



IN THE HAND

An Avernus Rising Adventure

Your quest to return the Bloody Hooves is nearly at an end. Only the company's commander remains and then you'll be ready to ride to the rescue of fallen Elturel!

Part Three of the *Doors and Corners* series of adventures.

A Four to Six-Hour Adventure for 11th through 16th Level Characters.

Optimized For: APL 13



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ADVENTURE PRIMER

“*Nemo Resideo (No Man is Left Behind).*”

—Ancient Roman Military Creed

This adventure is designed for **three to seven 11th- to 16th-level characters** and is optimized for **five characters with an average party (APL) of 13**. Characters outside this level range can't participate in this adventure.

This adventure occurs in the tomb of the Bloody Hooves, in Avernus, the first layer of the Nine Hells.

BACKGROUND

Having found the resting place of the **BLOODY HOOVES** within the **CANYON OF SCREAMS**, a group of adventurers in the company of **DARA**—the Chosen of Ilmater—successfully revived many of the company's warriors and clerics from their long slumber. Now, while the Bloody Hooves ready themselves for the ride to Etlurel, it falls to the characters to proceed to the final tomb in search of **COMMANDER ROTGER DE LA REUE**.

However, the characters are not the only ones looking for the Bloody Hooves' commander. A group of fiends working for **GENERAL EVERBLEED** have disguised themselves as adventurers, and are also making their way through the final level of the tombs, hoping to reach the commander before Dara and the characters.

OVERVIEW

This adventure's story is spread over **three parts** and takes approximately **four hours** to play. The adventure begins with a Call to Action scene. It also contains **two optional bonus objectives** – each taking **one additional hour** to play.

- **Call to Action: Break Seal In Case of Emergency.** A recap of the two previous adventures through the upper levels of the tomb. The characters use the *wards of perseverance* to enter the final section of the tomb.
- **Part 1: The Tombs of Trials.** The characters explore this third and final level of the tomb and find the commander's tomb.
- **Part 2: The Snare.** The characters enter Sareash the Bloody Hooks' ambush in the commander's tomb.
- **Bonus Objective A: Keeping the Faith.** Devils have captured Horst Atheraice and the characters must free the priest through guile, force, or self-sacrifice.
- **Bonus Objective B: Hadriel.** The characters free the commander's mount, a celestial griffin named Hadriel.

ADVENTURE HOOKS

If the characters played the previous adventures in the *Doors and Corners* trilogy, they arrived at the tomb of the Bloody Hooves and explored a level or more of the dungeon. The characters safely rest between levels and begin this level refreshed. If the characters didn't play in the previous adventures, here are a few options to place the characters in the tomb with Dara:

Faction Assignment. Dara has gained allies throughout the factions of Faerûn and they send their best agents to aid her in Avernus.

Sworn to the Hellriders. Characters who have formed a bond with the Bloody Hooves regiment of the Hellriders of Etlurel are called to aid Dara in bringing back their sworn defenders.

One Hell of a Payday. Word has been put out with all mercenary companies of significant renown that a priest of Ilmater named Dara is seeking experienced agents for a recovery mission in Avernus.

Calling in a Marker. Some characters may be indentured to Mahadi or some other fiend. While they refuse to provide any explanation, the fiend is willing to consider the character's contract with them null and void in exchange for providing a service to Dara, a priest of Ilmater. They instruct the characters to meet Dara in the Canyon of Screams.

ADVENTURE FLOWCHART

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.





BREAK SEAL IN CASE OF EMERGENCY

Estimated Duration: 15 minutes

ON THE PRECIPICE

The characters find themselves in the Tomb of the Bloody Hooves, along with an assembled host of goodly warriors and clerics.

AREA INFORMATION

The tomb of Horst Atheraice has the following features.

Dimensions & Terrain. The characters enter this chamber via double doors set into the northern wall. The 80-by-60-foot room has a 15-foot-tall, barrel-vaulted ceiling with faded **frescoes**. The floors are fashioned of black and red tiles in patterns of interlocking circles. Three wrought-iron chandeliers hang from the ceiling, set with candles that glow with *continual flame*. A heavy stone door engraved with the name “Horst Atheraice” is set into the southern wall.

Light. The room is dimly lit by the flickering candles in the chandelier.

Sounds & Smells. The sounds of shuffling feet, murmured voices, and quiet crying can be heard amidst the assembled Bloody Hooves. The dusty room smells of sweat and blood—perhaps from the characters themselves.

CREATURE INFORMATION

Dara and the recently awoken Bloody Hooves are here, discussing the current situation. Chief among them are **High Priest Horst Atheraice** (lawful good male human) and **Sir Gidor Honorsbright** (lawful good female dwarf).

What Do They Want? Both **Horst Atheraice** and **Sir Gidor** are thankful that the characters have awakened them and their colleagues, but the work isn’t done; the commander’s return is critical for uniting the Bloody Hooves. Once they are reunited, the Bloody Hooves will ride to victory!

What Do They Know? The third level of the tombs is the most dangerous of all. The constructors wove trials into the tombs to ensure that only the most loyal and strong Bloody Hooves could reach the commander. Past that, they can’t recall anything else about the defenses.

SAVING DARA

Even though she is the Chosen of Ilmater, Dara is still a child, and the characters will need to do all they can to protect her. Temporary hit points, buff spells, and smart tactics will all be key. If she dies and the characters return her to life, her powers diminish, so just letting her die and bringing her back is a losing proposition. Every time Dara dies, she loses one of these abilities, determined randomly: Damage Resistances, Condition Immunities, Magic Resistance, and Innate Spellcasting. If she loses all four, she has lost all of her abilities as a Chosen of Ilmater and may no longer return Hellriders or angels to life.

If Dara dies during the adventure, award the story award **You Let Dara Die** and note how many times she died. In future adventures, tables use the average number of deaths among the characters for determining how many abilities she loses.



TIME IS OF THE ESSENCE

Whether or not the characters played the previous adventures, Dara emphasizes that they are racing against the forces of Zariel and General Everbleed and that they should get to the tomb of **COMMANDER ROTGER DE LA REUE** as quickly as possible.

CALL TO ACTION: PERSEVERANCE

Within Horst's tomb is a door. Opening it reveals a tunnel descending into darkness. After about an hour's travel, the tunnel abruptly ends in a wall of polished black stone.

The wall bears a carving of a sword above two holes approximately six inches wide and a foot and a half apart. There is also a message carved in the stone, written in Celestial. If no one in the party can read Celestial, Dara can translate the message.

"Within these halls rests the Commander of the Bloody Hooves. For light and goodness he fought, always."

A character who succeeds on a DC 13 Intelligence (History) check identifies the carving as a stylized version of Zariel's sword. Dara also knows this information, and notes that this carving looks very old. The two holes are about a foot deep and appear to allow someone to reach their hands within.

Characters who participated in DDAL09-15 *Maddening Screams* immediately recognize these holes as similar to those that Dara used to gain admittance to the tombs where Sir Gidor and High Priest Horst were found. If the characters don't have this context or can't figure it out themselves, Dara eventually dons the *wards of faithfulness* and unflinchingly slides her arms into the holes.

Once Dara places her arms, adorned with the *wards of faithfulness*, into the holes, the wall opens up, revealing a tunnel that leads further into darkness. If Dara doesn't have the *wards of faithfulness*, the wall opens if any creature places both arms inside the holes. Though some ominous grinding noises or unusual sensations might cause concern, nothing bad happens.

"Remember," Dara whispers, visibly weak, "there's no telling what is between us and the commander. With the clerics safely away, it's time we finished this!"

Proceed to **Part 1**.



PART 1. THE TOMBS OF TRIALS

Estimated Duration: 1 hour 45 minutes

THE OUTER TOMBS

This section takes place in the Tombs of Trials, a set of smaller tombs designed as a test to keep devils from claiming the company's leadership. The party begins in the entry hall and can explore as many tombs as your group has time for.

STORY OBJECTIVE A

Reaching the commander's Tomb is **Story Objective A**.

TIME IS OF THE ESSENCE

The characters are in a race against Sareash the Bloody Hooks' forces, who are also trying to reach Commander Rotger and retrieve him from his tomb. If the characters take more than one short rest, the devils in Part 2 are better prepared and have advantage on all saving throws. If the characters take more than two short rests, the devils have advantage on all attack rolls as well. If the characters take more than three short rests or a long rest, the adventure ends because the devils abscond with all of the Bloody Hooves.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. The tombs in this area are forty feet long, twenty feet wide, ten feet high.

Light. Each tomb has braziers which light when a living creature enters, providing bright light.

Materials. The walls look like worked stone, but close examination reveals the flattened faces of damned souls trapped within, crying to get out. The material is immune to all damage and magical influences.

Teleportation Anchors. Any teleportation spells cast in this area automatically fail.

Sealed Passage. When the characters enter any of the tombs, the adamantine door seals behind them. These doors are barred by an *arcane lock*, which can either be breached with the *knock* spell or by presenting the room's runestone (granted by the guardian at the end of each encounter). The doors are also marked with a *glyph of warding* that unleashes a *circle of death* cast at 8th level if a *knock* spell is cast in the room. If the characters possess the room's runestone, they can enter and leave freely.

Steps. Past the door of each room is a set of ten feet wide steps leading ten feet down, then taking a right turn before continuing down to the main chamber.

Shattered Mosaics. At the entrance to each room is a shattered mosaic, which once displayed the value being tested. The fiends that passed through here shattered each mosaic to make passing the trials more difficult for anyone following them. The letter tiles from the entry hall can be used at each of these rooms to discover the knightly tenet being challenged. These are shown in the Mosaic Pieces handout in **Appendix 5**.

RUNNING THE TOMBS OF TRIALS

Other than the **Entry Hall**, the tombs can be completed in any order. When an hour and fifteen minutes have elapsed or all other areas are explored, there is a loud grinding noise as the other party opens the antechamber before the Commander's Tomb (see **Development**, below).

A. ENTRY HALL

Once the seal has been broken, the characters find themselves in a large entry hall. Awaiting them is a Hellrider who swore to keep vigil over his commander.

The room before you is deathly quiet, and as you step within, braziers flare to life to reveal ancient stones covered in thick dust. On the far side of the room stands a withered figure dressed in the armor and tabard of the Hellriders. His sunken, haunted eyes look upon you suspiciously.

AREA INFORMATION

The area has the following features, in addition to the general features of the Tombs of Trials.

Tombs. Three ten-foot-long, five-foot-high sarcophagi line each side of the room.

Disturbed Earth. There is a ten-foot-wide section of disturbed earth to the right of the entryway.

Shattered Mosaic. Next to the door is a mosaic that has been shattered, with letter tiles littering the floor. Characters who collect the letter tiles can use them to puzzle out the challenges when they enter the Tombs of Trials.

CREATURE INFORMATION

The withered figure is Sir Galwain, a lawful good male human **champion** who is suffering a level of exhaustion from being awoken. He has recently risen from his tomb to greet another group of adventurers (the disguised fiends, although he doesn't know this) who emerged from a tunnel.

What Do They Want? Galwain seeks to prevent any devils or their agents from capturing the commander—any who wish to reach his tomb must pass the Hellrider trials, which either deem them worthy or slay them. Galwain does not trust the characters, but he realizes he is in no position to fight, so he'll let the trials test them.

What Do They Know? Galwain recalls little about the defenses (he is under the effects of a *modify memory* spell to prevent him from giving details away to interlopers), but can share the following:

- The Tombs of Trials are designed as a test to prove that those who enter are worthy to raise the Bloody Hooves regiment of Hellriders. Each tomb has a runestone which must be earned to open the commander's sanctum—only those found worthy earn the runes, while others die.
- The tombs' wards prevent teleportation and cannot be modified except by Hellriders.
- The characters are not the first adventurers to find Galwain. A similar group who dug up through the floor, something he hadn't thought possible, roused him a few hours ago. That group shattered the mosaic before pressing on inside.

If the *modify memory* spell is nullified by *remove curse* or *greater restoration*, Galwain still does not share any additional details of the trials.

B. KINDNESS (PURPLE DOOR)

As the door opens, it reveals a huddled group of Hellriders and several fiendish corpses in front of smashed tombs. The Hellriders crawl toward the open door, hoarsely whispering, "Help us..."

AREA INFORMATION

This area has the following features, in addition to the features of the Tombs of Trials.

Devilish Bodies. The floor is littered with the bodies of devils, creating difficult terrain.

Shattered Mosaic. The broken mosaic in this room shows “_ _ N _ _ _ S _ .”

CREATURE INFORMATION

These four Hellrider **knights** (lawful good revenants) are cursed to be forever hungry and thirsty to test the kindness of any who may seek the Commander's tomb.

What Do They Want? The knights only surrender their runestone if given enough food and water for all four of them. If they are killed, the runestone no longer functions.

What Do They Know? The knights claim to have just arisen from their tombs when the devils attacked and desperately need aid. They don't know anything about the trials or where the devils came from.

C. BENEVOLENCE (BLUE DOOR)

As the door opens, there is the echoing roar of a great dragon in the distance. An ethereal man and his steed wait within.

AREA INFORMATION

This area has the following features, in addition to the features of the Trial of Tombs.

Sealed Door. Instead of a *circle of death*, this door is marked with two *glyphs of warding*, both holding the spell *illusory dragon*.

Shattered Mosaic. The broken mosaic in this room shows “_ _ N _ V _ L _ _ _ E.”

CREATURE INFORMATION

Sir Alin, a Bloody Hooves Hellrider, and his steed have been given form as **ghosts** to test the benevolence of those who seek to enter the commander's tomb.

“The commander tasked me to defeat two foul dragons rampaging across the realm, but bandits stole my arms and armor. Will you aid me in my quest, comrade?”

What Do They Want? If the party is willing to lend their aid, Alin asks for two rare or rarer magic items—a weapon and a set of armor—so that he may leave this tomb and pursue his quest against evil. If the characters agree, he takes the items, mounts his trusty steed, and charges the door. As he hits it, he and his mount disappear, as do the sounds of the dragons, and the room's runestone clatters to the ground. If the characters refuse, he nods respectfully and allows them to attempt to leave the room on their own.

What Do They Know? Sir Alin tells of a pair of dragons that are haunting the countryside of Elturel, and his quest to defeat them. Alin asks for a rare or rarer weapon and set of armor from the party and refuses any other aid—this is his quest and his alone.

WHEN DO I GET MY BORROWED ITEM BACK?

You don't.

D. FAITH (GREEN DOOR)

On the other side of the door is an ethereal dwarven figure in the robes of a Hellrider cleric, with the symbol of Ilmater upon its chest.

“Come forward, recruits. Submit yourselves for inspection!”

AREA INFORMATION

This area has the following features, in addition to the features of the Trial of Tombs.

Faith in Friends. This room is under the effects of a *zone of truth*, which requires a DC 23 Charisma saving throw to resist. The ghost of Torbral knows whether each creature succeeds or fails.

Shattered Mosaic. The broken mosaic in this room shows “_ A _ _ _ .”

CREATURE INFORMATION

The **ghost** (lawful good male mountain dwarf) here is the spirit of quartermaster Torbral.

What Do They Want? Torbral inspects the characters' equipment before asking which of them is the leader. He then asks each character a question, starting with the leader and asking about another character (either the one immediately to their right or in an order you choose), then moving to the next character:

- Does this person usually show up on time, prepared, and ready to act?
- When this person says something is going to happen, does it usually happen? Have they ever given you reason to doubt them?
- When you hear this person describing an event and then get more information about that event, does the new information often match the description you have been given?
- Have you ever witnessed this person lying to someone or assuming you'll help deceive a third person?
- Does this person sometimes withhold information in order to make things go more smoothly or to avoid conflict?
- Have you ever witnessed this person doing something (lying, cheating, being unkind) that they would condemn if another person did it?

Torbral is generally looking for a yes to the first three questions and a no to the second three, and in all cases expects examples. If at least half the characters (rounded up) answer satisfactorily and have faith in each other, Torbral grants them his runestone. If not, he dissipates.

What Do They Know? Torbral is charged with testing the faith of any who would seek the Commander's Tomb.

E. COMPASSION (YELLOW DOOR)

This room holds Weiginiel (a **solar**) who was a companion of the Bloody Hooves. The angel is bound in black iron chains that bite into their ankles, wrists, and the base of their wings. These painful bindings hold them to this room and plane. In agony, they lash out with bursts of radiant energy.



AREA INFORMATION

This area has the following features, in addition to those of the Trial of Tombs.

Planar Binding. The angel is bound to this location and plane as if by a pair of *dimensional shackles*. These bindings deal 4d6 (14) piercing damage to the angel at the beginning of each of their turns. The bindings can be destroyed (each has AC 19, 50 hit points, resistance to bludgeoning, slashing, and piercing damage from nonmagical attacks, and immunity to poison and psychic damage), but as they are bound to the angel's soul. If any damage is dealt to the chains, Weiginiel takes the same amount of damage. Alternatively, a chain can be removed magically (such as by casting *freedom of movement*) or with a successful DC 25 Dexterity check using thieves' tools or a Strength (Athletics) check. If a check made to free the angel fails by 5 or more, Weiginiel takes 11 (2d10) slashing damage.

Searing Burst. Radiant blasts surge forward from the bound angel for twice the amount of damage it suffered at the start of its turn in a mix of half (14) fire and half (14) radiant damage. The energy fills the room and is only avoidable with a successful DC 23 Dexterity saving throw.

Devilish Bodies. The floor is littered with the bodies of devils, creating difficult terrain.

Shattered Mosaic. The broken mosaic in this room shows “C _ _ _ A S _ _ _ N.”

CREATURE INFORMATION

The angel Weiginel is bound to this room, the six bindings piercing their flesh and causing them to lash out until soothed by the compassion of those seeking the commander.

What Do They Want? Weiginel tries to destroy anyone who doesn't show compassion by healing them (any number of hit points) or freeing them from their bonds. When healed or freed, the bonds fall from Weiginel, the bursts of energy stop, and they offer the runestone and their healing touch to the party before they begin to bind themselves once more.

What Do They Know? The angel pledged to be bound to this spot, and willingly suffers the agony of the bonds to make sure that none but the worthy reach the commander's tomb.



F. PEACE (RED DOOR)

This room is twice the size of the other Tombs of Trials rooms, and the floor is littered with stone debris.

As you enter, the door closes behind you and the stones shake as they gather into a humanoid form. "Hellrider combat training ready," the stone creature says before surging at you, "Prepare to fight!"

AREA FEATURES

This area has the following features, in addition to those of the Trial of Tombs.

Stone Debris. The stone debris on the ground is difficult terrain.

Dimensions. This room is larger than the others, sixty feet long, forty feet wide, and thirty feet high.

Décor. Banners and pennants glorifying battle hang from the walls and racks hold rusty, dust-covered weapons.

Shattered Mosaic. The broken mosaic in this room shows " _ _ A _ _."

CREATURE INFORMATION

The golem begins with the statistics of a **hill giant** but can't speak past programmed commands and is immune to poison and psychic damage, and the charmed, paralyzed, petrified, restrained, and stunned conditions. If defeated, it reforms at the beginning of its turn in the following round; first as a **storm giant**, then as a **solar** after that. It continues this process until the characters flee, are slain, or until the characters resolve the encounter peacefully.

What Does It Know? The golem knows that its purpose is to test Hellriders who seek the commander.

Peaceful Resolution. The golem strikes mercilessly until all the characters disarm themselves (have no weapons in hand) and do not attack for one round. At that point, it stops. If the characters continue to be peaceful, the golem collapses—within the rubble is its runestone and a *potion of vitality*.

G. HUMILITY (WHITE DOOR)

Within this room, a thick layer of dust covers the ground. An elderly Hellrider wizard faces the eastern wall.

AREA FEATURES

This area has the following features, in addition to those of the Trial of Tombs.

Shattered Mosaic. The broken mosaic in this room shows " _ _ M _ _ I _ _."

CREATURE INFORMATION

Sir Carah, a lawful good female human **archmage**, stands staring at the blank wall, deep in thought. As the characters approach, she proclaims, "Ah! I've got it! Here, come check my work!"

What Do They Want? Carah is waiting for the characters to admit that either they can't see or don't know the answer to the puzzle—a sign of humility. If they do so, she cheerily thanks them for checking and offers her runestone.

What Do They Know? Sir Carah's rival, Sir Akandre, said he left a puzzle inscribed on the wall here. She believes that there is no puzzle (and thus she's deduced that there is no answer) but doesn't share that information.

DEVELOPMENT

When the characters have explored each of the Tombs of Trials (or as many as possible in the time allotted), they hear the sound of grinding stone as the other party (see **Entry Hall**, above) uses their runestones to open the antechamber to the commander's tomb. Within the antechamber, the disguised fiends are attempting to open the door.

HOW MANY STONES DID YOU GET?

The number of stones the characters got determines how difficult this encounter is. Use the following adjustments, which are cumulative:

- **0-1 Rune Stones:** The fiendish party has resistance to all damage.
 - **2-3 Rune Stones:** The fiendish party has advantage on all ability score checks and attack rolls.
 - **4+ Rune Stones:** No changes.
- For every short rest the characters took, they are considered to have two fewer runestones.

AREA INFORMATION

This area has the following features, in addition to those of the Tombs of Trials.

Double Doors. This room is marked by a huge set of double doors made of adamantine. The doors are heavy and require a successful DC 25 Strength (Athletics) check to open. The doors are magically sealed against fiends.

CREATURE INFORMATION

The creatures here are a group of fiendish adventurers disguised with the *seeming* spell. The company consists of a bearded devil **warlord**, an imp **assassin**, a spined devil **evoker**, and a lemure **war priest** of Zariel. They claim—and seem—to be Tyshgwyn the male dwarf warlord, Miss Mixie the nonbinary pixie assassin, Valric the male halfling evoker, and Thulmek the female dwarven priest of Dumathoin. Refer to the **Fiendish Adventurers** sidebar (**Dramatis Personae**) for modifications.

What Do They Want? The fiendish adventuring party seeks to reach the Commander's tomb. They won't start a fight with the characters, but gleefully join in if the characters start one (then they can reanimate one of them to open the door). When the fiendish party learns that Sareash has successfully breached the commander's tomb, they prefer to leave the characters to fend for themselves (see **Social**, below).

What Do They Know? The fiendish party was sent by General Everbleed to make sure Sareash the Bloody Hooks didn't fail him again. They seem to have successfully passed the trials (and have knowledge of such if asked) and plan to free the commander...and then immediately deliver him to their master.



PLAYING THE PILLARS

Here are some suggestions for this encounter:

Social. The devils are keen to work with the characters for now and are happy to avoid a fight in favor of getting the characters' help to enter the tomb. If the fiends make it into the commander's tomb, they assist with the first wave of enemies before beating a hasty retreat, leaving the characters to face Sareash's forces alone.

Combat. If pressed into combat, the fiendish party fights intelligently, focused on taking out any spellcasters first, then dealing with lightly armored attackers and finishing with the most heavily armored characters. The fiendish adventurers make death saves rather than dying as soon as they are reduced to 0 hit points.

Exploration. A character who closely inspects the fiendish adventurers and succeeds on a DC 19 Intelligence (Investigation) check realizes they are under an illusion spell.

TREASURE

The imp assassin carries a *bag of holding*. The bearded devil warlord carries a *potion of supreme healing*.

PROCEEDING TO PART 2

Following this encounter, the characters find themselves in a long corridor. Along it, they have the opportunity to explore **bonus objective A** and **bonus objective B** (if utilizing this additional content) before they proceed to **Part 2**.



PART 2. THE SNARE

Estimated Duration: 1 hour 30 minutes

BUSHWHACKED

The characters must survive Sareash's ambush and gather the Honor Guard of the Hellriders.

STORY OBJECTIVE

Surviving the ambush is **Story Objective B**.

AREA INFORMATION

The tomb has the following features:

Dimensions & Terrain. The tomb is a 150-foot-wide by 100-foot-long room shaped like a seven-pointed star. The ceiling is 50 feet high.

Light. The area is dimly lit by swirls of magical energy.

Commander's Tomb. On the far side of the room is a large stone vault. The lid contains an image of an androgynous, beautiful human in plate mail with the Bloody Hooves insignia on their tabard and a griffin with a silvery halo on their shield. However, as soon as it is touched it becomes clear this is just a facade. A tunnel underneath the tomb shows it has already been excavated and the commander himself is missing.

Bloody Hooves. Mausoleums for Commander Rotger De La Reue's closest officers and companions are located toward the outside corners of the room.

Teleportation Anchors. Scratched into the floor are three teleportation anchors that prevent the characters from teleporting. A character who succeeds on a DC 17 Intelligence (Arcana) check understands what they are and

how to destroy them. Each teleportation anchor can be disabled with three successful DC 17 Intelligence (Arcana) or Intelligence (Religion) checks, or removed with 50 hit points worth of blood from a good-aligned character. Otherwise it takes 200 points of damage to destroy. Each anchor has AC 5, immunity to cold, fire, necrotic, poison, and psychic damage, and resistance to bludgeoning, slashing, and piercing damage from nonmagical weapons.

Exit. When the devils have all been dealt with, the heroes can open Commander De La Reue's tomb as well as any of the tombs they did not open during the fight.

TRAPS

There are twice as many traps in this room as the number of players. Pick which ones you want to use from **Appendix 3** and see suggested trap locations in **Appendix 4**. A floor trap or ceiling trap can only affect characters that are exactly above or below it; a wall trap has an area of effect as shown on the map.

CREATURE INFORMATION

As soon as the players open a tomb, start investigating the teleportation anchors, or touch the commander's tomb, Sareash springs its trap. The devils enter the room from any of the conjuration circles, on their initiative counts. (To make things easier, consider having each type of devils, as a group, act on one initiative count.) Hadriel, if present after bonus objective B, attempts to help and heal the heroes as much as he can.

- **Wave 1:** Four **barbed devils** and four **spined devils** teleport into the room. The devils attack the characters and mostly ignore the Bloody Hooves.
- **Wave 2:** Three rounds after wave 1, on initiative count 20, two **hydroloths** and two damned devastators (**hobgoblin devastators** who have died and gone to the Hells) teleport into the room to murder the characters. They attack the Bloody Hooves and Dara if these helpers become too useful or get in the way.
- **Wave 3:** Seven rounds after wave 1, on initiative count 20, two **chain devils** (all chain devils present claim they are Sareash, to help defend their leader) and two **canoloths** teleport into the room. They attack the Bloody Hooves, Dara, and the characters with equal glee. If anyone is knocked unconscious, devils attack the unconscious creature to kill them, even taking an opportunity attack to do so if necessary.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

Wave 1

- **Very Weak:** Remove two **barbed devils** and two **spined devils**.
- **Weak:** Remove a **barbed devil** and a **spined devil**.
- **Strong:** Add three **barbed devils** and two **spined devils**.
- **Very Strong:** Add four **barbed devils** and two **spined devils**.

Wave 2

- **Very Weak:** Remove a **hobgoblin devastator** and a **hydroloth**.
- **Weak:** Replace a **hydroloth** with a **hobgoblin devastator**.
- **Strong:** Add two **hydroloths**.
- **Very Strong:** Add two **hobgoblin devastators** and two **hydroloths**.

Wave 3

- **Very Weak:** Remove a **chain devil** and the **canoloths**. Add two **mezzoloths**.
- **Weak:** Replace a **chain devil** and the **canoloths** with three **mezzoloths**.
- **Strong:** Add a **yagnoloth**.
- **Very Strong:** Add two **canoloths** and a **yagnoloth**.

What Do They Know? The devils know that General Everbleed breached this area and took someone's soul earlier, and that Sareash has been chuckling to itself for hours about how clever this trap is and gloating about how General Everbleed surely be pleased. The Bloody Hooves felt vague dreamlike disturbances in their magical slumber and sensed that Rotger was in trouble.

What Do They Want? The devils want to murder the heroes. The Bloody Hooves want to find their comrades.

FRIENDS IN LOW PLACES

Characters with the story reward *Immiass's Favor* from DDAL09-11 *Losing Fai* receive help from that **black abishai** in this fight. Once the teleportation anchors are broken, Immiass appears at initiative count 20, adjacent to a player character with the story reward. Immiass focuses its attention on any chain devils it can see. When Immiass falls to 15 hp or fewer, it uses its reaction to teleport away.

FREEING THE BLOODY HOOVES

There are six tombs here, and the Bloody Hooves Hellriders interred within have been awoken by the commotion. The characters only need to open their tombs to free them so they can help defend against the ambush. Each Hellrider has four levels of exhaustion, but they do their best to help the heroes. They try to support the heroes and spend their turns taking the Help action or Dodge action. If one of them gets too useful, a devil attack them. One might interpose themself in front of a wounded character as needed. Each Hellrider has AC 17 and 15 hit points in their current condition. If they are struck down, they make death saves. Use the handouts from **Appendix 8** to track their condition, and consider letting players run them in combat.





- **Amparo Inderpal, Rotger's squire and a cleric of Bahamut.** Her tomb is partially cracked open; the lid can be pushed aside with a successful DC 10 Strength (Athletics).
- **Luiz Reyansh, Rotger's companion and paladin of Lathander.** Luiz's tomb with a successful DC 16 Strength (Athletics) check.
- **Barros Emenike, Chief Medic and cleric of Ilmater.** His tomb is magically sealed by Ilmater and can be opened with two successful DC 15 Intelligence (Religion) checks to correctly read the prayers to Ilmater engraved on the top of his tomb.
- **Alisone Raynaldus, Captain of Archers.** Her tomb can be opened by solving a puzzle of sigils. Give the players **Handout 6**. The solution is in **Appendix 14**.
- **Segrann Thisicate, the prime artificer of the Bloody Hooves.** In order to open their tomb, heroes must string amethysts and emeralds on a necklace so that no strand has three of one gem in a row. Give the players **Handout 7**. The solution is in **Appendix 14**.
- **Keryth Dorrana, the second-in-command of the Bloody Hooves.** In order to open her tomb, the characters must figure out the order that she slew named devils. Give the players **Handout 8**. The solution is in **Appendix 14**.

TREASURE

- When Segrann is rescued, they thank the characters by giving them their *wand of the war mage +3*. The final chain devil has a *soul coin*.

WRAP UP: REGROUP

Dara and the Hellrider Honor Guard need the characters to help them return to the other Hellriders and leave the Canyon of Screams.

As you journey back, Dara looks to your group with a steely resolve. "General Everbleed may have captured Commander Rotger, but it doesn't end here. I'm done racing against the devil—it's time to take the fight to him!"

REWARDS

The characters receive rewards based upon their accomplishments. These rewards can be awarded during the session or at its conclusion.

CHARACTER REWARDS

The characters can earn the following rewards:

MILESTONES

Upon **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold.

GOLD

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in Appendix 14.

- *Wand of the War Mage +3*
- *Bag of Holding*
- *Potion of supreme healing*
- *Potion of speed*
- *Potion of vitality*
- *Soul coin*

STORY AWARDS

The characters can earn the following story award by completing this adventure; this story award is described in Appendix 15:

- **Torm's Chosen**

DUNGEON MASTER REWARDS

For running this adventure, you gain a **DM Reward**. This reward can be redeemed for levels, magic items, and other season-themed things. See the Adventurers League DM Rewards document for more info.

DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure:

Dara (DAH ra). Dara is a ten-year-old human girl, wise beyond her years, who was raised by priests of Ilmater in Amn. She found and read from the *Book of Exalted Deeds*, which bestowed upon her great wisdom and the powers of a full-fledged cleric of Ilmater.

- **What They Want:** Dara is on a holy mission into Avernus to find the souls of lost angels and mortal Hellriders who accompanied Zariel during her descent into the Nine Hells.
- **Wise Beyond Her Years:** Dara is single minded about accomplishing her mission and often sounds much more knowledgeable and mature than her years would suggest.

Sir Galwain (GAHL way in). Galwain is a knight of the Hellriders some hundreds of years old. His mind has been protected from madness by the Bloody Hooves' mages who meddled with his memories.

- **What They Want:** Galwain serves as a gatekeeper for the entrance to the outer tombs and their trials. He wants to ensure that those who enter are possibly worthy of awakening his comrades.
- **I Know What I Know:** Galwain's memories have been modified so that he cannot give away anything about the trials or the commander's tomb.

Quartermaster Torbral (TORE brawl). As a quartermaster of the Hellriders, Torbral maintained both the gear of and the bonds between soldiers.

- **What They Want:** Torbral's single most important task is to ensure that the Hellriders and any who would seek the commander believe in themselves and in each other.
- **We'll Get Through Together:** Torbral is incessantly positive, focusing on how a group can overcome nearly any obstacles by working together.

Sir Carah (CAH RAH). An archmage who loves puzzles, Carah achieved immortality by binding herself to the tombs. Unable to leave, she works on puzzles, mind games, and other ways to pass her time to prepare the ultimate mental test for any who would seek the commander.

- **What they Want:** Carah's role is to ensure that any who seek the commander are both intelligent and humble, as per the Hellriders' oath.
- **Hard to Impress:** Carah has seen a lot in her time. But if someone can impress her with their mind, she's likely to give hints about her newest puzzle.

Sareash (Zar EE ASH) The Bloody Hooks. One of General Everbleed's commanders, Sareash is a chain devil that's always striving to make up for its last slip up or coup attempt.

- **What They Want:** Sareash strives to earn General Everbleed's approval—to find a way to depose the general. Desperate to win, it throw any and all resources at a situation to come out on top.
- **Flips Like A Coin:** If its plan or operation goes poorly, Sareash is quick to realize the danger and get itself out of the situation to fight another day.

High Priest Horst Atheraice (HORST AYY thur ace). A devoted cleric of Torm and chaplain of the Hellriders, Horst is devoted to the company and the tenets of his god.

- **What They Want:** Horst wants the company to survive, even if that means losing his own life.
- **Save Yourselves:** If he's captured, Horst encourages the characters to leave him behind so they can free Commander Rotger.

Scarbel (SCAR bell). An orthon bounty hunter, Scarbel has an impressive retrieval record.

- **What They Want:** There's a fat bounty on Dara's head, and Scarbel wants to win it. He's easily captured Horst and plans to either interrogate the priest or use him as bait to get Dara.
- **Cunning & Experience:** Scarbel has been around long enough to know that adventurers are the biggest variable in any job, and that the best way to beat them is to employ traps, trickery, and barter, or to avoid them altogether.

Hadriel (HAD REE el). The celestial griffon Hadriel has served as the mount of Commander Rotger for generations.

- **What They Want:** Hadriel longs to be reunited with Commander Rotger.
- **Loyal to a Fault:** Hadriel is quick to believe those who promise to help him find the commander.



CREATURE STATISTICS

The following creatures appear in this adventure.

AMNIZU

Medium fiend (devil), lawful evil

Armor Class 21 (natural armor)

Hit Points 202 (27d8 + 81)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	16 (+3)	20 (+5)	12 (+1)	18 (+4)

Saving throws Dex +7, Con +9, Wis +7, Cha +10

Skills Perception +7

Damage Resistance Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Charmed, Poisoned

Senses Darkvision 120 ft., passive Perception 17

Languages Infernal, Telepathy 1,000 ft.

Challenge 18 (20,000 XP)

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

Innate Spellcasting. The amnizu's innate spellcasting ability is Intelligence (spell save 19, +11 to hit with spell attacks). The amnizu can innately cast the following spells, requiring no material components:

At will: *charm person*, *command*

3/day each: *dominate person*, *fireball*

1/day each: *dominate monster*, *feebleshield*

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

ACTIONS

Multiattack. The amnizu uses Poison Mind. It also makes two attacks: one with its whip and one with its Disruptive Touch.

Taskmaster Whip. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 10 (2d4 + 5) slashing damage plus 33 (6d10) force damage.

Disruptive Touch. *Melee Spell Attack:* +11 to hit, reach 5 ft., one target. Hit: 44 (8d10) necrotic damage.

Poison Mind. The amnizu targets one or two creatures that it can see within 60 feet of it. Each target must succeed on a DC 19 Wisdom saving throw or take 26 (4d12) necrotic damage and be blinded until the start of the amnizu's next turn.

Forgetfulness (recharge 6). The amnizu targets one creature it can see within 60 feet of it. That creature must succeed on a DC 18 Intelligence saving throw or become stunned for 1 minute. A stunned creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target is stunned for the full minute, it forgets everything it sensed, experienced, and learned during the last 5 hours.

REACTIONS

Instinctive Charm. When a creature within 60 feet of the amnizu makes an attack roll against it, and another creature is within the attack's range, the attacker must make a DC 19 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including the amnizu or itself. If multiple creatures are closest, the attacker chooses which one to target. If the saving throw is successful, the attacker is immune to the amnizu's Instinctive Charm for 24 hours.

ARCHMAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance Damage from Spells; Nonmagical Bludgeoning, Piercing, and Slashing (from Stoneskin)

Senses passive Perception 12

Languages Any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *screaming*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

ASSASSIN

Medium humanoid (any race), any non-good alignment

Armor Class 15 (Studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving throws Dex +6, Int +4
Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9
Damage Resistance poison
Condition Immunities poisoned
Senses passive Perception 13
Languages Thieves' cant plus any two languages
Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

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

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and 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.

FIENDISH ADVENTURERS

The fiendish adventurers in Part 1 have the additional qualities:

- **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.
- **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.

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 Resistance 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 5 (1,800 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 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.

BLACK ABISHAI

Medium fiend (devil), lawful evil

Armor Class 15 (natural plate)

Hit Points 58 (9d8 + 18)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	14 (+2)	16 (+3)	11 (+0)

Saving throws Dex +6, Wis +6

Skills Perception +6, Stealth +6

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

Damage Immunities acid, fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Draconic, Infernal, Telepathy 120 ft.

Challenge 7 (2,900 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.

Shadow Stealth. While in dim light or darkness, the abishai can take the Hide action as a bonus action.

ACTIONS

Multiattack. The abishai makes three attacks: two with its scimitar and one with its bite.

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 9 (2d8) acid damage.

Creeping Darkness (Recharge 6). The abishai casts darkness at a point within 120 feet of it, requiring no components. Wisdom is its spellcasting ability for this spell. While the spell persists, the abishai can move the area of darkness up to 60 feet as a bonus action.

CANOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 16 (Natural Armor)

Hit Points 120 (16d8 + 48)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	5 (-3)	17 (+3)	12 (+1)

Skills Investigation +3, Perception +9

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

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., truesight 120 ft., passive Perception 19

Languages Abyssal, Infernal, Telepathy 60 ft.

Challenge 8 (3,900 XP)

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

Dimensional Lock. Other creatures can't teleport to or from a space within 60 feet of the canoloth. Any attempt to do so is wasted.

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

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

Uncanny Senses. The canoloth can't be surprised while it isn't incapacitated.

ACTIONS

Multiattack. The canoloth makes two attacks: one with its tongue or its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Tongue. *Ranged Weapon Attack:* +7 to hit, range 30 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 15), pulled up to 30 feet toward the canoloth, and restrained until the grapple ends. The canoloth can grapple one target at a time with its tongue.

CHAIN DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Saving throws Con +7, Wis +4, Cha +5
Damage Resistance 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, Telepathy 120 ft.
Challenge 8 (3,900 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 two attacks with its chains.

Chain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

REACTIONS

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving throws Str +9, Con +6
Skills Athletics +9, Intimidation +5, Perception +6
Senses passive Perception 16
Languages Common
Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

DARA

Medium humanoid (human), lawful good

Armor Class 11

Hit Points 20 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	10 (+0)	17 (+3)	12 (+1)

Skills Medicine +4, Religion +2

Damage Resistance radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 10

Languages Celestial, Common

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

Innate Spellcasting. Dara's spellcasting ability is Wisdom (spell save DC 13). Dara can innately cast the following spells, requiring no material components:

1/day: aid, commune, healing word, lesser restoration

1/week: true resurrection

Spellcasting. The Dara is a 2nd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Dara has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy

1st level (3 slots): bless, cure wounds, sanctuary

ACTIONS

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

EVOKER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages Any four languages

Challenge 9 (5,000 XP)

Spellcasting. The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): fire bolt,* light,* prestidigitation, ray of frost*

1st level (4 slots): burning hands,* mage armor, magic missile*

2nd level (3 slots): mirror image, misty step, shatter*

3rd level (3 slots): counterspell, fireball,* lightning bolt*

4th level (3 slots): ice storm,* stonework*

5th level (2 slots): Bigby's hand,* cone of cold*

6th level (1 slot): chain lightning,* wall of ice*

*Evocation spell

Sculpt Spells. When the evoker casts an evocation spell that forces other creatures it can see to make a saving throw, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

FIENDISH ADVENTURERS

The fiendish adventurers in Part 1 have the additional qualities:

- **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.
- **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.

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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 11

Languages Any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost 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

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

HADRIEL (GRIFFON)

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages --

Challenge 2 (450 XP)

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

HADRIEL THE ANGELIC GRIFFON

Hadriel is a griffon with the following modifications:

- **Healing Touch (3/Day).** As an action, Hadriel touches another creature with its beak. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.
- **Innate Spellcasting.** Hadriel's innate spellcasting ability is Wisdom (spell save DC 13). Hadriel can innately cast the following spells, requiring no components:
At will: *detect evil and good*, *light*
1/day each: *cure wounds*, *dispel evil and good*
- **Magic Resistance.** Hadriel has advantage on saving throws against spells and other magical effects.
- **Magic Weapons.** Hadriel's weapon attacks are magical.
- **Shimmering Shield.** As a reaction, Hadriel creates a shimmering, magical field around itself and another creature mounted on Hadriel. The target gains a +2 bonus to AC until the end of the griffon's next turn.

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.

HILL GIANT

Huge giant, chaotic evil

Armor Class 13 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2
Senses Passive Perception 12
Languages Giant
Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

THE PEACE GUARDIAN

In addition to the above, the Peace Guardian has the following additional qualities:

- **Damage Immunities** poison, psychic; nonmagical bludgeoning, piercing, and slashing
- **Condition Immunities** charmed, exhausted, immobilized, paralyzed, petrified, restrained, and stunned

HOBGOBLIN DEVASTATOR

Medium humanoid (goblinoid), lawful evil

Armor Class 13 (Studded Leather)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Skills Arcana +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 4 (1,100 XP)

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

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Spellcasting. The hobgoblin is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash, fire bolt, ray of frost, shocking grasp*
1st level (4 slots): *fog cloud, magic missile, thunderwave*
2nd level (3 slots): *gust of wind, Melf's acid arrow, scorching ray*
3rd level (3 slots): *fireball, fly, lightning bolt*
4th level (1 slot): *ice storm*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

HYDROLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 15

Hit Points 135 (18d8 + 54)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	21 (+5)	16 (+3)	19 (+4)	10 (+0)	14 (+2)

Skills Insight +4, Perception +4

Damage Vulnerabilities fire

Damage Resistance cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages Abyssal, Infernal, Telepathy 60 ft.

Challenge 9 (5,000 XP)

Amphibious. The hydroloth can breathe air and water.

Innate Spellcasting. The hydroloth's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*, *invisibility* (self only), *water walk*

3/day each: *control water*, *crown of madness*, *fear*, *phantasmal killer*, *suggestion*

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

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

Secure Memory. The hydroloth is immune to the waters of the River Styx as well as any effect that would steal or modify its memories or detect or read its thoughts.

Watery Advantage. While submerged in liquid, the hydroloth has advantage on attack rolls.

ACTIONS

Multiattack. The hydroloth makes two melee attacks. In place of one of these attacks, it can cast one spell that takes 1 action to cast.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Steal Memory (1/Day). The hydroloth targets one creature it can see within 60 feet of it. The target takes 4d6 psychic damage, and it must make a DC 16 Intelligence saving throw. On a successful save, the target becomes immune to this hydroloth's Steal Memory for 24 hours. On a failed save, the target loses all proficiencies, it can't cast spells, it can't understand language, and if its Intelligence and Charisma scores are higher than 5, they become 5. Each time the target finishes a long rest, it can repeat the saving throw, ending the effect on itself on a success. A greater restoration or remove curse spell cast on the target ends this effect early.

Teleport. The hydroloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

KNIGHT

Medium humanoid, 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.

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
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving throws Str +5, Con +4, Wis +2
Damage Resistance 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 creature. *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.

MEZZOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 18 (Natural Armor)
Hit Points 75 (10d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Skills Perception +3
Damage Resistance cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13
Languages Abyssal, Infernal, Telepathy 60 ft.
Challenge 5 (1,800 XP)

Innate Spellcasting. The mezzoloth's innate spellcasting ability is Charisma (spell save DC 11). The mezzoloth can innately cast the following spells, requiring no material components:

2/day each: *darkness*, *dispel magic*
1/day: *cloudkill*

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

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

ACTIONS

Multiattack. The mezzoloth makes two attacks: one with its claws and one with its trident.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage when held with two claws and used to make a melee attack.

Teleport. The mezzoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

NARZUGON

Medium fiend (devil), lawful evil

Armor Class 20 (Plate Armor, Shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	16 (+3)	14 (+2)	19 (+4)

Saving Throws Dex +5, Con +8, Cha +9

Skills Perception +7

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

Damage Immunities acid, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Common, Infernal, Telepathy 120 ft.

Challenge 13 (10,000 XP)

Diabolical Sense. The narzugon has advantage on Wisdom (Perception) checks made to perceive good-aligned creatures.

Infernal Tack. The narzugon wears spurs that are part of infernal tack, which allow it to summon its nightmare companion.

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

ACTIONS

Multiattack. The narzugon uses its Infernal Command or Terrifying Command. It also makes three hellfire lance attacks.

Hellfire Lance. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 11 (1d12 + 5) piercing damage plus 16 (3d10) fire damage. If this damage kills a creature, the creature's soul rises from the River Styx as a lemure in Avernus in 1d4 hours. If the creature isn't revived before then, only a wish spell or killing the lemure and casting true resurrection on the creature's original body can restore it to life. Constructs and devils are immune to this effect.

Infernal Command. Each ally of the narzugon within 60 feet of it can't be charmed or frightened until the end of the narzugon's next turn.

Terrifying Command. Each creature that isn't a fiend within 60 feet of the narzugon that can hear it must succeed on a DC 17 Charisma saving throw or become frightened of it 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. A creature that makes a successful saving throw is immune to this narzugon's Terrifying Command for 24 hours.

Healing (1/Day). The narzugon, or one creature it touches, regains up to 100 hit points.

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 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.

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

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

Damage Immunities fire, poison

Condition Immunities charmed, exhausted, poisoned

Senses darkvision 120 ft., truesight 30, 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. *Ranged 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.

SOLAR

Large celestial, lawful good

Armor Class 21 (Natural Armor)

Hit Points 243 (18d10 + 144)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

Saving throws Int +14, Wis +14, Cha +17

Skills Perception +14

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages All, Telepathy 120 ft.

Challenge 21 (33,000 XP)

Angelic Weapons. The solar's weapon attacks are magical. When the solar hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Divine Awareness. The solar knows if it hears a lie.

Innate Spellcasting. The solar's spellcasting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility* (self only)

3/day each: *blade barrier*, *dispel evil and good*, *resurrection*

1/day each: *commune*, *control weather*

Magic Resistance. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The solar makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) slashing damage plus 27 (6d8) radiant damage.

Slaying Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. Hit: 15 (2d8 + 6) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Flying Sword. The solar releases its greatsword to hover magically in an unoccupied space within 5 feet of it. If the solar can see the sword, the solar can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to the solar's hands. If the hovering sword is targeted by any effect, the solar is considered to be holding it. The hovering sword falls if the solar dies.

Healing Touch (4/Day). The solar touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

LEGENDARY ACTIONS

The solar 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 solar regains spent legendary actions at the start of its turn.

Teleport. The solar magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Searing Burst (Costs 2 Actions). The solar emits magical, divine energy. Each creature of its choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Gaze (Costs 3 Actions). The solar targets one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the lesser restoration spell removes the blindness.

THE COMPASSION GUARDIAN

The Compassion Guardian is unarmed. The shackles it is in prevent teleportation, but it can use its Searing Burst legendary action as only taking one action (instead of two).

THE PEACE GUARDIAN

In addition to the above, the Peace Guardian has the following additional qualities:

- **Damage Immunities** poison, psychic; nonmagical bludgeoning, piercing, and slashing
- **Condition Immunities** charmed, exhausted, immobilized, paralyzed, petrified, restrained, and stunned

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)

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

Damage Resistance 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.

STORM GIANT

Huge giant, chaotic good

Armor Class 16 (scale mail)
Hit Points 230 (20d12 + 100)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +14, Con +10, Wis +9, Cha +9
Skills Arcana +8, Athletics +14, History +8, Perception +9
Damage Resistance cold
Damage Immunities lightning, thunder
Senses passive Perception 19
Languages Common, Giant
Challenge 13 (10,000 XP)

Amphibious. The giant can breathe air and water.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *feather fall*, *levitate*, *light*
3/day each: *control weather*, *water breathing*

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) slashing damage.

Rock. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. Hit: 35 (4d12 + 9) bludgeoning damage.

Lightning Strike (Recharge 5–6). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

THE PEACE GUARDIAN

In addition to the above, the Peace Guardian has the following additional qualities:

- **Damage Immunities** poison, psychic; nonmagical bludgeoning, piercing, and slashing
- **Condition Immunities** charmed, exhausted, immobilized, paralyzed, petrified, restrained, and stunned

VENOM TROLL

Large giant, chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 94 (9d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2
Damage Vulnerabilities fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Giant
Challenge 7 (2,900 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Poison Splash. When the troll takes damage of any type but psychic, each creature within 5 feet of the troll takes 9 (2d8) poison damage.

Regeneration. The troll regains 10 hit points at the start of each of its turns. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 4 (1d8) poison damage, and the creature is poisoned until the start of the troll's next turn.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 4 (1d8) poison damage.

Venom Spray (Recharge 6). The troll slices itself with a claw, releasing a spray of poison in a 15-foot cube. The troll takes 7 (2d6) slashing damage (this damage can't be reduced in any way). Each creature in the area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 18 (4d8) poison damage and is poisoned for 1 minute. On a successful save, the creature takes half as much damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

WAR PRIEST

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6 Wis +7
Skills Intimidation +5, Religion +4
Senses passive Perception 13
Languages any two languages
Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*
1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*
2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*
3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*
4th level (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*
5th level (1 slot): *flame strike, mass cure wounds, hold monster*

ACTIONS

Multiattack. The priest makes two melee attacks.

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

REACTIONS

Guided Strike (Recharges after a Short or Long Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

FIENDISH ADVENTURERS

The fiendish adventurers in **Part 1** have the additional qualities:

- **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.
- **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.

WARLOCK OF THE FIEND

Medium humanoid (any race), any alignment

Armor Class 12 (15 With Mage Armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7
Skills Arcana +4, Deception +7, Perception +7, Religion +4
Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 11
Languages any two languages (usually Abyssal or Infernal)
Challenge 7 (2,900 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *alter self, false life, levitate* (self only), *mage armor* (self only), *silent image*
1/day each: *feeblemind, finger of death, plane shift*

Spellcasting. The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation, shocking grasp*

1st–5th level (4 5th-level slots): *banishment, burning hands, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest).

When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

WARLORD

Medium humanoid (any race), any alignment

Armor Class 18 (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 any two languages
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 warlord's next turn.

FIENDISH ADVENTURERS

The fiendish adventurers in **Part 1** have the additional qualities:

- **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.
- **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.

YAGNOLOTH

Large fiend (yugoloth), neutral evil

Armor Class 17 (Natural Armor)
Hit Points 147 (14d10 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	21 (+5)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +6, Int +7, Wis +6, Cha +8
Skills Deception +8, Insight +6, Perception +6, Persuasion +8
Damage Resistance cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 16
Languages Abyssal, Infernal, Telepathy 60 ft.
Challenge 11 (7,200 XP)

Innate Spellcasting. The yagnoloth's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *darkness, detect magic, dispel magic, invisibility (self only), suggestion*
3/day: *lightning bolt*

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

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

ACTIONS

Multiattack. The yagnoloth makes one massive arm attack and one electrified touch attack, or it makes one massive arm attack and teleports before or after the attack.

Electrified Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 27 (6d8) lightning damage.

Massive Arm. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. Hit: 23 (3d12 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or become stunned until the end of the yagnoloth's next turn.

Life Leech. The yagnoloth touches one incapacitated creature within 15 feet of it. The target takes 36 (7d8 + 4) necrotic damage, and the yagnoloth gains temporary hit points equal to half the damage dealt. The target must succeed on a DC 16 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest, and the target dies if its hit point maximum is reduced to 0.

Battlefield Cunning (Recharge 4-6). Up to two allied yugoloths within 60 feet of the yagnoloth that can hear it can use their reactions to make one melee attack each.

APPENDIX 1: KEEPING THE FAITH (BONUS OBJECTIVE A)

Estimated Duration: 1 hour

During Part 1, the characters found their way to the commander's tomb. During that time, a cadre of cunning devils captured High Priest Horst Atheraice. Starving from the forced march required by SAREASH THE BLOODY HOOKS, the devils overcame the priest and dragged him to one of the side tombs to ransom but have given into their hunger. Can the adventurers rescue or bargain for HORST's life before the devils consume him?

BONUS OBJECTIVE A

Rescuing High Priest Horst Atheraice is **Bonus Objective A**. The characters can pursue this bonus objective once they have completed Part 1, but before proceeding to Part 2.

TIMING

Scarbel is waiting for one of the tunnel crews to reach this tomb, which happens five minutes after the encounter starts. If the characters have not resolved the encounter by then or begun negotiations, the orthon drags Horst through the new tunnel and collapses it behind him, leaving the warlocks and abishai to delay the characters.

A. A CRY FOR HELP

As the characters traverse to on the passage to the Commander's Tomb, they hear a scream followed by a whimpering wail leading to a crack in the hallway. If the characters investigate, they find the crack leads to a narrow, three-foot-wide passage.

B. A TIGHT SPOT

This scene takes place in a barricaded tomb set off one of the paths to the Commander's Tomb. As the Teleportation Anchors are still in effect, the characters are unable to teleport in this area.

Dimensions and Terrain. A narrow three-foot-high, five-foot-wide corridor leads to the tomb proper, which has been fortified with barricades and trapped (see below). The passage requires the characters to squeeze through one at a time.

Lighting. A driftglobe hangs outside the barricades, providing dim light.

Sound. The occasional sound of a scream and loud chewing can be heard.

Barricade. The barricades are constructed of stone slabs from the tomb which provide difficult terrain. They can be broken by being dealt 75 points of damage, and the barricades are immune to poison and psychic damage.

Traps. Strung across the barricade and ten feet past it, invisible tripwires connected to a set of four orthon crossbows. The first two are loaded with concussion arrows, the third is loaded with a blindness arrow, and the last is loaded with a paralysis arrow. If the tripwires are crossed, the crossbows fire at +12 to hit at the point where the wires were crossed and deal damage according to the orthon stat block. If the invisible tripwires can be seen, they can be disabled with a successful DC 23 Dexterity (Thieves' Tools) check, but a failure sets them off.



On Guard. If the characters do not succeed on a DC 18 group Dexterity (Stealth) check or if they set off any of the tripwires, the creatures in the next room are alerted to their presence and act with advantage on the first round of combat.

CREATURE INFORMATION

Within the tomb are Scarbel, an **orthon** bounty hunter sent by Sareash to hunt down Horst (a **war priest** with no spell slots remaining who is unarmed, stripped of his armor, and restrained by his bonds). Scarbel is accompanied by a **black abishai** and two **warlocks of the fiend**. Horst is poisoned

ADJUSTING THE SCENE

Here are some suggestions for adjusting the scene:

- **Very Weak:** Replace the **warlocks of the fiend** and the **black abishai** with a **merregon**.
- **Weak:** Remove a **warlock of the fiend** and the **black abishai** with a **merregon**.
- **Strong:** Add two **black abishai**.
- **Very Strong:** Add two **black abishai** and a **warlock of the fiend**.

What Do They Want? Scarbel's objective is to bring a prize back to Sareash - either one of the Bloody Hoof Hellriders, Dara the meddling cleric, or one of Dara's agents. The abishai and warlocks follow Scarbel but are hungry from the forced march and have begun to snack on Horst.

What Do They Know? Scarbel knows that Sareash has tunnels throughout the complex but doesn't know if it has found the commander's tomb yet. Scarbel knows that the priest is valuable, but Dara or one of her adventurer agents would be more valuable and he seeks to raise his standing by capturing as many as possible.

PLAYING THE PILLARS

Social. If the characters are not stealthy (or set off the traps), the orthon is willing to bargain - one of the characters given willingly in return for Horst. A character who sacrifices themselves as such gains the Tomb's Chosen story award.

Exploration. While teleportation is impossible for characters here, characters with a climb speed who move on the ceiling gain advantage on Dexterity (stealth) checks to approach the devils.

Combat. The orthon regularly uses its ability to turn invisible to attack with advantage. The warlocks do not hesitate to use their most powerful spells (*feeblemind* and *planeshift*). The abishai is hesitant to leave Horst and can snack on him during combat to gain 2 hp for every 1 hp of damage done to Horst.

TREASURE

The orthon's equipment disintegrates (including the crossbows used in the trap) when he is slain, other than a *potion of speed* he carries.

DEVELOPMENT

Horst has been wounded from the abishai and cannibal warlocks feeding on him and requires healing or an escort to make it back out to the entrance.



APPENDIX 2: HADRIEL (BONUS OBJECTIVE B)

Estimated Duration: 1 hour

The characters enter Hadriel's grotto to look for Commander Rotger De La Reue's faithful companion and mount, who has been laid here in a magical slumber.

BONUS OBJECTIVE B

Freeing Hadriel is **Bonus Objective B**. The devils must be dealt with and then the wards around Hadriel must be unlocked.

A. VESTIBULE

This is the entry to this area.

AREA INFORMATION

The corridor has the following features:

Dimensions & Terrain. The corridor is 10 feet wide by 30 feet long. The ceiling, walls, and floor are all bare stone.

Light. The area is dimly lit by occasional tufts of magical energy sliding through the air.

Sound. The winds of the Canyon of Screams are nearby, but blessedly muffled by stone.

Exit. A silver-clad iron door covered with holy runes to ward off devils closes off the far end of the corridor. It's been bashed open and then bashed closed again and sits askew in the frame. Opening it requires a successful DC 20 Strength (Athletics) check and makes a huge booming echo unless the characters find a clever way to not alert everything here that the door has been breached.

Details. A DC 12 Wisdom (Perception) check reveals that there are a variety of devilish prints in thick dust in here. This place has been closed for a long time until very recently. The characters can spot dog-like, hoof-like, and booted tread depending on what foes they face (see Adjusting the Scene).

B. HOT AND COLD MAZE

The maze has the following features:

Dimensions & Terrain. A maze of solid infernal stone-like passages 15 feet wide and 10 feet tall.

Light. The area is dimly lit by occasional swirls of magical energy sliding through the air. The cold areas are brightly lit by frigid blue flames. The hot areas are brightly lit by searing orange flames.

Hot and Cold. Walking through a cold area chills one to the bone. Walking through a hot area makes one uncomfortably hot. But neither does any damage. However, walking through two hot or cold areas in a row does 150 points of fire or cold damage that may not be resisted by any means outside of a *wish* spell. (50 points for very weak parties, 100 points for weak parties, 200 points for strong parties, and 300 points for very strong parties.) If a creature gets close to its second hot or cold area in a row they can feel incredibly painful heat or cold as a warning.



Don't Look Back. As a creature progresses through the maze the hall 20 feet behind it fades into inky darkness that no vision can penetrate. A DC 12 Intelligence (Arcana) check indicates that reality behind oneself is becoming nonexistent. If a creature retraces its steps for more than a dozen feet or so, it finds itself teleported to the beginning of the maze.

Exits. The exit of the maze is in the northeast corner of the map.

CREATURE INFORMATION

A very lost **narzugon** called Apolazig, her **nightmare**, and her three **hellhounds** are here trying to get to Hadriel to convince him to join them (and become an infernal griffon) or murder him. Unfortunately for them, they're very lost and are pausing to consider options in the center part of the maze. If the characters made noise with the door on the way in, they're alert and alarmed and ready for trouble. If the characters were stealthy, then Apolazig is sketching things out in the dust and trying to figure out where to go next.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **nightmare** and two **hellhounds**.
- **Weak:** Remove two **hellhounds**.
- **Strong:** Add a second **nightmare**. A second **narzugon** appears on initiative count 0.
- **Very Strong:** Add two **nightmares**. Two additional **narzugons** arrive on initiative count 0.

What Do They Want? Once alerted to the characters' presence, the devils initiate combat. Even if the characters are masquerading as devils, Apolazig is cranky and doesn't want another devil stealing her prize.

ENEMY INTELLIGENCE

If any characters have the story award *Plague of Plagueshield* story award from DDAL09-06 *Infernal Insurgency*, Apolazig is keenly aware of those characters, their deeds, and abilities.



What Do They Know? Apolazig knows that Sareash the Bloody Hooks is in the area because it told her to deal with Hadriel while it set up something else. She doesn't know what its plans are - she just follows orders.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. Apolazig is itching for a fight to work out her frustrations with the maze. If the characters are having too easy of a time then include another hellhound or two.

Exploration. Stealth is difficult. The narzugon's passive perception is 17 and the hell hounds have a 15 (but with advantage for keen senses). Plus there's nothing to hide behind in the open area in the middle of the maze.

Social. Characters who disguise themselves as devils might have a chance to talk with Apolazig before she runs out of patience and attacks them.

C. THE HALL

The hall leading to Hadriel's tomb has a waist-high pillar in front of a silver door.

AREA INFORMATION

The hall has the following features:

Dimensions & Terrain. The hall is 30 feet long by 20 feet wide. It is empty, dust free, and serene. The silver door at the far end bears images of valiant paladins fighting throngs of devils. There is a pillar at the far end.

Light. The hall is brightly lit by continual flame torches that glow a soothing blue.

The Riddle of Squares. The pillar has a square made out of geometrically cut pieces of flame-colored stained glass. Next to it is a square of the exact same size, but the center has a tile with a stylized H on it. A cryptic riddle suggests how the heroes should solve the puzzle. Once the pieces of glass are placed around the stylized H, the silver door opens with a hiss of clean air.

D. HADRIEL'S TOMB

This silver door in front of the pillar in area H3 opens revealing a room lit with comforting blue light and an owl-faced griffon with glowing blue eyes and a silvery halo is waking up and shaking his head in confusion.

AREA INFORMATION

The tomb has the following features:

Dimensions & Terrain. The tomb is 30 feet by 35 feet.

Temperature. The tomb is startlingly cold.

CREATURE INFORMATION

Hadriel (a male celestial **griffon** detailed below) is here and is curious about the conditions of his waking. However, a smarmy unctuous **amnizu** calling herself Crocellian has come up from behind the characters and has an offer to make.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **amnizu** has only 100 hp, has an AC of 17, and her spell save is 16. She has already expended her daily spellcasting.
- **Weak:** The **amnizu** has only 140 hp, has an AC of 19, and her spell save is 17. She has already expended her once per day spells.
- **Strong:** Add two **venom trolls**.
- **Very Strong:** Add five **venom trolls**.

What Do They Want? Hadriel wants to join his beloved Rotger De La Reue. His need for Rotger is greater than his need to do good. Crocellian wants to convince Hadriel that Rotger (like Zariel!) has joined the ranks of the infernal, and that Rotger has sent Crocellian on an important secret mission to collect Hadriel and lead him back to Rotger. She does not want to fight the heroes, but she reluctantly engages them rather than be slaughtered.

What Do They Know? Rotger's last words to Hadriel were to be wary of devil's tricks, so Hadriel is rightfully suspicious of both the heroes and the Amnizu. Crocellian knows that she can perhaps use her guile to recruit Hadriel which would be a major coup for Sareash.

Development. If the heroes can convince Hadriel to come with them, he assists them in the rest of the adventure - particularly in the fight in part 2.

CONVINCING HADRIEL

The Amnizu will try to convince the angelic griffon that she is here to save him - just like the heroes are. Roleplay her argument points against the heroes as they also try to convince Hadriel. Go around the table and ask each character to try to convince Hadriel. Offer advantage and/or inspiration liberally for good roleplay. The players could make the following checks to put down Crocellian and/or convince Hadriel, but any skill or spell that you feel would work is valid.

- Intelligence (History) recounting some of the successes of the Bloody Hooves and how a commander like Rotger would rather die than join the infernals.
- Intelligence (Religion) to recount how Amnizu are some of the hell's greatest liars and manipulators.
- Intelligence (Religion) to pray fully and authentically to a good-aligned deity which distracts and pains the Amnizu.

- Wisdom (Insight) to learn that the Amnizu is lying or to learn how to best convince Hadriel.
- Charisma (Deception) to tell Hadriel a convincing lie that Rotger sent THEM, not the Amnizu.
- Charisma (Intimidation) to browbeat Hadriel or the Amnizu into agreeing with the heroes.
- Charisma (Performance) to give a stirring speech that reminds Hadriel of the glory of the Hellriders.
- Charisma (Persuasion) to convince Hadriel that they're telling the truth.

Sum up the results from all the skill checks. The party has two turns around the table to accumulate 20 x the number of characters points in total. If they cannot make this number after two turns around the table, Hadriel decides neither party is trustworthy and leaves of his own accord. Crocellian makes the following points interspersed with the character's talking points. Feel free to add more to counter the characters' arguments.

- You can't trust them - they are just putting on pleasing forms while I come before you in my authentic form with no artifice.
- You don't know these people - and you don't know me either - but which seems more likely: Rotger is seeking to take over this barony of hell, or some random strangers are trying to help? Ask them what they're getting out of this.
- Zariel has turned and Rotger seeks, as ever, to follow her loyally. It's time for you to come home to him.
- The Amnizu has already freed Sir Gidor Honorsbright at Rotger's behest.
- Horst Atheraice and Yalanue of the Cloakwood were driven mad by the entombment and have been captured by Rotger who is trying to bring them to their senses.

HADRIEL

Hadriel has the stats of griffon with the following modifications:

- **Healing Touch (3/Day).** As an action, Hadriel touches another creature with its beak. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.
- **Innate Spellcasting.** Hadriel's innate spellcasting ability is Wisdom (spell save DC 13). Hadriel can innately cast the following spells, requiring no components: At will: *detect evil and good, light*; 1/day each: *cure wounds, dispel evil and good*
- **Magic Resistance.** Hadriel has advantage on saving throws against spells and other magical effects.
- **Magic Weapons.** Hadriel's weapon attacks are magical.
- **Shimmering Shield.** As a reaction, Hadriel creates a shimmering, magical field around himself and his rider. They both gain a +2 bonus to AC until the end of the griffin's next turn.

APPENDIX 3: TRAPS IN THE SNARE

The following traps can be used in **Part 2: The Snare**, as well as traps found in the *Dungeon Master's Guide* or similarly challenging traps of your own creation.

FLOOR TRAP

Mechanical trap

This is a 10-foot-square trap that conceals a hidden pit filled with acid.

Trigger. Stepping on the thin floor triggers this trap.

Effect. The floor collapses, dumping everyone in the area into a 10-foot-deep pool of bright green acid. Each creature in the area of the trap must make a DC 18 Dexterity saving throw to jump to safety or take 22 (4d10) acid damage.

Countermeasures. A successful DC 15 Wisdom (Perception or Investigation) check made from within 10 feet of the trap reveals the thin floor. This trap cannot be disarmed and the acid pit remains as a hazard after the trap is triggered.

WALL TRAP

Mechanical trap

This trap uses tiny holes in a 10-foot-square area of wall to emit thin streams of poisonous gas.

Trigger. This trap is triggered when a creature enters the 10-foot-square area in front of the wall.

Effect. Anyone in these squares must make a DC 19 Constitution saving throw, taking 55 (10d10) poison damage on a failed save, or half as much damage on a successful one.

Countermeasures. A successful DC 18 Wisdom (Perception or Investigation) check made within 10 feet of the trap allows a character to discover the trap. A successful DC 20 Dexterity check using thieves' tools disables the trap. On a result of 15 or lower, the trap is triggered.

CEILING TRAP

This 10-foot-square trap uses a small portal to the lowest seas of Cania to dump freezing seawater on creatures beneath it.

Trigger. A creature under this trap triggers this trap.

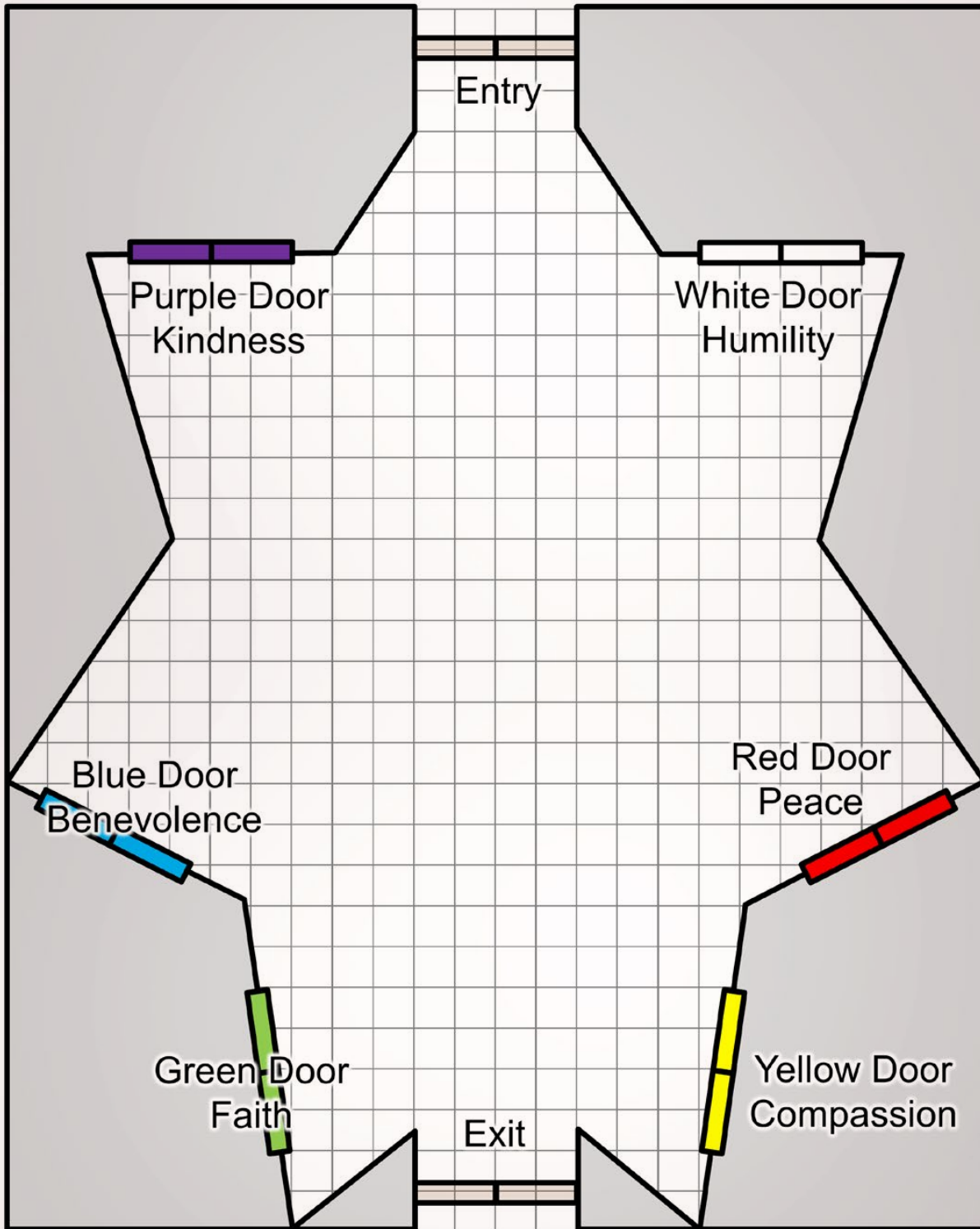
Effect. The portal opens, dropping freezing brine on anyone below. Anyone in these squares must make a DC 20 Dexterity saving throw, taking 99 (18d10) cold damage on a failed save, or half as much damage on a successful one.

Countermeasures. A successful DC 20 Wisdom (Perception or Investigation) check made from within 10 feet of the trapped area or the floor below identifies it. (The DC of this check is 16 for a creature within 5 feet of the trap on the 50-foot-high ceiling.) A successful DC 20 Dexterity check using thieves' tools disables the trap. On a result of 15 or lower, the trap is triggered. The *dispel magic* spell (DC 18) cast on the ceiling trap can destroy it.

APPENDIX 4: MAPS

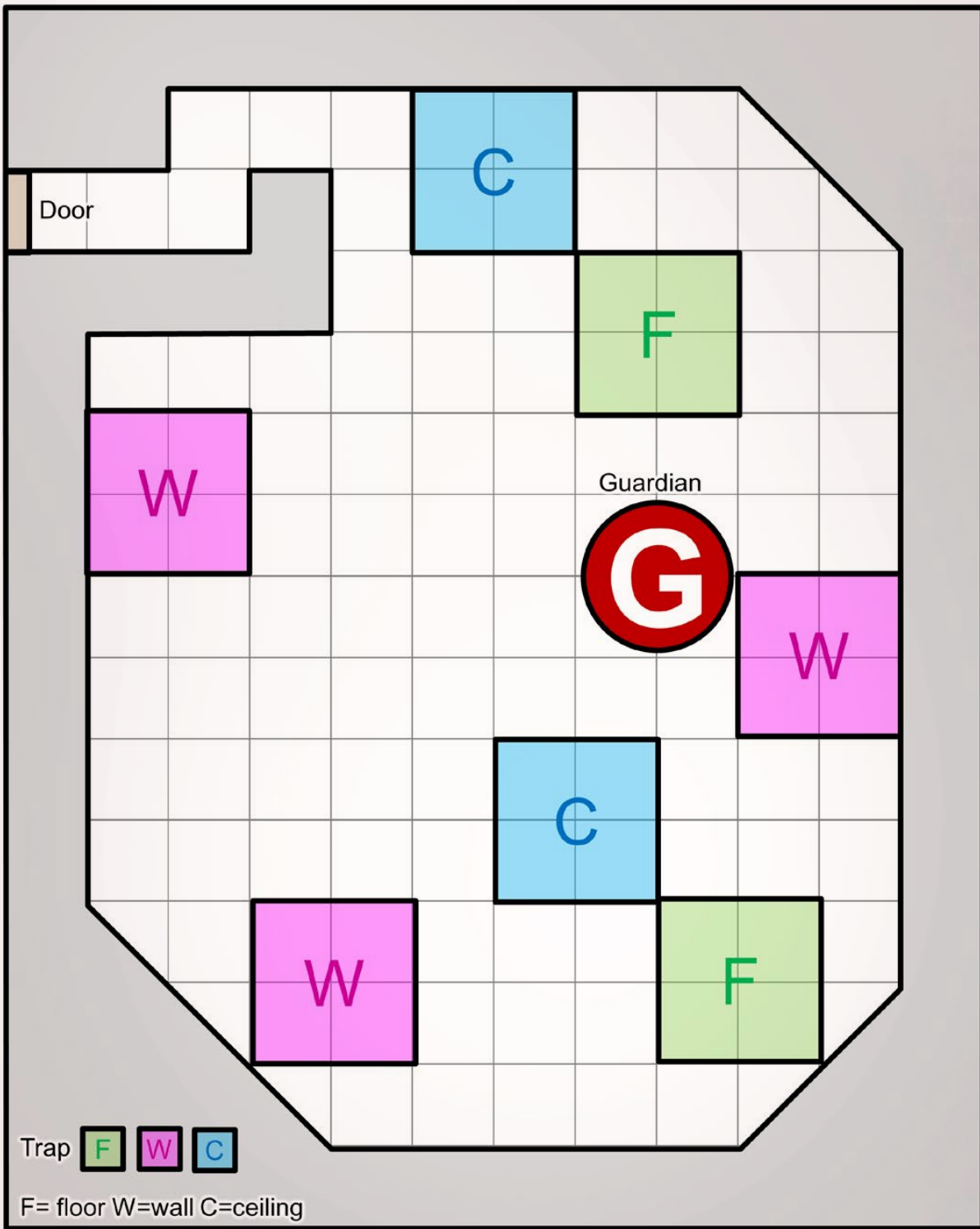
This is a map of the Entry Hall described in **Part 1: The Tomb of Trials**.

Tomb Of Trials



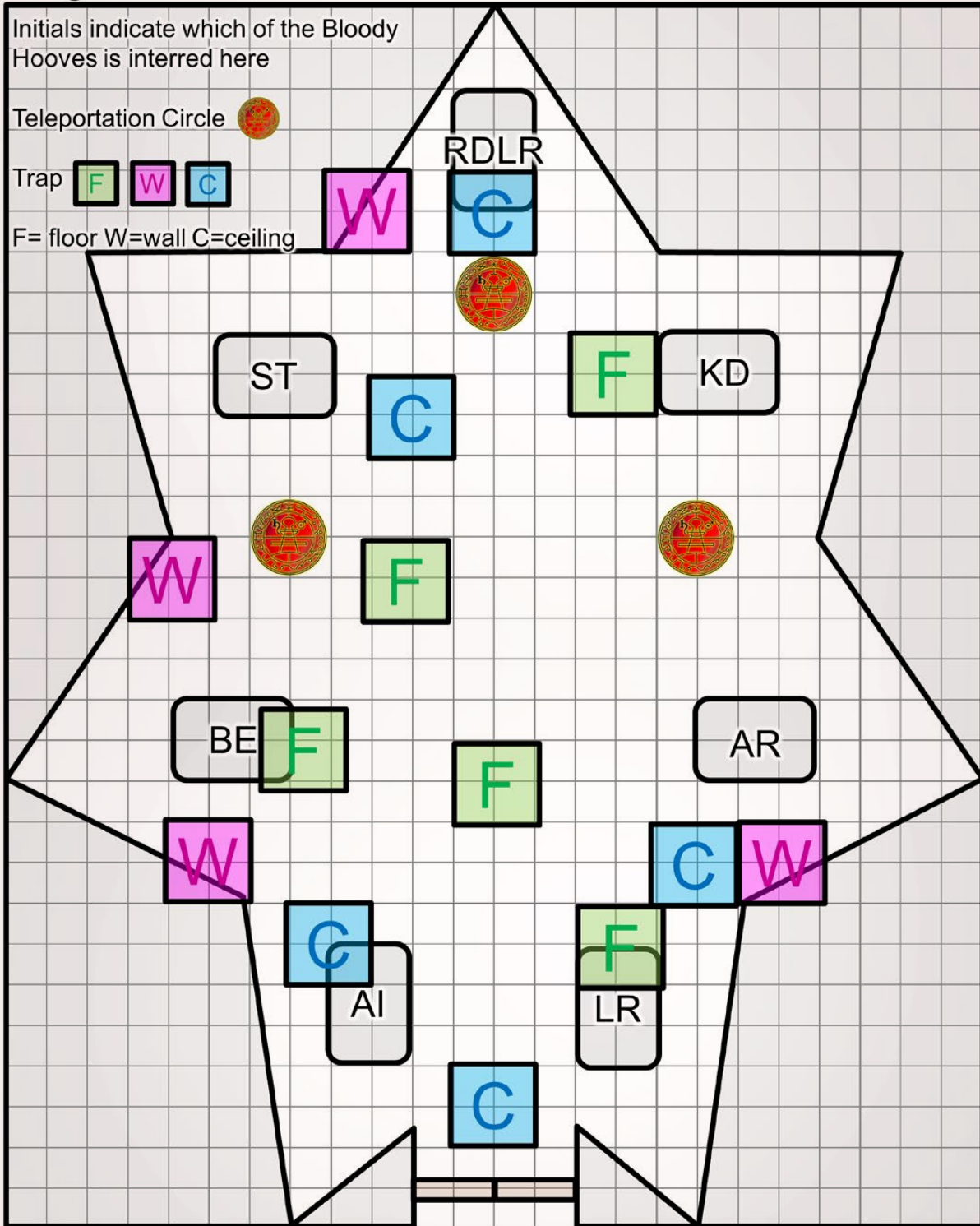
This is a map of the Peace (Red Door) chamber described in **Part 1: The Tomb of Trials**.

Peace



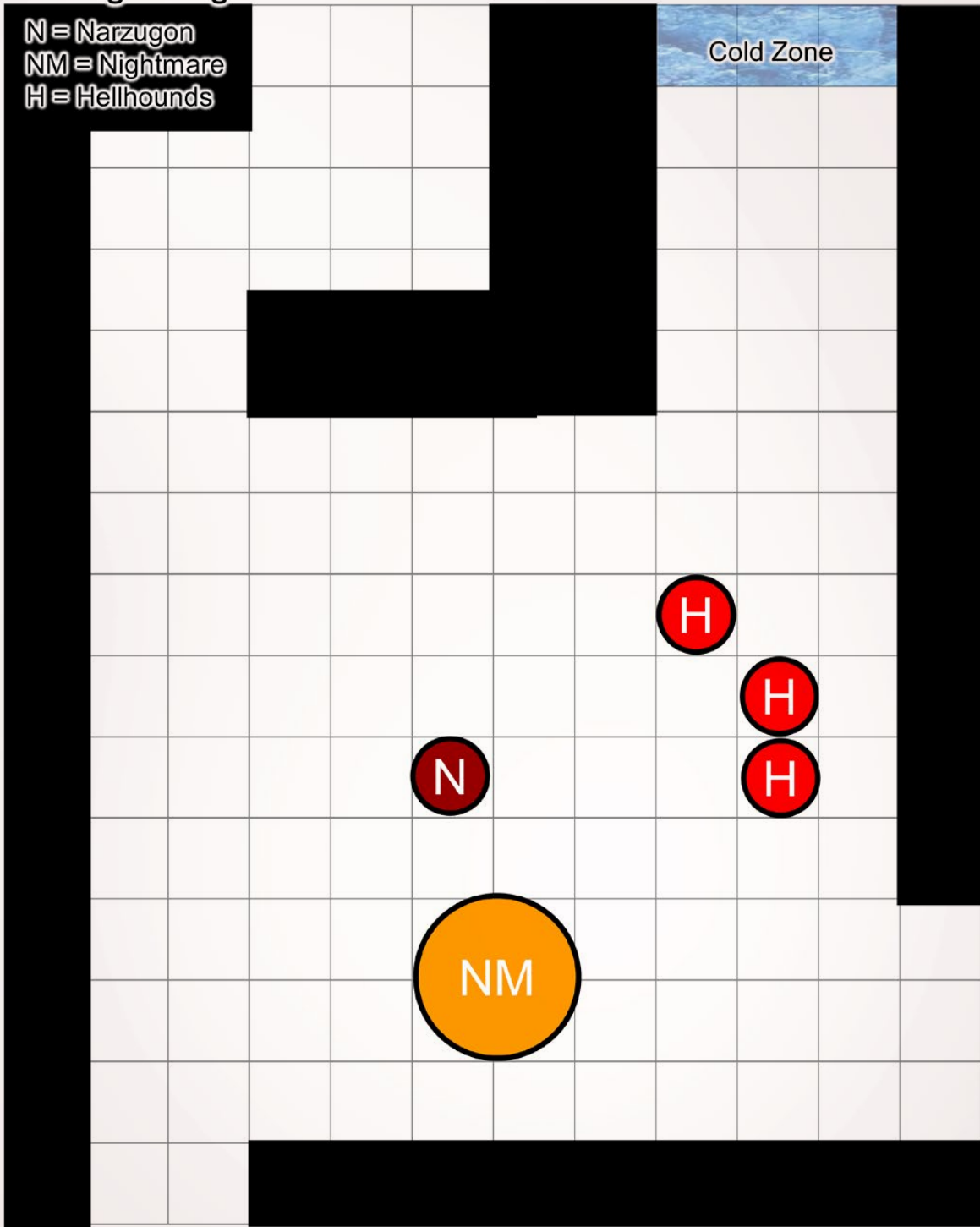
This is a map of the Commander's Tomb described in **Part 2: The Snare.**

Rotger De La Reue's Tomb



This is a map of the a room in the maze described in **Bonus Objective B**.

Narzugon Fight in the Maze



APPENDIX 5: MOSAIC PIECES & BROKEN TITLES

The following mosaic pieces are found in the Entry Hall described in **Part 1**.

Shattered Mosaic

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Purple

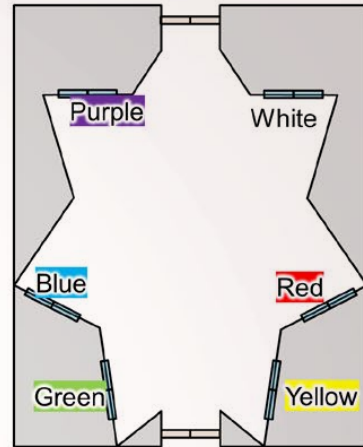
___ N _ V _ L ___ E
Blue

_ A _ _ _
Green

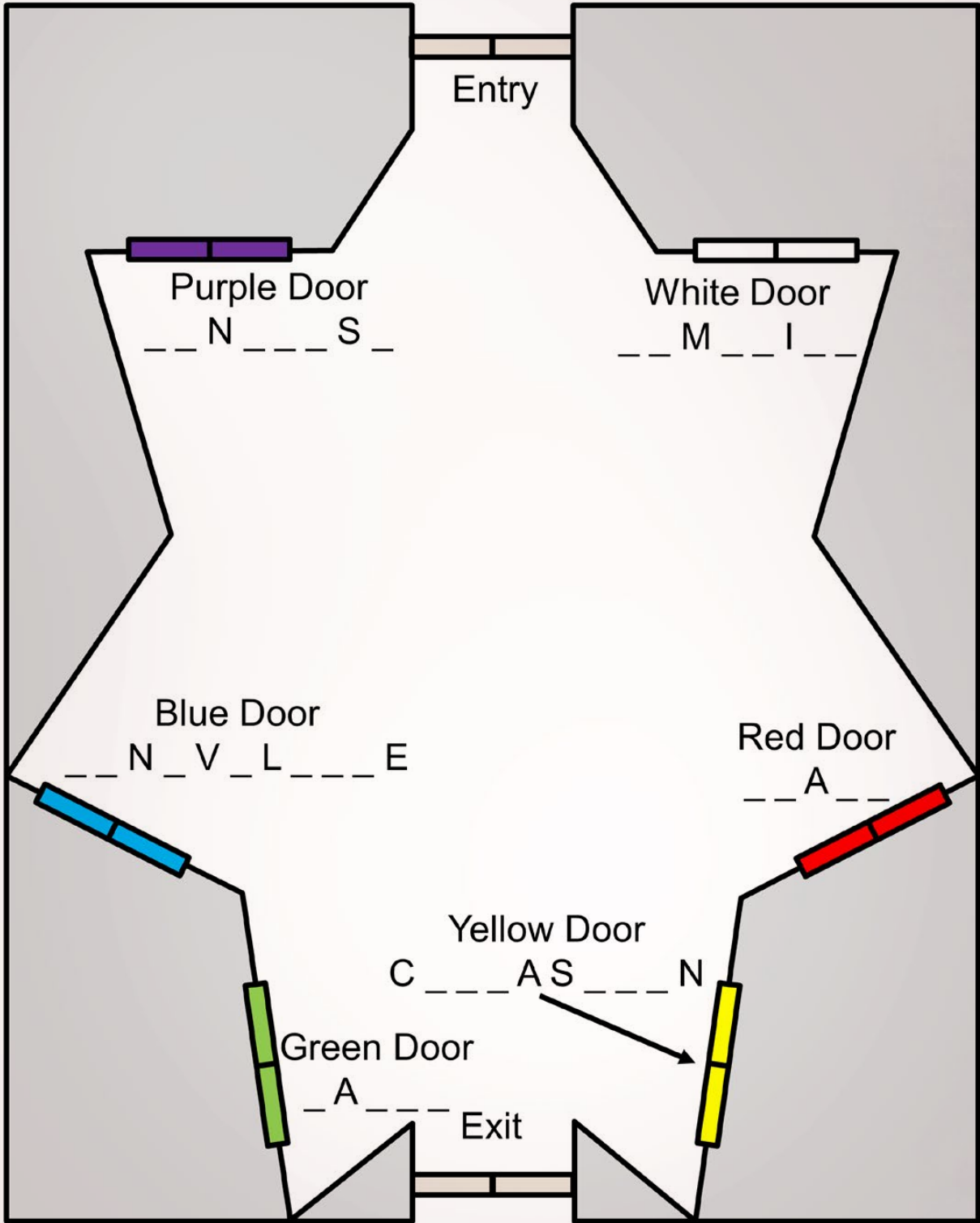
C ___ AS ___ N
Yellow

___ A _ _ _
Red

___ M _ I _ _ _
White



Tomb Of Trials



APPENDIX 6: ALISONE RAYNALDUS' TOMB PUZZLE

This handout describes a puzzle on one of the tombs in **Part 2**.

Alisone Raynaldus' Tomb



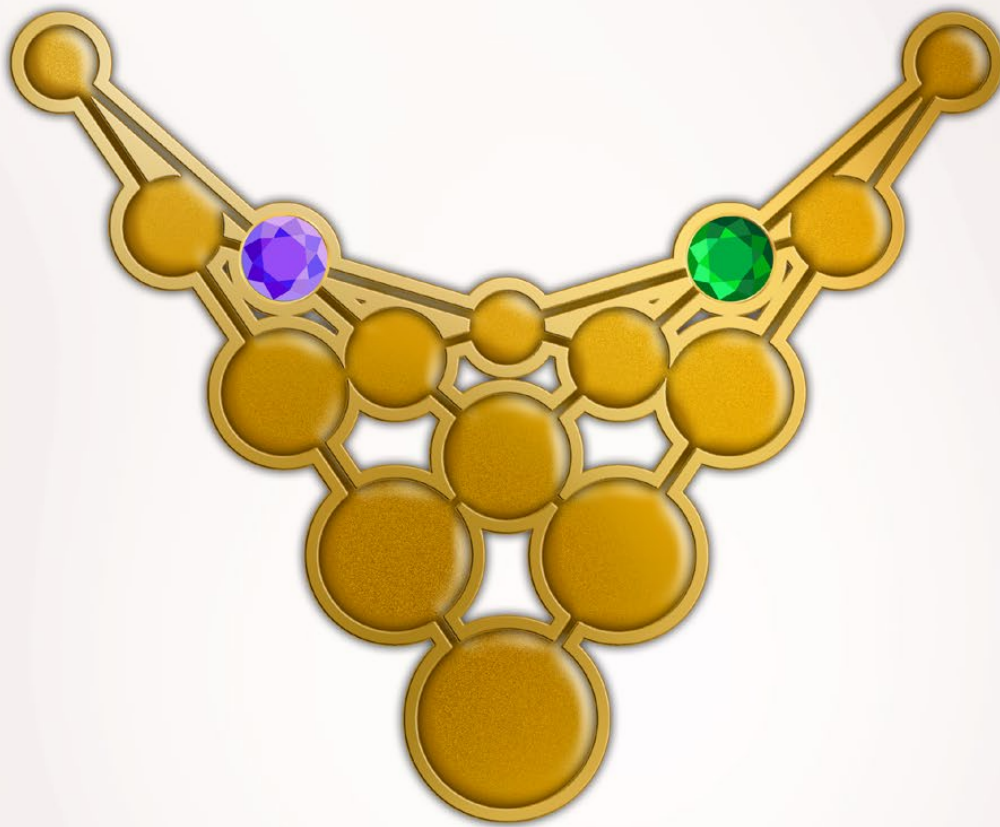
You see a set of buttons in the lid of the tomb
with numbers on them.
They look like they can be pushed.

APPENDIX 7: SEGRANN THISICATE'S TOMB PUZZLE

This handout describes a puzzle on one of the tombs in **Part 2**.

Segrann Thisicate's Tomb

HERE LIES SEGRANN THISICATE, PRIME ARTIFICER OF THE BLOODY HOOVES.
WE ALL OWED OUR LIVES TO THEM AT ONE POINT OR ANOTHER.
ONLY SOMEONE WITH THEIR CREATIVITY AND INTELLIGENCE COULD RECREATE THEIR WORK.
PUT THE BEADS INTO THIS NECKLACE OF WARDING.
ANY SINGLE THREAD CANNOT CONTAIN THREE GEMS OF THE SAME COLOR IN A ROW.

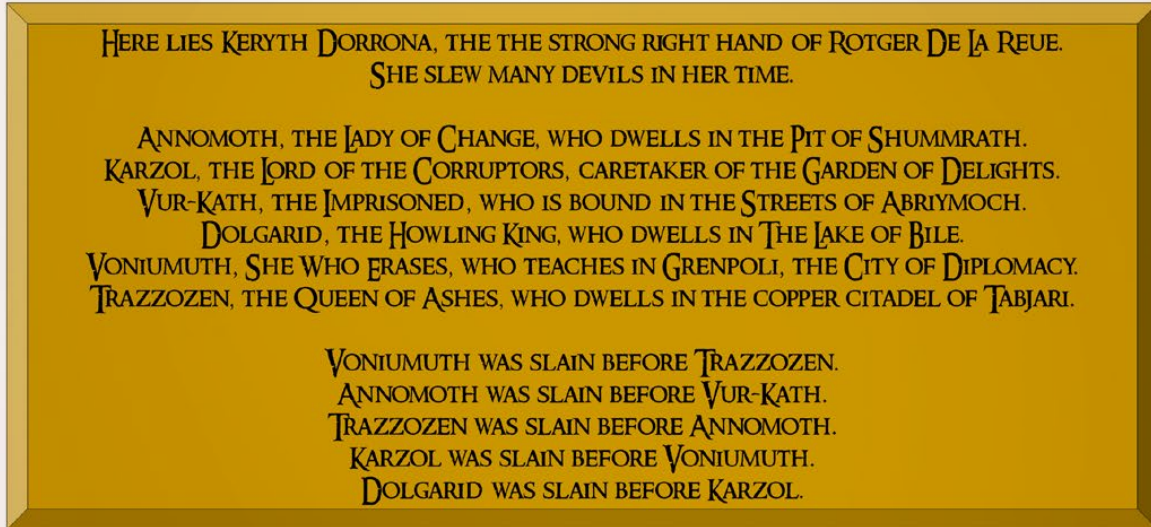


There is a bowl full of cut amethysts and emeralds next to an elaborate multi-strand necklace.

APPENDIX 8: KERYTH DORRONA'S TOMB PUZZLE

This handout describes a puzzle on one of the tombs in **Part 2**.

Keryth Dorrna's Tomb



You see a set of buttons in the lid of the tomb
with devil's names on them.
They look like they can be pushed.

APPENDIX 9: BLOODY HOOVES ALLIES

This handout helps the players run the newly awakened Bloody Hooves in **Part 2**.

The Bloody Hooves

AI

Amparo Inderpal, Rotger's squire and a battle cleric of Bahamut. She is a young silver dragonborn. She uses her "Channel Divinity: War God's Blessing" to give someone within 30 feet +10 on an attack roll once per round for two rounds. Mark off uses here: OO She has 4 levels of exhaustion that cannot be cured by magic (disadvantage on ability checks, attack rolls, and saving throws, speed 15 feet, AC 17, 15 HP.)

LR

Luiz Reyansh, Rotger's companion and paladin of Lathander. He is a handsome human man with Amnian features. Luiz's tomb can be opened with a DC 16 Strength (Athletics) check. He casts Protection from Evil and Good on a character and bravely tries to get his +3 Aura of Protection (10 foot radius) to cover as many people as he can while staying out of combat. He has 4 levels of exhaustion that cannot be cured by magic (disadvantage on ability checks, attack rolls, and saving throws, speed 15 feet, AC 17, 15 HP.)

BE

Barros Emenike, Chief Medic and cleric of Ilmater. He is a wary and intelligent human man with Chultan features. His tomb can be opened by someone taking two actions and making two DC 15 Intelligence (Religion) checks to read the prayers to Ilmater on the top of his tomb. He casts Mass Cure Wounds only once immediately or when most useful (spellcasting modifier +3). He has 4 levels of exhaustion that cannot be cured by magic (disadvantage on ability checks, attack rolls, and saving throws, speed 15 feet, AC 17, 15 HP.)

AR

Alisone Raynaldus, Captain of Archers. She is a calculating old woman and extremely skilled warrior. Her tomb can be opened by solving an odd puzzle of sigils on her tomb. She fires arrows at the devils every round (assign one devil every round 15 points of damage). Five times during the fight, she barks a command at one of the heroes allowing that hero to make one weapon attack that does an additional +1d8 damage if it hits. Mark off uses here: OOOOO She has 4 levels of exhaustion that cannot be cured by magic (disadvantage on ability checks, attack rolls, and saving throws, speed 15 feet, AC 17, 15 HP.)

ST

Segrann Thisicate, the prime artificer of the Bloody Hooves. In order to open their tomb, heroes must string amethysts and emeralds on a necklace so that no strand has three of one gem in a row. Once their tomb is opened, they cast a spell that makes all weapons +1 to hit and damage. Any item that already has a numerical modifier adds +1 to that modifier. If they are knocked unconscious or killed their single use of this power ends. They have 4 levels of exhaustion that cannot be cured by magic (disadvantage on ability checks, attack rolls, and saving throws, speed 15 feet, AC 17, 15 HP.)

RD

Keryth Dorrana, the second-in-command of the Bloody Hooves. In order to open her tomb the characters must figure out the order that she slew named devils. She casts Death Ward twice. Mark off uses here: OO She has 4 levels of exhaustion that cannot be cured by magic (disadvantage on ability checks, attack rolls, and saving throws, speed 15 feet, AC 17, 15 HP.)

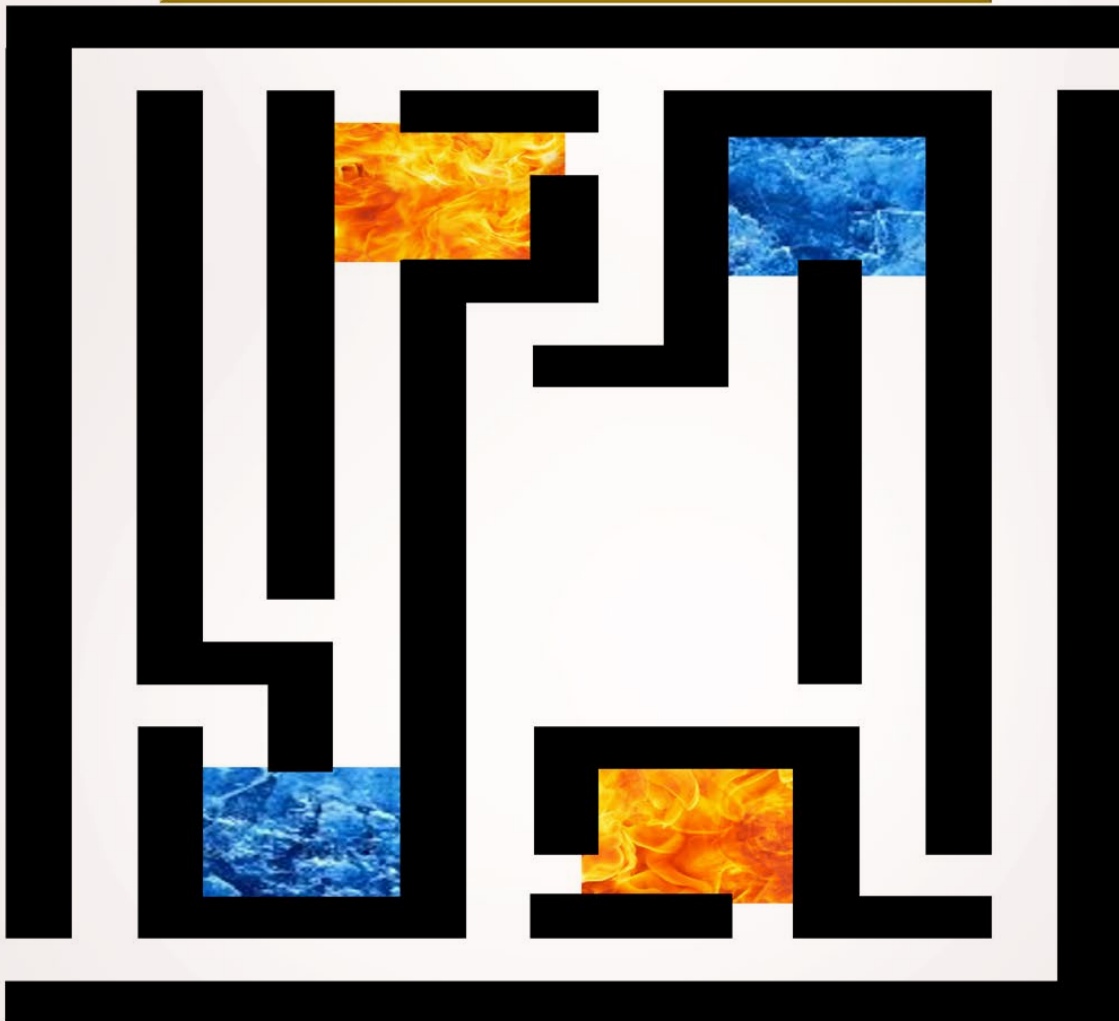
APPENDIX 10: HOT AND COLD MAZE

This handout describes a puzzle found in **Bonus Objective B**.

Hot and Cold Maze

There is an image of a maze on the wall with areas colored icy blue and fiery orange. A sign on the wall reads:

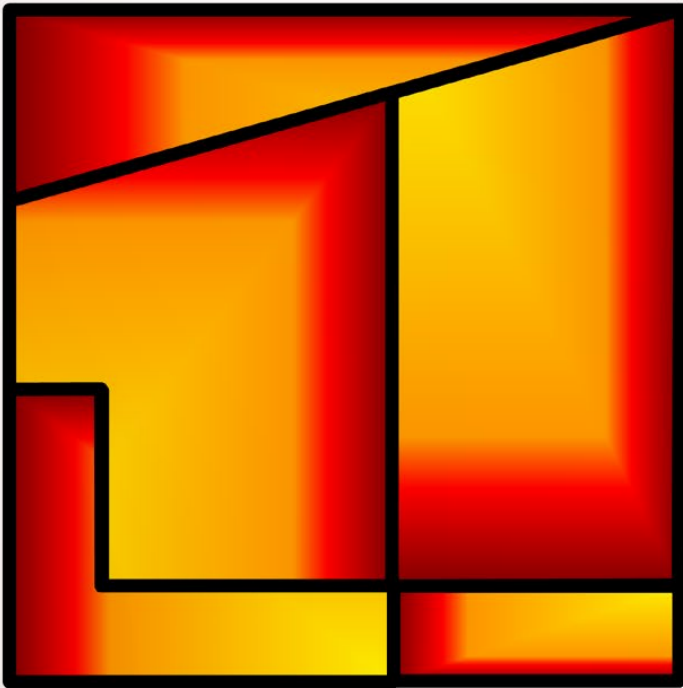
WHETHER YOU ARE DEVIL-KIN OR DEVIL-FOE
THIS MAZE WILL SLAY YOU AS YOU GO.
THE HOT'S TOO HOT AND THE COLD'S TOO COLD.
YOU MUST ALTERNATELY CROSS EACH THRESHOLD.
CROSS ALL FOUR YOU MUST COMPLY!
DON'T RETRACE YOUR PATH OR YOU WILL DIE.
GET OUT, FIEND! GO BACK TO HELL!
REST IN PEACE, DEAR HADRIEL



APPENDIX 11: RIDDLE OF SQUARES

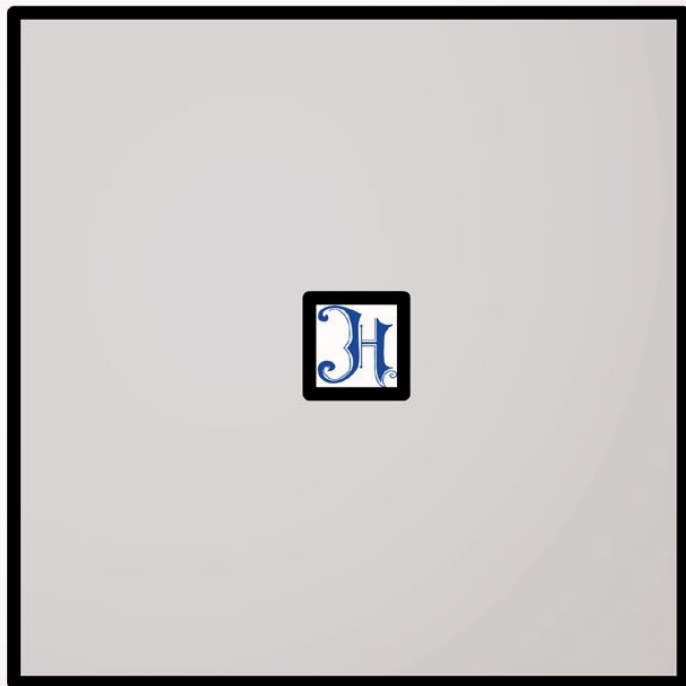
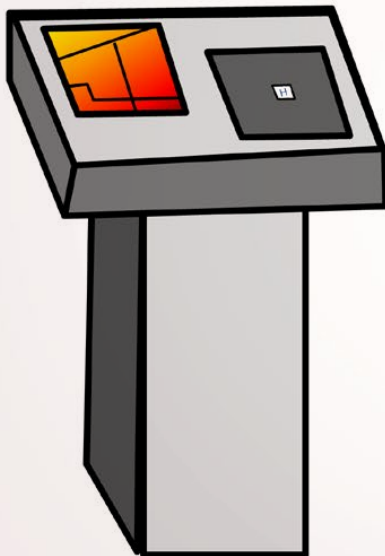
This handout describes a puzzle found in **Bonus Objective B**.

Riddle of Squares



TAKE A SQUARE
MAKE A SQUARE
BUT MAKE ROOM
FOR HADRIEL THERE

On the waist-high pedestal there is a set of five geometric pieces of flame-colored stained glass arranged in a square. On the other side is a square of the same size, but the center has a permanent tile with a stylized H on it.



APPENDIX 12: HADRIEL

Hadriel



Celestial Griffon
Large monstrosity, unaligned

Armor Class 12
Hit Points 59 (7d10 + 21)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5
Senses Darkvision 60 ft., Passive Perception 15
Languages --
Challenge 2 (450 XP)

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Healing Touch (3/Day). As an action, Hadriel touches another creature with its beak. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.
Mark off uses here O O O

Innate Spellcasting. Hadriel's innate spellcasting ability is Wisdom (spell save DC 13). Hadriel can innately cast the following spells, requiring no components:

At will: detect evil and good, light

1/day each: cure wounds O, dispel evil and good O

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

Magic Weapons. Hadriel's weapon attacks are magical.

Shimmering Shield. As a reaction, Hadriel creates a shimmering, magical field around himself and his rider. They both gain a +2 bonus to AC until the end of the griffin's next turn.

APPENDIX 13: PUZZLE SOLUTIONS FOR THE DM

This is the solution to a puzzle described in **Part 2: The Snare**.

Alisone Raynaldus' Tomb Solution

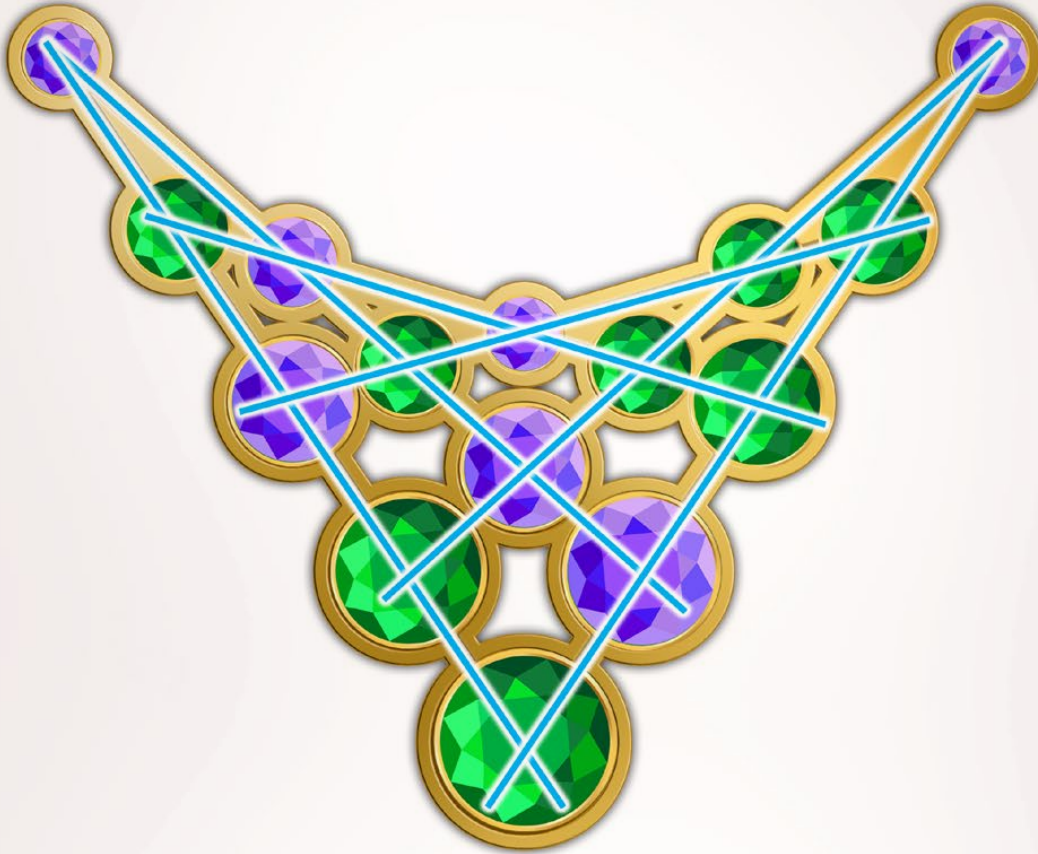


There are 5 copies of the first symbol
There are 2 copies of the second symbol
There are 3 copies of the third symbol
There are 6 copies of the fourth symbol

The code is 5236

This is the solution to a puzzle described in **Part 2: The Snare**.

Segrann Thisicate's Tomb Solution



This is one solution – there are others.
As long as any single thread (blue lines)
does **NOT** have three beads in a row of the same color
the solution is valid.

This is the solution to a puzzle described in **Part 2: The Snare**.

Keryth Dorrna's Tomb Solution

The buttons should be pushed in this order:

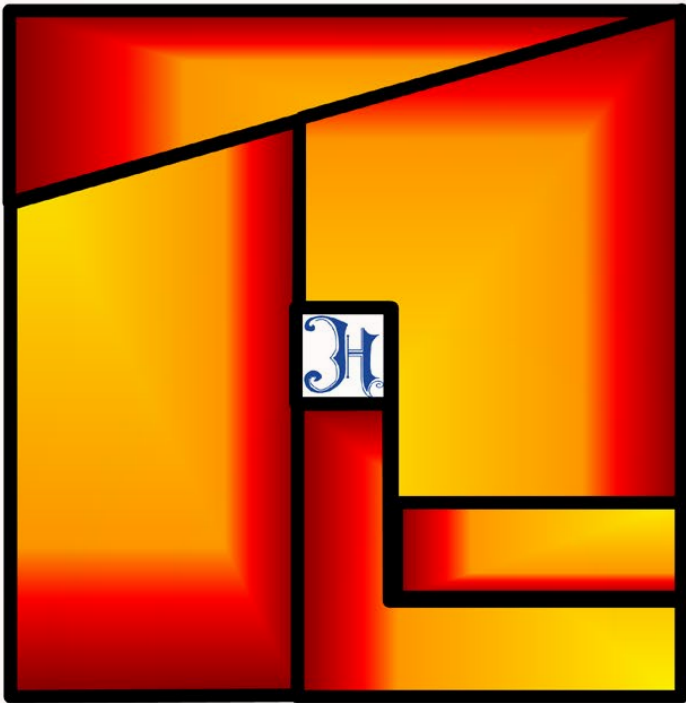
Dolgarid, Karzol, Vonimuth, Trazzozen, Annomoth, Vur-Kath

- 1 Voniumuth was slain before Trazzozen.
- 2 Annomoth was slain before Vur-Kath.
- 3 Trazzozen was slain before Annomoth.
- 4 Karzol was slain before Voniumuth.
- 5 Dolgarid was slain before Karzol.

1	2	3	4	5
				Dolgarid
			Karzol	Karzol
Vonimuth			Vonimuth	
Trazzozen		Trazzozen		
	Annomoth	Annomoth		
	Vur-Kath			

This is the solution to a puzzle described in **Bonus Objective B**

The Riddle of Squares Solution



APPENDIX 14: CHARACTER REWARDS

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing off rewards they didn't receive during the session):

WAND OF THE WAR MAGE +3

Wondrous Item, very rare (requires attunement by a spellcaster)

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack. This item can be found in the *Dungeon Master's Guide*.

BAG OF HOLDING

Wondrous Item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of holding inside an extradimensional space created by a handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened. This item can be found in the *Dungeon Master's Guide*.

POTION OF SUPREME HEALING

Potion, very rare

You regain 10d4 + 20 hit points when you drink this potion. The potion's red liquid glimmers when agitated. This item can be found in the *Dungeon Master's Guide*.

POTION OF SPEED

Potion, very rare

When you drink this potion, you gain the effect of the *haste* spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own. This item can be found in the *Dungeon Master's Guide*.

POTION OF VITALITY

Potion, very rare

When you drink this potion, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend. The potion's liquid regularly pulses with dull light, calling to mind a heartbeat. This item can be found in the *Dungeon Master's Guide*.

SOUL COIN

Wondrous item, uncommon

Soul coins are about 5 inches across and about an inch thick, minted from infernal iron. Each coin weighs 1-third of a pound and is inscribed with Infernal writing and a spell that magically binds a single soul to the coin. Because each soul coin has a unique soul trapped within it, each has a story. A creature might have been imprisoned as a result of defaulting on a deal, while another might be the victim of a night hag's curse.

Carrying Soul Coins. To hold a soul coin is to feel the soul bound within it—overcome with rage or fraught with despair. An evil creature can carry as many soul coins as it wishes (up to its maximum weight allowance). A non-evil creature can carry a number of soul coins equal to or less than its Constitution modifier without penalty. A non-evil creature carrying a number of soul coins greater than its Constitution modifier has disadvantage on its attack rolls, ability checks, and saving throws.

Using a Soul Coin. A soul coin has 3 charges. A creature carrying the coin can use its action to expend 1 charge from a soul coin and use it to do one of the following:

- **Drain Life.** You siphon away some of the soul's essence and gain 1d10 temporary hit points.
- **Query.** You telepathically ask the soul a question and receive a brief telepathic response, which you can understand. The soul knows only what it knew in life, but it must answer you truthfully and to the best of its ability. The answer is no more than a cryptic sentence or two.

Freeing a Soul. Casting a spell that removes a curse on a soul coin frees the soul trapped within it, as does expending all of the coin's charges. The coin itself rusts from within and is destroyed once the soul is released. A soul can also be freed by destroying the coin that contains it. A soul coin has AC 19, 1 hit point for each charge it has remaining, and immunity to all damage except that which is dealt by a hellfire weapon or an infernal war machine's furnace. Freeing a soul from a soul coin is considered a good act, even if the soul belongs to an evil creature.

APPENDIX 15: STORY AWARD

The characters can earn the following story award in this adventure:

TORM'S CHOSEN

For nobly giving yourself so that High Priest of Torm Horst Atheraice could be freed, Torm blessed a piece of your soul. The expedition is in peril as the opposition has gained key intelligence from you before killing you.

After suffering torture at the hands of General Everbleed's devils, you died and are reborn in any location of your choice in Faerûn that has a temple to Torm, and the next time you die, you gain this benefit as well (as if a greater resurrection).

APPENDIX 16: DUNGEON MASTER TIPS

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO THE ANNUAL STORYLINE?

<http://dndadventurersleague.org/storyline-seasons/descent-into-avernus/>

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the *D&D Adventurers League Players Guide* for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong