next 18 seconds.

Do the warlocks have their arcane foci or their spell components?

No, but the paladin attached to each warlock holds the arcane focus and spell component pouch of their prisoner.

SCENE B. THE LANDING

After 2 minutes of questions, give the players 2 minutes to discuss options. Each chained pair should only be talking to one another. Count down the last ten seconds quietly but loud enough that the players can hear. At the end of that time, starting with the character to your left (Rage), ask what each character is doing. After each character provides directions, play out the scene. Describe what happens based on the actions taken and the outcome of any necessary checks.

HITTING THE GROUND UNIMPEDED

If any of the pairs hits the ground unimpeded, they die. They can be brought back to life by Pipyap, but they are now very sore and have an extreme phobia of heights.

FALLING INTO THE ICHOR

To reach the ichor successfully without using magic or abilities, characters must succeed on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. If both members of a chained pair succeed, they take 20 bludgeoning damage when they hit the ichor bog. If one succeeds but the other fails, they take 40 bludgeoning damage. If both fail, they take 60 bludgeoning damage. Regardless of the success or failure, the characters survive and land in the ichor bog.

USING MAGIC OR ABILITIES

Some of the characters have resources that allow them to either mitigate or eliminate the threat of falling. These solutions, and how to adjudicate

them, are listed below. If the players come up with other solutions, adjudicate them at your best discretion based on the examples below.

- *Aura of the Guardian*: This paladin feature can be used as a reaction to allow the paladin to absorb the damage taken by some other creature within 10 feet.
- *Polymorph*: This spell can be used, but the chain remains attached to any target of the spell. The best that can be hoped for using this spell is something like a giant eagle, which could fly safely to the ground and carry their chained partner to the ground as well, but no others.
- *Charm Monster*: Since the range is only 30 feet, by the time the characters get close enough to a creature that might be able to fly up and carry them or otherwise break their fall, it's too late.

SCENE C: DEALING WITH THE ENVIRONS

When the characters land, they are likely either touching (or splatting) down amid the battle pitting demons against devils, or they are splashing down in an ichor bog within a bone crater.

FIENDISH BATTLE

If the characters land within the wild melee taking place on the plains of Avernus, they must somehow survive the enemies there. The fiends number far too many to fight, so an alternative method is needed.

Fight. If the characters insist on fighting, they are overwhelmed and killed by the demons and devils. Pipypap can return them to life after the melee has ended.

Intimidation/Deception. A successful DC 20 group Charisma (Deception or Intimidation) check allows the characters to hold the fiends at bay while they escape without taking damage. With a successful DC 15 check, the characters escape but each take 15 slashing damage during their escape. With a successful DC 10 check, they each escape with 30 slashing damage during the escape. Less than DC 10, the characters are forced to fight and therefore die.

Flee the Fight. A successful DC 20 Dexterity (Stealth) group check allows the characters to blend in and escape without taking damage. With a successful DC 15 check, the characters escape but each take 15 slashing damage during their escape. With a successful DC 10 check, they escape with each taking 30 slashing damage during the

escape. Less than DC 10, the characters are forced to fight and therefore die.

Other Plans. If the characters try other methods of escaping the melee, use the preceding points as guidance. For example, if Xadal uses his Turn the Faithless feature, give all the characters advantage on their Charisma (Intimidation) checks. Characters that use invisibility might automatically succeed on their Dexterity (Stealth) checks to flee the scene.

Soon after they get free of the melee (or die), Mahadi and his Wandering Emporium arrive. Proceed to scene D, "Meeting Mahadi".

ICHOR BOG

If the characters splash-land in the ichor bog, the debilitating properties of the gruesome ichor eat away at the characters' bodies and minds.

Characters entering the ichor bog must first succeed on a DC 15 Strength (Athletics) check to swim out of the ichor. On a failed check, the character slips below the surface.

Those slipping below the surface because of a failed check must succeed on a DC 15 Constitution saving throw. On a success nothing happens. On a failed save, the character takes 20 psychic damage as their minds are assaulted by the psychic remnants of all the devils and other lost souls comprising the ichor.

Until the character can swim out, or get helped out by an ally, they must continue attempting the Constitution saving throws. A character who is out of the bog can pull out a connected character still in the bog with a successful DC 10 Strength (Athletics) check as an action.

After getting clear of the ichor bog, the characters witness Mahadi and his Wandering Emporium's arrival.

SCENE D: MEETING MAHADI

After the characters remove themselves from any immediate danger, they meet the inestimable Mahadi, the purveyor of goods and overseer of the Wandering Emporium, an infernal traveling merchant caravan.

Mahadi is a rakshasa who appears as a wealthy merchant lord of Turmish descent. He is the proprietor of the Wandering Emporium and a deal broker, privy to all manner of dealings that might otherwise escape the attention of his patron.

The Wandering Emporium is the collective name for a dozen or so modified infernal war machines converted to form a dreadful open-air market, bringing all manner of rare and illicit goods to Avernus's unsavory customers. The vendors who sell their wares or services are all somehow bound to Mahadi.

When the characters escape danger, read:

As you collect yourselves, an ear-piercing swelling of soul-shredding shrieks fill the air. The shrieks are loud and sustained, and they get closer and closer. On the horizon, dust billows in time with the shrieks. Moments later you realize the dust is rising from the wheels of a speeding caravan of wheeled, metal machines, and the noises arise from whatever infernal magic powers them. Before you know it, the caravan is in front of you. From out of the lead vehicle steps a human of Turmish bearing.

"Allow me to welcome you to Avernus. I hope your short life here is pleasing. I am Mahadi, purveyor of goods. And in your case, perhaps elongator of lives. May I interest you in a scarab-beetle tart?"

If anyone takes and eats the tart, it is delicious (when it stops crawling around in their throat and stomach). The tart, however, is not free. Mahadi demands at least 10 gp for it, but he also accepts a magical potion in payment.

After introductions, Mahadi gets down to business. He offers a variety of items that might help the characters, but the cost is dear: their very

souls. Each bullet costs the low, low price of one soul (and each character can only give up their soul once):

- *Winged boots (DMG)*
- *Broom of flying (DMG)*
- *6 potions of supreme healing*

RUNNING FROM THE DEVIL

Characters may attempt to steal one or more of the items from Mahadi: but make it clear before they do so that his devils are too powerful to fight if things go wrong! For each theft attempted, the character must succeed on a DC 15 Dexterity (Sleight of Hand) check. On a success, the character takes possession of the item. On a failure, the character is caught and suffers the wrath of Mahadi.

Offending characters are overwhelmed and killed by Mahadi's devils, and the companions are beaten for 20 points of bludgeoning damage. Mahadi, however, spares the life and the beating for the soul of one of the paladins.

If the characters do get the item and move on to part 2 with it, Mahadi soon figures it out and sends minions after the players to kill them and retrieve the item. Those minions are described in the later parts.

AFTERMATH

Mahadi can't help the characters escape the chains that bind them together, nor do they have sufficient tradable goods to pay for him to send them back to their home plane.

After the characters take a short rest at the Wandering Emporium, Tagith feels the pull of her patron, Xalzair. She knows that help for the group lay in that direction. The characters can head out, and Mahadi wishes them a short and pleasant death at the hands of the denizens of Avernus.

PART 2: XALZAIR'S LIBRARY

Then I'll see you in Hell.

—Han Solo, *The Empire Strikes Back*

Allotted Time: 90 minutes

In this episode the characters make their way to Xalzair's library, contend with its defenses, and meet with the pit fiend Xalzair. Xalzair has a ritual that can get the characters home, but he only parts with it willingly if the characters do something for him in return.

PREREQUISITES

Do not begin this section of the adventure until the lead administrator tells you to begin.

SENSING XALZAIR

Inform the character Tagith Ulkina that she can sense her patron, the pit fiend Xalzair, nearby. This feeling can lead her and the rest of the party to the pit fiend. Tagith knows the following information about Xalzair (which is on the character's sheet):

- Xalzair is obsessed with gathering knowledge and has a vast library of unique tomes and rituals. The pit fiend is likely to have an answer that could help the characters get out of Avernus.
- Xalzair spends most of his time reading in the heart of his library fortress. He hates to be disturbed.
- Xalzair's library sits on the River Styx in a weeping salt flat.
- A weeping salt flat is a shallow lake that stretches for miles. The salty water that covers the plain is comprised of the tears of the damned and trapped within the waters the ghostly agonized faces of countless beings cry over their follies.

Tagith's player can choose to share this information. They can lead the characters to Xalzair's library, but the journey won't be easy.

SCENE A: WEEPING SALT FLATS

When the characters head in the direction of the library, they soon find themselves at the edge of a weeping salt flat. Miles away in the distance a fortress made of volcanic obsidian stands ominously against Avernus' red sky. Tagith Ulkina knows this fortress is Xalzair's library.

OBJECTIVE

The characters must cross the weeping salt flats to get to Xalzair's library.

AREA INFORMATION

The weeping salt flat is a 5-inch-deep lake of saltwater that goes on for miles.

Atmosphere. The discordant sounds of wailing, crying, and sobbing fill the air. These noises come from ghostly faces just below the surface of the water and disappear when touched. The air tastes of salt.

Illumination. The volcanic activity of Avernus bathes the area in dim red light.

CROSSING THE FLATS

Discordant wailing and choking sobs fill the salty air above the murky water before you. Ethereal faces, twisted in baleful sadness, momentarily appear on the surface of the marshy expanse. A short keep stands across these salt flats.

The journey to the library from the edge of the salt flat takes 1 hour. Obstacles the characters face are based on their mode of travel.

Smooth Flying. Characters with items from Mahadi allowing them to fly have no trouble crossing the weeping salt flats if they use those items, since they can move high enough above the terrain to be unaffected by it. If a character chooses to fly, the chained partner must also have a way to fly, or the flying character cannot fly high enough to avoid the salt flats' effects.

Going on Foot. Characters who can't fly above the flats must succeed on a DC 15 Wisdom saving throw or gain a random form of short-term madness when they reach the library at the start of scene B (see "Madness" in chapter 8, "Running the Game," of the *Dungeon Master's Guide*). Fiends are immune to the effects of the weeping salt flats.

Thieves on the Run. If the characters stole from Mahadi, a **bone devil** named Karaknathales attacks the characters. The devil owes Mahadi a favor, but isn't willing to die for the rakshasa. As he attacks, the bone devil says, "Give Mahadi back what is his! He always gets what he is owed." Later

he might say, “I’m living proof Mahadi always gets his. You think I *want* to fight you?” Karaknathales fights until reduced to 70 hit points then flees.

SCENE B: OUTSIDE THE LIBRARY

After traveling through the weeping salt flats, the characters arrive at Xalzair’s library. The library rests where the weeping salt flats meets the River Styx. The map in appendix D shows the layout of the area.

OBJECTIVE

The characters must get inside the library.

AREA INFORMATION

Xalzair’s library is a circular, two-story, 80-foot-tall stone structure. The first floor forms a wider base than the second, like an imposing infernal wedding cake. The atmosphere and illumination are the same as scene A, “Weeping Salt Flats.”

Front Door. The front door of the library is carved with the stone face of a snarling pit fiend. A *detect magic* spell reveals the door radiates an aura of evocation magic. Two devils stand guard outside the front door (see “Creatures/NPCs”).

When a creature that is not a fiend in the service of Xalzair touches the door, the carving shoots a 5-foot-wide, 100-foot-long line of lightning out of its eyes. Creatures in the line must make a DC 14 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much lightning damage on a successful one.

The door has AC 17, 80 hit points, and immunity to poison and psychic damage. The door’s lock can be picked by characters who make a successful DC 15 Dexterity check with thieves’ tools or the door can be forced open by a character who makes a successful DC 20 Strength check. Xalzair, Taradox (see area X1), Davaltius, and Vaderthorp (see below) hold keys to the door.

River Styx. The River Styx is 10 feet deep near the library. A creature that touches the water of the river immediately suffers an effect as if they had failed the saving throw against a *feblemind* spell (spell save DC 15).

Windows and Walls. Climbing the walls of the library without equipment requires a successful DC 15 Strength (Athletics) check. The first floor of the structure has no windows, but the second does. These windows have closed iron shutters and are latched from the inside. The shutters can be opened with a successful DC 15 Dexterity check made with thieves’ tools. The shutters have AC 19,

27 hit points, and immunity to poison and psychic damage.

CREATURES/NPCs

Davaltius and Vaderthorp, a pair of female **barbed devils** in the service of Xalzair, stand guard outside the front door to the library. The pair are a comedy duo of snide hecklers, making jokes at the expense of any creatures they notice, including each other.

GETTING INSIDE THE LIBRARY

The characters have options for getting inside the library. They could use a combination of techniques to get inside the library. For instance, four characters could chat with the devils to distract them while the remaining two climb up the side of the library and sneak in through a second-floor window. Characters who are chained together can’t split up.

Fight. If the characters try to battle their way through the library’s front door, Davaltius and Vaderthorp fight until one of them falls. The remaining devil opens the door and calls to Taradox in area X1 for help.

Sneak. Characters who make successful DC 18 Dexterity (Stealth) checks manage to sneak by without the devils noticing. These characters could climb the walls of the library and enter through the windows (see “Area Information”), but they can’t sneak through the front door unless they lure the guards away with a distraction.

Talk. If the characters approach the devils in a nonthreatening manner, the devils don’t attack. If the characters claim they have business with Xalzair, a successful DC 18 Charisma (Intimidation or Persuasion) check gets the devils to open the door and grant entry to the characters while warning them, “Remain quiet in the library... or else!” Tagith has advantage on this check. If the check fails, the devils set a trap. They open the door for the characters to enter area X1 but follow behind and shout for Taradox to attack once the adventurers enter the area.

SCENE C: INSIDE THE LIBRARY

The areas of the library refer to the map in appendix D.

OBJECTIVE

The characters must find and speak with Xalzair to learn about the ritual that can send them home.

AREA INFORMATION

The library's interior looks like the infernal version of a quiet monastery or university.

Atmosphere. Silence reigns inside the library. The faint cries of the weeping salt flats can be heard outside, but otherwise the creatures that serve Xalzair make no noise so their master can study. The entirety of the building smells like musty books.

Dimensions and Terrain. The library is 80 feet tall. The ceilings in the library are 30 feet tall with 20-foot-high doorways connecting rooms.

Doors and Walls. The doors and walls of the library have AC 17, 45 hit points, and immunity to poison and psychic damage. Locked doors can be picked by characters who make a successful DC 15 Dexterity check with thieves' tools or forced open by a character who makes a successful DC 20 Strength check. Xalzair holds a master key to the doors. Climbing the walls of the library without equipment requires a successful DC 15 Strength (Athletics) check.

Illumination. All areas of the library are brightly lit by the *continual flame* spell cast on torches in sconces.

2A. FOYER

The front door to the library is locked (see "Front Door"). The outer hall of Xalzair's library has the following features:

- Taradox, an **orthon** loyal to Xalzair, stands guard invisibly in the foyer.
- A shelf of silvery books with titles written in Elvish stands in the north end of the hall.
- Two iron statues of pit fiends stand at the south end of the hall, gazing down at their palms as if reading invisible books
- The door to area X2 is locked (see "Pit Fiend Statues").

Elvish Bookshelf. The bookshelf holds a series of religious books about the Seldarine, the elf deities of the Forgotten Realms. There are twenty-nine tomes on the shelf, one per god in the pantheon. The books are written in Elvish. Give a character who can read Elvish handout 2, "Elvish Book Titles."

Pit Fiend Statues. A *detect magic* spell reveals the statues radiate auras of abjuration and illusion magic. The first time a character walks within 5 feet of either of the statues, the statues speak a message in Infernal:

"Knowledge is our meal. One of us devours outcast elves. The other consumes dreams and death. Which eats which matters not, only that we feast so your own minds can feed on ancient tomes beyond the door."

This message can help the characters unlock the door to area X2 (see "Unlocking the Door"). Give the players a chance to figure out the riddle themselves. If they can't, a character who succeeds on a DC 15 Intelligence (Religion) check knows that Fenmarel Mestarine is the elf god of outcasts and Sehanine Moonbow is the elf god of dreams and death.

Unlocking the Door. The door to area 2B is locked (see "Area Information"). This door is unlocked with an audible click if the books about Fenmarel Mestarine and Sehanine Moonbow are taken from the bookshelf and placed in the hands of the statues. One book should be placed in the hands of each statue, but it doesn't matter which statue holds which book.

Nightmare Trap. If a character touches or tries to damage the door while it is locked or tries to damage a statue, the statues project nightmarish images in their mind. The character must succeed on a DC 15 Wisdom saving throw or take 11 (2d10) psychic damage.

The statues each have AC 19, 36 hit points, and immunity to poison and psychic damage. If the statues are destroyed, the door unlocks.

ROLEPLAYING TARADOX

The snooty Taradox takes his role of guardian and caretaker of Xalzair seriously. He doesn't want loud noises to interrupt his master's study. If the characters enter area X1 with the permission of Xalzair or Davaltius and Vaderthorp, Taradox shadows the characters while they move through this area. The first time one of them makes a noise louder than a whisper, the orthon shushes them while remaining invisible. The second time this happens, he gives the characters a whispered warning to shut up because the master is studying. The third time, he attacks.

If the characters enter this area without permission, if they are setup by Davaltius and Vaderthorp (see "Getting Inside the Library"), or if they take more than 10 minutes of game time to figure out the statue puzzle or set off the trap (see "Pit Fiend Statues"), the orthon attacks, suspecting the characters of being intruders. Taradox fights until reduced to 40 hit points then flees.

A character convinces a captured or cornered Taradox to reveal the answer to the statue puzzle

with a successful DC 15 Charisma (Intimidation) check. A character who has not gotten into a fight with the orthon can convince the devil to help with the statue puzzle with a successful DC 15 Charisma (Deception or Persuasion) check.

2B. OUTER LIBRARY

The door to this area from area 2A is locked (see “Pit Fiend Statues” in area 2A). The outer library has the following features:

- Sidleus, an **imp**, remains invisible in this chamber.
- The outer library has long curved bookshelves on its walls that stretch from floor to ceiling.
- The door to area 2C is locked (see “Area Information”).

Bookshelf Trap. The shelves hold Xalzair’s fiction collection, an impressive trove of epic tales, horror stories, poems, plays, mysteries, and more. A character who succeeds on a DC 12 Intelligence (Investigation) checks notices many vampire romance novels in the collection. Every shelf is carved with a message in Infernal that reads, “Do not touch the books.” A *detect magic* spell reveals the books on the shelves radiate auras of transmutation magic.

If a character touches one of the books, all of the texts grow fangs and fly off the shelves, turning into a hostile **swarm of vampiric tomes** that fights to the death.

ROLEPLAYING SIDLEUS

The imp Sidleus has read many books in Xalzair’s collection to impress her master. She’s a bit of a know-it-all. It’s her job to make sure guests who intend to speak with Xalzair are worthy.

When the characters enter, the imp remains invisible. If the characters are hostile, the imp activates the swarm of vampiric tomes (see “Bookshelves”). If the characters aren’t hostile, Sidleus tells the characters in a whisper they must answer three questions to get into area X3.

Sidleus’ Test. The characters can answer these questions in two ways: either one or more players know the answer, or if no player knows, allow the characters to make ability checks, determining the answer on a success. Tagith has advantage on these checks. Allow the characters to use spells like *charm monster* or *zone of truth* to extract answers from Sidleus. She appreciates such cleverness.

The imp asks the following questions:

- **What are the material components used in the fireball spell?** The answer is bat guano and sulfur, which a character knows with a successful DC 10 Intelligence (Arcana) check.
- **Which god abdicated his throne of the dead to Bane, Myrkul, and Bhaal?** The answer is Jergal, which a character knows with a successful DC 12 Intelligence (Religion) check.
- **Who is the ninth king of Mithral Hall?** The answer is Gandalug Battlehammer, which a character knows with a successful DC 15 Intelligence (History) check.

If the characters refuse to answer her questions, take too long to answer, or get an answer wrong, Sidleus activates the swarm of vampiric tomes.

If the characters get all Sidleus’ questions right or defeat the swarm, the imp decides that they’re worthy of seeing Xalzair and lets the characters through the door to area X3.

Sidleus’ Key. Sidleus holds a key to the door in this room that leads to area X3.

2C. INNER LIBRARY

The inner library has the following features:

- Xalzair, a **pit fiend**, sits in an oversized chair in the center of the room reading a book in Infernal titled, *How to Get the Most Out of Warlocks* by Graztalack.
- A circular staircase leads up the second floor of the library.
- A large bookshelf stretches from floor to ceiling and covers every available surface of wall.

Bookshelves. The shelves hold Xalzair’s nonfiction collection.

ROLEPLAYING XALZAIR

Xalzair is imposing, slick, and extremely knowledgeable. He often quotes his favorite authors and always speaks as if giving a lecture. When he notices the characters, he forgives any transgressions they have made against his guards or harm they have done to his home because he has a job for them. Proceed to scene D, “Getting the Ritual.”

Any characters who enter this area from the stairs are greeted with a warning from Xalzair to never go upstairs again. If the characters finish speaking with Xalzair and wish to attempt to sneak up the steps, they can do so. The pit fiend immediately becomes so absorbed in his book that characters who make successful DC 14 Dexterity (Stealth) checks sneak by the pit fiend without him noticing. If this check fails, Xalzair warns the

characters to not go upstairs then attacks if they try again.

If combat breaks out with Xalzair, he battles the characters until they agree to give up. Hoping they learned their lesson, he sits back down and states the terms of his deal (see scene D, “Getting the Ritual”).

Xalzair and Tagith. Xalzair expects much from his patrons. He doesn’t go easy on Tagith and demands the warlock answer inane trivia questions about magic at random times to see if she is “keeping up with her studies.” The following trivia questions (and answers) might be asked of Tagith. Feel free to use your own trivia questions as well.

- “Who is the halfling god of adventure and thievery?” (Brandobaris)
- “What is the name of the process in which a humanoid becomes a mind flayer?” (Ceremorphosis)
- “What color is an amused flumph?” (Pink)
- “How often does the Great Modron March occur?” (Every 289 years)

SAMPLE XALZAIR QUOTES

Xalzair likes to quote from his favorite texts. Let the following quotes inspire your own creations:

- “Those who ask for nothing without offering anything in return are poor business partners and worse friends.” – *The Business of Business* by Bayinath the Zoeth
- “Modrons are not totally bad. They are not totally good either. They are totally organized, annoying, and honest.” – *Volo’s Guide to the Planes* by Volothamp Geddarm
- “The greatest generals in the infernal armies are pit fiends. Cross them not, let ye want thy skull turned into a flaming mace.” – *On Infernal Armies* by Elminster Aumar

2D. HALL OF THE SILENCE RUNE

A red glowing Infernal rune is emblazoned on the ceiling of this hall. A *detect magic* spell reveals the rune radiates an aura of illusion magic. A character who succeeds on a DC 15 Intelligence (Arcana) check and understands Infernal knows this sigil puts the entirety of the library’s second floor under the effect of a *silence* spell. Xalzair keeps the second floor under this effect so he doesn’t hear the devils walking around above him while he’s trying to read in the inner library (area 2C).

Marring the sigil with a tool or weapon causes the sigil to lose its magic. Xalzair comes from area 2C to investigate as soon as he hears a noise above him.

2E. XALZAIR’S CHAMBERS

Xalzair’s personal chambers have the following features:

- This chamber is under the effect of the *silence* rune in area 2D.
- A 10-foot-radius, 5-foot-deep tub of boiling blood stands on the east side of the room.
- A bookshelf stands on the west wall.
- A portrait of a magnificent pit fiend wearing armor and wielding a flaming greatsword hangs on the north wall.

Blood Tub. Xalzair rests and hides his possessions in the pool of blood. A *detect magic* spell reveals the pool radiates an aura of transmutation magic. Any liquid placed in it becomes scalding hot. A creature that touches the tub or the blood or starts its turn touching the tub or the blood takes 16 (3d10) fire damage. A character can tip over the tub with a successful DC 15 Strength (Athletics) check.

Bronze Chest. A character who succeeds on a DC 12 Intelligence (Investigation) check finds a small bronze chest emblazoned with the symbol of Asmodeus in the middle of the pool beneath the blood. The airtight chest contains Xalzair’s most precious belongings (see “Treasure”).

Bookshelf. The bookshelf holds many tomes about magic, Xalzair’s favorite subject.

Portrait. A character who succeeds on a DC 15 Intelligence (Arcana, History, or Religion) check knows that the portrait depicts Bel, the former ruler of Avernus who now serves as the current ruler Zariel’s second-in-command.

TREASURE

The bronze chest in the pool of blood contains a scroll containing the ritual needed to summon an agent of Glasya written in Infernal (see Scene D: “Getting the Ritual”), an *immovable rod* and three *potions of greater healing*.

2F. DEVIL DORM

This place is where the devils who serve Xalzair rest:

- Ezomul and Witalax, two **bearded devils** play a card game while sitting on a pair of bunk beds, while Deromore, an **imp** writes dirty jokes in Infernal on the walls with chalk.
- This chamber is under the effect of the *silence* rune in area 2D.
- A pair of empty bunk beds and one larger bed are perfectly made.

- Five footlockers stand in rows on the south wall.

DEVILS

The devils don't like being disturbed. They motion for the characters to leave them in privacy then attack if the characters don't heed the request. The fiends fight until one devil remains, then that devil attempts to flee to area 2C.

TREASURE

The footlockers hold the contracts the devils in this room have secured with mortals in the worlds of the Material Planes, plus a *potion of invulnerability*.

SCENE D: GETTING THE RITUAL

This scene begins when the characters find Xalzair in area 2C of the library. Once the characters explain their predicament, he gives them the following information:

- To get back home to Faerûn, the characters need powerful magic. If anyone can help them, it's Glasya, ruler of the Nine Hells's sixth layer, Malbolge. She is adept at getting people out of undesirable situations.
- Xalzair has a ritual that the characters can use to conjure an agent of Glasya to make a deal, but the pit fiend won't hand over the ritual for free.
- Xalzair promises to give the characters the ritual immediately, in exchange for one of the paladin's souls. A paladin who agrees is promising to serve Xalzair as a devil for eternity after death.
- If no character is willing to give up a soul, Xalzair offers the characters the ritual in exchange for them convincing a barge of lost modrons on the River Styx to sign over their souls to him (see "Lost Modrons").

OBJECTIVE

The characters must get the ritual to conjure an agent of Glasya from Xalzair.

RITUAL IN HAND

If the characters already have already stolen the ritual from area 2E when they speak to Xalzair, the character in possession of the ritual must succeed on a Charisma (Deception) check opposed by Xalzair's +4 Wisdom (Insight) check to not give away that they already have the ritual.

If the character fails this check, Xalzair demands the ritual back, attacking until the characters give it back or he prys it from their corpses. Xalzair

ceases his attack once the ritual is back in hand, and he offers the characters the deals for a paladin's soul or the modrons' souls to get the ritual back.

If the characters flee from the pit fiend, Xalzair doesn't chase them beyond the confines of his library as to not leave his books unguarded. If Taradox is still alive, Xalzair sends the orthon after the characters.

STEALING THE RITUAL

The characters may refuse any deal with Xalzair. If this is the case, he asks them to think it over and gives them free reign of the first floor of his library, unlocking all doors on this level and ordering his devils on this level to leave the characters alone. This gives the characters a chance to steal the ritual from area 2E if they can make it to the second level of the library.

PALADIN'S SOUL

If a paladin takes Xalzair up on the offer and exchanges a soul for the ritual, Xalzair summons a swarm of demonic beetles that each have the terms of the deal carved into their shells in Infernal. The paladin must eat the beetles to finalize the deal. There is no escaping the deal once it is finalized.

If the characters take this deal, Xalzair allows them to leave the library with the ritual without further harm.

TIME LIMIT

If there are only 5 minutes left in this episode of the adventure and the characters haven't secured the ritual, Xalzair appears before them wherever they are and demands one of the paladin's sign over a soul or they do not get the ritual. Inform the characters they have no other choice at this point, and one paladin must give up a soul.

MODRON SOULS

If the characters agree to help get the souls of the modrons, Xalzair has them sign a contract made of interlocking metal plates with the following terms:

- The characters agree to convince the modrons aboard the *Logic Clock* barge traveling on the River Styx to sign over their souls to Xalzair in exchange for the pit fiend giving the modrons directions home to Mechanus. If the characters do this, Xalzair gives them the ritual.

- If the characters fail in getting the modrons to sign over their souls, Xalzair still gives them the ritual in exchange for one of the paladin's souls.

The *Logic Clock* passes by the library 5 minutes after the characters finalize the deal with Xalzair.

MODRON BARGE

The *Logic Clock* is a clockwork barge that is 50 feet long and 20 feet wide. It carries a group of ten **quadrones** led by one **pentadrone**. In order to secure the souls of the modrons, the characters must stop or board the barge, then get the modrons to hand over their souls.

Stopping the Barge. The characters can stop the barge by appealing to the pentadrone with a successful DC 13 Charisma (Intimidation or Persuasion) check. At your discretion, players who roleplay the scene well can stop the barge without needing to make this check.

Boarding the Barge. The characters can attempt to leap aboard the deck of the *Logic Clock* with a successful DC 13 Strength (Athletics) check. Characters chained together must both succeed on this check. If one character fails, both fall into the River Styx (see "River Styx" in scene B: "Outside the Library"). Characters who leap aboard the barge uninvited are attacked by the modrons. The modrons fight to the death, or until a character succeeds on a DC 15 Charisma (Intimidation or Persuasion) check made as an action to convince the pentadrone to surrender. If the pentadrone dies, the characters can't make a deal with the quadrones.

Convincing the Modrons. The quadrones do whatever the pentadrone orders them to do. Outside of battle, the pentadrone speaks for the group, saying they're lost and trying to return home to Mechanus. A character who succeeds on DC 13 Charisma (Intimidation or Persuasion) check convinces the pentadrone to take Xalzair's deal, which all the modrons sign. Failing this check causes the modrons to treat the characters as hostile and attack, fighting to the death. At your discretion, players who roleplay the scene well can convince the pentadrone without needing to make a check.

Development. Xalzair intentionally didn't tell the characters that the *Logic Clock* is due to pass through Falgrath's territory, and that pit fiend also desires the souls onboard. If the characters

persuade the modrons' to give their souls to Xalzair, Falgrath takes revenge in part 3.

ROLEPLAYING MODRONS

Modrons are all about law and order. They speak with precise language, and take everything literally. Metaphors, sarcasm, and hyperbole are all things modrons do not use or understand. They are also quick to point out and correct mistakes, not to offend another person, but simply because mistakes must be corrected.

SCENE E: LEAVING THE LIBRARY

When the characters have the ritual, they can leave the library.

XALZAIR'S RITUAL

Characters understanding Infernal can read the ritual. To summon Glasya's agent, the casters must use a blade forged by a pit fiend to sacrifice a pack of six hell hounds atop Mt. Yaltomec, a volcano in Avernus that Glasya threw Juiblex into years ago and now bubbles with demon ichor.

It should be obvious to the characters that they need a blade forged by a pit fiend and a pack of six hell hounds to complete the ritual. The character Donaris Alimbo knows that his patron, the pit fiend Falgrath, has a weapon forge nearby and can lead the characters to it. Proceed to episode 3 when the lead administrator tells you to do so.

EXTRA TIME

If you complete this episode of the adventure and have at least 15 minutes of the allotted time remaining, you can add the following optional encounter.

As the characters leave the library, they run into two **vrocks** from the Abyss that came to Avernus with Yeenoghu to fight the Blood War. These fiends are scouting future battle sites and can't resist a chance at violence. They attack the characters, fighting to the death or until the lead administrator tells you to proceed to episode 3, whichever comes first.

SHORT REST

The characters can take a short rest before moving on to episode 3.

PART 3: FALGRATH'S FORGE

Those who play with the devil's toys will be brought by degrees to wield his sword.

—R. Buckminster Fuller

Allotted Time: 90 minutes

The characters try to obtain a sword forged by the pit fiend Falgrath. After braving the perils of the Avernus tar pits, the characters find Falgrath's forge under attack by demons. The characters can defeat the demons to gain Falgrath's favor, use the attack as a distraction to gain entry to the forge, or join the demons in the assault. After entering, if the characters make a deal with Falgrath, he has them perform a task for him in exchange for a sword.

PREREQUISITES

Do not begin this section of the adventure until the lead administrator tells you to begin.

SENSING FALGRATH

Inform the player of character Donaris Alimbo that the warlock can sense his patron, the pit fiend Falgrath, in the vicinity. This feeling leads him and the rest of the party to the pit fiend. Donaris knows the following information about Falgrath (which is on the character's sheet):

- Falgrath prides himself on creating hell-forged blades used in the Blood War against demons. The only thing Falgrath likes more than creating blades to kill demons is using his blades.
- Falgrath spends most of his time in his forges. He maintains several throughout Avernus, but the closest one is only about 2 hours away from Xalzair's library.
- Falgrath's nearest forge rests within a plain covered in bubbling tar pits.
- The tar pits that surround Falgrath's forge are dangerous terrain. Not only are they a physical threat, but the fumes from the bubbling tar also pose a threat to a creature's mind.

Donaris' player can choose to share this information. They can lead the characters to Falgrath's forge, but the journey won't be easy.

SCENE A: BUBBLING TAR PITS

When the characters head in the direction of the forge, they soon find themselves passing through an area teeming with bubbling tar pits.

OBJECTIVE

The characters must cross the plain of bubbling tar pits to access Falgrath's forge.

AREA INFORMATION

The bubbling tar pits stretch for miles in all directions.

Atmosphere. Pools of scalding, sticky tar boil throughout the flat plain as far as the characters can see. The noxious vapors of the burning tar burn the eyes and corrode the lungs.

Illumination. The volcanic activity of Avernus bathes the area in dim red light.

CROSSING THE TAR PIT PLAIN

A bubbling expanse of noxious tar pits stands between you and flat iron building the billows smoke into the red sky of Avernus.

The journey to the forge takes 2 hours. Obstacles the characters face are based on their mode of travel.

Smooth Flying. Characters with items from Mahadi that allow them to fly have no trouble crossing the bubbling tar pits if they use those items, since they can move high enough above the terrain to be unaffected by it. If a character chooses to fly, the other character the flying character is chained to must also have a way to fly, or the flying character cannot fly high enough to avoid the tar pits' effects.

Going on Foot. Crossing the plains of bubbling tar pits is a hazardous trek. See "Tar Pits."

Thieves on the Run. If the characters stole from Mahadi, a human **warlord** named Feonor the Glib attacks the characters. The warlord's soul is owned by Mahadi, so Feonor does exactly as Mahadi asks. Fortunately for the characters, Mahadi does not want to lose the services of Feonor, so he has instructed the warlord to fight until he has 40 hit points left then retreat. Feonor is immune to the poison effects of the tar pits.

TAR PITS

Large pits of reeking hot tar bubble and hiss, trapping any who get caught in their viscous and glue-like mires. The tar is mildly combustible, but the off-gassing from the tar is highly flammable, and jets of flame spontaneously erupt into the foul air as gasses build up within each pit and belch to the surface.

Rules for the Bubbling Tar Pits:

- Safe paths through the Tar Pits can be found. Each character that wants to move through them safely, is required to make a successful DC 15 Wisdom (Survival) check as they cross the tar pit plain. Three of these checks must be made to cross the plains without incident. If a character fails any of these checks, that character sinks into a tar pit.
- A tar pit covers the ground in roughly a 10-foot-square area and is usually 10 feet deep. When a creature enters the area, it sinks 1d4 + 1 feet into the tar and becomes restrained. At the start of each of the creature's turns, it sinks another 1d4 feet. As long as the creature isn't completely submerged in tar, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the tar. A creature that is completely submerged in tar can't breathe (see the suffocation rules in chapter 8 of the *Player's Handbook*).
- A creature can pull another creature within its reach out of a tar pit by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the tar.
- The first time a creature inhales the gas exuded from the tar pits it must succeed on a DC 15 Constitution saving throw to be unaffected. If they fail, they must roll on the Tar Pit Poisoning table and apply the effect. A creature who fails this saving throw must then succeed on a DC 15 Dexterity saving throw or fall into the tar pits as they become woozy.

Tar Poisoning

d4	Effect
1	The creature bursts into uncontrollable laughter as if affected by the <i>Tasha's hideous laughter</i> spell for 1 minute with a DC 15 Wisdom saving throw to shake off the effects.
2	The creature begins ungodly projectile vomiting and is poisoned for 1d6 rounds. The creature can repeat the saving throw at the end of each of its turns, ending the effects on a success.
3	The creature must succeed on a DC 15 Intelligence saving throw or see an illusion of its greatest love which it is compelled to follow as the illusion leads it into the tar pits for 5 rounds. While affected, the creature is stunned, unable to do anything but move its speed.
4	The creature believes the tar is delicious food. For the next 5 minutes, the creature desires nothing more than to eat the tar. If eaten, the tar deals 7 (2d6) poison damage to the creature for each round it spends consuming it.

SCENE B: ATTACK ON THE FORGE

After traveling through the plain of bubbling tar pits, the characters arrive at Falgrath's forge. The map in appendix D shows the layout of the area.

OBJECTIVE

The characters must get inside the forge, which is under siege from demons (see "Creatures/NPCs").

AREA INFORMATION

Falgrath's forge is a large, flat, one-story, 30-foot-tall iron structure. Each side of the forge is 120-foot long, with large doors in the center of each of the four walls. The atmosphere and illumination are the same as scene A, "Bubbling Tar Pits."

Doors. Each door of the forge is made of iron. The doors are bolted and sealed against demonic attack, and therefore can't be opened with a simple lock pick. The doors have AC 19, 120 hit points, and immunity to poison and psychic damage. A door can be forced open by a character who succeeds on a DC 24 Strength check.

The doors contain a magic that is antithetical to demons. Any demon that touches a door takes 26 (4d12) radiant damage. This damage affects only demons and can't be resisted.

Walls. Climbing the walls of the forge without equipment requires a successful DC 15 Strength (Athletics) check. The structure has no windows and there is an entry hatch in the northeast corner of the roof. The hatch is latched and locked from the inside. A character can open it with a successful DC 15 Dexterity check made with thieves' tools. The hatch has AC 17, 50 hit points, and immunity to poison and psychic damage.

CREATURES/NPCs

Each side of the structure is being assaulted by a squad of demons consisting of two **tanarukks** and seven **maw demons**.

ENTERING THE FORGE

The devils inside the forge are content to let the demons flail impotently against the impenetrable walls and doors of the forge, occasionally picking off a demon when one of them lets down their guard.

The characters can gain access, however, in a variety of ways: fighting a demon squad, sneaking in through the roof hatch, or waiting until the devils open the door.

Fight. The demons are undisciplined, each squad working on its own. The characters can fight a squad on one side of the forge without any of the other squads coming to investigate.

If the characters defeat a demon squad, the devils inside notice and open a door long enough to let the characters inside. Go to scene C "Inside the Forge."

Sneak. Characters who observe the situation from hiding and succeed on a DC 20 Wisdom (Perception) check notice that every few minutes, a shadowy figure appears on the roof, shoots at the demons, and then disappears before being spotted. This should tell the characters that the roof has an access point.

Characters who want to gain access to the roof without being spotted must succeed on a DC 12 group Dexterity (Stealth) check then climb up to the roof.

If the group is spotted, the nearest squad of demons attacks them and follows them up on the roof if they flee in that direction.

Join the Demons. Another tactic, perhaps unwise but still viable, is to join the demons in the attack. Bargaining with the demons requires an initial DC 10 Charisma (Persuasion) check, although if the characters first point out that they might be able to knock down the demon-repellant doors, the check is made with advantage.

If the demons accept the characters' help and the characters can knock down one of the doors, the demons funnel into the forge and attack. The characters might be able to use the confusion to search the forge for a ritual-worthy sword.

SCENE C: INSIDE THE FORGE

The areas of the forge refer to the map in appendix D.

OBJECTIVE

The characters must acquire a suitable sword to carry out the ritual. (The only swords that fit the specification of the ritual are either wielded by Falgrath or locked inside a chest in area X5.)

AREA INFORMATION

The forge's interior glows with the bright lights of many hellish forges, reeking of the worst bits of hell, factories, and smithies.

Atmosphere. The forge is loud, smoky, pungent, and hot as the hottest part of hell.

Dimensions and Terrain. The outer walls of the forge form a square, 120 feet per side, with ceilings 30 feet tall. Doors between areas within the forge are 20 feet tall and unlocked unless otherwise noted.

Illumination. All areas of the library are brightly lit by the glow of the many forges throughout the place.

3A - 3D. LESSER FORGES

The doors to the forge are locked (see "Area Information"). They each open into a lesser forge. These lesser forges are practically identical, except for the noted difference below.

CREATURES/NPCs

In each of the lesser forges, six hellsmiths (use the **knight** statistics) work the forges preparing the metal to be formed into a variety of weapons. One of them keeps an eye on the door while the demonic attack continues.

ENVIRONMENT

There are several items of note in the lesser forges:

Working Forges. These forges burn white hot with the fires of hell. Any creature that is pushed into a working forge or starts its turn inside one takes 10 (3d6) fire damage.

Unlit Forge. An unlit forge is set into the center of the inner wall of each area. The unlit forge

covers a panel that opens a secret door leading into the inner forge at area 3E. With a successful DC 10 Intelligence (Investigation) check, characters notice scrapes on the floor where the unlit forge is pushed to expose the panel. All of the hellsmiths know the location of the panels and the doors.

Walls. A wide variety of weapons cover the walls. Creatures pushed into the wall take 14 (4d6) piercing damage. None of these weapons are magical, but almost any normal weapon can be found.

3E. INNER FORGE

Falgrath, a **pit fiend**, works alone in this inner forge. He ignores any outside sounds to continue working on his blades. He only turns his attention to creatures if his inner forge is breached.

FALGRATH'S REACTION

Three likely circumstances trigger entry into the inner forge:

Characters are Let In. If the characters assist the hellsmiths in dealing with the demons, and the characters don't anger them, they allow the characters to enter the inner forge. Falgrath is initially angry, but Donaris's presence calms him. He offers a suitable sword if the characters take care of his abishai problem (see "Passing Abishais").

Characters Infiltrate. If the characters access the inner forge without the permission of the hellsmiths, Falgrath is livid at the interruption. However, a DC 10 Charisma (Persuasion) check gets Falgrath to make a deal to provide the sword in exchange for dealing with the abishai problem. If the check is failed, Falgrath demands that the group give up a paladin's soul and deal with the abishai problem to obtain the sword (see "Passing Abishais").

Demonic Assault. If the characters helped the demons enter the outer forges, the characters can slip into the inner forge in the chaos. Falgrath deals with the demons easily then threatens to kill the characters. However, a successful DC 20 Charisma (Persuasion) check gets Falgrath to make a deal to provide the sword in exchange for dealing with the abishai problem. If the check fails, Falgrath demands that the group give up a paladin's soul and deal with the abishai problem to obtain the sword (see "Passing Abishais").

THE FORGE

The inner forge burns with the flames of hellfire. Creature who move adjacent to the forge take 21 (6d6) fire damage. A creature that moves into the forge takes 70 (20d6) fire damage.

The Swords. The walls are decorated with the most famous and powerful swords Falgrath has forged. Only two of them contains the touch of silver that meets the requirements of the summoning ritual. If the characters attempt to steal it somehow, they must succeed on a DC 15 Intelligence (Investigation) check to find the correct sword.

SCENE D: PASSING ABISHAIS

In order to make a deal with Falgrath and acquire a suitable sword, the characters must agree to the following, as described by the pit fiend:

- Three **white abishais** are traveling along the shore of the Styx, heading through Falgrath's territory right now.
- These abishais have wronged Falgrath and he wants them dealt with. However, he doesn't want them killed. Instead, he needs them to be tossed into the Styx so that they forget whom they work for.
- When they've done this, the characters can return to the forge to take possession of the sword.
- If one of the characters falls into the Styx, Falgrath can cure them – but only one.

OBJECTIVE

The characters must push all three abishais into the River Styx.

TERRAIN

The three abishais are walking a path through a hilly plain 40 feet from the edge of the River Styx. The abishais know they're passing through dangerous territory, so they're wary of attack.

TIME LIMIT

If there are only 5 minutes left in this episode of the adventure and the characters haven't secured one of Falgrath's swords, the pit fiend appears before them wherever they are and demands one of the paladin's sign over a soul and someone give the pit fiend a magic weapon, or the characters do not get the ritual. Inform the characters they have no other choice at this point, and one paladin must give up a soul and one character must hand over a magic weapon.

SCENE E: LEAVING THE FORGE

When the characters have the sword, they can leave the forge. Rage feels that his matron devil, the pit fiend Bragacon, is in the vicinity. Bragacon breeds hell hounds, and she might be able to provide some for the ritual.

EXTRA TIME

If you complete this episode of the adventure and have at least 15 minutes of the allotted time remaining, you can add the following optional encounter.

As the characters leave the forge, they run into three **tanarukks** that got separated from the rest of the raiding party. They attack the characters, fighting to the death or until the lead administrator tells you to proceed to part 4, whichever comes first.

LONG OR SHORT REST

The characters can take a long or short rest before beginning episode 4.

END OF ROUND 1

This is the end of Round 1. Release the players for a one-hour break and complete the Round 1 scoring sheet (and turn it in at HQ) before also taking a break.

EPISODE 4: BRAGAON'S MENAGERIE

Those who are in the Fire will cry out to the keepers of Hell...
- Quran 40:49

Allotted Time: 90 minutes

To secure a pack of hell hounds, the characters visit the monstrous menagerie of the pit fiend Bragaon. Before the devil parts with her hounds, she requires the group to perform a small favor for her.

PREREQUISITES

Do not begin this episode until the lead administrator tells you to begin.

SENSING BRAGAON

Inform the player of the character Rage that he can sense the presence of his patron, the pit fiend Bragaon. This sensation can lead him and the rest of the party to Bragaon's menagerie. Rage knows the following information about his patron (which is on the character's sheet):

- Bragaon owns a vast menagerie of monsters, many of which she made herself by stitching together tortured souls. A large pack of hell hounds forms part of this menagerie.
- Bragaon's imps serve as keepers for her menagerie. Most of them hate her but remain bound to her service. Rage's own imp, Ozible, originated from here.
- Bragaon serves Bel, the former Lord of Avernus, and often conspires against her fellow devils. She's known for having a long-standing feud with Xalzair, Tagith's patron.

Rage's player can choose to share this information.

ROLEPLAYING OZIBLE

As the characters explore Avernus, you can use Rage's imp Ozible to impart fun knowledge about the hellscape and its denizens. As this is a competitive event, try to limit this to simple lore rather than strategic hints unless specified otherwise by the text.

SCENE A: FIELD OF FLESH

Bragaon chiseled her menagerie's location into a colossal broadsword that plunged into Avernus eons ago when a god fell in battle. The sword gouged a wound across Avernus's surface as it fell, and the entrance to the menagerie lies at the bottom of this jagged canyon.

ENTERING THE CANYON

Descending into the canyon, the characters are assailed by the disgusting stench of excrement and stale sweat. Through the gloom, they see that a vast herd of five hundred **nupperibos** chokes the area outside the menagerie gate. Steam pours from barred windows set high in the blade of the sword.

OBJECTIVE

The players must get past the nupperibos to gain entry to the menagerie.

AREA INFORMATION

This area is shown on the menagerie map in appendix D. Give the players the "Canyon Map" handout when they enter this area (**handout 4** from appendix C)

Atmosphere. The canyon reeks of dung, death, and body odor. Smoke from the volcanic surface of hell swirls down into the canyon and makes it difficult to breathe.

Illumination. Fiery light spills from the menagerie windows, but otherwise the canyon is dark and gloomy. Wisdom (Perception) checks that rely on sight are made with disadvantage, and because of the caustic smoke, even creatures that can see in the dark are disadvantaged.

Gate. The closed gate leading into the interior of the broadsword is shaped like a 20-foot-tall guillotine blade and is fitted with dozens of grilled peepholes. See scene B, "Gate Guardian," for more information.

Canyon Walls. The jagged canyon walls are 200 feet high and crumbling with soot, requiring a successful DC 15 Strength (Athletics) check to scale to any point. Due to being shackled together, both characters must succeed on this check otherwise they both fall.

Dark Rifts. Gaping rifts pockmark the rubble-strewn canyon bottom, varying from 5 to 15 feet in diameter. Each of these holes plunges many miles down to Dis, the second layer of the Nine Hells. Any creature that falls into a hole is lost forever (but if a character falls, Pipypap can still raise them from the dead). A nupperibo chasing a meal must succeed on a DC 10 Wisdom (Perception) check to sense the presence of a pit

ahead of it. If the whole herd is moving toward the pit, each check accounts for ten creatures.

Windows. The windows are spaced at varying heights along the span of the giant sword blade, with the lowest positioned 50 feet above the ground level of the canyon. Any Medium or smaller creature can easily squeeze through the bars. Rage's imp Ozible warns that the windows lead directly into the beast pens (see scene C, "Through the Menagerie").

THE NUPPERIBO HERD

The herd contains five hundred nupperibos. Rage's imp Ozible will impart the following information about these creatures in a gleeful manner:

- Nupperibos are blind but can sense the presence of meat nearby. They're always hungry, and once they smell a meal they never stop pursuing it.
- The flies surrounding the nupperibos are inextricably linked to the herd and hunger for mortal flesh. If one of them bites you, any nupperibos nearby are drawn to your flesh.
- Nupperibos are the lowliest of devils and obey any command issued to them telepathically by another devil.

The map shows the area of the herd. The players must devise their own plan for bypassing the herd or luring it away. Sneaking past the nupperibos is only possible among the outliers of the herd, although characters trying to sneak have disadvantage on their checks due to being shackled together. In the densely packed areas near the gates, the nupperibos are squeezed four creatures to each 5-foot square.

The nupperibos are mindless and charge any mortal creature they detect. The first time the herd moves, allow each character a DC 12 Strength (Athletics) check as a reaction to dash ahead of the herd if they see it suddenly moving toward them. If they succeed on this check, they can move their speed in any direction they choose. Characters who fail the check can't move until it's their turn. The herd mindlessly chases the closest detected creature in range.

SCENE B: GATE GUARDIAN

A ghastly chimeric monster watches over the menagerie gate. Those who wish to entreat Bragacon must first answer the guardian's riddle.

OBJECTIVE

The characters must appease the gate guardian to gain entry to Bragacon's menagerie.

THE GATE GUARDIAN

When the characters approach the gate, one of the peepholes grinds open to reveal a drooling humanoid mouth pressed against the grille. The guardian offers the following warning:

"Begone, mortals, lest you incur the wrath of Bragacon, Queen of the Beast Pens."

As the characters question the guardian, a new peephole wrenches open each time the guardian responds, revealing a different body part every time: a bloodshot eye, another mouth, a grasping humanoid hand, and so forth. The creature always answers in a different voice, giving the impression that numerous guardians are pressed against the other side of the gate. In fact, they're all part of the same creature!

The guardian asks the following questions:

- *"Who disturbs Bragacon? Only a fool would dare waste the mistress's time."*
- *"Where are you from and how dare you bother the mistress?"*
- *"I smell the stench of good on some of you. Why should we help you?"*
- *"Give me blood. A finger to chew on, perhaps? I'm so hungry."*
- *"Who are you to the mistress? And why are you shackled so?"*

The guardian refuses entry to the characters until Rage reveals that he has a warlock's pact with Bragacon. Even after he reveals this, the guardian still demands that the characters prove their worth by answering a riddle.

THE RIDDLE

The gate guardian asks the following riddle to allow entry to the menagerie:

Six brave adventurers want to stay alive.
That's not a treasure chest! Now there are five.
Five brave adventurers find a secret door.
Sword and shield break apart. Now there are four.
Four brave adventurers, should they turn and flee?
Dust, death, stone or rot. Now there are three.
Three brave adventurers, scared through and through...
One of them hears a scream... Now there are two.
Two brave adventurers start to come undone.

Mind blasted, brain devoured. Now there's just one.
One brave adventurer hears hooting up ahead.
Slashing claws and piercing beak! Now they're all dead.
What happened?

THE RIDDLE'S ANSWER

The six adventurers were defeated by a mimic, a rust monster, a beholder, a banshee, a mind flayer (illithid), and an owlbear.

Give the players time to answer the riddle themselves. If they can't answer it, any character who succeeds on a DC 17 Intelligence check can figure it out. If a character answers the riddle successfully, the gate guardian raises the gate to let the group through. As they pass through, the characters behold the guardian's true form: a horrendous blob of stitched-together souls. Proceed to scene C, "Through the Menagerie."

If the characters can't answer the riddle, the gate guardian greedily demands blood instead. It opens the gate and attacks, using the statistics of a **flesh golem** with the following modification: it can make four slam attacks instead of two when it uses its Multiattack action option.

SCENE C: THROUGH THE MENAGERIE

The hollowed-out interior of the broadsword is packed with beast pens harboring a variety of deadly monsters. To reach Bragacon's throne room, the group must thread their way through this deadly menagerie (see "Picking a Route").

OBJECTIVE

The characters must plot a way through the menagerie to reach the throne room.

AREA INFORMATION

This area is shown on the menagerie map in appendix D. The menagerie is built into the hollowed-out interior of the sword, and thus slopes upward at a steep angle. Three parallel staircases ascend to the throne room high above, branching together at balconies set along the length of the blade.

Atmosphere. Monstrous stench assails the characters and the air is filled with bestial roars. Clouds of sweaty vapor drift from the pens, draping the entire area in a sticky haze. Wisdom (Perception) checks that rely on sight are made with disadvantage.

Illumination. Roaring flames belch from wall-mounted braziers, filling the menagerie with bright, fiery light.

Beast Pen. Each pen is carved into a recess within the sword's adamantite interior and holds a selection of horrible monsters. Titanic barred gates lead into the pens from the staircase balconies, offering unrestricted views of the pens' inhabitants to anyone passing by. Creatures within the pens can attack out from within if they're able, though they avoid targeting Bragacon's devils.

The gates are locked with large padlocks. Characters who attempt to pick a padlock must succeed on a DC 18 Dexterity check made with thieves' tools. If they attempt this check from inside the pen, they have disadvantage due to having to crane through the bars and work blind.

Windows. Barred windows set into the walls of the beast pens overlook the canyon below.

PICKING A ROUTE

If the players enter via the main gate, give them the "Menagerie Route Planner" (**handout 5** from appendix C) when you begin this scene. This map represents Rage's imp Ozible's memories of the menagerie's layout. If they enter via a beast pen window, only give them the handout if they escape the pen alive.

Ozible warns his master that the monsters are known to snatch visitors passing by their pens, so the characters should plan their route carefully. Ozible hints that Bragacon often makes modifications to her menagerie's layout, hiding secrets that could possibly aid the characters if they choose the correct path to her lair.

Tell the players that they must draw a route for each manacled pair of characters from the bottom of the menagerie to the top. Once they're done, compare their route to your DM's copy of the menagerie map and run any encounters that occur along the route.

Important: Pass a note to warn the character Rage that the dark secret mentioned on their character sheet is probably detailed in the pact records room (area 4e).

AREA 4A: GATE GUARDIAN

The main gate into the menagerie is guarded by the monster detailed in scene B, "Gate Guardian." This is a grotesque **flesh golem** with the following modification: it can make four slam attacks instead of two when it uses its Multiattack action option.

If the guardian allows the characters to enter through the main gate without a fight, the guardian directs them toward the throne room at the top of the stairs but offers no further advice. If they enter via a beast pen window, the guardian attacks on sight if it spots them trespassing.

AREA 4B: TRAPS

Each of those locations is trapped. When an intruder steps on a hidden pressure plate, a magical gout of flame is released from a hole in a nearby wall.

With a successful DC 15 Wisdom (Perception) check, a character spots the pressure plate, as well as scorch marks on the floor and walls. A spell or other effect that can detect the presence of magic, such as *detect magic*, reveals an aura of evocation magic around the wall.

The trap activates when more than 20 pounds of weight is placed on the pressure plate, causing the wall nearby to release a 30-foot cone of fire angled down the staircase. Each creature in the fire must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Wedging an iron spike or other object under the pressure plate prevents the trap from activating. A successful *dispel magic* (DC 13) cast on the walls destroys the trap in that one location.

AREA 4C: GOLEM PENS

Each of these pens contains three **flesh golems**: monstrous constructions crafted by Bragacon's own hand. Unless distracted, one golem is always by the gate and reaches through the bars to strike any intruders who pass within 5 feet.

AREA 4D: HARPY PEN

Each of these pens contains five **harpies**. If the harpies see intruders through the bars, they use their luring song to draw the characters close to the bars and then try to tear them to pieces with their melee attacks.

AREA 4E: PACT RECORDS

This chamber contains musty tomes containing details of every pact made between Bragacon and her warlocks. The tomes are stacked on high bookshelves and guarded by a nearsighted **bearded devil** named Gathrimmek the Unseeing. Gathrimmek shuffles between the shelves, whispering madly to the books. This area is off-

limits to all, so he attacks anyone he detects. Due to his poor eyesight, he has disadvantage on Wisdom (Perception) checks that rely on sight.

Characters who seek out Rage's pact tome learn a dark secret about the tiefling: Rage imprisoned Tagith's brother to gain greater power with Bragacon. If the players uncover this information and roleplay the scene well, grant them inspiration! Conversely, grant inspiration to Rage if the player persuades the other players to ignore the room.

AREA 4F: HELL HOUND PENS

Each of these pens contains six **hell hounds** and has a **bearded devil** stationed on guard outside. The devil interrogates any newcomers it sees. Characters who broke in through a window or killed the gate guardian must succeed on a Charisma (Deception) check opposed by the devil's Wisdom (Insight) check to spin a convincing yarn. The devils won't open the pens to anyone unless they receive a direct order to do so from Bragacon.

Each devil carries keys to the beast pens. They also carry a ring of six hell hound collars set at the end of ten-foot chains. Any hell hound wearing a collar obeys the commands of whoever holds its chain. Until chained, the hell hounds attack any creature they see that isn't a devil.

See "Stealing the Hell Hounds" under scene D if the characters attempt to steal the hell hounds.

AREA 4G: BASILISK PEN

Each of these pens contains three **basilisks**. If the basilisks spot intruders through the bars, they try to target them with their petrifying gaze.

AREA 4H: IMP NESTS

A dozen of Bragacon's **imps** nest high among the pillars of this hall. If they spot intruders approaching, they turn invisible and hide. Characters who succeed on a DC 12 Wisdom (Perception) check notice crude "nests" made from regurgitated scrolls clustered high about the pillars. Rage's imp Ozible knows about the nests.

The imps hate Bragacon but also have little time for outsiders and deeply resent Ozible for escaping the menagerie. As you roleplay the imps, try to express their hatred for their mistress. Characters who succeed on a DC 15 Wisdom (Insight) discern that the imps could be turned against Bragacon.

To win the imps over, the characters must first impress them. The imps say they want to hear a true story of cruelty from each of the characters: either a time they inflicted pain on another creature or had an evil deed committed against them.

So long as the stories seem true, the imps cackle in glee to hear the tales. If the group impresses them, the imps reveal that Bragacon recently stole a treasure chest of soul coins from her rival Xalzair, Tagith's patron. At your discretion, the imps could also be recruited to help the characters steal the hell hounds.

AREA 4I: WYVERN PEN

Each of these pens contains three **wyverns**. Unless distracted, one wyvern is always by the gate and reaches its tail through the bars to sting any intruders who pass within 10 feet.

AREA 4J: THRONE ROOM ENTRANCE

A pair of fiercely ornamented adamantine gates stands ajar at the top of the staircase. Characters passing through the gates step direct into Bragacon's throne room. As they approach the top of the stairs, they hear the pit fiend roaring in displeasure at her imps' inability to "open my damned treasure chest" Proceed to scene D, "Bragacon's Bargain."

SCENE D: BRAGACON'S BARGAIN

The characters try to persuade Bragacon to part with a pack of hell hounds. The pit fiend only agrees to do so if the characters agree to one of two terms: part with a paladin's soul, or successfully open her purloined treasure chest of soul coins.

OBJECTIVE

The characters must obtain a pack of hell hounds from Bragacon.

AREA INFORMATION

Bragacon's throne room is hollowed out of the giant broadsword's cross guard. The **pit fiend** lounges on a rusty throne crafted from old yokes, manacles, and other beast restraints. Five mewling **imps** desperately struggle to open a large, black iron treasure chest at the foot of Bragacon's throne. Ten **merregons** guards stand impassively around the chamber's perimeter.

DEALING WITH BRAGACON

Bragacon is a vengeful, poison-hearted fiend who sees enemies at every turn. When the characters enter her throne room, she instantly recognizes Rage and demands that he prostrate himself in front of her. Bragacon spends a while teasing Rage by hinting at the terms of his pact (see Area 4E), before demanding to know his business here in Avernus.

Hearing the group's request, Bragacon agrees to part with her hell hounds on one of two conditions: either they part with a paladin's soul, or successfully open her stolen treasure chest of soul coins. Characters who've spoken to the imps in area 4H may know that the chest was stolen from Xalzair, Tagith's patron.

If they raise this with her, Bragacon fumes and promises to flog whoever leaked this information. However, she neither denies it nor changes the terms of her offer. Telepathically, Ozible urges Rage to refuse his patron's offer and steal the hell hounds instead as it's surely trap!

If the characters refuse Bragacon's offer, she orders them to leave her menagerie via the same way they came in. They players must now attempt to steal the hell hounds on their way back down (see "Stealing the Hell Hounds").

CHEST OF SOUL COINS

The "Chest of Soul Coins" in **handout 6** from appendix C depicts the treasure chest (note the DMs Map: "Chest of Soul Coins" duplicates this map with the solution included). The chest is huge: 10 feet long, 7 feet high, and 5 feet wide. It has no visible lock. The lid contains an embossed arcane sigil, and four hand-sized holes are spaced around the chest's body: one in the front, one to each side, and one at the rear. Each hole is filled with impenetrable, illusory darkness that can't be dispelled or seen through using any magic.

If the players can't identify the sigils themselves, any character who succeeds on a DC 15 Intelligence (Arcana) check recognizes them as the symbols for elemental evil air, earth, fire, and water. The configuration of the symbols hint at the solution to the puzzle: fire overcomes air, air overcomes water, water overcomes earth, and earth overcomes fire.

If a character puts their hand inside one of the holes, they immediately feel the sensation of one of the four elements: burning heat, cool water, viscous mud, or swirling air. The element that the character feels depends on their alignment:

- Evil creatures always feel fire (none of the player characters are evil).
- Good creatures always feel water (the paladins are all lawful good).
- Lawful neutral creatures always feel earth (Donaris is lawful neutral).
- Chaotic neutral creatures always feel air (Rage is chaotic neutral).
- Neutral creatures feel nothing (Tagith is neutral).

To unlock the chest, four creatures must reach into the holes at the same time so that the four separate elements are summoned clockwise around the chest in the order shown on the carving: fire, air, water, earth. It doesn't matter which holes are used so long as the sequence is arranged correctly in clockwise order around the chest.

If two adjacent holes are operated simultaneously using the incorrect elements (e.g. earth next air), both operators take 7 (2d6) necrotic damage for each turn that their hands remain inside the holes.

As no character is of evil alignment, the players must persuade an evil creature to help them. (Ozible can perform this role if Rage orders him to do so.) Players who question the imps about their discoveries beforehand learn that the imps only feel fire when they reach inside the holes.

If the players succeed in opening the chest, Bragacon greedily scoops up the soul coins contained within and dispatches an imp to fetch the hell hounds. Proceed to scene E, "Leaving the Menagerie."

OPTIONAL: STEALING THE HELL HOUNDS

Characters who try to steal the hell hounds from area 4F risk incurring the wrath of the menagerie's infernal guardians.

- If the characters loudly attract attention while stealing the hell hounds, the ten **merregons** guards from Bragacon's throne room rush to intercept the group, arriving at the beast pen after five rounds.
- If the characters fail to escape before the guards arrive, Bragacon mysteriously calls the guards back after a round of combat and lets the characters escape. She instead sends an imp to

deliver a message to her rival Xalzair that blames the theft of his treasure chest on the characters. The players begin episode 5 as if they'd succeeded in opening the treasure chest.

NICE PUPPIES

To control a hell hound, a character must hold a chain in one hand. That hand can't be used for wielding weapons, holding shields, or casting spells. If a character drops a chain holding a hell hound, the beast runs away and must be tracked down after the combat. The characters who chase down the hell hound must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion.

As an action, a character can order a hell hound to attack. Handout 3 contains the stat block for a hell hound. However, if the characters put the hell hounds in danger, give them a DC 10 Wisdom (Insight) check. On a success, remind that player that six hell hounds are needed to complete the ritual to its fullest potential. If a hell hound dies, the characters can't accurately complete the ritual. If characters still insist on using the hell hounds in combat, focus monster attacks on the hounds.

If a hell hound is killed, a devil shows up, willing to sell hell hounds to the characters at the low, low price of one soul per hound.

SCENE E: LEAVING THE MENAGERIE

When the characters have the hell hounds, they can leave the forge. They can see their next stop, the volcano called Mt. Yaltomec, off in the distance.

EXTRA TIME

If you complete this episode and have at least 15 minutes of the allotted time remaining, you can add the following optional encounter.

As the characters escape across the hellscape, one of the hell hounds slips its collar and pelts off into a nearby cave. When the players follow the hell hound, they disturb the angry **hydra** nesting inside the cave and must fight it.

SHORT REST

The characters can take a short rest before moving on to episode 5.

PART 5: MT. YALTOMEK

“The hottest place in Hell is reserved for those who remain neutral in times of great moral conflict.”

—Martin Luther King, Jr.

Allotted Time: 120 minutes

The characters make their way through ruins of undead, climb to the top of Mt. Yaltomec, perform the ritual to summon an agent of Glasya, and battle for their lives.

PREREQUISITES

Do not begin this section of the adventure until the lead administrator tells you to begin.

SCENE A: MARSH OF WRATH

The march to Mt. Yaltomec from Bragacon’s Menagerie takes 3 hours over rough but fairly innocuous terrain... except for the Marsh of Wrath. This marsh ground holds the rotting bodies of those who perished while succumbing to wrath in life.

AREA INFORMATION

The Marsh of Wrath has the following features.

Atmosphere. The marsh bubbles with noxious gases, and the area is dimly lit with the green glow of toxic hate burning in the sky above.

Terrain. The Marsh of Wrath is boggy ground that counts as difficult terrain. Each time a creature attempts to move on its turn in combat, it must make a DC 10 Strength saving throw. On a successful check, the creature can move its speed. On a failed check, the creature can’t move for the rest of that turn. If it attempts another move using a dash action it must make the saving throw again.

THE WRATHFUL ATTACK

In the path of the characters, five **girallon zombies** and one **allip** linger underneath the surface of the bog, waiting to attack the next creatures that pass. Characters succeeding on a DC 15 Wisdom (Survival) recognize the signs of creatures lurking below the bog’s surface waiting to attack.

The girallon zombies are actually two humanoid creatures mashed together like some nightmarish conjoined twin, screaming in inconsolable anger. The allip is the specter of a Red Wizard who got angry with some people who refused to serve her and gave away secrets related to Szass Tam that led to the massacre of more than 10,000 people. The allip rages and thrashes while attacking.

SCENE B: THE CLIMB

After crossing the Marsh of Wrath, the characters see the imposing outline of Mt. Yaltomec in the distance. The rest of the trip to the base of the mountain is uneventful, although the climb is rather more exciting.

AREA INFORMATION

The mountain has the following features.

Atmosphere. The heat of the marsh the characters crossed early seems downright temperate as they climb the volcano. The higher they ascend, the warmer it gets.

Terrain. The steep sides of the volcano would be difficult to climb under the best of circumstances. With six hell hounds in tow, the crumbling stone, the gouts of lava and ichor, and other hazards make the climb near impossible. The characters, however, have no choice but to risk it.

INITIAL ASCENT

The first half of the ascent is fairly straightforward, if difficult. Natural trails and paths have been formed by lava flows.

The first challenge is getting the hell hounds to make the ascent. Each character controlling a hell hound must succeed on a DC 10 Wisdom (Handle Animal) check. On a failure, the character has disadvantage on Strength or Dexterity checks for the rest of the initial ascent. A character controlling more than one hell hound must make a check for each hound controlled.

Once the hounds are managed, characters must carefully select a path and make the ascent. Ask the players how they wish to proceed, hinting that they should use their characters abilities to aid the group. The base check to climb is a DC 15 Strength (Athletics) check. Each character can reduce the DC by 2 by making a different ability check beforehand or taking some other action. Here is a list of potential helpful actions, but don’t limit them to just this:

- A successful DC 15 Intelligence (Nature) check uses knowledge of stonework and gravity to rule out dangerous paths.

- A successful DC 15 Dexterity (Acrobatics) check scouts ahead and jump away from dangerous areas.
- A successful DC 15 Wisdom (Survival) check visualizes the potential dangers along the various paths and avoids the worst of them.
- Spells or abilities that would assist everyone in the party in the ascent, even if it just to get past one trouble spot.

After the final DC is established, have the party make a group Strength (Athletics) check. On a success, the characters make the initial ascent with no consequences. If four characters fail, the group (including the hell hounds) takes 14 (4d6) bludgeoning damage as they fall and get pummeled with rocks over the course of the climb. If 5 or more characters fail, they take the damage, plus one of the hell hounds plummets to its death. Fortunately, an imp appears, willing to sell a hell hound to the characters at the low, low price of one soul. It wears a coat denoting rank in Pipyap's legion, which it is happy to chat about at length.

FINAL ASCENT

Once they get halfway up the mountain, the characters can see that the trek to the top is not as easy, since no visible path presents itself. However, some help might be at hand. Read:

The trek from this point to the summit looks to be much more difficult, as there is no discernible path. A voice from beneath your feet says, "Hell of a climb, eh?"

Mt. Yaltomec is formed partially from the souls of creatures whose avarice in life caused their own or someone else's death. Many of these souls are hardened into fiendish galeb duhr and ground down into the volcano's cone.

One of those fiendish **galeb duhr** has maintained its integrity in the mountainside, and it is in a position to assist the characters in their final ascent – but at a price.

Use the following bullet points to guide the conversation:

- The galeb duhr was a duergar in life, who practiced slavery in her mining of valuable ores in the Underdark. Many slaves died in her care.
- After her death, the duergar's soul got pulled here and cemented into a galeb duhr form. It was stuffed into this mountain, which crushes her for all eternity. The pain is constant and unbearable.

- If the characters could alleviate the suffering, for even just a few moments, the galeb duhr promises to help them to the summit.
- Players who doubt the galeb duhr's sincerity can attempt a DC 15 Wisdom (Insight) check. On a success, they realize the creature is lying, and suspect that it will attempt to flee. Those who learn this gain advantage on checks in the next stage when dealing with the freed creature, including attack rolls.

To assist the galeb duhr, the characters must complete a series of steps.

- The galeb duhr is stuck in the mountain and must be dug out. Characters can attempt a DC 15 Strength (Athletics) check, do 50 points of damage to the surrounding rock, or use magic to extricate the galeb duhr.
- Once it's out, the galeb duhr attempts to flee unless a character succeeds on a DC 15 Charisma (Intimidation or Persuasion) check. If they succeed, the galeb duhr keeps its promise. If they fail, the characters must choose between letting the galeb duhr escape and subduing it through combat.
- The characters each have 1 round to fight the galeb duhr. If they can do 40 points of damage in that round, the living rock surrenders and keeps its promise.

STAIRWAY TO HELL

If the galeb duhr is convinced or forced to help, it uses its magic to work the living stone of the mountain into a step of stairs that the characters can use to easily ascend.

If the galeb duhr escapes, a devil appears and offers to help the characters the rest of the way. This can be done at the low, low price of one soul.

SCENE C: THE SUMMIT

When the characters get to the summit of Mt. Yaltomec, they must perform the ritual and contend with a group of fiends sent by one or more devil they've angered during their time in Avernus.

AREA INFORMATION

The top of Mt Yaltomec is hot and dangerous.

Atmosphere. The hazy air is thick with the smell of fire and sulfur. The bubbling of demonic ichor mixed with lava fills the air. The temperature in this area is the hottest the characters have ever felt.

Dimensions and Terrain. A 10-foot-wide rim encircles the 50-foot-diameter caldera of Mt. Yaltomec. The slopes leading up to the rim are difficult terrain.

If a character falls off the rim of the volcano, the character chained to the falling character must make a DC 13 Strength saving throw. On a successful save, the character stands firm, and the falling character can't fall more than 10 feet away from them. On a failed save, the falling character pulls the other character with them.

Creatures that fall off the rim tumble 1d6 x 5 feet down the slope and land prone. Creatures that fall into the caldera tumble 30 feet into the bubbling ichor lava below (see "Ichor Lava").

Climbing inner walls of Mt. Yaltomec's caldera without equipment requires a successful DC 15 Strength (Athletics) check.

Ichor Lava. When a creature falls into the ichor lava, it takes 22 (4d10) fire damage and must roll for an additional effect on the Ichor Effects table.

Ichor Effects

d4 Effect

- | | |
|---|--|
| 1 | The creature has a vision of the infinite horror of the Abyss in their mind's eye. It must make a DC 15 Wisdom saving throw or suffer short-term madness (see "Madness" chapter 8, "Running the Game," of the <i>Dungeon Master's Guide</i>). |
| 2 | The creature must make a DC 20 Constitution saving throw or be infected with demonic evil. If the creature fails the save, it instantly makes an inhuman ululation that summons 1d4 hostile shadow demons . |
| 3 | The creature must make a DC 15 Intelligence saving throw. If it fails, the creature can only speak Abyssal and loses understanding of all other languages. This can only be reversed with a <i>remove curse</i> or <i>wish</i> spell. |
| 4 | The creature must make a DC 20 Constitution saving throw. If it fails, over a period of 3 turns, bat wings emerge from the creature's back in an excruciating metamorphosis. The character gains a flying speed of 25 feet. |

Illumination. The volcanic activity of Mt. Yaltomec bathes the area in bright red light.

PERFORMING THE RITUAL

To summon Glasya's agent, the characters must perform the arcane ritual they recovered from Xalzair's library, using the weapon gained from Falgrath to sacrifice Bragacon's hell hounds. Before they begin, explain the steps of the ritual to the players:

- First, a character must use Falgrath's weapon to sacrifice one of the hell hounds. With the tip of the weapon, the character must trace a ritual circle on the ground in its fiery blood.
- All six characters must then arrange themselves around the circle at different points and chant three magic phrases from the ritual scroll to enchant it.
- To appease Glasya, a configuration of twelve magic symbols must then be traced through the air between the points of the circle, while the characters chant magic phrases.
- Enchanting the circle renders the ground within it destructive to mortals, so an infernal creature must trace the symbols – Rage's imp, Ozible, fits the bill nicely.
- After each pair of symbols has been traced, the characters must sacrifice another hell hound. If the characters can trace all twelve symbols and sacrifice all the hell hounds within 1 minute, Glasya's summoned agent is sure to be well pleased!

TABLE RULES

The players perform the ritual using a simple physical game that tests their memory and reflexes. To play the game, you'll need a **lightweight ball with a radius of 1 to 4 inches**, a one-minute **timer** (e.g. a stopwatch), and the twelve numbered **ritual card handouts** from appendix C. Read the following aloud to explain the rules:

This ball represents Ozible the imp. To perform the ritual, you must throw the ball between you to copy the path marked by the arrow on each ritual card i.e. if the arrow passes from Paladin 1 to Warlock 2 to Paladin 3, the ball must be thrown between those players.

Before you begin, each pair must invent a three-syllable spell word. Whenever you throw the ball to another player, you must call out the correct spell word of that player's pair as you throw. If you drop the ball, call out the incorrect spell word, or throw the ball to the wrong player you must start the ritual card over from the beginning! You are NOT allowed to write down the spell words or confer during the ritual!

To represent the clumsiness of the manacles, each of you must hold your dominant hand behind your back while performing the ritual. It's difficult to guide Ozible if your hands are tied!

Scoring is based on how many ritual cards you can successfully complete within 1 minute. If you complete all twelve cards, Glasya's agent will be most pleased.

Once everyone is clear on the rules, give them as much time as they need to practice the ritual. However, **only show them the top ritual card!** The players aren't allowed to know the upcoming patterns until the ritual is complete. Make sure you note down the spell words for each pair and keep it out of view of the players. When the players are ready to begin, start the timer!

SCORING

Scoring is based on how many ritual cards that the players successfully complete within the time limit. Each successfully completed ritual card = 1 point.

Note that it's highly unlikely that the players complete all twelve cards in 1 minute!

MOBILITY ISSUES

Some players may be unable to perform this stage due to mobility issues. They can still participate by calling out the spell words for their partner instead, while their partner throws and catches for their character. Players can always throw and catch for characters other than their own, so the game is still playable if at least three players can throw.

If enough players are affected by mobility issues that it would not be fun to run the ritual, have each character in the group must make a DC 18 Dexterity check. Every successful check counts as completing two ritual cards.

GLASYA'S AGENT

After the ritual is performed, the agent of Glasya appears before the characters in a flash of fire. This agent is a devil of your choice that appears in the *Monster Manual* or *Mordenkainen's Tome of Foes* that is not an archdevil. The agent's personality traits, ideals, bonds, and flaws are up

to you, but the devil should be loyal to Glasya. DMs who dress up as their agent are eligible for the 2019 Open Best DM Costume Award (see **handout 23** in appendix C).

The agent makes an introduction then explains to the characters that they were sent to Avernus by cultists of Zariel because they knew too much. The agent keeps things cryptic, explaining that all will be revealed soon enough and that Reya Mantlemorn is too late to stop Zariel's plans. (This is meant to present a mystery to entice the players about an upcoming D&D product! Keep it cryptic.)

THE DEAL WITH GETTING HOME

The characters' performance in the ritual (see "Performing the Ritual") determines the agent's attitude toward them and the deal the agent can offer:

- If the characters performed the ritual perfectly and scored all 12 points, the agent of Glasya has **incredible respect** for them. The devil agrees to send them home in exchange for an uncommon or rarer permanent magic item.
- If the characters scored 8 to 11 points when they performed the ritual, the agent of Glasya has **some respect** for them. She agrees to send them home in exchange for a rare or rarer permanent magic item.
- If the characters scored 4 to 7 points when they performed the ritual, the agent of Glasya is **indifferent** about them. The agent requires a piece of each characters' soul to send them home. Each character loses their bond and gains a level of exhaustion from the excruciating process of having a part of their soul torn asunder.
- If the characters scored 3 or fewer points when they performed the ritual, the agent of Glasya is **disgusted** by them. The agent requires one of the characters' souls in order to send them home. This character's soul cannot have already been signed over to another devil during this adventure.

The characters can negotiate a deal with the agent. A character who succeeds on a DC 15 Charisma (Persuasion) check changes the devil's attitude as if the characters had scored 4 more points while performing the ritual (to a maximum of 12). If a character fails this check by 5 or more, the devil's attitude changes as if the characters had scored 4 fewer points while performing the ritual (to a minimum of 0). Each character may only make this check once during the negotiations. The characters can attempt to use magic to

influence the agent, but if the devil catches them doing so, its attitude changes as if the characters have score 0 points when they performed the ritual.

The characters don't need to take the agent's deal, but inform them if they refuse, they aren't going to find another way home soon and likely die in the wastes of Avernus. The adventure ends here if they don't take the deal.

A LITTLE TIME

If the characters agree to a deal, the devil summons a **lemure** with the deal emblazoned in glowing Infernal runes on its skin. To enter the contract, the characters must kiss the lemure. When the final character kisses the lemure, it petrifies and turns into a stone statue with the deal visible on the surface.

Once the deal is done, the agent tells the characters to wait at the top Mt. Yaltomec for a portal to appear and their chains to fall off. Then the agent disappears in a puff of smoke.

ANGERED PATRONS

While the characters wait for a portal at the top of Mt. Yaltomec, they are attacked by infernal enemies sent by the devils they've angered in Avernus.

- If the characters stole the ritual from Xalzair or opened the treasure chest of soul coins for Bragacon, Xalzair sends an **ice devil** to attack the characters. This devil works willingly with any other fiends that arrive to kill the characters and flees when reduced to 20 hit points.
- If the characters stole a weapon from Falgrath or persuaded the modrons to give their souls to Xalzair, Falgrath sends one **barbed devil** and two **merregons** to attack the characters. These devils work willingly with any other fiends that arrive to kill the characters. When only one devil from this group remains, it flees.
- If the characters stole the hell hounds from Bragacon or wiped the memory of the abishai for Falgrath, Bragacon sends two **bearded devils** riding **nightmares** to attack the characters. These fiends work willingly with any other devils that arrive to kill the characters. If both bearded devils are destroyed, the nightmares flee and vice versa.
- If the characters haven't made any of the pit fiend patrons angry (by giving over all of the paladins' souls in exchange for the ritual and components they need), Zariel sends a **bone**

devil and four **spined devils** to attack the characters, fighting to the death. The bone devil explains that the paladins shouldn't have signed their souls away, since they are promised to Zariel! (This is meant to present a mystery to entice the players about a future D&D product! Keep it cryptic.)

ERUPTING ICHOR LAVA

During the battle, the ichor lava in Mt. Yaltomec becomes agitated. Each round on initiative count 0, a spout of ichor lava erupts from the pool, targeting a random creature flying above the caldera or perched on the rim. This creature must succeed on a DC 15 Dexterity saving throw or be affected as if it had fell into the ichor lava (see "Ichor Lava").

TIME TO GO!

At the end of the fifth round of combat or when the characters defeat all their enemies, their chains fall off and a swirling blue portal fills the opening of Mt. Yaltomec just above the ichor lava. Characters that enter the portal are transported safely back to Faerûn and can see the city of Baldur's Gate to the west.

SCENE D: HOME AGAIN

Once all the living characters are back in the Material Plane, you can inform them they managed to get out of Avernus and the adventure is now concluded. If you have at least 20 minutes of time left, you can play out one final moral dilemma.

HAVE THINGS CHANGED?

Ask the paladin characters, now that they're safely back in Faerûn, what do they want to do with their warlock prisoners? If the paladins allow the warlocks to go free, the adventure ends with the characters going their separate ways.

If the paladins want to arrest the warlocks, ask the warlocks how they react to being arrested again. If the warlocks accept this fate, the adventure ends with the warlocks being hanged for their devil worship as the paladins look on.

If the warlocks want to resist being arrested, roll initiative and play out a battle to find out how the adventure ends!

CONCLUSION

When the adventure is over, ask the players to stick around so they can find out if they won the D&D Open and so you can give them their rewards for playing. Don't forget to fill out your **Round Two Score Sheet** (in appendix B) and turn it over to the event administrators.

FINAL SCORING

Final scoring should take no longer than 30 minutes. If you finish early, let your players know the winners of the D&D Open will be announced at the end of the event once all the tables are finished and the event administrators have had a chance to tally the scores.

DURING THE TALLYING

As event judges tally the final scores, give your players their rewards for playing the game.

Every person who participated in the 2018 D&D Open gets the **2019 Open Participant Story Award** (see **handout 19**).

If the characters had enough time to complete the "Have Things Changed?" encounter, give those who battled the **Ready for Combat Story Award** (see **handout 20**) and those who did not the **Friends Over Fights Story Award** (see **handout 21**).

Any character who sold their soul during the 2019 D&D Open gets the **Soulless Story Award** (see **handout 22**).

AFTER THE WINNERS ARE ANNOUNCED

Did your group win the 2019 D&D Open? If not, they are now free to leave and enjoy the rest of their day.

If your group did win the 2019 D&D Open, then they also get the **2019 D&D Open Winner Story Award** (see **handout 23**).

DID YOU DRESS UP?

If you dressed up for your informant, you could win the **Best Dressed DM Award** (see **handout 24**). This award will be announced along with the winning table and is determined by the administrators running the event (or third-party judges selected by the administrators).

DM REWARD

For running the D&D Open, you get the **2019 D&D Open DM Story Award** (see **handout 25**).

APPENDIX A. CREATURES

ALLIP

Medium undead, neutral evil

Armor Class 13

Hit Points 40 (9d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Int +6, Wis +5

Skills Perception +5, Stealth +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The allip can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Maddening Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

Whispers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble (Recharge 6). Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

BASILISK

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

BEARDED DEVIL

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

ACTIONS

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

BONE DEVIL

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Int +5, Wis +6, Cha +7

Skills Deception +7, Insight +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devil makes three attacks: two with its claws and one with its sting.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sting. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks (note: see Gate Guardian sidebar).

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

GATE GUARDIAN

The gate guardian at Bragacon's Menagerie has statistics of a **flesh golem** with the following modification: it can make four slam attacks instead of two when it uses its Multiattack action option.

GALEB DUHR

Medium elemental, neutral

Armor Class 16 (natural armor)

Hit Points 85 (9d8 + 45)

Speed 15 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	12 (+1)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned, petrified

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages Terran

Challenge 6 (2,300 XP)

False Appearance. While the galeb duhr remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge. If the galeb duhr rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Animate Boulders (1/Day). The galeb duhr magically animates up to two boulders it can see within 60 feet of it. A boulder has statistics like those of a galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to 1 minute (as if concentrating on a spell).

GIRALLON ZOMBIE

Large undead, chaotic evil

Armor Class 11 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	3 (-4)	7 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages darkvision 60 ft., passive Perception 8

Challenge 3 (700 XP)

Aggressive. As a bonus action, the zombie can move up to its speed toward a hostile creature that it can see.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie makes five attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

HARPY

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated. While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target can take the Dash action on its turn to move toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this harpy's song for the next 24 hours.

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

HYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

ICE DEVIL

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +9, Wis +7, Cha +9

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages infernal, telepathy 120 ft.

Challenge 14 (11,500 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devil makes three melee attacks: one with its spear and one with its tail.

Spear. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 10 (3d6) cold damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw, or for 1 minute, its speed is reduced by 10 feet; it can take either an action or a bonus action on each of its turns, not both; and it can't take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Wall of Ice (Recharge 6). The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

IMP

Tiny fiend (devil, shapeshifter), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapeshifter. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

LEMURE

Medium fiend (devil), lawful evil

Armor Class 7

Hit Points 13 (3d8)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	11 (+0)	1 (-5)	11 (+0)	3 (-4)

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Infernal but can't speak

Challenge 0 (10 XP)

Devil's Sight. Magical darkness doesn't impede the lemure's darkvision.

Hellish Rejuvenation. A lemure that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a bless spell cast on that creature or its remains are sprinkled with holy water.

ACTIONS

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

MAW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	5 (-3)	8 (-1)	5 (-3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 1 (200 XP)

Rampage. When it reduces a creature to 0 hit points with a melee attack on its turn, the maw demon can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

MERREGON

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Infernal but can't speak, telepathy 120 ft.

Challenge 4 (1,100 XP)

Devil's Sight. Magical darkness doesn't impede the merregon's darkvision.

Magic Resistance. The merregon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The merregon makes two halberd attacks, or if an allied fiend of challenge rating 6 or higher is within 60 feet of it, the merregon makes three halberd attacks.

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

REACTIONS

Loyal Bodyguard. When another fiend within 5 feet of the merregon is hit by an attack, the merregon causes itself to be hit instead.

NIGHTMARE

Large fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities fire

Senses passive Perception 11

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

NUPPERIBO

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	13 (+1)	3 (-4)	8 (-1)	1 (-5)

Skills Perception +1

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 10 ft. (blind beyond this radius), passive Perception 11

Languages understands Infernal but can't speak

Challenge 1/2 (100 XP)

Cloud of Vermin. Any creature, other than a devil, that starts its turn within 20 feet of the nupperibo must make a DC 11 Constitution saving throw. A creature within the areas of two or more nupperibos makes the saving throw with disadvantage. On a failure, the creature takes 2 (1d4) piercing damage.

Hunger-Driven. In the Nine Hells, the nupperibos can flawlessly track any creature that has taken damage from any nupperibo's Cloud of Vermin within the previous 24 hours.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

ORTHON

Large fiend (devil), lawful evil

Armor Class 17 (half-plate)

Hit Points 105 (10d10 + 50)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	15 (+2)	15 (+2)	16 (+3)

Saving Throws Dex +7, Con +9, Wis +6

Skills Perception +10, Stealth +11, Survival +10

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., truesight 30 ft., passive Perception 20

Languages Common, Infernal, telepathy 120 ft.

Challenge 10 (5,900 XP)

Invisibility Field. The orthon can use a bonus action to become invisible. Any equipment the orthon wears or carries is also invisible as long as the equipment is on its person. This invisibility ends immediately after the orthon makes an attack roll or is hit by an attack.

Magic Resistance. The orthon has advantage on saving throws against spells and other magical effects.

ACTIONS

Infernal Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage, and the target must make a DC 17 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. On a failure, the target is also poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Infernal Crossbow. *Melee Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage, plus one of the following effects:

1. Acid. The target must make a DC 17 Constitution saving throw, taking an additional 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.

2. Blindness (1/Day). The target takes 5 (1d10) radiant damage. In addition, the target and all other creatures within 20 feet of it must each make a successful DC 17 Dexterity saving throw or be blinded until the end of the orthon's next turn.

3. Concussion. The target and each creature within 20 feet of it must make a DC 17 Constitution saving throw, taking 13 (2d12) thunder damage on a failed save, or half as much damage on a successful one.

4. Entanglement. The target must make a successful DC 17 Dexterity saving throw or be restrained for 1 hour by strands of sticky webbing. A restrained creature can escape by using an action to make a successful DC 17 Dexterity or Strength check. Any creature other than an orthon that touches the restrained creature must make a successful DC 17 Dexterity saving throw or become similarly restrained.

5. Paralysis (1/Day). The target takes 22 (4d10) lightning damage and must make a successful DC 17 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6. Tracking. For the next 24 hours, the orthon knows the direction and distance to the target, as long as it's on the same plane of existence. If the target is on a different plane, the orthon knows which one, but not the exact location there.

REACTIONS

Explosive Retribution. When it is reduced to 15 hit points or fewer, the orthon causes itself to explode. All other creatures within 30 feet of it must each make a DC 17 Dexterity saving throw, taking 9 (2d8) fire damage plus 9 (2d8) thunder damage on a failed save, or half as much damage on a successful one. This explosion destroys the orthon, its infernal dagger, and its brass crossbow.

PENTADRONE

Large construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	13 (+1)

Skills Perception +4

Senses truesight 120 ft., passive Perception 14

Languages Modron

Challenge 2 (450 XP)

Axiomatic Mind. The pentadrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the pentadrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Multiattack. The pentadrone makes five arm attacks.

Arm. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Paralysis Gas (Recharge 5–6). The pentadrone exhales a 30-foot cone of gas. Each creature in that area must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

PIT FIEND

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 300 (24d10 + 168)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Damage Resistances Dex +8, Con +13, Wis +10

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Infernal, telepathy 120 ft.

Challenge 20 (25,000 XP)

Fear Aura. Any creature hostile to the pit fiend that starts its turn within 20 feet of the pit fiend must make a DC 21 Wisdom saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

Magic Resistance. The pit fiend has advantage on saving throws against spells and other magical effects.

Magic Weapons. The pit fiend's weapon attacks are magical.

Innate Spellcasting. The pit fiend's spellcasting ability is Charisma (spell save DC 21). The pit fiend can innately cast the following spells, requiring no material components:

At will: *detect magic, fireball*

3/day each: *hold monster, wall of fire*

ACTIONS

Multiattack. The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Mace. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

QUADRONE

Medium construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Perception +2

Senses truesight 120 ft., passive Perception 12

Languages Modron

Challenge 1 (200 XP)

Axiomatic Mind. The quadrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the quadrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Multiattack. The quadrone makes two fist attacks or four shortbow attacks.

Arm. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, ranged 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SPINED DEVIL

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage.

Fork. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

SWARM OF VAMPIRIC TOMES

Large swarm of Tiny constructs, unaligned

Armor Class 16 (natural armor)

Hit Points 97 (15d10 + 15)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, prone, poisoned, stunned

Senses darkvision 60 ft., passive Perception 10

Languages –

Challenge 7 (2,900 XP)

Antimagic Susceptibility. The swarm is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the swarm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the swarm remains motionless, it is indistinguishable from a normal collection of books.

Immutable Form. The swarm is immune to any spell or effect that would alter its form.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny book. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) necrotic damage, or 7 (1d6 + 4) piercing damage plus 3 (1d6) necrotic damage if the swarm has half its hit points or fewer. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the swarm regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

TANARUKK

Medium fiend (demon, orc), chaotic evil

Armor Class 14 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +2, Perception +2

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Orc

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the tanarukk can move up to its speed toward a hostile creature that it can see.

Magic Resistance. The tanarukk has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The tanarukk makes two attacks: one with its bite and one with its greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

REACTIONS

Unbridled Fury. In response to being hit by a melee attack, the tanarukk can make one melee weapon attack with advantage against the attacker.

VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Magic Resistance. The vrock has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The vrock makes two attacks: two with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in the area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

WARLORD

Medium humanoid (any race), any alignment

Armor Class 20 (plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses passive Perception 15

Languages Common, Giant

Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

ACTIONS

Multiattack. The warlord makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

LEGENDARY ACTIONS

The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of its turn.

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the warlord's next turn.

WHITE ABISHAI

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Str +6, Con +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold, fire, poison

Senses darkvision 120 ft., passive Perception 11

Languages Draconic, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Devil's Sight. Magical darkness doesn't impede the abishai's darkvision.

Magic Resistance. The abishai has advantage on saving throws against spells and other magical effects.

Magic Weapons. The abishai's weapon attacks are magical.

Reckless. At the start of its turn, the abishai can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The abishai makes two attacks: one with its longsword and one with its claw.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) cold damage.

REACTIONS

Vicious Reprisal. In response to taking damage, the abishai makes a bite attack against a random creature within 5 feet of it. If no creature is within reach, the abishai moves up to half its speed toward an enemy it can see, without provoking opportunity attacks.

WYVERN

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

APPENDIX B. SCORE SHEETS

DM NAME:

TABLE NUMBER:

ROUND ONE SCORE SHEET

SCORING EPISODE 1

Use the scoring sheet from appendix B to tally the players' points. Scoring for episode 1 is calculated as follows:

Surviving Avernus. Assign from 0 to 50 points for each player, based on their state at the end of part 1:

- Assign 0 points for a character that died.
- Assign 10 points a character that did not die but fell unconscious one or more times.
- Assign 30 points for a character that was damaged but was not reduced to 0 hit points or died.
- Assign 50 points for characters that took no damage.

Total Points: _____ (0-300)

Bartering with Mahadi. Give 100 additional points for each of the paladins who still had their soul at the end of episode 1.

Total Points: _____ (0-300)

If the players finish early, have the table captain stand so Open HQ knows you have completed this part.

TOTAL POINTS EPISODE 1. _____ (600 max)

SCORING EPISODE 2

Use the scoring sheet from appendix B to tally the players' points. Scoring for episode 2 is calculated as follows:

Scene A: Weeping Salt Flats. Award 10 points for each character who didn't go mad and took no damage while traversing the weeping salt flats.

Total Points: _____ (0-60)

Scene B: Outside the Library. Award 10 points for each character who took no damage while gaining access to the inside of the library.

Total Points: _____ (0-60)

Scene C: Inside the Library. Award points for the following outcomes:

- If the characters unlocked the door in area 2A that leads to area 2B in less than 10 minutes, award 50 points.
- If the characters took no damage from the pit fiend statues, award 20 points.
- If the characters avoided a fight with Taradox, award 50 points.

- Award 10 points for each question the characters got right in Sidleus' test (30 points maximum).
- Deduct 25 points if the characters activated the bookshelf trap.
- Award 50 points if the characters found and recognized the portrait of Bel.
- Award 50 points if the characters stole the *immovable rod* and *potions of greater healing* from Xalzair. Award another 50 points if the characters stole these items without taking damage from the blood tub.
- Deduct 50 points if the characters fought the devils in the devil dorm.

Total Points: _____ (-75-300)

Scene D: Getting the Ritual. Award points for the following outcomes:

Award the characters 200 points if they successfully stole the ritual from Xalzair.

Award the characters 100 points if they obtained the ritual by getting the modrons to sell their souls.

Deduct 50 points if a paladin sold their soul to Xalzair to get the ritual.

Total Points: _____ (-50-200)

Extras. Award points for the following outcomes:

- Award 50 points if the characters finished this section with enough time to face the rocks.
- Award 50 points if the characters don't take a short rest at the end of this section.
- Deduct 10 points for each time a character dropped to 0 hit points but didn't die.
- Deduct 50 points for each time a character died.

Total Points: _____ (up to 100)

If the players finish early, have the table captain stand so Open HQ knows you have completed this part.

TOTAL POINTS EPISODE 2. _____ (720 max)

SCORING EPISODE 3

Use the scoring sheet from appendix B to tally the players' points. Episode three is the end of round one, so turn in your **Round One Score Sheet** (in appendix B) to the event administrators before the break. Scoring for episode 3 is calculated as follows:

Scene A: Bubbling Tar Pits. Award 10 points for each character who didn't get poisoned or sink in the tar while traversing the tar pits.

Total Points: _____ (0-60)

Scene B: Attack on the Forge. Award 10 points for each character who took no damage while gaining access to the inside of the forge. In addition, award the characters 30 points if they kill or rout all the demons outside the forge.

Total Points: _____ (0-90)

Scene C: Inside the Forge. Award points for the following outcomes:

- Award 10 points for each character who took no damage while gaining access to the inside of the forge (up to 60 points).
- If the characters avoided a fight with the hellsmiths, award 50 points.
- If the characters gain access to the inner forge with the hellsmiths' permission, award 50 points.
- If Falgrath agrees to let the characters take one of his swords without the need for one of the paladin's souls, award 50 points.
- Award the characters 200 points if they successfully steal the sword they need for the ritual from Falgrath.

Total Points: _____ (0-410)

Scene D: Passing Abishais. Award points for the following outcomes:

- Award 10 points for each character who took no damage when confronting the abishais (up to 60 points).
- Award the characters 100 points if they get all three abishais to enter the River Styx.
- Deduct 50 points if a paladin sold their soul to Falgrath to get the ritual.
- Deduct 50 points if a character gave a magic weapon to Falgrath to get the ritual.

Total Points: _____ (-100-160)

Extras. Award points for the following outcomes:

- Award 50 points if the characters finished this section with enough time to face the tanarukks (see "Extra Time").
- Award 100 points if the characters don't take a long or short rest at the end of this section.
- Deduct 10 points for each time a character dropped to 0 hit points but didn't die.
- Deduct 50 points for each time a character died.

Total Points: _____ (up to 150)

If the players finish early, have the table captain stand so Open HQ knows you have completed this part.

TOTAL POINTS EPISODE 3. _____ (870 max)

TOTAL POINTS ROUND ONE: _____ (2190 max)

DM Name:

Table Number:

APPENDIX B (CONTINUED). SCORE SHEETS

DM NAME:

TABLE NUMBER:

ROUND TWO SCORE SHEET

SCORING EPISODE 4

Players earn points for completing this episode as follows:

Scene A: Field of Flesh. Award 10 points per character who bypasses the nupperibo horde without taking damage (not counting intentional injury to lure the horde).

Total Points: _____ (0-60)

Scene B: Gate Guardian. Award 100 points if the players solve the gate guardian's riddle without rolling checks.

Total Points: _____ (0-100)

Scene C: Through the Menagerie. Award points as follows:

- Award 100 points if the characters uncover Rage's dark secret.
- Award 50 points if Rage's player takes successful action to prevent the warlock's dark secret from being uncovered.
- Award 50 points if the characters impress the imps in area 4h and learn about Bragacon's theft.
- Award 100 points if the characters pass through the menagerie without being spotted.
- Award 50 points if the characters pass through the menagerie without taking damage.
- Award 200 points if the characters steal the hell hounds.

Total Points: _____ (0-550)

Scene D: Bragacon's Bargain. Award points as follows:

- Award 50 points if the characters solve the treasure chest puzzle in over 5 minutes.
- Award 100 points if the characters solve the treasure chest puzzle in less than 5 minutes.
- Deduct 50 points if a paladin gives their soul to acquire the hell hounds.

Total Points: _____ (-50-100)

Extras. Award points for the following outcomes:

- Award 50 points if the characters finished this section with enough time to face the hydra (see "Extra Time").
- Award 50 points if the characters don't take a short rest at the end of this section.
- Deduct 10 points for each time a character dropped to 0 hit points but didn't die.
- Deduct 50 points for each time a character died.

Total Points: _____ (up to 150)

If the players finish early, have the table captain stand so Open HQ knows you have completed this part.

TOTAL POINTS EPISODE 4. _____ (960 max)

SCORING EPISODE 5

Players earn points for completing this episode as follows:

Scene A: Marsh of Wrath. Award points as follows:

- Award 10 points per character not surprised by the undead creatures.
- Award 10 points per character that is not injured by the undead.
- If the characters dispatch the undead in 3 or fewer rounds, award 50 points.

Total Points: _____ (0-170)

Scene B: The Climb. Award points as follows:

- Award 50 points if the characters complete the initial ascent without taking damage.
- Award 50 points if the characters complete the Final Ascent without fighting the galeb duhr or selling a soul.

Total Points: _____ (0-100)

Scene C: The Summit. Award points as follows:

- Award 10 points for each ritual card the characters successfully complete.
- Award 50 points if the agent of Glasya has **incredible respect** for the characters at the end of their negotiation.
- Award 25 points if the agent of Glasya has **some respect** for the characters at the end of their negotiation.
- Deduct 25 points if the agent of Glasya is **disgusted** by the characters at the end of their negotiation.
- Award 10 points per character that is not injured during the battle atop the summit.
- If the characters dispatch the devils in the final battle in 3 or fewer rounds, award 100 points.

Total Points: _____ (-25-330)

Extras. Award points for the following outcomes:

- Award 100 points if the characters finished this section with enough time to each other (see “Have Things Changed”).
- Deduct 10 points for each time a character dropped to 0 hit points but didn’t die.
- Deduct 50 points for each time a character died.

Total Points: _____ (up to 100)

If the players finish early, have the table captain stand so Open HQ knows you have completed this part.

TOTAL POINTS EPISODE 5. _____ (700 max)

TOTAL POINTS ROUND TWO: _____ (1660 max)

DM Name:

Table Number:

APPENDIX C. HANDOUTS

The following handouts are used during the adventure.

HANDOUT 1. MANACLES OF JUSTICE

The paladins used *manacles of justice* to secure the warlocks, chaining one paladin to one warlock to prevent the criminals' escape. These manacles can't be removed by any humanoid except the High Overseer of Elturel Thavius Kreeg.

The manacles have the following features:

- The manacles are immune to all damage.
- Ability checks made to remove or unlock the manacles automatically fail.
- While wearing the manacles you can't be more than 10 feet from the other character wearing the same set of manacles. If either of you is forced out of this range, you drag the other character with you.
- While wearing the manacles your form can magically change (such as with the *polymorph* or *gaseous form* spell) but the manacles adapt to remain attached to your new form.
- If you attempt to teleport while wearing the manacles, the spell or ability fails unless it is capable of teleporting both the caster and the character chained to the caster, such as with a *dimension door* spell.
- If the paladin wearing the manacles dies, the warlock attached to the same set of manacles immediately dies as well.
- If you remove the piece of your body with the manacles attached, you die. If you are raised, when you return, you find yourself attached once more.

HANDOUT 2. ELVISH BOOK TITLES

The following books appear on the same shelf in Xalzair's library:

- *Fertility and Birth: Aerdrie Faenya*
- *Angharradh's Tome of Wisdom and Growth*
- *Write Right Runes with Alathrien Druanna*
- *Cheers to Alobal Lorfiril*
- *The Stars Reveal Araleth Letheranil*
- *Ears Have Points Thanks to Corellon Larethian*
- *Elves Can Forge Too with Darahl Tilvenar*
- *Deep Sashelas Opens Your Mind*
- *Grow Your Garden with Elebrin Liothiel*
- *Erevan Ilesere Makes You Change*
- *Fenmarel Mestarine Won't Leave You Alone*
- *The Book of Gadhelyn*
- *Beauty is Nothing without Hanali Celanil*
- *Predictions of Kirith Sotheril*
- *Remember Labelas Enoreth*
- *Melira Taralen Sings the Hits*
- *Mythical Mythals of Mythrien Sarath*
- *Happy Healing with Naralis Analor*
- *Winter is Harsh and so is Rellavar Danuvien*
- *The Nature of Rillifane Rallathil*
- *The Pages of Sarula Iliene*
- *Dream of Sehanine Moonbow*
- *Revenge is Good and so is Shevarash*
- *Hitting the Target with Solonor Thelandira*
- *The Codex of Tarsellis Meunmiduin*
- *Tethrin Veraldé's Guide to Swords*
- *War and Grief with Vandria Gilmadrith*
- *Enchanting Melodies of Ye'Cind*
- *Zandilar's Guide to Love*

HANDOUT 3. HELL HOUND STATISTICS

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

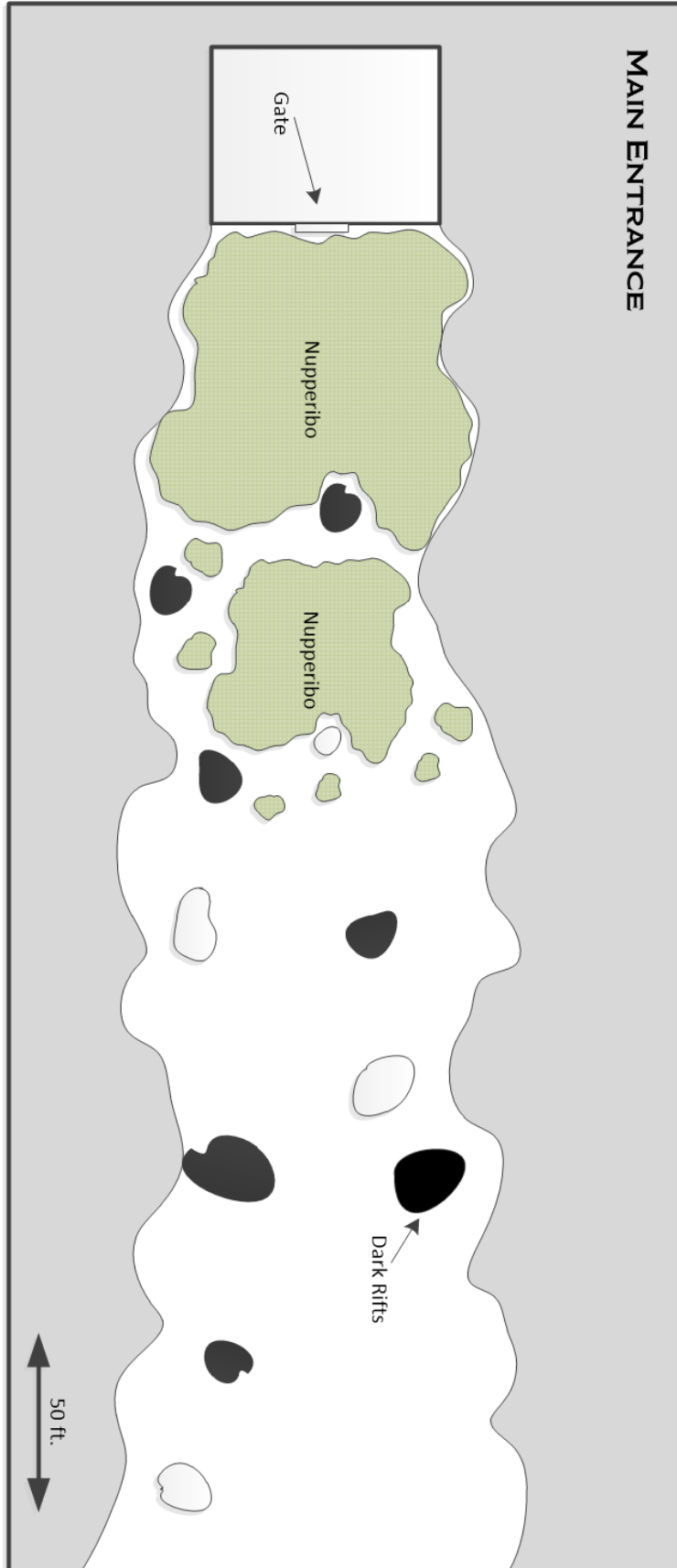
Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

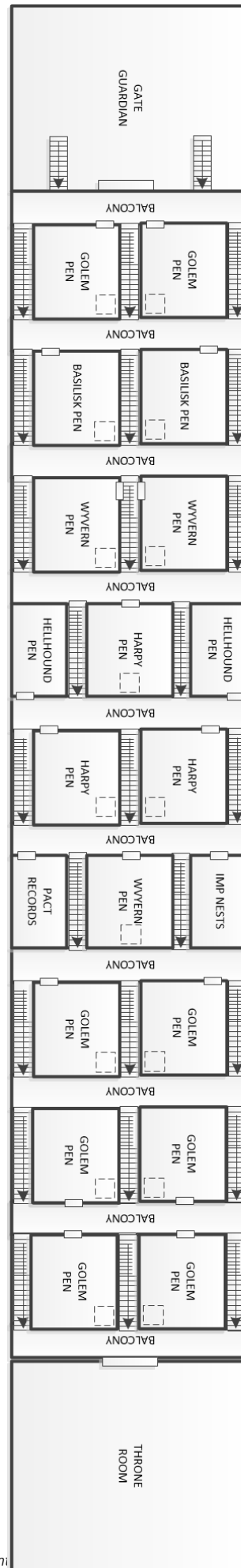
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

HANDOUT 4. CANYON MAP

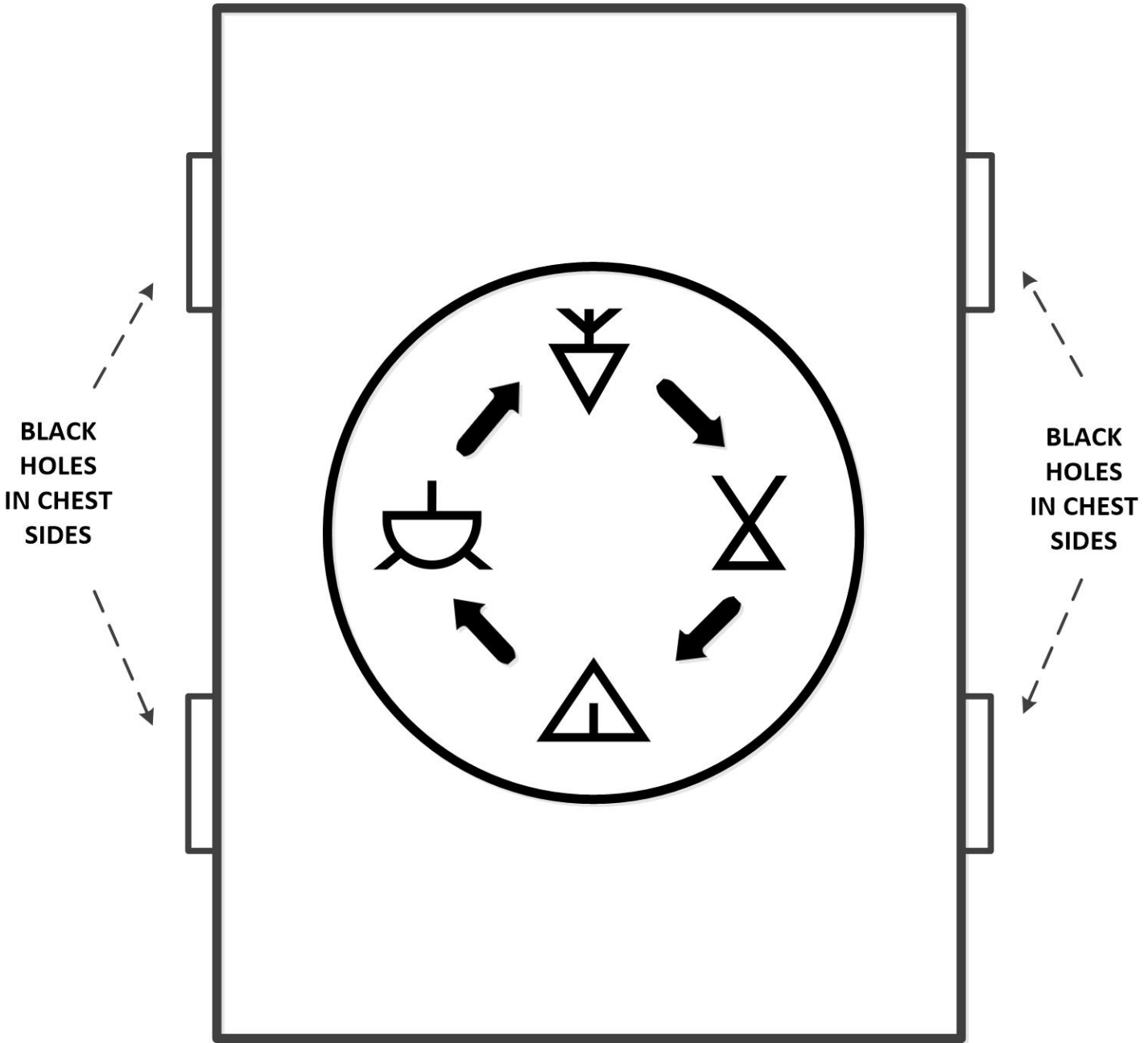


HANDOUT 5. MENAGERIE ROUTE PLANNER

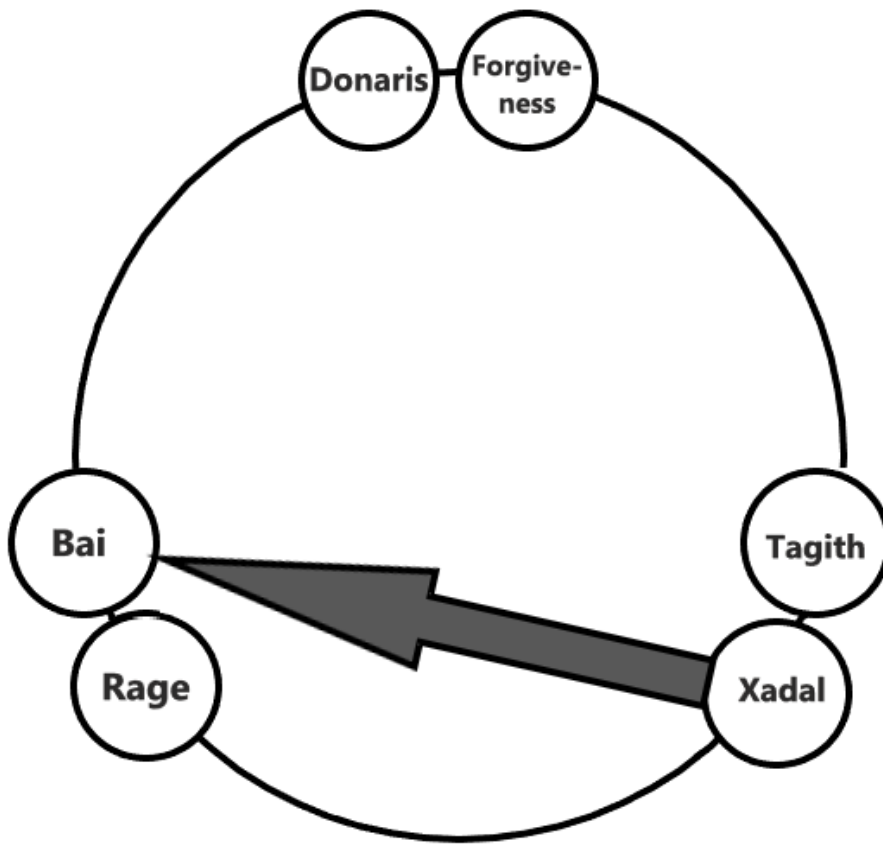


MENAGERIE INTERIOR

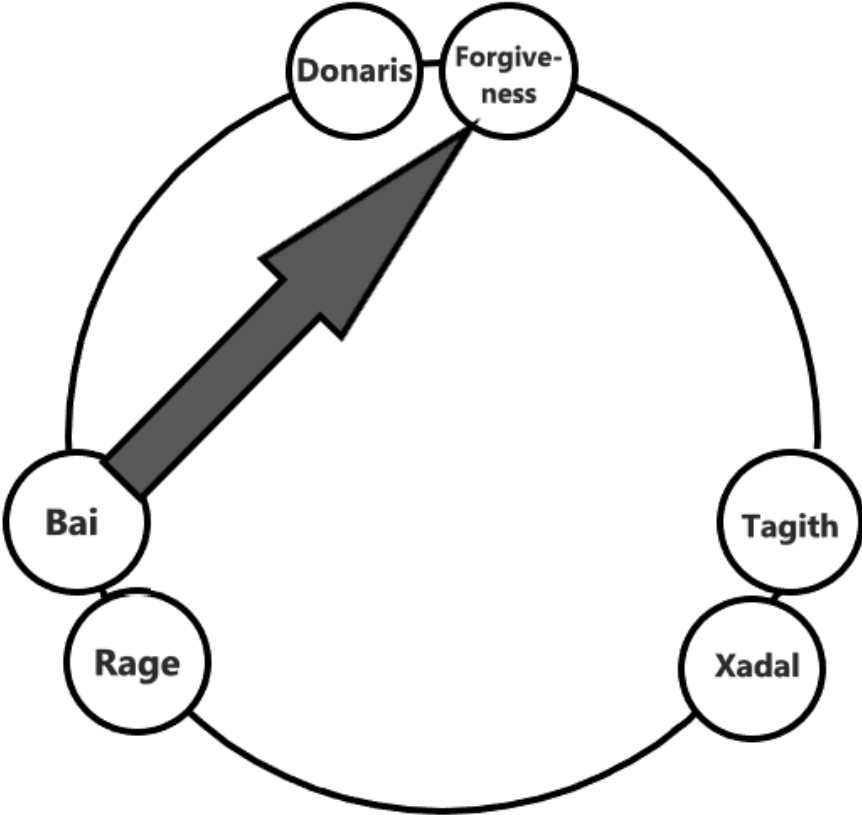
HANDOUT 6. CHEST OF SOUL COINS



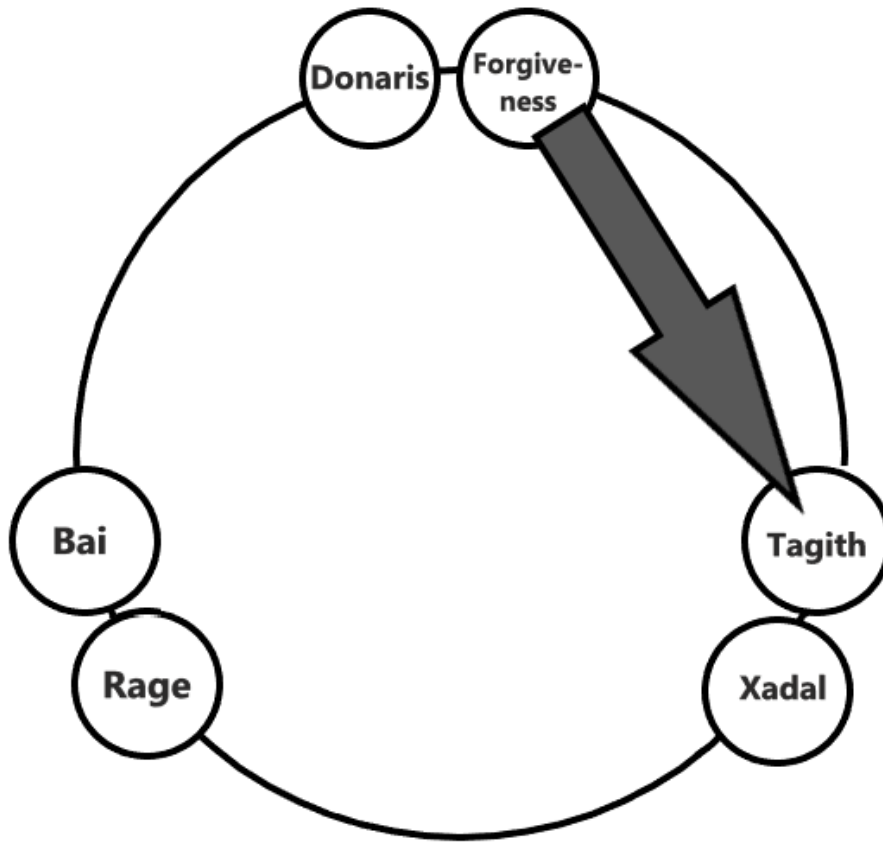
HANDOUT 7. RITUAL CARD 1



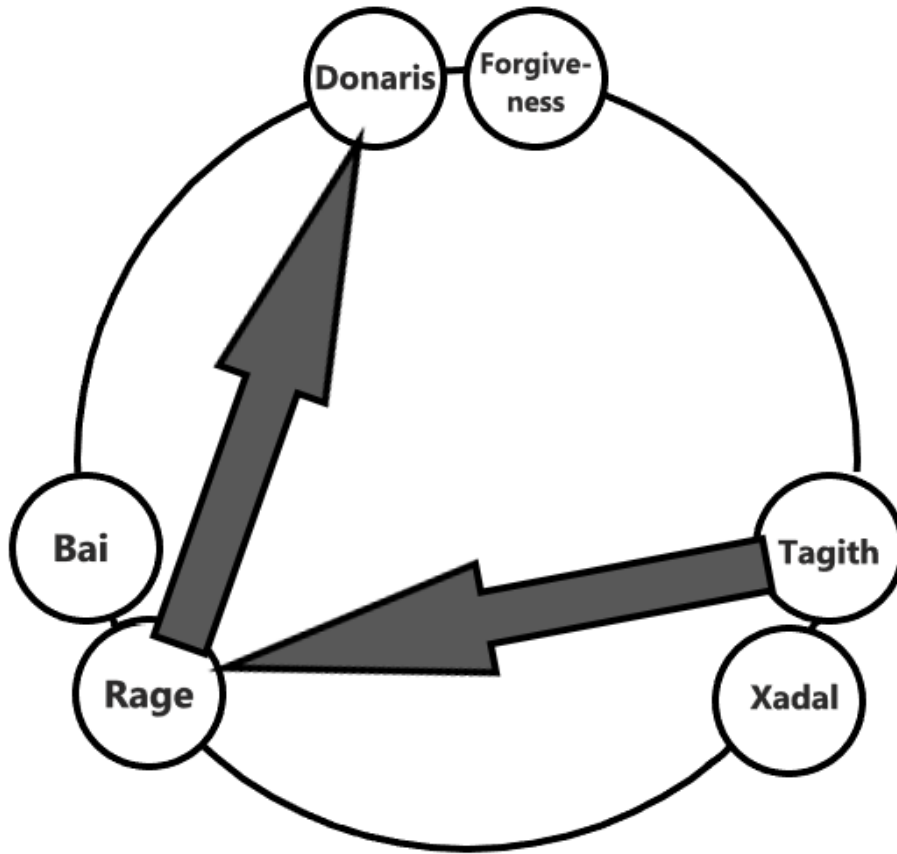
HANDOUT 8. RITUAL CARD 2



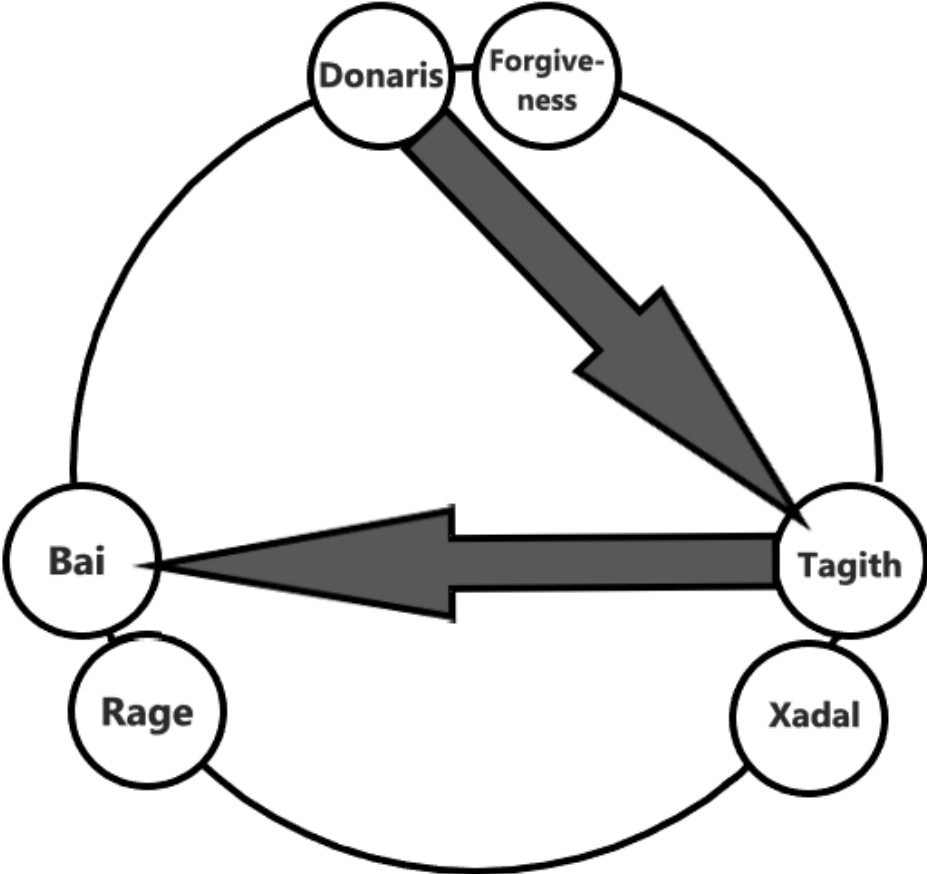
HANDOUT 9. RITUAL CARD 3



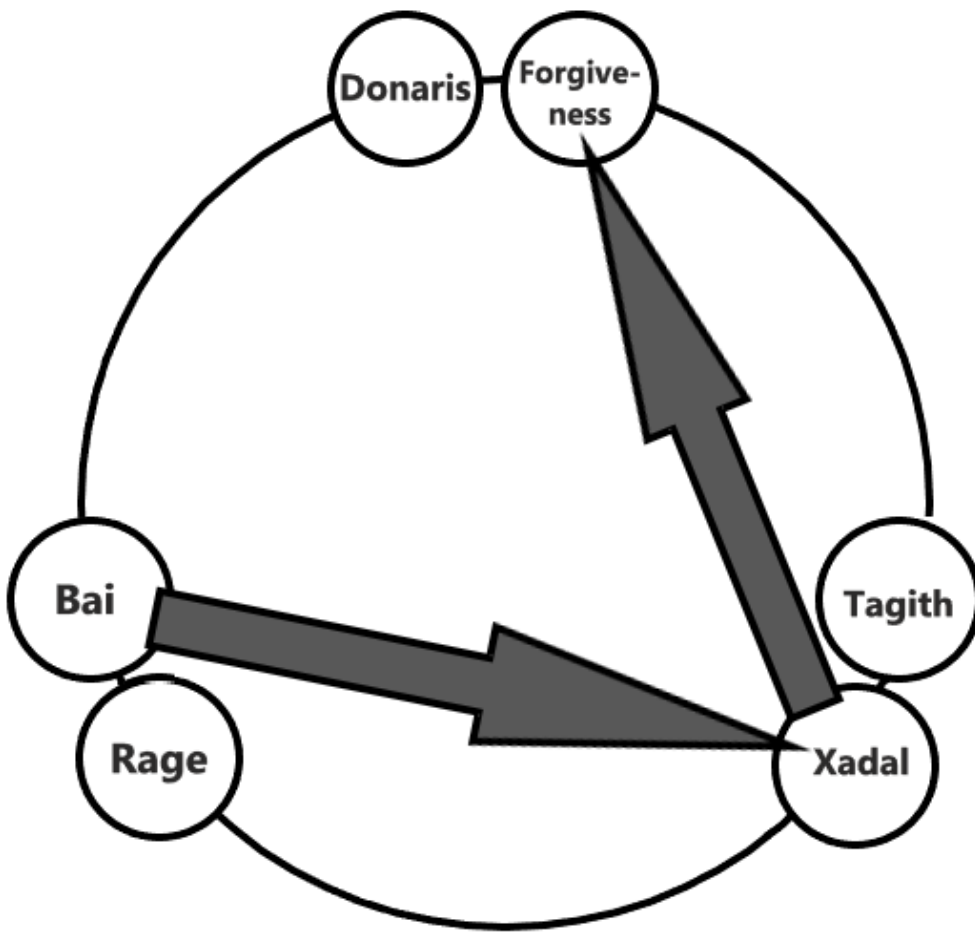
HANDOUT 10. RITUAL CARD 4



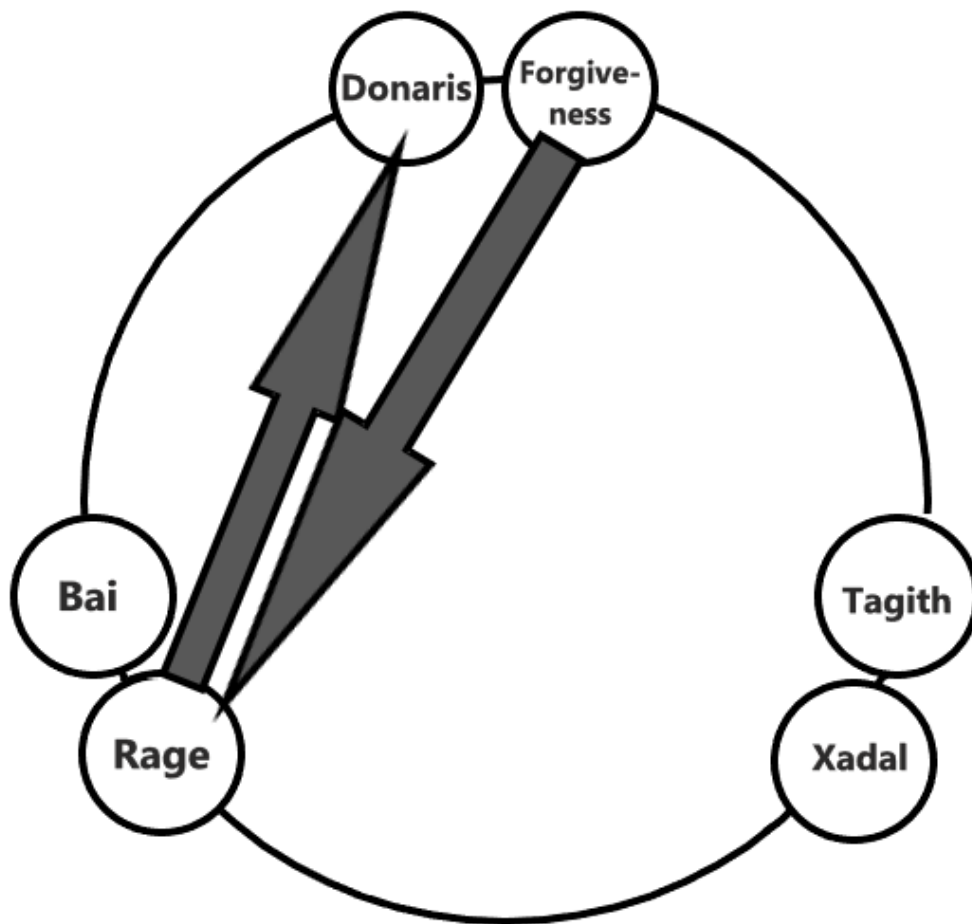
HANDOUT 11. RITUAL CARD 5



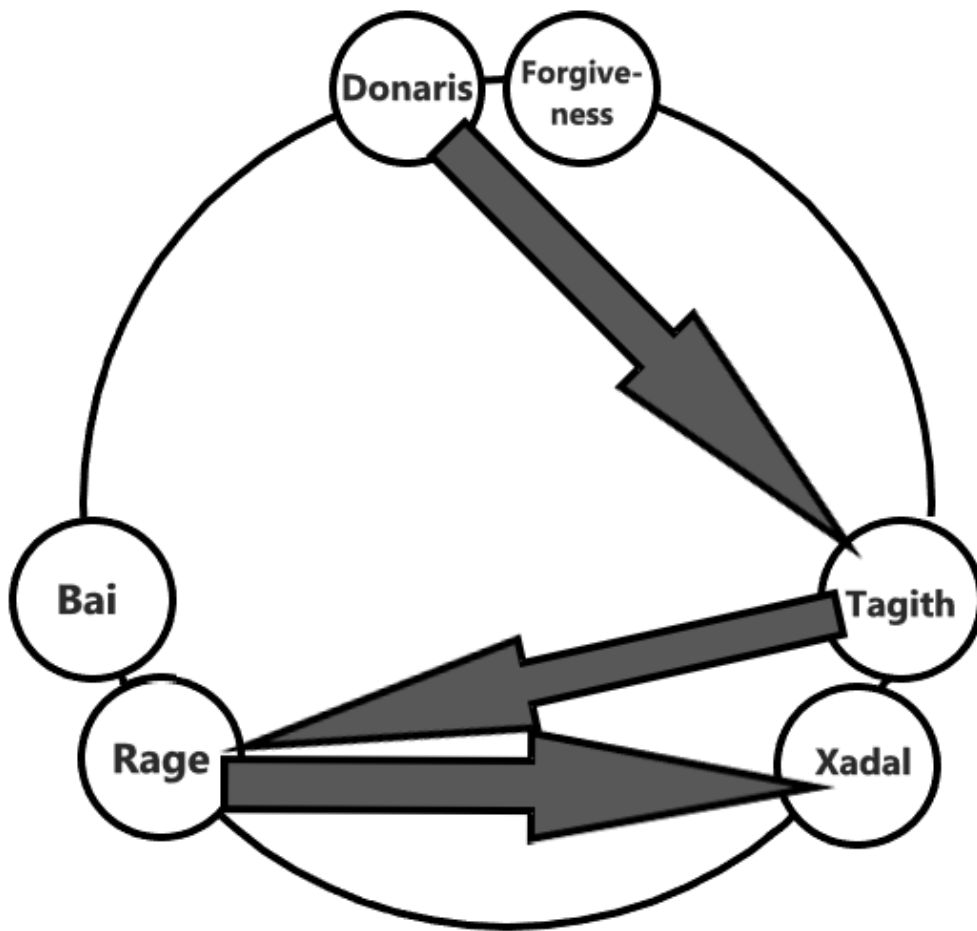
HANDOUT 12. RITUAL CARD 6



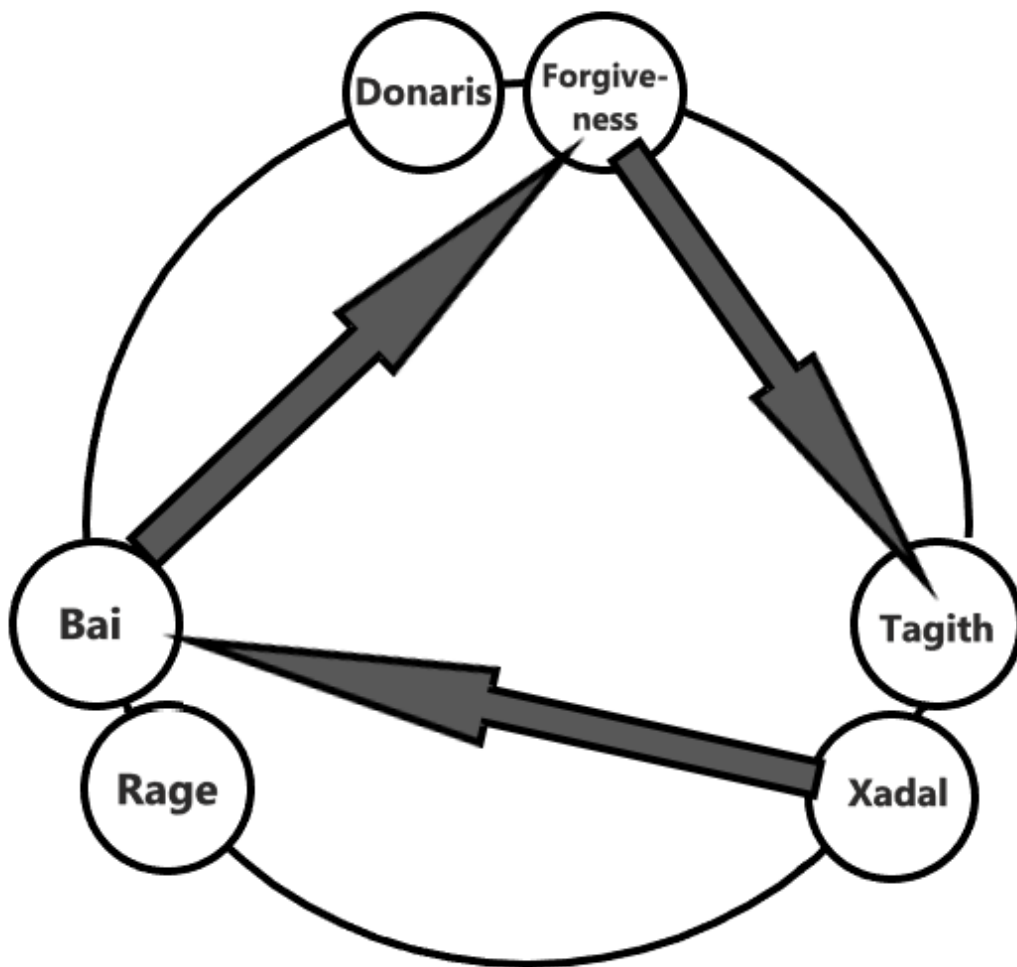
HANDOUT 13. RITUAL CARD 7



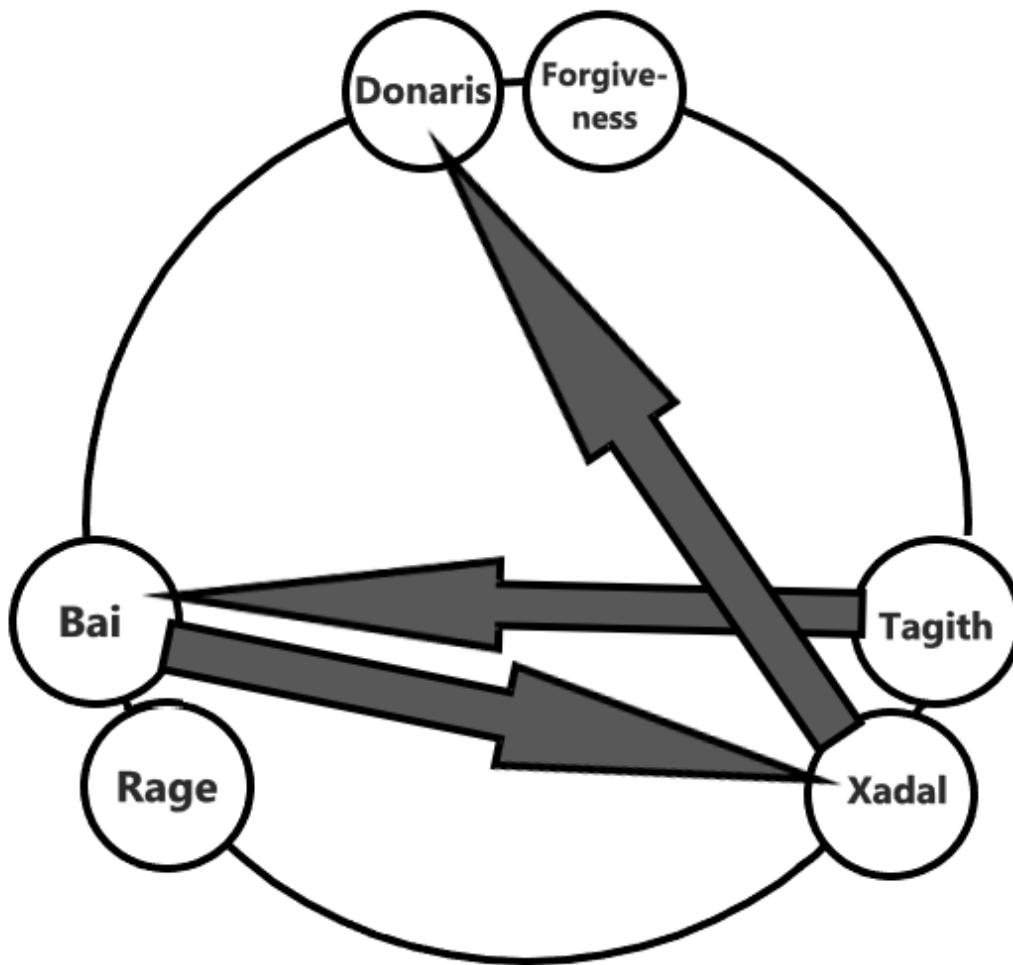
HANDOUT 14. RITUAL CARD 8



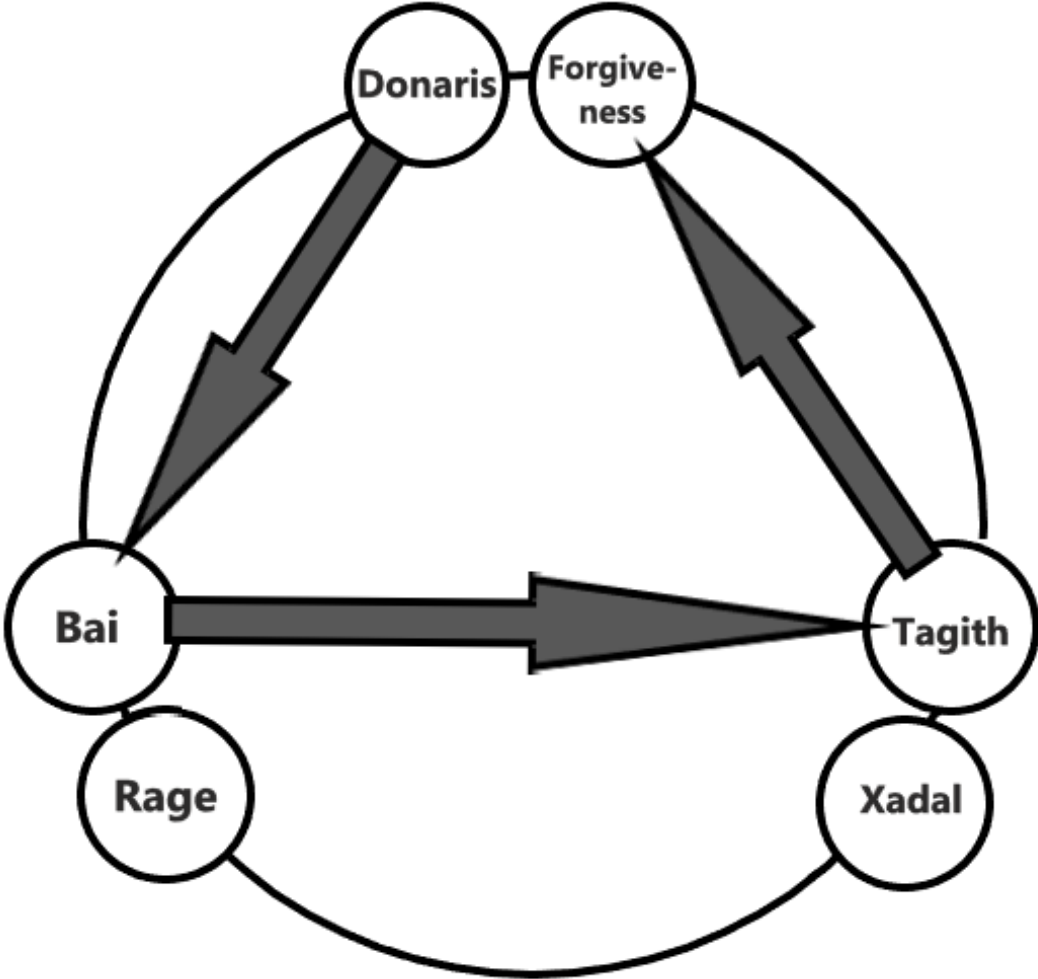
HANDOUT 15. RITUAL CARD 9



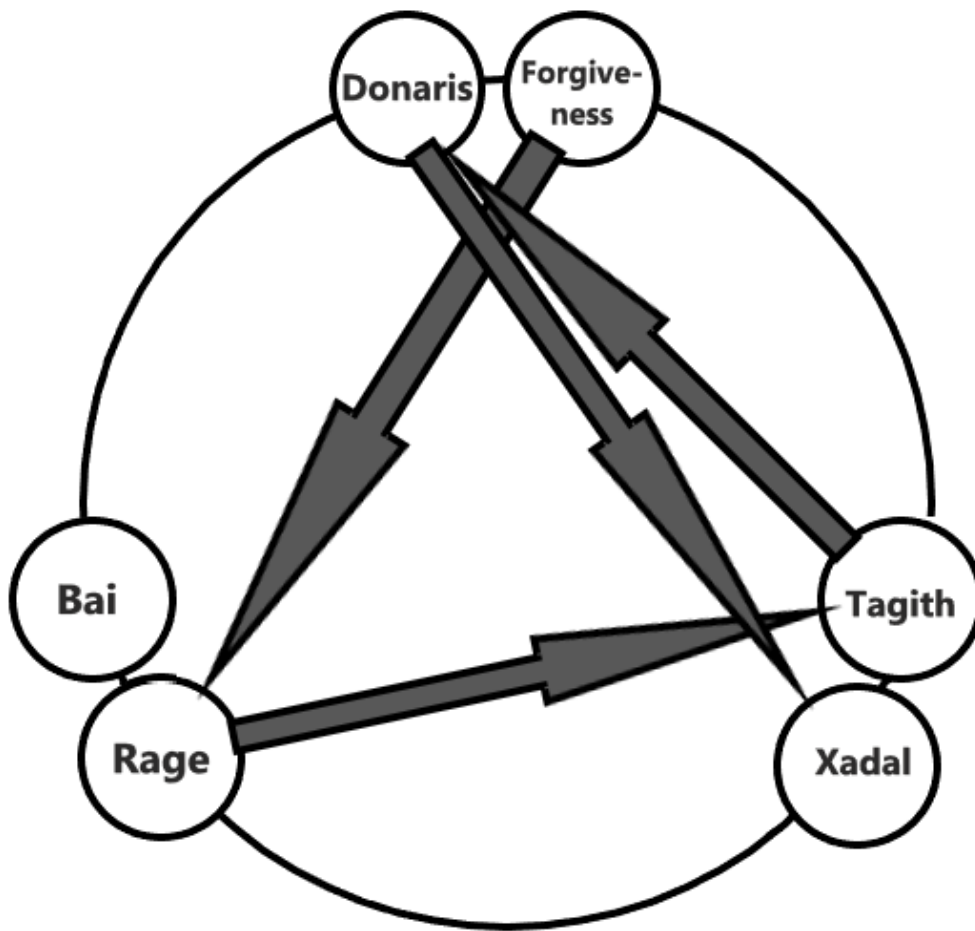
HANDOUT 16. RITUAL CARD 10



HANDOUT 17. RITUAL CARD 11



HANDOUT 18. RITUAL CARD 12



HANDOUT 19. STORY AWARD

Every player who participated in the 2019 D&D Open earns the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

2019 D&D OPEN PARTICIPANT AWARD

Thank you for participating in the 2019 D&D Open! For simply having a grand time, you can create a new 5th-level D&D Adventurers League character using this award. You get to skip those pesky first four levels! Congratulations.

HANDOUT 20. STORY AWARD

Players who participated in the 2019 D&D Open, finished the adventure with enough time to complete the optional final encounter, and chose to have their character battle others in that encounter gain the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

READY FOR COMBAT AWARD

The character you create with your 2019 D&D Open Participant Story Award gains one of the following magic items:

- *+1 armor*
- *+2 wand of the war mage*
- *+2 weapon*
- *Ring of the ram*
- *Staff of withering*

HANDOUT 21. STORY AWARD

Players who participated in the 2019 D&D Open, finished the adventure with enough time to complete the optional final encounter, and chose not to have their character battle others in that encounter gain the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

FRIENDS OVER FIGHTS AWARD

The character you create with your 2019 D&D Open Participant Story Award gains one of the following magic items:

- *Boots of speed*
- *Cape of the mountebank*
- *Horn of Valhalla*
- *Portable hole*
- *Staff of healing*

HANDOUT 22. STORY AWARD

Players who participated in the 2019 D&D Open and sold their character's soul at some point during the adventure gain the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

SOULLESS AWARD

You can apply the following feature to one of your D&D Adventurers League characters:

Soulless. You gain advantage on a Charisma (Deception or Intimidation) check. After you use this feature, all Charisma ability checks you make for the next 24 hours are made with disadvantage, and you cannot use this feature again until the end of that time.

HANDOUT 23. STORY AWARD

If you were part of a group of players that won the 2019 D&D Open, you gain the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

2019 D&D OPEN WINNER AWARD

You can create a new 11th-level D&D Adventurers League character using this award. That character can start with one of the following magic items:

- *+2 armor*
- *+3 wand of the war mage*
- *+3 weapon*
- *Ring of regeneration*
- *Staff of lightning and thunder*

HANDOUT 24. STORY AWARD

You were voted best dressed DM for your devil costume, so you gain the following story award. Glasya would be proud!

BEST DRESSED DM AWARD

You can create a new 11th-level D&D Adventurers League character using this award. That character can start with one of the following magic items:

- *+2 armor*
- *Belt of stone giant strength*
- *Cloak of arachnida*
- *Robe of scintillating colors*
- *Robe of stars*

HANDOUT 25. STORY AWARD

Thank you for being a DM in the 2019 D&D Open. You gain the following story award.

2019 D&D OPEN DM AWARD

You can create a new 7th-level D&D Adventurers League character using this award. That character can start with one of the following magic items:

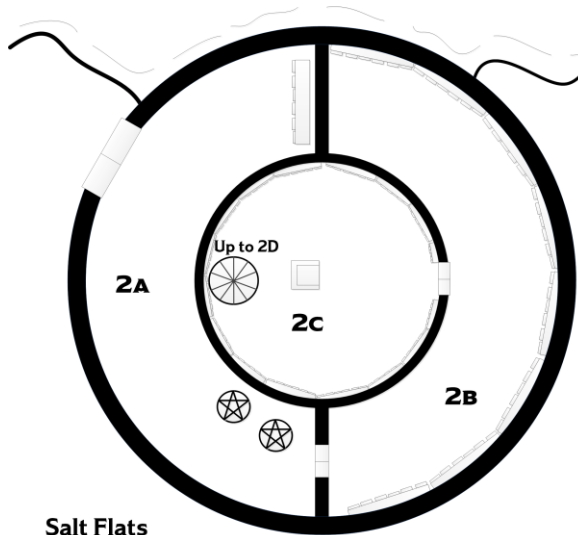
- *Amulet of health*
- *Boots of levitation*
- *Cloak of the bat*
- *Flame tongue longsword*
- *Helm of teleportation*

APPENDIX D. MAPS

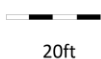
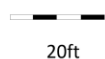
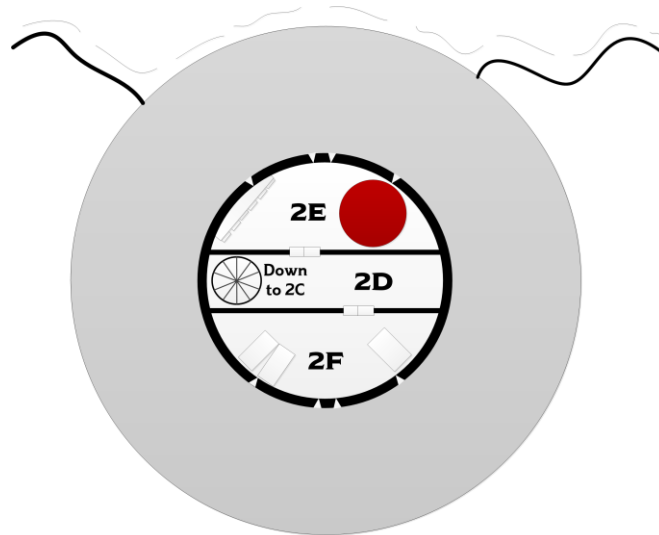
XALZAIK'S LIBRARY

**XALZAIK'S LIBRARY
(1ST FLOOR)**

River Styx

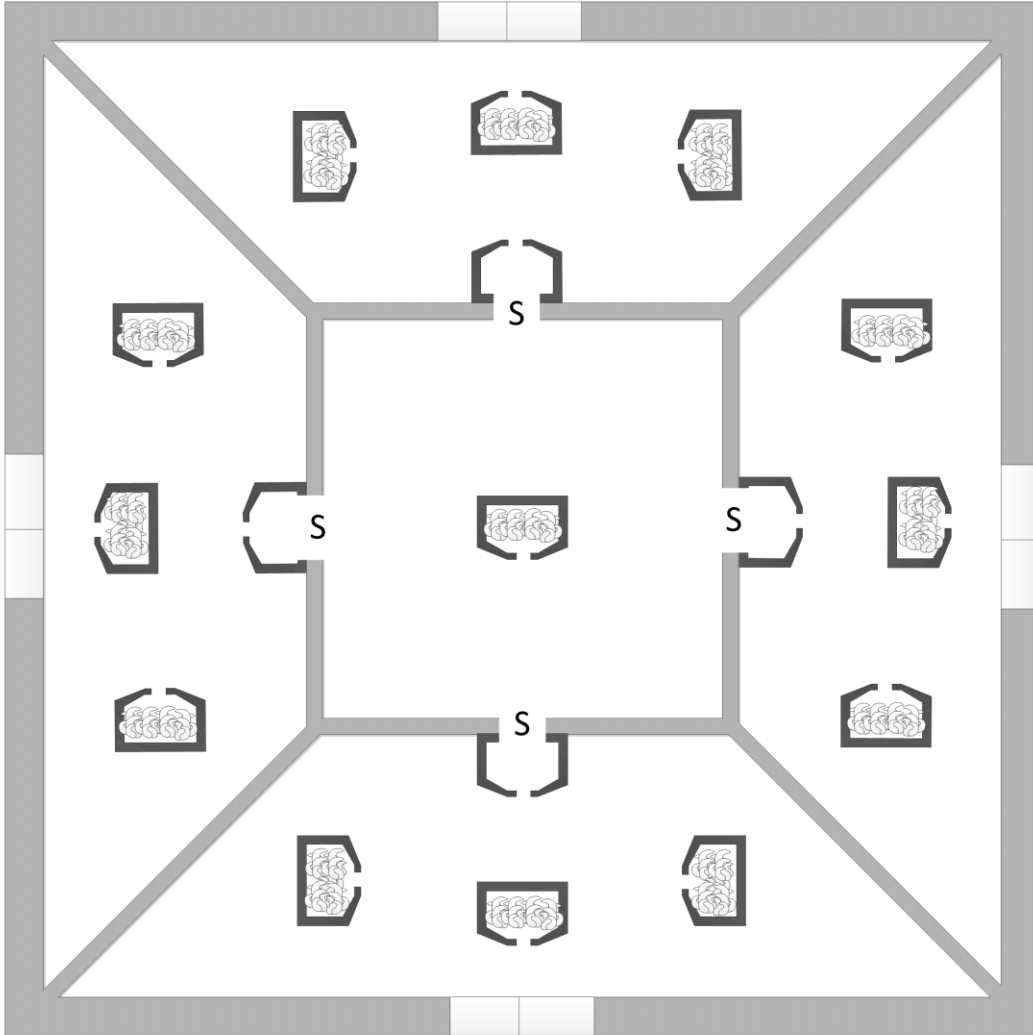


**XALZAIK'S LIBRARY
(2ND FLOOR)**



FALGRATH'S FORGE

FALGRATH'S FORGE



20ft



Unlit Forge

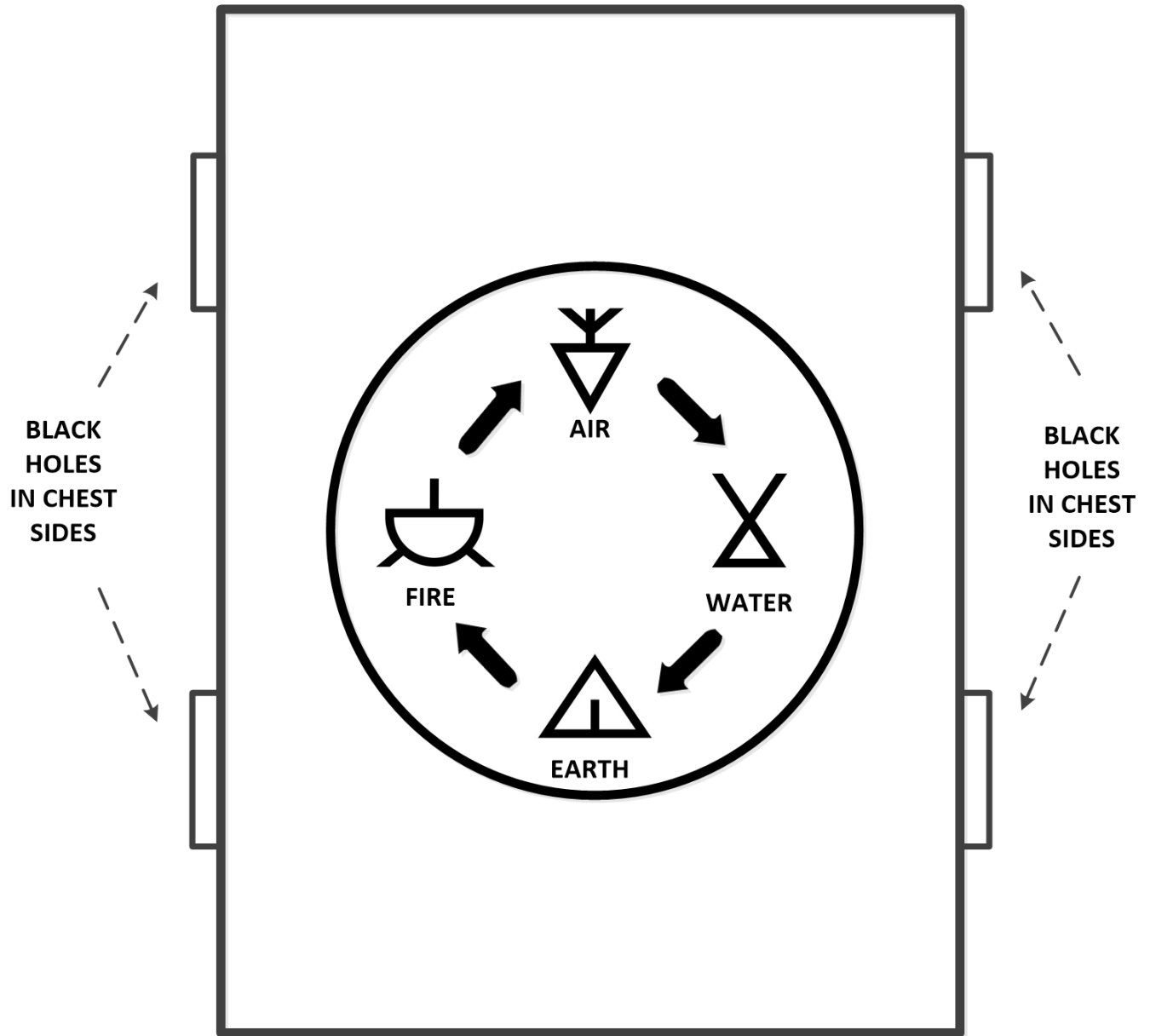


Lit Forge



Main Doors

CHEST OF SOULS SOLUTION (DM ONLY)



WHEN A CREATURE REACHES INTO A HOLE:

- | | |
|--|-----------------------|
| EVIL CREATURES FEEL FIRE | |
| GOOD CREATURES FEEL WATER | (ALL PALADINS) |
| LAWFUL NEUTRAL CREATURES FEEL EARTH | (DONARIS) |
| CHAOTIC NEUTRAL CREATURES FEEL AIR | (RAGE) |
| NEUTRAL CREATURES FEEL NOTHING | (TAGITH) |

TO SOLVE THE PUZZLE, CREATURES OF ALL FOUR ALIGNMENTS MUST REACH INTO THE HOLES TOGETHER IN THE CLOCKWISE ORDER SHOWN ON THE SIGILS ABOVE

APPENDIX E. ADMIN MATERIALS

PIPYAP'S DEALS HANDOUT

