

**BALDUR'S GATE: DESCENT INTO AVERNUS**

# **BITTER RIVALRY**

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An adventure for Baldur's Gate: Descent into Avernus  
Chapter 3: Avernus

# ABOUT THE ADVENTURE



HIS ADVENTURE IS DESIGNED FOR USE with *Baldur's Gate: Descent into Avernus*, but can be used in any hellish setting. It features challenges and encounters tailored to a party of four 8th-level adventurers, with advice on how to balance it for parties of different levels.

## ADVENTURE BACKGROUND

A few weeks ago, the enigmatic avernian warlord, Smiler the Defiler, was ousted from his infernal war band by Bitter Breath, a ruthless horned devil. Dissatisfied with Smiler's chaotic and unprofitable leadership, the hobgoblins sought out Bitter Breath, who accepted their terms and became their new leader.

The hobgoblins gave Smiler a chance to leave peacefully, but the spurned eladrin opted instead to kill one of his former captains and steal a war machine before barely escaping with his life. Smiler now roams the plains of Avernus, plotting cruel revenge against Bitter Breath and his former underlings. When he runs into a small group of powerful outsiders, it seems that he has finally found a way to get his revenge...

## ADVENTURE SUMMARY

This adventure is divided into four chapters, which runs as follows:

**Chapter 1: A Party of One.** The adventure begins when the party meets Smiler on the plains of Avernus, and the eladrin asks for their help in staging a heist on Bitter Breath's war camp.

**Chapter 2: Patrol Ambush.** On the way to the war camp, Smiler suggests they ambush a hobgoblin patrol protecting the camp's perimeter.

**Chapter 3: War Camp Assault.** The characters must stage a distraction and use stealth to steal Bitter Breath's treasure.

**Chapter 4: Escape!** In a mad dash, the characters must escape Bitter Breath's wrath in a high-speed infernal war machine chase across the plains of Avernus – only to be forced into a confrontation by the treacherous Smiler!

## ADVENTURE HOOKS

This adventure has a simple premise that allows it to be inserted into your *Baldur's Gate: Descent into Avernus* at any point during Chapter 3: Avernus, as a random encounter that evolves into a full session of action.

While traveling from one point to another during their quest for the *Sword of Zariel*, the characters run into Smiler, who eagerly offers a deal: help him get revenge on Bitter Breath by stealing the soul coins the devil uses to pay his hobgoblin henchmen, and Smiler will split the loot evenly with the party. This hook is simple because it appeals to the characters' greed, but can be enhanced by making sure the party is in urgent need of more soul coins to operate their infernal war machines (presuming they have any).

If you want a hook that ties in more closely with the story, you can also have finding Smiler the Defiler and Bitter Breath be a necessary step to finding the *Sword of Zariel*, as outlined below.

## BITTER BREATH'S TREASURE

You can tie the adventure more closely to the Quest for the *Sword* by having Bitter Breath be in possession of an invaluable MacGuffin needed to progress along either the Path of Demons or Path of Devils. Perhaps Bitter Breath has a map that shows the way to the next place the party must visit, he can replace Arkhan the Cruel as the one who possesses a vial of Tiamat's Blood, or he can be in possession of the adamantine control rods Bel asks the party to find.

When using this hook, you'll still want to start the quest with Smiler the Defiler. You can manage this by having the NPC that tells the party they need to find Bitter Breath, say that they only know where to find Smiler (as described below).

## SMILER'S BARGAINING CHIP

You can also tie this adventure to the story by having Smiler be in possession of information the party desperately needs – replacing virtually any encounter on either path, where information is given, such as Red Ruth in the Bone Brambles, Mordenkainen in the Tower of Urm, or the Sibriex that points to the Wrecked Flying Fortress. Immune to both charm and torture, Smiler will only divulge the information if the party helps him get revenge, swearing to tell them as soon as he has hands on Bitter Breath's treasure.

Any suitable NPC, such as Mad Maggie, Red Ruth, Mephistopheles' cambion Rigorath, Bel or Mahadi in the Wandering Emporium, can point the party to Smiler: "look for an insane, green-skinned eladrin on a Devil's Ride. Word is that he has put up out by the Bloody Crescent, a rock about a day's journey that way!"



# CHAPTER 1: A PARTY OF ONE

**W**HETHER ACTIVELY LOOKING FOR HIM or not, this adventure starts when the characters inadvertently run into Smiler the Defiler. Offering enticing promises of wealth and power, Smiler asks that the adventurers help him steal a wealth of soul coins he claims Bitter Breath has taken from him. An endeavour that Smiler describes as a quick heist with little danger and great reward – neither of which are true statements.

## A PARTY OF ONE

**Smiler the Defiler** is driving around the plains of Avernus on his **Devil's Ride** all by himself, looking for someone who can help him get revenge on Bitter Breath – and, of course, having as much fun as he can in the meanwhile. There's one place he always seems to come back to: the Bloody Crescent, an enormous rock shaped like a semicircle, providing a sort of half-pipe. Always looking for a quick thrill, Smiler uses the Bloody Crescent as a ramp, driving up and down it while performing suicidal stunts on his Devil's Ride.

When the party comes within 500 ft. of Smiler's location, read or paraphrase the following:

Ahead of you, a dark speck of an object seems to erupt out of the ever-crimson horizon. Blurred by Avernus' heat, it's hard to discern whether the object is flying or jumping, as it continually comes into view for a brief second before quickly disappearing again. Coming closer, you realize that the object is moving up and down a large rock that rises from the plains in a semicircle, flying into the air in a big jump, before descending again. The object comes up again, but this time stops on top of the rock. It seems to be a two-wheeled vehicle, and you can just barely make out the humanoid figure who jumps off it. The creature seems to have spotted you, as it begins waving a hand towards you – and you might be mistaken, but you swear you can make out a large grin on the figure's green face even from this far away.

Smiler continues to wave until the party comes closer. If they ignore him or turn to leave, he'll shout friendly greetings like "hey, over here!" and "just a quick word!"

When the party comes closer still – or even if they don't – Smiler jumps back on his war machine and drives down to meet them. Read or paraphrase the following:

The slender figure comes straight toward you on his two-wheeled war machine, a wide grin on his green face. He brings the vehicle to a sudden halt right before you, throwing a large mound of dirt up at your feet. After jumping gracefully out of his seat, the eladrin offers a courteous bow. "Greetings, esteemed travellers. Allow me to introduce myself: I am Smiler, favoured of Tymora herself, it would seem, since she has blessed me with your company. Whom do I have the pleasure of meeting?"

## SMILER'S PROPOSAL

Possessed of impeccable charm when he wishes to, Smiler smears it on thick at first. After hearing the party's introductions, Smiler tells his story and gives proposal his proposal. His account is mostly true, but carefully crafted to cast himself in a favorable light.

**Former Warlord.** "Not too long ago, I led a merry band of adventurers like yourselves – except with orange fur and sharper teeth." This is true, except that Smiler's war band was more murderous than merry.

**Ousted by Bitter Breath.** "I thought these hobgoblins my friends, but alas, my confidence was betrayed. An accursed devil by the name of Bitter Breath stole my wealth from me, and used my own coin to turn my friends against me." It is true that his hobgoblins left him for Bitter Breath, but the coin was the devil's own, and the hobgoblins deserted Smiler out of dissatisfaction with his reckless and largely unprofitable leadership.

**Escape from Treachery.** "Only by using every ounce of cunning the gods have blessed me with, did I manage to escape their foul treachery!" The hobgoblins allowed Smiler to leave the war band on neutral terms, but Smiler took the pay he owed to the hobgoblin's as well as a Devil's Ride before leaving, turning his departure into a desperate escape.

**Smiler's Proposal.** "I think Tymora has blessed me with your arrival – mayhap you could be convinced to help a lost soul regain some measure of pride, by aiding me in reclaiming my wealth of soul coins from that most befouled devil Bitter Breath – we will split the coins evenly between us, of course." Smiler's true motivation is neither pride nor coin, but his desire to inflict pain and humiliation on Bitter Breath and the hobgoblins. He is truthful about splitting the coins.

**Smiler's Plan.** Smiler tries to make the mission sound as easy and simple as possible, claiming that all he needs is for the party to create a diversion, while he sneaks into the war camp and secures the coin. If the characters question his story or his plan, he offers honest answers when it seems advantageous, but dismisses concerns and skepticism with phrases such as "fear not, my old friends are dimwitted dullards – they will never know what hit them". He doesn't know how many soul coins are in the cache, but he truthfully believes that there are "more than a score of soul coins, enough to fuel a whole fleet of war machines!" Smiler listens to any suggestions or alternative plans the party can come up with. He can give the party a rough estimate of the hobgoblins' numbers (around 30) and Bitter Breath's story with Zariel, but doesn't know much more about the Marauders' War Camp than its location. To get things moving along, he suggests travelling toward the war camp so the party can get a better look at the place before planning begins in earnest.

## DEVELOPMENTS

If the characters accept Smiler's proposal, he offers them a big grin before jumping back into the seat of his Devil's Ride. If the party doesn't possess an infernal war machine, he rides along slowly by their side – otherwise he asks them to keep up and sets off at a devilish pace.

# CHAPTER 2: PATROL AMBUSH

**W**HILE TRAVELLING TOWARD BITTER Breath's war camp – a journey of only half a day, according to Smiler – the eladrin suggests they ambush the hobgoblins that patrol the camp's outer perimeter, potentially resulting in an infernal war machine battle!

## AMBUSH!

After a few hours of travel – and about a mile away from the war camp – Smiler motions for the characters to halt and points toward a black speck on the horizon: “A patrol! That bastard High Graj Karkajuk is as careful as ever. If we hurry, we can take them by surprise!”

A character that finds high ground can make a DC 15 Wisdom (Perception) check to identify the incoming patrol as a **Scavenger** and a **Devil's Ride**. Smiler suggests ambushing the patrol, preferring to “handle them now, rather than have them in front of us when we leave the war camp!”

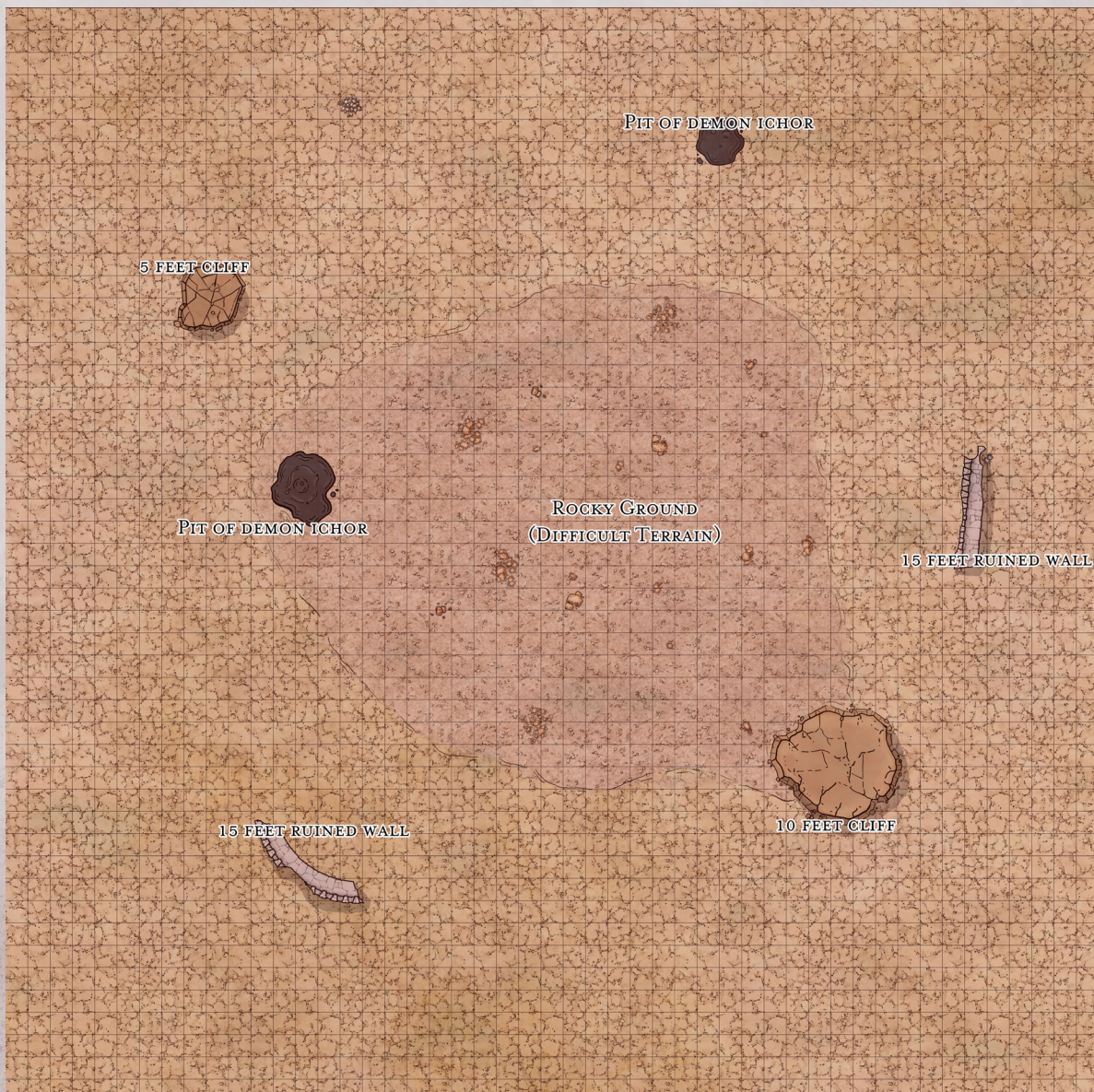
## PLANNING THE AMBUSH

Allow the players to come up with any plan that sounds feasible – the goal is to let the players craft a fun scenario. Do what you can to allow their plan to work, such as letting them to find the terrain or objects they're looking for, or shaping the hobgoblins' actions to fit the players' expectations. You can have Smiler suggest using himself as bait to lure the patrol into a patch of rocky ground hidden with *hallucinatory terrain* (which Smiler can cast), while the party hides nearby, ready to pounce on the hobgoblins (see ‘Using Hallucinatory Terrain’ on the next page for more information).

The ambush could look like this:

- Smiler uses *hallucinatory terrain* to transform a patch of rock-strewn ground to smooth plains.
- Smiler draws the patrol in by feigning a vehicle malfunction, while the party wait nearby cliffs.
- When the hobgoblins' war machines enter the *hallucinatory terrain*, they take damage (possibly suffering mishaps) and stop to investigate the illusion.
- The party attacks, while Smiler uses *suggestion* to prevent hobgoblins from fleeing to alarm the camp.

MAP 1: AVERNUS AMBUSH MAP



## HOBGOBLIN PATROL

The hobgoblin patrol consists of a **Scavenger** helmed by a **infernal hobgoblin captain** and crewed by 7 **infernal hobgoblins**, plus a **Devil's Ride** driven by an **infernal hobgoblin captain**. The hobgoblins are patrolling the outer perimeter of the war camp, keeping an eye out for any threats, as well as potential plunder. If they spot something it looks like they can handle, they approach on their own, but dispatch a Devil's Ride to warn the war camp if they find real danger.

In combat, the hobgoblin captains on the Devil's Rides can use Leadership to bolster nearby allies, or throw javelins one-handed, if chasing someone in a straight line. The hobgoblin captain on the Scavenger focuses on helming the vehicle, while the ordinary hobgoblins either crew the harpoon fingers and the grappling claw, or make longbow attacks (they are strapped to the vehicle with strong leather cords that allow them to use their bows without falling off).

### Using Hallucinatory Terrain

When a vehicle first enters the rocky ground hidden by the *hallucinatory terrain* and for each 30 ft. it moves in the area, it takes 6d6 bludgeoning damage (possibly causing a mishap). A vehicle helmed by a creature who has disbelieved the illusion doesn't have to make this saving throw if it moves at half speed.

## DEVELOPMENTS

Smiler remorselessly kills his former compatriots, grinning all the while. If the characters protest or insist that they interrogate the hobgoblins, Smiler only reluctantly agrees. See 'What the Hobgoblins Know' for information about what a captured hobgoblin knows. A captured hobgoblin would rather die than go against its fellow hobgoblins and its employer, and will attempt to warn the war camp about the party's plans if set free. The hobgoblins carry no wealth except their equipment.

After dealing with the patrol, the characters and Smiler can continue unopposed toward the war camp.

### What the Hobgoblins Know

A captured hobgoblin readily explains the true story about why the war band 'betrayed' Smiler. Tired of the maniacal eladrin's suicidal plans and constantly missing pay, the hobgoblins began searching for a new employer. They found Bitter Breath, who had the necessary coin, and struck a deal with him. Going back to Smiler, they gave him the option to leave peacefully, but the eladrin instead stole a devil's ride plus all the pay he owed the hobgoblins, killing a hobgoblin captain in the process. The hobgoblin also knows the following, which it shares only if magically coerced:

- There are about two dozen more hobgoblins in Bitter Breath's camp, plus a Devil's Ride, a Tormentor and a Scavenger.
- The hobgoblins man the watch towers around the clock, and have spyglasses that allow them to see through invisibility. They also have infernal cannons that fire devastating blasts of force.
- Bitter Breath mostly stays in the main tent, but would quickly come out if the war camp was under assault. The hobgoblin doesn't know where the coins are, but figures they must be in the main tent.



# CHAPTER 3: WAR CAMP ASSAULT

After dealing with the hobgoblin patrol, the characters soon find themselves near Bitter Breath's war camp. In this chapter, the party must find a way to steal the coins – and survive long enough to get away with their lives!

## SMILER'S PLAN

When the characters come within 1,000 ft. of the war camp, Smiler once again calls for a halt, finds high ground so the party can get a good look at the camp (see 'Marauders War Camp'), and presents his plan (unless the party has already come up with their own).

Smiler proposes that the characters take a war machine (if they have one) and drive it straight through the gates, drawing the full attention of the camp's defenders. While the characters burst open the gates, attack the cannons and generally wreck havoc, Smiler, (and any characters who want to follow along) approach the war camp stealthily from the east. From here, the infiltrators scale the walls, enter the main tent and steal the cache of soul coins. Smiler signals the characters, and both teams – distraction and infiltration – then escape on their war machines. The whole thing should take no more than a minute. He is, however, not adverse to just plain assaulting the base (although he thinks it is suicide), if the party prefers to go that route.

There's some obvious holes in this plan, some of which Smiler has answers for, if they're brought up.

**What if the War Machine Breaks?** "It most likely will. No matter – just steal a new one inside the camp!"

**What if We Can't Find the Coins?** "What is that word 'can't'? Of course we'll find the coins, don't worry!"

**How Will We Know It Is Time to Escape?** "Oh, you'll know. You won't be in doubt when you hear the signal!"

**Won't They Chase After Us?** "Of course they will, but there isn't a war machine in Avernus that can catch me – and you, when you're with me. I got some tricks up my sleeve to shake off pursuit!"

## MARAUDER'S WAR CAMP

Bitter Breath and his marauders have set up camp in an abandoned fortress on the bank of the River Styx, from where they ambush travelers and hunt demons.

The hobgoblins have repaired the derelict fortress walls, and outfitted its watchtowers with infernal cannons. Still, the hobgoblins never grow complacent, keeping a vigilant watch on the plains around the clock.

## GENERAL FEATURES

The war camp overlooks the River Styx, and is protected by three watchtowers – two facing towards the plains and one looking out over the river.

**Cliff.** The war camp sits atop a 30 ft. cliff leading down to the River Styx. Climbing the cliff requires a successful DC 10 Strength (Athletics) check.

**Walls.** The walls surrounding the camp are 3 ft. thick, 20 ft. tall and made entirely of black rock. Each 10ft. section of wall has AC 17, 50 hit points, damage threshold 15, and immunity to fire, poison and psychic damage. Climbing the walls require a successful DC 13 Strength (Athletics) check. Inside the camp, ladders set at regular intervals provide easy access to the gangway along the walls.

## 1. GATES

The double-gates leading into the camp are 20 ft. wide, made of charred bones, and barred from the inside.

**Opening the Gates.** As an action, a creature inside the war camp can remove the bar with a successful DC 10 Strength (Athletics) check.

**Destroying the Gates.** The gates have AC 15, 25 hit points, damage threshold 15, and immunity to fire, poison and psychic damage. A Huge or larger vehicle crashing into the gates take only half damage from the crash if the impact destroys the gates (see the rules for crashing in 'Appendix B: War Machine Cheat Sheet').

## 2. WATCHTOWERS

Each of the three watchtowers rise 10 ft. from the surrounding walls, and 30 ft. from the ground below. A 4 ft. fence grants half cover to anyone in the tower.

**Hobgoblins.** Each watchtower is manned by an **infernal hobgoblin captain** with an *infernal spyglass* and an **infernal hobgoblin** with an *infernal cannon*.

## 3. INFERNAL WAR MACHINES

Along the walls of the war camp are a **Scavenger**, a **Devil's Ride** and **Bitter Breath's Tormentor**.

## 4. HOBGOBLIN TENTS

The hobgoblins tent are made from the skins of various fiends and provide soft protection from the elements.

**Hobgoblins.** Relaxing by the campfire in the northeastern corner of the camp are **High Graj Karkajuk**, an **infernal hobgoblin devastator** and four **infernal hobgoblins**. Sleeping inside the tents in the northwestern corner of the camp are ten unarmored **infernal hobgoblins** (AC 12, 14 with shield) and an unarmored **infernal hobgoblin captain** (AC 12). They wake at the sound of combat, taking their weapons (carefully laid nearby), but leaving their armor.

**Treasure.** There's a total of 11 *soul coins* and two rubies (100 gp each) stashed within the tents.

## 5. BITTER BREATH'S TENT

Bitter Breath's tent lies at the center of the camp. Larger and more robust than the other tents, the Warlord's tent is made of dark skins and polished bones. An opening in the front allows entry, but creatures can also gain access by slipping under the edges of the tent or cutting a hole in the side.

The interior of the tent is sparsely furnished, making it clear that Bitter Breath neither needs nor values sleep, food, or other social activities. The only furniture inside the tent is a large trunk crafted from dark wood, a desk carved out of bone, and a chair made from what appears to be humanoid limbs, both sized for a large creature. Various grotesque trophies hang from the rafters above: a hezrou's head, dried imps, the tail of some immense beast, what appears to be an angel's wing, and the mangled corpse of a bearded devil.

**Bitter Breath.** If the characters haven't lured him away by causing a commotion in another area of the camp, Bitter Breath is inside the tent, stabbing away at the bearded devil's corpse with his *hellish pitchfork*. He attacks intruders on sight.

**Trunk.** The large trunk is made of thick, dark wood and weighs more than 300 lb. A DC 16 Intelligence (Investigation) check finds a magical symbol on the trunk's lid, indicating that it is trapped. A character using *detect magic* or similar spells perceives an aura of abjuration emanating from the chest. The chest is indeed trapped with a *glyph of warding*. If anyone other than Bitter Breath opens the trunk, a casting of *Evard's black tentacles* (save DC 16) fills the tent for 1 minute. The glyph can be disarmed with *dispel magic*, or by scratching out the glyph with thieves' tools and a DC 16 Dexterity (Sleight of Hand) check. On a failure, the glyph is triggered. Inside the trunk are an *eversmoking bottle*, four *potions of greater healing*, and a *spell scroll of Evard's black tentacles*.

**Desk.** The bone desk contains only three spined devil quills (10 gp each), a small vial filled with balezu-blood (50 gp), and what seems to be a sheet of parchment made from an imp's wing. The parchment contains a half-written letter in infernal addressed to 'Bel, Rightful Ruler of Avernus': "*My marauders are ready and at your service, my liege. I drill them tirelessly, baptizing them in demon-blood as I prepare them for the Reckoning. I humbly suggest we strike while the Impostor is distracted by the battle near the city in the skies!*"

**Chair.** The chair next to the desk is built from writhing and spasming humanoid legs and arms, presenting a grotesque spectacle. It has AC 10, 15 hit points, and immunity to poison and psychic damage. A character that sits down on the chair must succeed on a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check, or take 2d6 piercing damage and be grappled by the chair (escape DC 16). Dealing damage to the chair causes it to relinquish its hold and not make new grapple attempts for 1 minute.

**Bearded Devil Corpse.** The grotesque cadaver hanging from the ceiling is Bitter Breath's former lieutenant Ara'krek, from when Bitter Breath was a pit fiend named L'zeth commanding the 7th Legion under Bel. After Zariel ascended, Ara'krek informed Avernus' new archduke that L'zeth contemplated betrayal, causing his general's demotion to horned devil. Bitter Breath caught the snitch and now uses Ara'krek's corpse for weapon's practice. A creature that inspects the corpse and succeeds on a DC 13 Intelligence (Investigation) check finds a black pouch tucked inside a gash in the corpse. The pouch contains 22 *soul coins* – Bitter Breath's Cache of Coins!

## MAP 2: MARAUDERS' WAR CAMP



## DEVELOPMENTS

The infiltration of – and assault on – Bitter Breath’s war camp is likely to be a messy affair, which should conclude with the party making a frantic escape from the camp in their war machines, Bitter Breath’s Marauders close on their heels. In fact, that is exactly what Smiler wants!

### SMILER’S SIGNAL

Throughout his interactions with the party, Smiler has been careful not to reveal his true motivation for infiltrating the camp: revenge. The infiltration and theft of the coins are all just a means to an end – to enrage Bitter Breath enough to draw him out of the war camp, hopefully luring into a position of disadvantage!

Thus, once the coins have been retrieved – or at least Bitter Breath’s compromising communications with Bel, the former lord of Avernus has been found – Smiler flashes a grand smile and slyly ducks out of the main tent to send his signal to Bitter Breath. Using Fey Step to teleport atop the nearest wall, Smiler cups his hands and bellows a challenge to Bitter Breath, which can sound something like this:

“Hey Bitter Breath, you lousy, stinking, lemure-licking Balrog-spawn! Yeah, it’s me, your old friend, Smiler! What’s the matter – fallen angel got your tongue? Well, I got your coins – every single one of them – and your little love-letter to Bel, too. I think I know of a certain archduke who might be interested in that. Want them back? Better catch me then, you mouth-breathing, double-crossing, second-rate excuse for a horned devil!”

Combat ceases for a moment during the tirade, as Bitter Breath and the hobgoblins stop to stare at the crazed eladrin. This gives the characters in both the distraction and infiltration team an opportunity to saddle up their war machines and make a break for it.

After issuing his challenge, Smiler drops down to his Devil’s Ride and sets off toward a small mountain range in the distance, urging the party to hurry up if they’re lagging behind. If they hesitate, he winks at them and confidently states that: “Don’t worry, folks, we’re not going to die today. We’ll shake off Bitter Breath and his cronies in no time – just follow me!”

Taking the bait, Bitter Breath commands all remaining hobgoblins to saddle up their war machines and set off after Smiler and the characters!

### Roleplaying Bitter Breath

Bitter Breath is a horned devil, who’s been twice damned by Zariel. The fiend was first demoted from a pit fiend to a horned devil, and when Bitter Breath still plotted treachery against Zariel, she cursed the fiend so that it could no longer enter into deals, associate with other devils, or even speak without its words turning into foul smoke!

Bitter Breath’s ordeals have made the devil resentful and vindictive, in addition to being (as is quite normal for a devil) completely remorseless and filled with murderous ambition. Since Zariel have taken away its ability to utter words, Bitter Breath uses Telepathy to communicate, only occasionally snarling smoky words when frustrated or excited. Bitter Breath speaks tersely, hates flippant remarks, and have a remarkable lack of humor. In many ways, Bitter Breath is the complete opposite of Smiler the Defiler (except, of course, that they’re both evil warlords who cares for noone but themselves).

### Running the War Camp Assault

If the characters follow Smiler’s plan or something that looks like it, you will likely be running two different scenarios at once. This makes for an exciting encounter, where some characters fight furiously to stay alive long enough for the other group to steal the coins. When running a split encounter like this, try to keep turns aligned so everyone has something to do. Below is an example of how that can look.

- **Combat Begins!** Everyone rolls initiative when the characters are within 150 ft. of the camp (the range of the infernal cannons). To make things easier for yourself, you can have the hobgoblins all act on the same initiative.
- **Round 1.** The distraction team takes fire from the infernal cannons and can retaliate with long-range attacks of their own. Meanwhile, the infiltration team must succeed on a DC 13 Dexterity (Stealth) check as they approach the camp on Devil’s Rides from the east. If spotted, hobgoblins in the watchtower overlooking the river begin firing on them.
- **Round 2.** The distraction team crashes into the camp’s gates, smashing them open and possibly suffering a mishap. Once inside, the characters can see the parked war machines, which they can attempt to steal or sabotage. Meanwhile, the infiltrators park their Devil’s Rides right outside the camp, and scale the walls with magic or DC 13 Strength (Athletics) checks.
- **Round 3.** The entire camp descends on the characters with weapons drawn. If the characters stay put, the hobgoblins surround them and shower them with longbow attacks. If they flee, the hobgoblins pursue in their war machines. Meanwhile, the infiltration team makes another DC 13 Dexterity (Stealth) check to sneak into Bitter Breath’s tent (who’s gone outside to join the battle at the gates).
- **Round 4+.** The distraction team tries to survive long enough for the infiltration team to search Bitter Breath’s tent for the cache of coins. If the infiltrators make a lot of noise, hobgoblins quickly come to investigate, and immediately fetch Bitter Breath, once they realize what the characters are doing. When the coins have been found (or the party gives up the search), Smiler gives his signal (see ‘Smiler’s Signal’) and the escape can begin!





## CHAPTER 4: ESCAPE!

This chapter starts as soon as the characters have laid hands on Bitter Breath's treasure and Smiler has given the signal to flee. Bitter Breath and his marauders chase after the characters across the plains of Avernus, until Smiler suddenly decides to force a confrontation!

### THE CHASE

The war machine chase starts when the heist on Bitter Breath's camp ends – likely with the party split in to two, both teams scrambling to get on their war machines and escape the hobgoblin onslaught. You can keep the initiative and turn order from the previous encounter, but informing the party that they're now entering into an infernal war machine chase.

### RUNNING THE CHASE

The characters' escape from the Marauders' camp is meant to be a harrowing ideal, which is probably best played out using theater of mind. Use 'Appendix B: War Machine Cheat Sheet' to help you run the chase.

#### STARTING THE CHASE

If the characters made a point to sabotage or steal the hobgoblins' war machines, this can limit the marauders' options for chasing after the party. Take stock of what is left, and assume that there are enough hobgoblins to man all the war machines (**High Graj Karkajuk** on the **Devil's Ride**, an **infernal hobgoblin captain** and seven **infernal hobgoblins** in the **Scavenger**, and **Bitter Breath** plus three **infernal hobgoblins** in **Bitter Breath's Tormentor**). If the Devil's Ride or the Tormentor have been stolen or destroyed, Bitter Breath and High Graj Karkajuk replace ordinary hobgoblins on the Scavenger.

The characters might also have cleverly blocked the exit from the war camp with a destroyed war machine or other debris. Working in concert, the hobgoblins should be able to remove such barriers in two rounds in most cases, giving the characters a decent head-start.

#### KEEP DISTANCE RELATIVE

Keep distances relative, so they don't fluctuate from turn-to-turn – if the characters start out 50 ft. ahead of their pursuers, and both they and the hobgoblins travel at the same speed, this will be the constant distance between pursuers and quarry until something happens to slow down or speed up either participant.

#### TEAMING UP

If the characters are split up when the chase begins, Smiler immediately suggests escaping together. His reasoning is sound enough, although surprisingly selfless: if they split up, some may get away, but whoever doesn't will be caught without any chance of escape. He further rationalizes the suggestion by repeating his (false) promise that he knows how to shake off Bitter Breath and the hobgoblins. If the characters refuse to follow Smiler, he reluctantly follows them instead, looking for an opportunity to force a confrontation (see 'Smiler's Revenge').

#### PURSUERS' STRATEGY

Bitter Breath and the hobgoblins' main objective is to catch whoever they think is holding the soul coins and Bitter Breath's correspondence with Bel.

While chasing the party, hobgoblins crewing the larger war machines focus their attacks on the characters' vehicles, hoping to slow down or stop them. High Graj Karkajuk on his Devil's Ride is not afraid to chase down and board a larger vehicle, directly engaging with its driver in melee. Bitter Breath will try to get close enough to use Hellscape Eruption in an attempt to take the characters' vehicle out.

The pursuers are relentless, and will leave behind any hobgoblins who can't continue the chase. If Bitter Breath's Tormentor is disabled or slowed down, he'll quickly force his way onto any infernal war machine that can still drive to keep up the chase.



# GULLEY SHOWDOWN



## MAP 3: GULLEY SHOWDOWN

### SMILER'S REVENGE

When the chase begins, Smiler can hardly contain his excitement – this is the moment he has been waiting for. His true goal will soon be unveiled: the eladrin wants to dislocate as many of the hobgoblins from the chase as possible, before leading the pursuers (and the characters) into a dead end so he can force a final confrontation with Bitter Breath.

#### FALSE PATH

Contrary to his claims, Smiler doesn't know a way to shake off pursuit – instead, he knows a way to lure the pursuers into an ambush. During the chase, he'll attempt to steer the party toward a small mountain range, where he'll pick a route through narrow canyons. If the characters follow him, the chase ends after 7 rounds, as they quickly reach a complete dead end in a gully surrounded by more than 100 ft. high cliffs. Here he'll shout for them to take cover and hide, so that they can “take the fiendish scum by surprise!”

#### FORCED CONFRONTATION

If the party doesn't follow Smiler, or look likely to completely shake off pursuers before Smiler can lead them into the ambush, the eladrin's plan B is to force a confrontation on the open field. If he has the soul coins, he'll smile deviously before throwing the coins on the ground behind him and telling the party that “I'm tired of running – let's get these bastards!”, hoping that they'll follow as he turns to attack the pursuers.

#### INTENTIONAL SABOTAGE

If left with no other options, Smiler's final play is to sabotage the characters' infernal war machines. He'll use *suggestion* to tell a driving character to stop the war machine, or even drive his Devil's Ride right into a war machine's path before using Fey Step to evade the ensuing crash.

### SHOWDOWN BETWEEN RIVALS

If Smiler has his way, he'll put the characters in a situation where they're forced to help him take down Bitter Breath. During the fight, Smiler will focus his attacks on Bitter Breath first. Once the horned devil is dealt with, Smiler begins killing hobgoblins ruthlessly, lamenting that he'll “only be able to trust these cretins once they're dead”. If things turn poorly for Smiler, he'll try to get the hobgoblins to betray Bitter Breath, offering them all the coin they could want (whether the hobgoblins are receptive or not is up to you).

If the party stays out of the fight, but remains behind to witness the ensuing fight, you can describe how Bitter Breath and Smiler meet each other in a fight that lasts for less than a minute before Bitter Breath expertly skewers the eladrin and unceremoniously begins rummaging through the corpse for his stolen belongings. If he doesn't find what he's after, he'll quickly turn his attention toward the party (see ‘Conclusion’ for more information on how to end the adventure).

## CONCLUSION

There are a number of ways the characters involvement with Smiler the Defiler can end. Here are some of the most likely endings to the adventure.

### GLORIOUS VICTORY

If the characters got the coins and helped Smiler the Defiler kill Bitter Breath, the eladrin is thoroughly pleased. He keeps his end of the bargain, allowing the characters to keep the majority of the 22 soul coins, taking only a handful for himself. He also suggest that the characters form a war band with him, an endeavor that promises great fun (and danger!), but is unlikely to lead to the *Sword of Zariel* and the rescue of Elturel.

### SMILER'S DEMISE

If Smiler dies, or the characters turn against him during the course of the heist and escape, their options for bargaining with Bitter Breath vastly improves. While sadistic and ruthless, Bitter Breath isn't a fool. He'll listen to any offers the party put forward, likely accepting a peaceful return of his belongings if the characters can sweeten the deal with extra soul coins, infernal war machines or other magical items.

### DEFEAT & CAPTURE

If the characters are defeated, Bitter Breath instructs his hobgoblins to keep them alive if possible, imprisoning them within the war camp. The party wakes up chained to the wheels of a Scavenger and staring down the barrel of several infernal cannons. Bitter Breath questions them intensely, but once he discovers that they plan to overthrow Zariel, his mood changes. If offered the right incentives, Bitter Breath will allow the characters to leave with most of their arms and armor, and even help them move in the right direction – as long as he thinks they might actually succeed in bringing down Zariel, his most bitter rival. He'll also inform Bel about the characters, possibly causing the former archduke to reach out to the party.

## TROUBLESHOOTING

Below we'll go over some of the issues that can arise while running this adventure, and how to handle them.

### ADJUSTING DIFFICULTY

To ensure that the encounters in this adventure are difficult enough to give a party of 7th to 10th-level adventurers pause, Bitter Breath and his hobgoblins have been made more powerful than they usually would be. Still, it's far from certain that we have struck exactly the perfect balance for your group of adventurers.

There's several ways you can fine-tune the difficulty, even during combat. First, you can decrease the challenge significantly (if your party is lower level or are already spent when they meet Smiler), by replacing all the infernal hobgoblins with ordinary hobgoblins (we have included ordinary hobgoblin statistics in 'Appendix D: Creatures'). You can also further increase difficulty by replacing more hobgoblins with hobgoblin captains or hobgoblin devastators. During the assault on the war camp, you can control the arrival of new hobgoblins to the fight, having reinforcements arrive if the party are doing too well, or delaying new arrivals if the characters are already in enough trouble.

### DON'T TRUST THE CRAZY PERSON

The party might meet Smiler and decide that they don't want to help an unreliable and maniacal Eladrin. In fact, that's probably what the adventurers *should* do, if they were being completely logical. But, if that happens, this adventure is over before it gets started – which would be an unfortunate shame. If the characters decide not to take Smiler up on his offer, and instead continue on their way, there's a few ways you can salvage the situation.

**Just Let Them Go.** While just letting them go seems counterintuitive, you can always hook 'Bitter Rivals' back into the campaign at a later stage, by placing something the party needs in Bitter Breath's war camp, or have Smiler the Defiler be the only one who has information the party sorely needs. This way, the party will go 'aha, we know who that is', and hopefully return to complete the adventure. See 'Adventure Hooks' on page 1 for more information about how to do this.

**Ambush!** If the characters seem to be refusing Smiler, you can have the hobgoblin patrol (see 'Chapter 2: Patrol Ambush') show up during the meeting, immediately attacking both Smiler and the characters. After killing the patrol, Smiler will laughingly tell the party that "you're in it now! Bitter Breath is a vengeful bastard. He'll find out who killed his patrol and come after you. Better that we take the fight to him now – take his coins and he has noone to send after you!"

### EVERYTHING'S GOING TO HELL!

The party doesn't want to ambush the patrol. They throw away Smiler's heist plan. They don't want to follow Smiler during the chase. Argh!

Players don't always do what we expect them to. But, that's alright – particularly in this adventure. Because of the way everything is setup, it doesn't matter if the party decides to duke it out with the hobgoblins, taking on the entire war camp in one big battle! If they win, that's great, and you can enjoy their proud smiles when they realize they weren't supposed to handle combat like that. If they lose, you can always have Bitter Breath go easy on them, releasing them in the hopes that they will cause trouble for Zariel and get Bel back in power.

The adventure doesn't have to follow the structure of 'ambush, assault, escape, confrontation' that is setup in this document. As long as your players are having fun, then everything is going exactly as it should – even if it's still going to hell!



# APPENDIX A: DM'S CHEAT SHEET

## BACKGROUND

- Smiler used to be a warlord leading hobgoblins.
- Dissatisfied, the hobgoblins approached Bitter Breath
- They told Smiler to leave peacefully.
- Smiler killed a hobgoblin, stole coins and a war machine and fled from the hobgoblins.
- Smiler is now driving around looking for revenge.

## CHAPTER 1: A PARTY OF ONE

Smiler is driving his Devil's Ride up and down the Bloody Crescent, a rock resembling a half pipe. When the party comes within 500 ft.:

Ahead of you, a dark speck of an object seems to erupt out of the ever-crimson horizon. Blurred by Avernus' heat, it's hard to discern whether the object is flying or jumping, as it continually comes into view for a brief second before quickly disappearing again. Coming closer, you realize that the object is moving up and down a large rock that rises from the plains in a semicircle, flying into the air in a big jump, before descending again. The object comes up again, but this time stops on top of the rock. It seems to be a two-wheeled vehicle, and you can just barely make out the humanoid figure who jumps off it. The creature seems to have spotted you, as it begins waving a hand towards you – and you might be mistaken, but you swear you can make out a large grin on the figure's green face even from this far away.

Smiler waves the party closer and drives up to them:

The slender figure comes straight toward you on his two-wheeled war machine, a wide grin on his green face. He brings the vehicle to a sudden halt right before you, throwing a large mound of dirt up at your feet. After jumping gracefully out of his seat, the eladrin offers a courteous bow. "Greetings, esteemed travellers. Allow me to introduce myself: I am Smiler, favoured of Tymora herself, it would seem, since she has blessed me with your company. Whom do I have the pleasure of meeting?"

Smiler offers greetings and tells his story:

- Smiler was once the leader of a war band.
- Bitter Breath stole Smiler's coin and used it to bribe the hobgoblins (half-truth, the coin was Bitter Breath's).
- Smiler only barely managed to escape (doesn't say that he kill a hobgoblin, stole coins and war machine).
- Smiler wants the party to help him steal the coin back from Bitter Breath's war camp and offers even split of the coins (partially true, most of all he wants revenge).
- Smiler suggests a diversion, while he sneaks in.

If the party agrees, he leads them to the War Camp.

## CHAPTER 2: PATROL AMBUSH

- After a few hours of travel, Smiler motions for halt.
- Says there is a patrol ahead, and suggests an ambush
- Offers to use himself as bait, using *hallucinatory terrain* to lure patrol into patch of rocky terrain.

### HOBGOBLIN PATROL

- **Scavenger + 1 infernal hobgoblin captain** and **7 infernal hobgoblins.**
- **Devil's Rides + infernal hobgoblin captain.**

### WHAT THE HOBGOBLINS KNOW

- Hobgoblins sought Bitter Breath out because they were dissatisfied with Smiler's leadership.
- Smiler stole a Devil's Ride, coins and killed a captain.
- Two dozen more hobgoblins in camp, plus 1 Devil's Ride, 1 Tormentor and 1 scavenger.
- Hobgoblins in watch towers have infernal spyglasses and infernal cannons.

### Hallucinatory Terrain

On entry and for each 30 ft. vehicle moves within, 5d6 bludgeoning. If driven by creature that disbelieves illusion, can move at half speed w/o check.

## CHAPTER 3: WAR CAMP ASSAULT

1000 ft. from camp, Smiler stops and scouts the camp.

### SMILER'S PLAN:

- Characters drive war machine directly into war camp.
- Smiler (+ characters) approach camp from east.
- When they have coins, Smiler signals the retreat.

### THE WAR CAMP

- Abandoned fortress on bank of River Styx.
- Protected by 3 watchtowers (1 looking over river)
- **Cliff.** 30 ft. high, DC 10 Athletics to climb
- **Walls.** 20 ft. high, 3 ft. thick, black rock. 10 ft. section has AC 17, 50HP, Damage Threshold 15, immunity to fire, poison, psychic. DC 13 Athletics to climb. Ladders provide access to walls from inside.

#### 1. GATES

- 20 ft. double gates of charred bone, barred shut.
- DC 10 Athletics to remove bar from inside.
- Gates have AC 15, 25 hit points, damage threshold 15, immunity to poison and psychic.
- War machine that crashes into gates take only half damage if the gates are destroyed on impact.

#### 2. WATCHTOWERS

- 10 ft. above walls, 30 ft. from ground below.
- 4 ft. fence grants half cover to creatures within.
- **Hobgoblins.** **Infernal hobgoblin captain** with *infernal spyglass* and **infernal hobgoblin** with *infernal cannon* within.

#### 3. INFERNAL WAR MACHINES

Parked along west and east walls, are **Devil's Ride**, **Scavenger** and **Bitter Breath's Tormentor**.

#### 4. HOBGOBLIN TENTS

- Tents made of skin from various fiends.
- **Hobgoblins.** In northeastern corner are **High Graj Karkajuk**, an **infernal hobgoblin devastator** and four **infernal hobgoblins**. In northwestern are 10 unarmored **infernal hobgoblins** (AC 12, 14 with shield) and **infernal hobgoblin captain** (AC 12) who wake at combat, taking weapons but not armor.
- 11 *soul coins* and 2 rubies (100gp each) within tents.

#### 5. BITTER BREATH'S TENT

- Made of dark skin and polished bone.
- Inside are a trunk from dark wood, desk of bone and chair of humanoid limbs. Grotesque trophies hanging from rafters above: a hezrou's head, dried imps, big tail, angel wing, corpse of bearded devil.
- **Bitter Breath.** If not lured out, Bitter Breath is here.
- **Trunk.** DC 16 Investigation finds glyph of warding on lid, dispel magic or DC 16 Sleight of hand with Thieves Tools' to remove. If triggered, *Evard's black tentacles* (DC 16) fills tent for 1 minute. Inside are *eversmoking bottle*, 4 *potions of greater healing*, *spell scroll of Evard's black tentacles*.
- **Desk.** Three spined devil quills (10 gp each), vial of balezu-blood (50 gp), and parchment from imp wing. Letter to 'Bel, Rightful Ruler of Avernus': "My marauders are ready and at your service, my liege. I drill them tirelessly, baptizing them in demon-blood as I prepare them for the Reckoning. I humbly suggest we strike while the Impostor is distracted by the battle near the city in the skies!"
- **Chair.** Made of humanoid limbs, AC 10, 15 hit points, immunity to poison and psychic damage. Creature that sits down must make DC 16 Strength or Acrobatics or take 2d6 piercing damage and be grappled (escape DC 16). Dealing damage to chair frees creature and stops grappling attempts for 1 minute.
- **Bearded Devil Corpse.** Ara'krek, former lieutenant of Bitter Breath from when the horned devil was pit fiend named L'zeth commanding 7th Legion under Bel. Ara'krek informed Zariel about L'zeth's devotion to Bel and caused demotion. DC 13 Investigation finds black pouch with 22 *soul coins* within a gash in the corpse.

#### DEVELOPMENTS

When coins or letter to Bel are found, Smiler uses Fey Step to teleport onto nearest wall and shouts:

"Hey Bitter Breath, you lousy, stinking, lemure-licking Balrog-spawn! Yeah, it's me, your old friend, Smiler. What's the matter – fallen angel got your tongue? Well, I got your coins – every single one of them – and your little love-letter to Bel, too. I think I know of a certain archduke who might be interested in that. Want them back? Better catch me then, you mouth-breathing, double-crossing, second-rate excuse for a horned devil!"

## CHAPTER 4: ESCAPE!

Use 'Appendix B: War Machine Cheat Sheet' to help.

#### BEGINNING THE CHASE

- **High Graj Karkajuk** on **Devil's Ride**, a
- **Infernal hobgoblin captain** and 7 **infernal hobgoblins** in each **Scavenger**
- **Bitter Breath** + 3 **infernal hobgoblins** in **Tormentor**
- If exit is blocked, the hobgoblins removes in 2 rounds.
- Smiler tries to get party to follow him.

#### RUNNING THE CHASE

- Bitter Breath and marauders focus on whoever has the *soul coins* and the letter to Bel.
- Marauders try to take out vehicles to stop party.
- Smiler is planning to lead party into a dead-end, so he can force a confrontation with Bitter Breath.
- If party follows Smiler, they'll end up at a dead-end after the chase has gone on for 7 rounds.
- Otherwise, Smiler either throws the coins behind him to get the party to stop and confront Bitter Breath, or uses his Devil's Ride to sabotage and stop the characters' war machine.

#### SHOWDOWN BETWEEN RIVALS

- Smiler focuses attacks on Bitter Breath, before also killing hobgoblins.
- Bitter Breath defeats Smiler if party doesn't help.

#### CONCLUSION

- If the heist is successful, and the party helped kill Bitter Breath, Smiler shares the money and offers the characters to form a war band under his direction.
- If Smiler dies or the party turns on him, they can negotiate with Bitter Breath, who will be receptive to offers of coin, infernal war machines and magic items.
- If the characters are defeated, Bitter Breath tries to keep them alive, capture them within camp and interrogates them. If he learns they want to go against Zariel, he helps them get on their way and tells Bel.

# APPENDIX B: WAR MACHINE CHEAT SHEET

Below is a condensed version of the infernal war machine rules from Appendix B of the campaign book, focusing on the rules that apply to combat and chases.

## GENERAL RULES

**Magical Elements.** Infernal war machines cease to function within an antimagic field.

**Opportunity Attacks.** War machines provoke opportunity attacks as normal. The attacker can target the vehicle or a creature inside it within reach.

## DRIVING A WAR MACHINE

A war machine with no driver fails Dexterity saving throws. A driver proficient with land vehicles adds its proficiency bonus to ability checks and savings throws made using the machine's ability scores.

**Drive (action).** Propel the vehicle up to its speed, stop it, or steer it. If driver doesn't, the vehicle moves in the same direction and at the same speed as it did during the driver's last turn.

**Bonus Actions.** As a bonus action, the driver can:

- Start the war machine's engine or shut it off.
- Cause the war machine to Dash or Disengage.
- Insert a *soul coin* or *demon ichor* into the engine.

## CHASES ON AVERNUS

Vehicle chases use a variant of the rules in the DMG:

- Distance is relative and doesn't fluctuate on turns.
- Participants can take 3 + Con mod Dash actions. Each additional Dash action during the chase requires DC 10 Con check at end of turn or 1 level exhaustion.
- At end of turn, roll d20 for complication that affects next chase participant in initiative order.

### d20 Complication

- |     |  |
|-----|--|
| 1-2 | You drive past creature that chases you.   |
| 3   | DC 15 Dex save to avoid 300 ft. high and 30 ft. wide fire tornado. On failure, each creature in the vehicle makes DC 18 Dex save, taking 99 (18d10) fire damage on a failure, half on success.   |
| 4   | Cloud of dust envelops the vehicle. Creatures without total cover or protective eyewear are blinded until the start of its next turn.  |
| 5   | DC 15 Dex check. On success, natural pillars provide three-quarters cover against attacks from other vehicles until start of driver's next turn.   |
| 6   | DC 15 Str or Dex check (driver's choice), on fail herd of lemures or manes counts as 30 ft. difficult terrain.   |
| 7   | Vehicle drives off 10 ft. ledge and crashes down. Unsecured creatures on outside must succeed on a DC 15 Dex save or tumble off, taking 1d6 bludgeoning damage and landing prone on the ground.  |
| 8   | DC 10 Dex check, or uneven ground counts as 60 ft. of difficult terrain.   |
| 9   | If vehicle uses Dash this turn, DC 10 Dex check or crash into a derelict infernal war machine.   |
| 10  | Ground gives way, vehicle begins rolling. DC 10 Dex save, or the vehicle lands prone, upside down or on its side. Any unsecured creature on outside must succeed on a DC 20 Str save or tumble off, landing prone in an unoccupied space within 20 ft. |
| 11+ | No complication.   |

## MISHAPS

Occurs if the war machine is in motion and it:

- Takes damage from one source  $\geq$  mishap threshold.
- Fails an ability check by more than 5.

A creature within reach and with right tools can use an action to end a mishap by succeeding on ability check against Repair DC (disadvantage if vehicle is moving).

d20	Mishap	Repair DC
1	<b>Engine Flare.</b> Any creature that starts its turn on or inside the vehicle takes 10 (3d6) fire damage until mishap ends.	15 (Dex)
2-4	<b>Locked Steering.</b> Can only move in a straight line, automatically fails Dex checks and saves until mishap ends.	15 (Str)
5-7	<b>Furnace Rupture.</b> Speed decreases by 30 feet until mishap ends.	15 (Str)
8-10	<b>Weapon Malfunction.</b> One of vehicle's weapons don't work until mishap ends.	20 (Str)
11-13	<b>Blinding Smoke.</b> The helm station is heavily obscured until mishap ends.	15 (Dex)
14-16	<b>Shedding Armor.</b> Damage threshold is reduced by 10 until mishap ends.	15 (Str)
17-19	<b>Damaged Axle.</b> Until mishap ends, disadvantage on Dex checks, and ability checks and attacks made by creatures on or inside vehicle have disadvantage.	20 (Dex)
20	<b>Flip.</b> Flips over prone in an unoccupied space. Unsecured creatures must succeed on DC 20 Strength save or land prone in unoccupied space within 20 feet. Creatures inside fall prone and must succeed on DC 15 Strength save or take 10 (3d6) bludgeoning damage.	None

## VEHICULAR EXHAUSTION

Exhaustion can be reduced by repairing it (1 hour, DC 15 Intelligence check with tools to decrease level by 1).

### Level Effect

- |   |  |
|---|--|
| 1 | Disadvantage on ability checks                   |
| 2 | Speed halved                                     |
| 3 | Disadvantage on attack rolls and saving throws   |
| 4 | Hit point maximum halved                         |
| 5 | Speed reduced to 0                               |
| 6 | Hit points reduced to 0, and vehicle breaks down |

## CRASHING

If vehicle crashes into something big, comes to sudden stop and takes 1d6 bludgeoning damage for each 10 ft. it moved since last turn (max 20d6). Creatures inside take same damage, DC 15 Str save halves.

**Crashing into Creatures.** When vehicle enters creature's space, creature takes 1d6 bludgeoning damage for each 10 ft. vehicle moved since last turn (max 20d6), can use reaction and successful DC 10 Dex save to take no damage. Vehicle crashes (see above) if not at least two sizes bigger than creature it drives into.

# APPENDIX C: MAGIC ITEMS

## +2 LEATHER ARMOR

*Armor (leather), very rare*

You have a +2 bonus to AC while wearing this magic armor.

## +1 SHORTSWORD

*Weapon (short sword), uncommon*

You have a +1 bonus to attack and damage rolls made with this magic weapon.

## BOOMING LONGSWORD

*Weapon (longsword), uncommon*

When you hit a creature with this magic longsword, the target becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the effect ends.

## BOOTS OF SPEED

*Wondrous Item, rare (requires attunement)*

While you wear these boots, you can use a bonus action and click the boots' heels together. If you do, the boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect.

When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

## EVERSMOKING BOTTLE

*Wondrous Item, uncommon*

Smoke leaks from the lead-stoppered mouth of this brass bottle, which weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke pours out in a 60-foot radius from the bottle. The cloud's area is heavily obscured. Each minute the bottle remains open and within the cloud, the radius increases by 10 feet until it reaches its maximum radius of 120 feet.

The cloud persists as long as the bottle is open. Closing the bottle requires you to speak its command word as an action. Once the bottle is closed, the cloud disperses after 10 minutes. A moderate wind (11 to 20 miles per hour) can also disperse the smoke after 1 minute, and a strong wind (21 or more miles per hour) can do so after 1 round.

## HELLISH PITCHFORK

*Weapon (pike), very rare (requires attunement)*

This magic pike deals 2d8 piercing damage on a hit instead of the usual 1d10 piercing damage. A creature with a Strength score less than 18 has disadvantage on attacks made with the hellish pitchfork because of its unusual size.

When you hit a creature with this magical pike, the target must succeed on a DC 15 Constitution saving throw or become incapacitated, as it begins coughing uncontrollably. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this feature of the hellish pitchfork for the next 24 hours.

## INFERNAL SPYGLASS

*Wondrous items, rare*

Like a mundane spyglass, objects viewed through this magic spyglass are magnified to twice their size. Additionally, when looking through the spyglass, you see invisible creatures and objects as if they were visible.

## POTION OF GREATER HEALING

*Potion, uncommon*

You regain 4d4 + 4 hit points when you drink this potion.

## SHOCKING JAVELIN

*Weapon (javelin), rare*

When you hit a creature with this magic javelin, it takes an additional 1d6 lightning damage and can't take reactions until the start of its next turn. Once the javelin hits a creature, it loses this magical property until the next dawn, or at least 24 hours has passed.

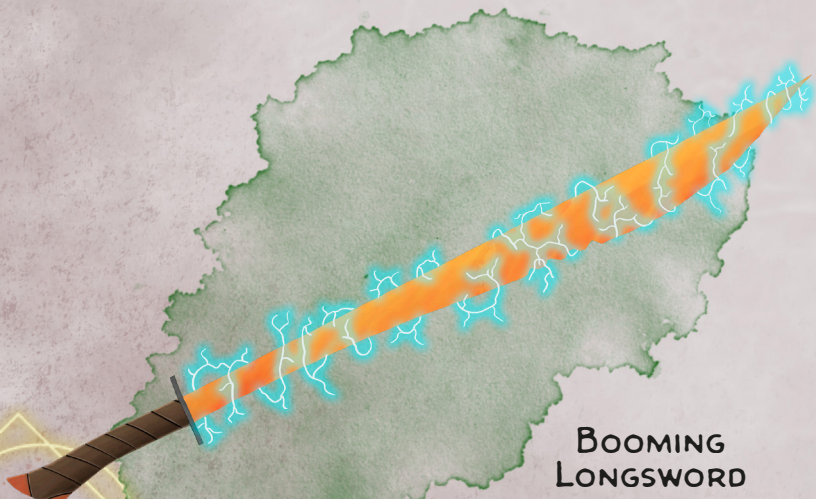
## WAND OF BINDING

*Wand, rare (requires attunement by a spellcaster)*

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

**Spells.** While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 17): *hold monster* (5 charges) or *hold person* (2 charges).

**Assisted Escape.** While holding the wand, you can use your reaction to expend 1 charge and gain advantage on a saving throw you make to avoid being paralyzed or restrained, or you can expend 1 charge and gain advantage on any check you make to escape a grapple.



BOOMING  
LONGSWORD

# APPENDIX D: CREATURES

This appendix features all enemy creatures featured in the adventure, presented in order of appearance. Magic items worn or carried by creatures are described in detail in 'Appendix C: Magic Items'.

## SMILER THE DEFILER

*Medium fey (elf), chaotic evil*

**Armor Class** 18 (+2 leather armor)

**Hit Points** 165 (22d8 + 66)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	18 (+4)	11 (+0)	18 (+4)

**Skills** Deception +7, Persuasion +7

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** Darkvision 60 ft., passive Perception 10

**Languages** Common, Elvish, Sylvan

**Challenge** 7 (2,900 XP)

**Fey Step (Recharge 4-6).** As a bonus action, Smiler can teleport up to 30 feet to an unoccupied space that he can see or to the empty seat of his infernal war machine.

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

- At will: *charm person*, *Tasha's hideous laughter*
- 3/day each: *confusion*, *enthrall*, *suggestion*
- 1/day each: *hallucinatory terrain*, *Otto's irresistible dance*

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

**Equipment.** Smiler wears +2 *leather armor*. He carries seven *soul coins* in a bag and a +1 *shortsword*.

### ACTIONS

**Multiattack.** Smiler makes two weapon attacks. He can cast a spell in place of one of these attacks.

**+1 Shortsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 9 (1d6 + 6) piercing damage.



## DEVIL'S RIDE

*Large vehicle (500 lb.)*

**Creature Capacity** 1 medium creature

**Cargo Capacity** 100 lb.

**Armor Class** 23 (19 while motionless)

**Hit Points** 30 (damage threshold 5, mishap threshold 10)

**Speed** 120 ft.

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

**Damage Immunities** fire, poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

**Jump.** If the Devil's Ride moves at least 30 feet in a straight line, it can clear a distance of up to 60 feet when jumping over a chasm, ravine, or other gap. Each foot it clears on the jump costs a foot of movement.

**Prone Deficiency.** If the Devil's Ride falls prone, it can't right itself and is incapacitated until pulled upright.

**Stunt.** On its turn, the driver of the Devil's Ride can expend 10 feet of movement to perform one free vehicle stunt, such as a wheelie or a burnout. Before the stunt can be performed, the Devil's Ride must move at least 10 feet in a straight line. If the driver succeeds on a DC 10 Dexterity check using the bike's Dexterity, the stunt is successful. Otherwise, the driver is unable to perform the stunt and can't attempt another stunt until the start of its next turn. If the check fails by 5 or more, the Devil's Ride and all creatures riding it immediately fall prone as the bike wipes out and comes to a dead stop.

### ACTION STATIONS

**Helm (Requires 1 Crew and Grants Half Cover).** Drive and steer the Devil's Ride.

### REACTIONS

**Juke.** If the Devil's Ride is able to move, the driver can use its reaction to grant the Devil's Ride advantage on a Dexterity saving throw.



## INFERNAL HOBGOBLIN

Medium humanoid (goblinoid), lawful evil

**Armor Class** 18 (chain mail, shield)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Common, Goblin

**Challenge** 2 (450 XP)

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

### ACTIONS

**Booming Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands, and the target becomes sheathed in booming energy until the start of the hobgoblin's next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the effect ends.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft. *Hit:* 6 (1d8 + 2) piercing damage.

## INFERNAL HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

**Armor Class** 17 (half plate)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Common, Goblin

**Challenge** 5 (1,800 XP)

**Martial Advantage.** Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

### ACTIONS

**Multiattack.** The hobgoblin makes two greatsword attacks.

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

**Shocking Javelin (5 javelins).** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) lightning damage, and the target can't take reactions until the start of its next turn.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the hobgoblin 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 hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

## SCAVENGER

Huge Vehicle (9,000 lb.)

**Creature Capacity** 8 Medium creatures

**Cargo Capacity** 2 tons

**Armor Class** 20 (19 while motionless)

**Hit Points** 150 (damage threshold 10, mishap threshold 20)

**Speed** 100 ft.

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

**Damage Immunities** fire, poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

**Crushing Wheels.** The Scavenger can move through the space of any Large or smaller creature. When it does, the creature must succeed on a DC 12 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 16 (3d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

**Magic Weapons.** The Scavenger's weapon attacks are magical.

**Prone Deficiency.** If the Scavenger rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

### ACTION STATIONS

**Helm (Requires 1 Crew and Grants Three-Quarters Cover).**

Drive and steer the Scavenger.

**Grappling Claw (Requires 1 Crew and Grants Half Cover).**

*Melee Weapon Attack:* +10 to hit, reach 15 ft. *Hit:* The target is grappled (escape DC 12). If the target is a creature, it is restrained until the grapple ends. The grappling claw can grapple only one target at a time, and the claw's operator can use a bonus action to make the claw release what it's holding.

**2 Harpoon Flingers (Each Station Requires 1 Crew and Grants Half Cover).**

*Ranged Weapon Attack:* +6 to hit, range 120 ft.

*Hit:* 10 (2d8 + 1) piercing damage.

## INFERNAL CANNON

Medium object

**Armor Class** 18

**Hit Points** 40

**Damage Resistances** piercing

**Damage Immunities** poison, psychic

### ACTIONS

**Infernal Blast (1/reload).** A ball of force fires from the cannon hitting a point within 150 ft. Each creature or infernal war machine in a 20 ft. radius of that point must succeed on a DC 15 Dexterity saving throw, taking 25 (4d8 + 6) force damage on a failure, or half as much on a success. On a failure, the target must also succeed on a DC 15 Strength saving throw or be pushed back 10 ft. and knocked prone if it is a Large or smaller creature, or suffer an automatic mishap if it is a war machine.

**Reload.** Prepares the cannon to fire an infernal blast.

The cannon is crafted from black infernal iron, and has a cranking lever on the side to reload it after each shot. Aiming and firing an infernal cannon is an action. The infernal cannon is fueled by soul coins. Each charge from a *soul coin* inserted into a slot on the side of the cannon provides enough energy for 3 Infernal Blasts.

## HIGH GRAJ KARKAJUK

Medium humanoid (goblinoid), lawful evil

**Armor Class** 20 (Plate, Shield)

**Hit Points** 127 (15d8 + 60)

**Speed** 30 ft.

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

**Saving Throws** Int +5, Wis +3, Cha +5

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Common, Goblin

**Challenge** 6 (2,300 XP)

**Boots of Speed (1/day).** Karkajuk can use a bonus action to activate his *boots of speed*. For 10 minutes, his speed is doubled, and opportunity attacks against him are made with disadvantage.

**Martial Advantage.** Once per turn, the Karkajuk can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

**Wand of Binding (7 charges).** Karkajuk can use an action to cast the following spells (save DC 17): *hold monster* (5 charges) or *hold person* (2 charges). He can also use his reaction and 1 charge to gain advantage on a saving throw to avoid being paralyzed or restrained, or to gain advantage on any check made to escape a grapple.

### ACTIONS

**Multiaction.** Karkajuk makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.

**Booming Longsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, and the target becomes sheathed in booming energy until the start of the hobgoblin's next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the effect ends.

**Shield Bash.** *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 6 (1d4 + 4) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Shocking Javelin (5 javelins).** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) lightning damage, and the target can't take reactions until the start of its next turn.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the hobgoblin 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 hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

### REACTIONS

**Parry.** The hobgoblin adds 3 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.

## INFERNAL HOBGOBLIN DEVASTATOR

Medium humanoid (goblinoid), lawful evil

**Armor Class** 15 (chain shirt)

**Hit Points** 90 (14d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	18 (+4)	13 (+1)	11 (+0)

**Skills** Arcana +7

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** Common, Goblin

**Challenge** 6 (2,300 XP)

**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 15, +7 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:* +4 to hit, reach 5 ft. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

## BITTER BREATH

Large fiend (devil), lawful evil

**Armor Class** 18 (Natural Armor)

**Hit Points** 178 (17d10 + 85)

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

**Saving Throws** Str +10, Dex +7, Wis +7, Cha +7

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

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 ft., Passive Perception 13

**Languages** Infernal, Telepathy 120 ft.

**Challenge** 11 (7,200 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

**Multiaction.** The devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

**Hellish Pitchfork.** *Melee Weapon Attack:* +10 to hit, reach 10 ft. *Hit:* 15 (2d8 + 6) piercing damage, and the target must make a DC 15 Constitution saving throw or become incapacitated, as it begins coughing uncontrollably. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this feature of the hellish pitchfork for the next 24 hours.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

**Hurl Flame.** *Ranged Spell Attack:* +7 to hit, range 150 ft. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

**Hypnotic Pattern (1/day).** The devil creates a twisting pattern of colors that weaves through the air inside a 30-foot cube within 120 ft. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a DC 15 Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The spell ends for an affected creature if it takes any damage or if someone uses an action to shake the creature out of its stupor.

**Hellscape Eruption (recharge 5-6).** The devil uses its infernal powers to cause the ground at a point within 60 ft. to bulge and erupt as a small, infernal volcano. Each creature in a 10-foot radius of that point must succeed on a DC 15 Strength saving throw or be knocked prone. Afterward, each creature must make a DC 15 Dexterity saving throw as magma spews forth. On a failure, a creature takes 33 (6d10) fire damage. On a success, the creature takes only half as much damage.

## BITTER BREATH'S TORMENTOR

Huge vehicle (3,000 lb.)

**Creature Capacity** 4 Medium creatures

**Cargo Capacity** 500 lb.

**Armor Class** 21 (19 while motionless)

**Hit Points** 60 (damage threshold 10, mishap threshold 20)

**Speed** 100 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+5)	14 (+2)	14 (+2)	0	0	0

**Damage Immunities** fire, poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

**Crushing Wheels.** The Tormentor can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 11 (2d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

**Prone Deficiency.** If the Tormentor rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

**Magic Weapons.** The Tormentor's weapon attacks are magical.

**Raking Scythes.** When the Tormentor moves within 5 feet of a creature that isn't prone or another vehicle for the first time on a turn, it can rake the creature or vehicle with its protruding blades for 13 (2d10 + 2) slashing damage. A creature moves out of the way and takes no damage if it succeeds on a DC 13 Dexterity saving throw. A vehicle moves out of the way and takes no damage if its driver succeeds on the saving throw.

### ACTION STATIONS

**Helm (Requires 1 Crew and Grants Three-Quarters Cover).** Drive and steer the Tormentor.

**Infernal Screamer (Requires 1 Crew and Grants Half Cover).**

The screamer's operator targets one creature it can see within 120 feet of the screamer. The target must make a DC 15 Wisdom saving throw, taking 26 (4d12) psychic damage on a failed save, or half as much damage on a successful one.

### REACTIONS

**Juke.** If the Tormentor is able to move, the driver can use its reaction to grant the Tormentor advantage on a Dexterity saving throw.

## HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

**Armor Class** 17 (half plate)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

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

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Common, Goblin

**Challenge** 3 (700 XP)

**Martial Advantage.** Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

### ACTIONS

**Multiattack.** The hobgoblin makes two greatsword attacks.

**Greatsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 9 (2d6 + 2) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft. *Hit:* 5 (1d6 + 2) piercing damage.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the hobgoblin 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 hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

## HOBGOBLIN

Medium humanoid (goblinoid), lawful evil

**Armor Class** 18 (chain mail, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Common, Goblin

**Challenge** 1/2 (100 XP)

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

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft. *Hit:* 5 (1d8 + 1) piercing damage.

## 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)

**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. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

# AN EVENTYR GAMES

## ADVENTURE

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