

FORGOTTEN REALMS

DEEPER DESCENT INTO AVERNUS

BY AZZAEAL ULBRINTER



UP YOUR AVERNUS EXPERIENCE WITH THESE
21 ENCOUNTERS AND REVAMPED MAPS!

FORGOTTEN REALMS



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ON THE COVER

The ultimate expression of the taint of Bhaal, the Ravager, rises in Avernus. An agonizing death befalls anyone in its path.

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INTRODUCTION

A HELL OF A TIME

This supplement contains 21 encounters to be run alongside *Baldur's Gate: Descent into Avernus (BG:DiA)*. Some are hard and deadly fights to convey the dangers of Baldur's Gate and Hell, while others are focused on social encounters and test the characters' morals and abilities to survive the corruption of the Lower Plane. In any case, you and your players will surely have a great time with the insane and strange encounters found here.

OVERVIEW

Deeper Descent into Avernus provides a series of detailed encounters or events that you can use in your Baldur's Gate: Descent into Avernus campaign. It also contains some new creatures and war machines, as well as battle maps which can be used for the encounters contained within this product or for anything else that takes place in Avernus. Some encounters are small, others longer, to the point that they could be considered micro-adventures or small quests.

The main objective of this supplement is to fill the gaps in the adventure and expand its storylines. This supplement also provides full-color versions of some maps from the adventure and new encounters taking

place there, adding extra value to these locations. Additional battle maps are also provided for the random encounters below, though most encounters are not fixed to any specific place so the maps can be used for your regular game.

THE DEAD THREE GAP

One of the most common criticisms against the adventure is how little relevance the Dead Three has to the overall story. While their presence is notorious in the famous city, and the god of murder Bhaal has become synonymous with the city because of novels and videogames, the adventure itself provides little to no context to their plot and the Dead Three play no part in the major storyline. This supplement attempts to fill this gap by adding a complete new storyline taking place alongside the main story.

THE DIVINE ESSENCE

The Dead Three have lost most of their divine powers because of their decision to stay in the Material Plane. The cultists of Myrkul and Bhaal have studied the works of an elven wizard named Jon Irenicus, who developed a method to absorb divine essence from various sources in an effort to gain godhood. The Dead Three cultists want to replicate the wizard's magical

experiments to elevate their lords into greater deities again.

THE DESCENT

The cultists of the Dead Three are plotting alongside the Vanthampur family to bring Baldur's Gate into Hell because they want to transport all their forces to the Nine Hells in a quick and easy way. The cultists know that Avernus hides many resources that they can use to return their gods to their former glory:

- The Banites have a special interest in dealing with Bel to acquire weapons to rule the land.
- The Myrkulites are interested in the corpses lying around the Nine Hells.
- The Bhaalites want to acquire the divine essence trapped in the hellwasp nests.

Even after the characters thwart the Vanthampurs' plan, the cultists manage to send a small fraction of their forces into the Nine Hells to continue their plans. The characters will encounter these groups all over Avernus.

BHAALSPAWN

The Bhaalspawn saga (*BG:DiA*, p. 159) is perhaps the most popular storyline set in Baldur's Gate. We recommend that you become familiar with this story. The children of Bhaal fought each other in what is known as the Bhaalspawn Crisis. Only two remained alive, Abdel Adrian, the former Grand Duke of Baldur's Gate, and the human Vie kang who survived the crisis by avoiding contact with the other godlings. Some years ago, Vie kang killed Abdel during a ceremony, after which the lone remaining Bhaalspawn became a creature known as the Slayer, one of the many avatars of Bhaal. A group of heroes defeated the Slayer and brought peace to Baldur's Gate; however, the destruction of the Slayer was the final piece needed for Bhaal's resurrection.

The Bhaalites wouldn't risk putting the mortal Bhaal in danger in Avernus, so they searched for a way to carry the divine essence from Avernus to their lord. They found their answers in Gavid, a Bhaalspawn whom they resurrected. Gavid was a simple farmer who, driven by a violent lust, murdered three local girls. He was hanged by the village and his story was mostly forgotten. The Bhaalites, however, kept records of the many of the Bhaalspawn known and decided that Gavid would be the easiest to manipulate. With the help of the Myrkulites, they resurrected Gavid and kept control of him by breaking his spirit. Their plan is to bring this godling to Avernus, feed him with the divine spark they are looking for, and then feed Gavid to Bhaal himself.

DEAD THREE ENCOUNTERS

The following encounters follow this additional storyline. You can play all of them or just some of them, at your discretion. We recommend that you become familiar with the stat blocks for the Cultists of

the Dead Three (*BG:DiA*, appendix D) before running these encounters:

- Gate's Watchmen
- Playthings
- Rising in Avernus
- Dark Dealings
- The Bhaalspawn

RUNNING ENCOUNTERS

The encounters below are presented according to the chapters in which they take place. Some encounters, however, could be used outside of their intended chapter. By the same token, most encounters that take place in Avernus could go anywhere and occur at any time, due to the supernatural geography of the plane. There are no encounters set in chapter 2, as the book already provides a wide variety of encounters there, though some social encounters from chapter 3 could take place in Elturel as well.

ENCOUNTER LEVEL

Each encounter indicates the level range for which they are designed. This level range is based on both the difficulty of the challenges and the chapter in which they take place. Social encounters provide for a wider range of levels because they are not focused on combat.

ENCOUNTER TYPE

Most encounters feature at least two of the main pillars of D&D: combat, exploration, and social interaction. An encounter that focuses on combat will present dangerous enemies and an opportunity to test the characters' might in battle. An encounter focusing on exploration will allow the characters to interact with their environment or provide reasons to travel across the wastelands of Avernus. Social encounters will feature the characters making deals with devils and dark cultists, as well as opportunities to avoid combat using their social skills.

REWARDS

The adventure itself doesn't provide many magic items that the characters can acquire (in fact, most of the ones listed in the book's appendix are intended to be used by NPCs). Some of the encounters in this product reward the characters with magic items and *soul coins* in exchange for their efforts. The quantity and rarity of magic items in these encounters follow the guidelines presented in the *Dungeon Master's Guide* and *Xanathar's Guide to Everything*, but you are free to ignore such rewards. As the official module uses Milestone as the main means to progress characters, XP rewards are not mentioned in this supplement.

CONTENT WARNING

Some content may be triggering, including: body horror, cannibalism, desecrated holy symbols, fiends, gun violence, slavery, torture, undead



CHAPTER I: A TALE OF TWO CITIES

The following encounters are intended to take place in chapter 1.

GATE'S WATCHMEN

Encounter Level: 2–4

Encounter Type: Combat, Social

Encounter Overview: A patriar who has been acting as a vigilante recently got in trouble with the Guild and cultists of Bhaal. She requests that the characters protect her as she follows someone she suspects is a Bhaalite.

BACKGROUND

Yvandre Rillyn (N female human **veteran**) has a rather normal (and boring) life training her students in the art of swordplay (see “Rillyn House,” *BG:DiA*, p. 182). Tired of the corruption and crime of the city, she decided to take matters into her own hands and now works as a vigilante at night. She has been following the steps of a group of cultists of Bhaal who gather in the Elfsong Tavern, but is worried about her own safety. She learned of the characters when she overheard Alan Alyth, the Elfsong Tavern proprietor, talking about the previous events in the tavern involving the characters and Tarina. Yvandre seeks the characters to watch her back as she pursues the cultists.

The Encounter

Yvandre approaches the characters one night in disguise:

A figure in clothing of dark leather, a rapier on their hip, approaches you. Their face is covered by a mask of black cloth that only leaves their blue eyes uncovered. A feminine voice says, “I need your help.”

Yvandre introduces herself with her alias, Black Squirrel, which she calls her “heroine’s name,” and explains her situation to the characters. She asks them to follow some distance behind her to see if there is anyone in the shadows stalking her. She intends to visit the Elfsong Tavern and face the cult alone, not wanting to put the party in danger without fully knowing their capabilities.

If the characters agree to follow her, a successful DC 15 Wisdom (Perception) check will alert them to dark figures on the rooftops who seem to be pursuing Yvandre. The figures are four spies sent by the Guild to kill Yvandre, as she has thwarted some of their business. If the characters defeat the spies and Yvandre survives, she thanks the characters and asks them to accompany her to the Elfsong Tavern, where they can get rid of the cult together.

The cultists are gathering in the Displacer Beast Room (Area E10). There are four **night blades** and one **reaper of Bhaal** and they are discussing their plans on how to collect divine essence for their master. If the characters wish to eavesdrop on the cultists, they can make a Wisdom (Perception) check, overhearing the following pieces of information according to their result, with higher rolls revealing all lower results also:



INFORMATION TABLE

DC	INFORMATION HEARD
14	"The studies of Jon Irenicus have shown to us that we can extract the divine..."
16	"The death angels will be a great resource."
18	"We cannot risk putting our Lord in danger; we need a vessel."
20	"The Bhaalspawn will carry out the Lord of Murder's will."

The Bhaalites would rather die than be interrogated or reveal their plan. If Yvandre is still with the party, she is so eager to stop the cultists that she bursts into the room yelling her heroine's name. If the characters help her defeat the cultists and prove their worth, Yvandre reveals her true identity and thanks them for their help.

OUTCOMES

Some of the possible outcomes are listed here:

- The party ignores Yvandre and she is killed by the Guild spies.
- The group defeats the spies but leaves Yvandre alone against the cult.
- They defeat both the spies and the cult.

REWARDS

Once the cult is defeated, Yvandre offers each character either 40 gp or free training lessons in a weapon of their choice. The training normally takes ten days, but it is reduced by a number of days equal to the character's Intelligence modifier. A character who finishes their lessons gains proficiency in the chosen weapon.

MAZES & MONSTERS

Encounter Level: 1–4

Encounter Type: Exploration, Social

Encounter Overview: The characters hear rumors about a devil-worshipping cult gathering in the city. They find out that it is not what it seems.

BACKGROUND

A group of citizens from the Upper City have heard weird chants coming from the basement of one of the houses. They have also seen people wearing dark robes and hoods entering the house. This has led them to believe that cultists are gathering in the basement to summon fiends into the city. In reality, the people entering the basement are actually just playing a roleplaying game.

THE ENCOUNTER

The encounter starts with a noble patriar approaching the characters:

A woman in fancy white clothes approaches you with a look of distress on her face. She whispers to you, "You look like capable people, and we may need your help...there is a devil-worshipping cult in the city!"

If the characters ask for more information, she shares the following:

"My neighbors and I have been seeing some people wearing black robes enter an abandoned house at night. We have heard strange chants coming from there."

Any character who spends an hour talking with citizens from the Upper City can make a DC 10 Charisma (Investigation) check at the end of that hour. On a successful check, the character hears one rumor from the following table. Alternatively, you can start this encounter with the characters hearing some of the rumors while spending time in taverns and inns.

RUMORS TABLE

DIO	RUMOR
1	"I heard one parent saw his child summon a demon into his room."
2	"I was walking next to the abandoned building at night when I heard a roar coming from it, followed by screams...and then laughter."
3	"Families have been destroyed since these strange gatherings began. They are doing something unholy there!"
4	"My daughter said that she heard her friends talking about sorcery and monsters in school. I told her to stay away from them but I am worried."
5	"I went to the abandoned building one morning and found an old book with runes and drawings of demons! I burnt it in my backyard yesterday and screams came out of it!"
6	"My little kids went for a night stroll and returned talking about devils and curses! I am so devastated!"
7	"My daughter talks all day about meeting her friends at night. She is obsessed! Worst of all is that I have seen her go out at night with gold and return with nothing."
8	"I heard that the young Elfstar from the Linnacker family took her own life. I am sure she was part of the cult! Her parents deny it but I know it's true!"
9	"Please don't tell anyone, but I think my son is in that cult! He has been acting differently lately, more violent and insubordinate."
10	"I overheard my son talking to his friends across the door. He was talking about joining the great hall and flying with his spells. I have never seen my son doing magic!"

The rumors come mainly from middle-aged parents misunderstanding the situation out of ignorance. While some may sound supernatural, all of them can be explained in rational ways. For example, the demon one witness claims to have seen was nothing but a shadow; the young son's insolence is caused by his reaching puberty, and the girl from the Linnacker family committed suicide because of an unhealthy relationship with her parents. The citizens don't know the difference between a devil and a demon and are mixing the two in their rumors.

If the characters follow the rumors and approach the abandoned building at night, they find 1d6 **commoners** playing a roleplaying game called *Mazes & Monsters*. The game poses no real threat to its players or regular citizens. Any character who inspects the game books can make a DC 10 Intelligence (Arcana) check; on a success, they conclude that the books don't contain any real spells.

OUTCOMES

Some of the possible outcomes are listed here:

- The characters misunderstand the situation and kill the

commoners playing *Mazes & Monsters*.

- The party explains the situation to the parents and convinces them that the game poses no threat with a successful DC 15 Charisma (Persuasion) check.
- The characters ignore the situation or fail to convince the parents, which leads to the parents taking violent actions to oppress the people playing *Mazes & Monsters*.

REWARDS

The parents have gathered 100 gp that they offer to the characters if they stop the "cult" leader. Otherwise there is no real reward to be gained from this misunderstanding.

PLAYTHINGS

Encounter Level: 3–4

Encounter Type: Combat, Social

Encounter Overview: The characters are invited to a revel in the Upper City, and discover that they can't leave until the next day. They witness the host's evil games and can interrupt them before it is too late.

BACKGROUND

Nysene Eomane (LE female human **noble**) and her four siblings host revels in their house. They invite people whom they consider social inferiors, and torture them with cruel games since the victims can't leave the Upper City after dark without a Watch token (see "Eomane House," *BG:DiA*, p. 179). This has caught the attention of a Banite named Marcer Darkwood, who approached Nysene a month ago and praised her games. Nysene and Marcer have invited their Banite friends to a revel, to which many citizens of the Lower City have also been invited. The cultists are welcoming Nysene into their ranks.

THE ENCOUNTER

The encounter starts with the characters receiving a crimson envelope containing an invitation to the revel:

The Eomane siblings request your company at their revel tonight. Cocktails, dancing, and games will take place at the Eomane estate, Manborn district, Upper City. Formal attire requested.

If the characters attend, they are welcomed with tasty delicacies, exquisite music, and cordial company. There are six **fists of Bane** disguised as noble patriars; a character who has a passive Perception of 13 or higher will notice that these patriars are concealing maces beneath their clothing. Other guests include dozens of merchants (**commoners**) from the Lower City who are attempting to gain sponsorship from the wealthy patriars.

At dusk, the first merchants make their way to the exit to return to the Lower City before the Gates are closed, but they are quickly stopped by Nysene, raising a glass of wine in her hand:

"Don't leave! Don't leave! The games haven't even started yet! Please stay with us for the night; you can leave tomorrow once the Gates are open again."

Only two merchants decide to leave while the rest are persuaded to stay for the night's games. The characters can leave at this point without repercussions. The estate doors are closed at night, locking everyone inside.

The games start innocently enough, but quickly grow bolder and deadlier. The characters can interrupt the games at any moment, but the merchants will be pressured by their partners to follow Nysene's cruel games. The following activities are played throughout the evening:

- Baldur's Bones (*BG:DiA*, p. 16)
- Darts
- Musical chairs
- Nysene blindfolds the guests and hands them a box containing an exotic animal; the guests must guess the animal inside.
- Nysene asks the still-blindfolded guests to sit in a chair, while she puts an apple on their heads. Then she and the Banites throw darts at them.
- The Banites wrap flying snakes around the necks of the blindfolded guests. They sit back as they watch the snakes slither around their playthings.
- Marcer Darkwood snaps his fingers, which causes the snakes to bite the guests, which will likely cause their death. He then welcomes Nysene into their ranks.

OUTCOMES

Some of the possible outcomes are listed here:

- The party ignores the invitation or leaves the revel early.
- The group fights the Banites and interrupts their welcoming ceremony.
- The characters stay until the end of the party, leaving the estate the next morning having witnessed the events that took place.

REWARDS

The characters can loot a total of 150 gp worth of art objects, gems, and gold from the Eomane estate.

VENTURING FORWARD

Encounter Level: 4

Encounter Type: Combat, Exploration, Social

Encounter Overview: Another weak point in *BG:DiA* is the lack of a good reason for the characters to actually go to the Nine Hells. This encounter starts with captain Zodge from the Flaming Fist recruiting the characters to find a seer who can divine the location of Ulder Ravengard. This helps the adventure kick off into its next stage.

BACKGROUND

Azad El Catahras (NE human **mage**) is a member of the gang known as the Right Pashas (see "Little Calimshan," *BG:DiA*, p. 179) and is a person of interest to many in Baldur's Gate. The Guild is after him because a mage is an asset too powerful to be left in the hands of the enemy. Captain Zodge, on the other hand,

wants the characters to find the mage and ask him to divine the location of the archduke Ulder Ravengard.

THE ENCOUNTER

The encounter starts after the characters have dealt with the cultists of the Dead Three, when they return to Captain Zodge for their reward. Read or paraphrase the following as Zodge gives them their next instruction.

"Thank you for your help, but I fear that won't be enough to calm this refugee situation. We need to find Ulder Ravengard, but he hasn't returned since his journey to Elturel. Can you go to Little Calimshan and search for a mage named Azad El Catahras? He owes me a favor after I found him crafting illegal alchemical substances. He can divine where the archduke is."

The characters make a group DC 15 Intelligence (Investigation) check at the end of each hour that they search for Azad in Little Calimshan. On a failed save, roll on Table I: Outer City Threats (*BG:DiA*, p. 195) as they encounter some random danger in the streets of Little Calimshan. On a successful check the characters find the mage hiding in a small warehouse.

Azad is suspicious of the characters and not inclined to help them. He foresaw his own death at the hand of some Guild spies days ago and hasn't been able to sleep since; he has no spell slots remaining. If the characters make a successful DC 10 Charisma (Persuasion) check, they can convince him that they mean no harm and will protect him while he sleeps so he can recover his spell slots. Thus reassured, the mage goes to sleep in the warehouse.

The kingpin of Little Calimshan herself, **Rilsa Rael** (*BG:DiA*, p. 199), accompanied by two **spies**, sneaks into the warehouse 1d4+1 hours after Azad goes to sleep. Characters with a passive Perception score of 14 or higher notice the would-be assassins as they enter and hide behind crates stored in the warehouse. The spies will try to kill Azad as sneakily as possible, so unless the characters make loud noises, the mage won't wake up.

Rilsa doesn't want to fight more than necessary, so she is willing to negotiate a truce with the characters. She offers to wait until Azad can answer the characters' questions if in return they will help her kill the mage when he has served his purpose.

If the characters defeat Rilsa and her spies, Azad thanks them after he wakes up. He casts a *sending* spell to Ulder Ravengard, asking his location. If the spell is successful, Ulder Ravengard answers with this short message:

"Me and everyone else in Elturel were dragged to the Hells! Please send help, we won't be able to fend off the fiends for long!"

Armed with this new information, and the infernal puzzle box found in Thalamra Vanthampur's villa, the characters may decide to go to Candlekeep for help with opening the box. After learning that Thavius Kreeg sold Elturel to Zariel, the characters could fear that Ulder Ravengard could do the same with Baldur's Gate.

OUTCOMES

Some of the possible outcomes are listed here:

- The party fails to find or save Azad.
- The group makes a deal with Rilsa, avoiding the conflict by killing Azad after he answers the characters' questions.
- The characters defeat Rilsa and her spies, getting the answers they need from Azad.

REWARDS

Zodge rewards each character with 100 gp if they gather the information needed. He also urges them to find more information and a solution to the crisis. If the characters killed Thalamra, he says:

“You know, there is an empty seat now on the Council of Four. Maybe one of you could take it if you save the archduke Ravengard.”





CHAPTER 3: AVERNUS

The following encounters are intended to take place in chapter 3. They are divided into encounters that take place in Fort Knucklebone, at the Wandering Emporium, or other locations in Avernus.

FORT KNUCKLEBONE ENCOUNTERS

The following encounters take place while the characters stay at Fort Knucklebone trying to gain leverage with Mad Maggie.

ABYSSAL FLOCK

Encounter Level: 7–8

Encounter Type: Combat, Exploration

Encounter Overview: Mad Maggie asks the characters to grab some abyssal chickens for dinner; what they don't know is that they may be the ones for dinner.

BACKGROUND

During their stay in Fort Knucklebone, Mad Maggie asks the characters to bring some **abyssal chickens** for dinner. The hag gives them the general directions to the closest demonic ichor swamp, but doesn't guide them there herself.

THE ENCOUNTER

When Mad Maggie approaches the characters to give them her quest, read or paraphrase the following:

“The madcaps are giving me a headache. They don't stop asking chicken for dinner, but it is not easy to come by. Could you bring some for us? I promise that I can prepare it so it's very, very tasty.”

If the characters want more information, she answers with the following:

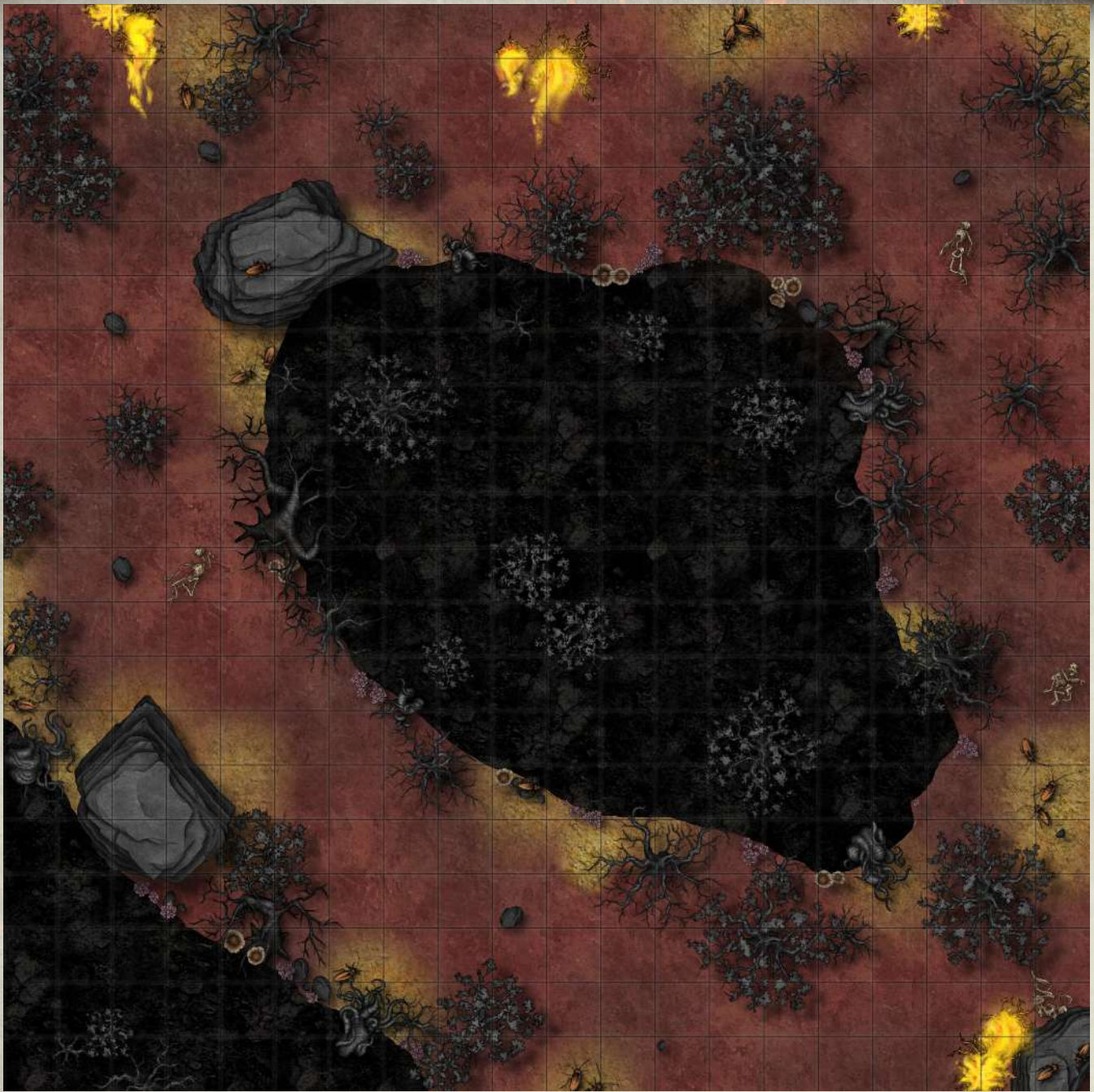
“The abyssal chickens grow from trees that sprout next to demon ichor lakes. I know of a swamp not so far from here that could have some.”

If the characters accept the quest, the hag gives them instructions on how to reach the swamp, although they could still become lost because of the ever-changing geography of Avernus. The hag doesn't warn them about the properties of demon ichor. When the characters arrive at the swamp, read or paraphrase:

A foul smell of sulfur invades your noses as you approach what appears to be the swamp Mad Maggie told you about. An expanse of bubbling, black goo stretches before you and trees that appear to be made of the same greasy substance grow from the edges of the murky waters. Writhing, fleshy sacs hang from their branches.

Any creature who attempts to grab one of the sacs must make a DC 15 Dexterity saving throw as the sac explodes in their hands. On a failed save, the demon ichor inside splashes the character (see *BG:DiA*, chapter 3, for the consequences of direct contact with demon ichor.)

The characters must venture into the swamp to find some full-grown **abyssal chickens**. The characters can make a DC 15 Wisdom (Survival) group check after



spending an hour of tracking in the swamp. On a successful check, they find 4d6 abyssal chickens that have emerged from the fleshy sacs in which they grew.

If the characters kill one or more abyssal chickens, but not all of them at the same time, read or paraphrase the following:

The remaining chickens begin clucking, which seems to alert more chickens in the swamp. The trees themselves seem to react to the clucking, as the sacs in their branches begin to grow and fall to the ground, splashing ichor over their surroundings and splitting open to disgorge more abyssal chickens. Before you can know it, you are surrounded by dozens of chickens.

The characters can try to fight their way out even while outnumbered. If they try to escape, the rest of this encounter plays out as a skill challenge:

ESCAPING THE SWAMP

A skill challenge is a tool used to narrate complex situations—such as escaping a flock of abyssal chickens in the middle of a swamp. On their turn, each player describes how they can help the party to escape from the swamp. The DM then calls for the appropriate ability check and keeps the score. Once every character has taken a turn collaborating, the cycle starts anew until the party accumulates a certain number of successes or failures.

Allow your players to be creative with the use of their skills. Some examples:

- Strength (Athletics) check to grab a small party member and carry them out of danger.
- Dexterity (Stealth) check to hide behind a tree for a while.
- Wisdom (Survival) check to find the shortest path out of the swamp.

- Wisdom (Animal Handling) check to distract the chickens for a few seconds.
- Charisma (Intimidation) check to scare some of the chickens away.

Flock DC: The DC for any skill used to escape the flock is 15. It is increased by 2 each time the same skill is used again. A character doesn't need to be proficient in a skill to use it. If a character decides to cast a spell or some other resource appropriate to the situation, grant advantage to that character. Don't let them use the Help action without describing it.

Success and Failure: The characters win the skill challenge if they accumulate five successful checks before they make three failed ones. Once the third failed check is made, the characters fail the challenge.

Results: The characters can escape the swamp sooner or later, but the exact results depends on how many failures they accumulated:

0 failures: The characters escaped without a scratch and with dinner.

1 failure: The character escaped with their dinner, but not without scratches. Each character takes 4d10 slashing damage.

2 failures: The characters got their dinner, but some of them (the ones who failed) were exposed to demon ichor.

3 failures: The characters didn't get their dinner, were scratched (4d10 slashing damage) and were all exposed to demon ichor.

OUTCOMES

Some of the possible outcomes are listed here:

- The party comes back to Fort Knucklebone empty-handed.
- They return with the requested dinner.

REWARDS

Mad Maggie takes great delight if the characters return with abyssal chickens, which gains them leverage with her.

CRINGE MEMORIES

Encounter Level: 7

Encounter Type: Social

Encounter Overview: Mad Maggie digs up the memories of the characters, revealing their worst nightmares...or their cringiest moments.

BACKGROUND

The night hag is about to complete the preparations for the ritual needed to unlock Lulu's memories, but she wants to test it with the characters first. Always lusting for grief and torment, the night hag wants to take a peek at the characters' cringiest memories. Truly a hellish experience.

THE ENCOUNTER

Once Mad Maggie is willing to dig Lulu's memories, she asks the characters for a last favor.

"The memories inside Lulu could be dangerous, I would like to test the ritual with less exciting memories. Which one of you will go first?"

Mad Maggie creates her fiendish circle with cushions at the center and orders one of the characters to rest on them. She tells the characters to keep their eyes closed as they explore their companion's memories. Once the telepathic bond starts, the player whose character rests in the center must describe the cringiest moment of their character's life. All the creatures involved in the ritual can see the characters' memories. You can also use this chance to integrate the characters' backstories into the adventure.

Describe how Mad Maggie takes great pleasure from this...the cringier the situation and description is, the better she likes it, which should encourage your players to create worse and worse situations.

OUTCOMES

Some of the possible outcomes are listed here:

- The party avoids sharing their "dark" secrets.
- The group finds new information about each other.

REWARDS

Grant inspiration to those players who were creative and described their memories well. Consider giving a second chance to a player who didn't get inspiration.

DEVIL DESIGN

Encounter Level: 7–10

Encounter Type: Social

Encounter Overview: An amnizu arrives at Fort Knucklebone searching for inspiration. The amnizu has been put in charge of the torturing of condemned souls and has run out of ideas.

BACKGROUND

One of the main ways that devils tempt evil mortals is by providing examples of what happens to them after they die. If they don't make a deal, they will likely end up in the Nine Hells anyway, as lemures to be used as cannon fodder or subjected to worse tortures. An evil mortal can skip this process and become an imp or an even higher rank just for the small price of their immortal soul. An **amnizu** named Samniel was put in charge of developing new ideas to torture **lemures**, but is lacking inspiration.

THE ENCOUNTER

The amnizu enters the fortress and installs its "exhibition" while the characters rest. They can find the devil the next morning surrounded by excited madcaps. The characters could also find the amnizu as they wander through Avernus.

Moans and shrieks can be heard in the air coming from dozens of fleshy amorphous creatures hanging by their tongues from a barbed rusty wire above them. A green devil with small bat-like wings stands next to them, taking notes on a piece of parchment.

If the characters approach the amnizu in a non-hostile manner, it explains its dilemma and asks the characters for innovative torture ideas. Samniel specifically wants to punish the lemures for the sins they committed in life. The ones he is currently struggling with are:

Judge who sentenced a poor man to death for stealing some apples. In life, the man followed the laws to the letter and blindly, just as a devil does.

Murder Hobo Adventurer who killed dozens of shopkeepers just to save some coin while purchasing a potion of healing. Normally, they would boil the lemure in the blood of its victims, but that is now considered an obsolete method and something new is called for.

Cheater who used loaded dice to win a game of Baldur's Bones, leaving in bankruptcy a fellow citizen who had played fairly. The lawful devils can't understand the logic behind cheating in a game, so they demand the most severe punishment.

Insolent Adventurer who ignored his party's plans and entered a dungeon by itself while yelling his own name. He had a quick and dumb death after stepping in a kobold pit trap.

Rogue who betrayed fellow members of an adventuring party to a crime lord who had offered a reward for information of their whereabouts. He and his friends had sworn loyalty to one another, but his lust for gold proved stronger than his promise.

Innkeeper who knowingly sold tainted ale, causing the deaths of several customers. The devils view this as breach of contract, since patrons of an establishment should be able to trust that they are getting what they paid for.

A character who pitches an idea can make a DC 15 Charisma (Persuasion) check to convince the amnizu it would be worth developing. The check is made with advantage if the punishment fits the sin with an ironic twist.

If a character attempts to attack the amnizu, the devil uses its Instinctive Charm reaction to try to deflect the attack, and flies away from the party. The amnizu asks for help from Mad Maggie if it is in Fort Knucklebone.

OUTCOMES

- Some of the possible outcomes are listed here:
- The party ignores the amnizu and the lemures.
- They try to help the devil but fail to pitch ideas that are good enough.
- The characters pitch some satisfactory solutions for the devil.

REWARDS

Samniel rewards the party with one *soul coin* for each successful pitch. In addition, if a character pitches two

or more successful ideas, the devil offers the character the exclusive opportunity of taking a position in the Infernal Design Department as an imp intern after they die. The characters can gain leverage with Mad Maggie if she overhears some of the torture ideas they pitch.

WANDERING EMPORIUM ENCOUNTERS

The following two merchants are added to the Wandering Emporium. These merchants could also appear randomly in Avernus as traveling vendors.

EKEMON'S CURIOUS CREATURES

The **bone devil** Ekemon hunts various creatures and offers them for sale in the Wandering Emporium. The creatures are either native to the Nine Hells or are invasive species from the Abyss. The characters can make good use of them either as mounts or animal companions.

CREATURES TABLE

CREATURE	PRICE
Abyssal Chicken	50 gp
Abyssal Turkey. Use the abyssal chicken stat block with the following changes: <ul style="list-style-type: none">• The turkey's size is Large• Its hit points are 19 (3d10+3)• Its Strength score is 14• Its walking speed is 50 ft• Its challenge rating is 1	1 <i>soul coin</i>
Bone whelk (<i>BG:DiA</i> , p. 119)	50 gp
Hell hound	3 <i>soul coins</i>
Hellwasp grubs (Use the giant centipede stat block)	50 gp
Hellwasp	5 <i>soul coins</i>
Infernal goat. Use the goat stat block with the following changes: <ul style="list-style-type: none">• It has resistance to fire damage• It has darkvision out to a range of 60 feet	50 gp
Koala. Just a suspicious looking koala (noncombatant)	5 <i>soul coins</i>



VALAC'S ODD JOBS

Valac is an **ultroloth** more interested in business than in working. For this reason, he has employed a variety of yugoloths to do the dirty work while he just manages them from an establishment in the Wandering Emporium. Valac not only needs to pay his employees; he must also pay part of his profits to Mahadi, who taxes him. The ultroloth would love to dispose of Mahadi, but knows that the Wandering Emporium offers an incomparable venue for his business.

Mercenaries. Valac's Odd Jobs offers the services of various yugoloth mercenaries. The characters can hire a **mezzoloth** named Crocell for 25 gp per day; a **nycaloth** named Barbatos will cost them for 80 gp per day. The yugoloths flee if they are reduced to 20 or fewer hit points, and Valac demands a compensation of one *soul coin* if either of them die. The yugoloths are loyal to the party as long as the characters are reasonable with their commands.

Spellcasting Services. Valac offers limited spellcasting services provided by an **arcanaloth** assistant named Halphas. The only spells it can cast are listed below:

SPELLS TABLE

SPELL	COST
<i>detect magic</i>	10 gp
<i>identify</i>	20 gp
<i>dispel magic</i>	90 gp
<i>remove curse</i>	90 gp

Dispenser of Tears. Valac has placed a number of potions inside a lemore that stands next to its store; the potions and their costs are listed in the table below. To purchase a potion, a character must put the required number of *soul coins* in the lemore's mouth and force it to swallow them; the desired potion is then released through a hole in the lemore's belly.

POTIONS TABLE

POTION OF...	COST
<i>healing</i>	1 <i>soul coin</i>
<i>climbing</i>	2 <i>soul coins</i>
<i>greater healing</i>	2 <i>soul coins</i>
<i>growth</i>	2 <i>soul coins</i>
<i>heroism</i>	5 <i>soul coins</i>
<i>superior healing</i>	5 <i>soul coins</i>

AVERNUS ENCOUNTERS

The following encounters take place on the wastelands of Avernus while the characters are looking for the Bleeding Citadel.

ARMS RACE

Encounter Level: 9–10

Encounter Type: Combat, Exploration

Encounter Overview: A group of demons stole new advanced armaments from the devils. Now the characters are tasked with slaying the demons and recovering the weapons.

BACKGROUND

Devils and demons are in a constant arms race in their desire to annihilate each other. Bel commanded his most loyal servant, an erinye named Criella, to develop new weapons. Criella invented several devastating new weapons and delivered them to a garrison. The devils tested their weapons at the front of the Blood War and had great success, but the demons managed to sneak into the tower and steal the weapons for themselves.

THE ENCOUNTER

This encounter could begin in a couple of different ways. If the characters approach Bel's Forge, the archdevil himself could ask the characters to retrieve the weapons. Otherwise Criella could approach them instead. The characters can also encounter the Styx Watchtower randomly. The demons are carrying the weapons developed by Criella; these are represented by modern weapons (see "Firearms," *DMG*, chapter 9).

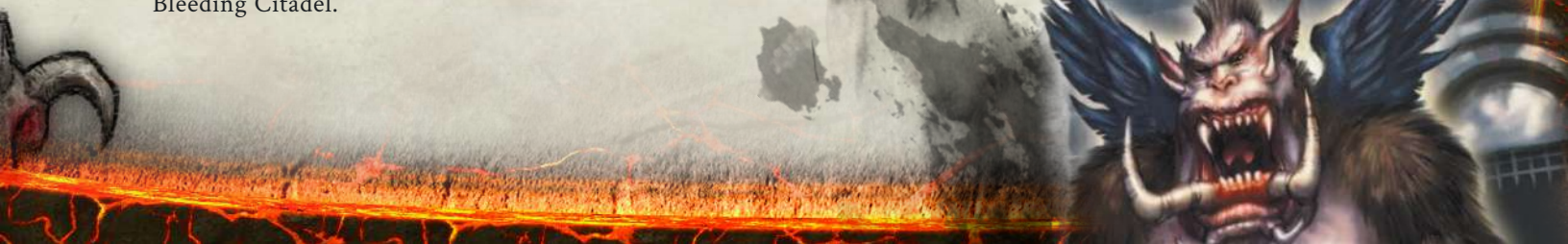
The Styx Watchtower (*BG:DiA*, p. 124) has been abandoned by the devils, leaving it in the demons' control. Currently, it is staffed by a **nalfeshnee** leader, a **hezrou**, a **barlgura**, two **chasmes**, and ten **dretches**. The door at ground level was destroyed during the demon invasion, forcing the fiends to defend the entrance.

WATCHTOWER LOCATIONS

The following locations are keyed to map located on page 16.

T1. GROUND FLOOR

Ten **dretches** and a **barlgura** defend this room from intruders. The dretches are wearing scale armor, raising their AC to 14, and each one is carrying an automatic pistol with 15 bullets and a stick of dynamite. The barlgura is carrying an automatic rifle in each hand; the barlgura ignores the weapons' two-handed propriety and can attack with both weapons on the same turn. The demons turn away any creature that approaches





the Watchtower on the ground by using their firearms and burst fire. A rectangular stone table at the center serves as three-quarters cover for the dretches. If a dretch feels outnumbered, it lights its dynamite stick and tries to blow up itself and its enemy at the same time. The barlgura climbs to area T2 if reduced to 15 or fewer hit points.

T2. SECOND FLOOR

A **hezrou** stands in this room alongside two **chasmes**. One chasme carries a fragmentation grenade while the other carries a smoke grenade. If they are reduced to 20 or fewer hit points, the chasmes fly to area T3 after dropping their grenades. A crate in this room contains 100 modern bullets.

T3. ROOF

The **nalfeshnee** leader stands in this room, looking out of the tower to alert the demons inside of intruders. The nalfeshnee carries eight sticks of dynamite in its belt. The dynamite explodes if a character deals fire damage to the nalfeshnee with a hit that surpasses its AC by 3 or more. The demon was damaged in the fight against the devils, reducing its current hit points to 150.

OUTCOMES

Some of the possible outcomes are listed here:

- The party destroys the fiends and the armament.
- The characters retrieve the weapons and deliver them back to Bel or Criella.
- The characters keep the weapons for themselves.

REWARDS

The characters can keep the modern weapons. Figuring it out how to fire and reload them takes multiple successful Intelligence checks as detailed in “Alien Technology,” DMG, chapter 9. If the characters return the weapons to their devil creators instead, they are rewarded with a *hellfire weapon* of their choice from Bel’s forge. This encounter may also lead to the “Dark Dealings” encounter (page 22).

BORN TO BE WILD

Encounter Level: 5–10

Encounter Type: Combat, Social

Encounter Overview: The characters meet an imp riding a Devil’s Ride delivering packages for its master. The characters can attack the imp and steal its cargo.

BACKGROUND

Fhet’ahla from the Wandering Emporium (*BG:DiA*, p. 130) employs many imps to deliver information and packages through Avernus. One such **imp** is Beelze, who rides a Devil’s Ride across the wastelands.



THE ENCOUNTER

The encounter begins with the characters observing Beelze while traveling through Avernus. The imp could also be seen mounted on its bike in the streets of Elturel during chapter 2.

A guitar riff sounds at the distance, increasing its volume as a two-wheeled infernal war machine approaches from the horizon as if coming from one of Avernus's nine suns. Riding this vehicle is an imp in a black leather jacket; goggles cover its eyes and a spiked iron helmet protects its head. A small device hanging from its shoulder plays the music you hear. There is a black box behind the imp's seat, probably containing some kind of cargo.

The imp won't waste its time with the characters, but they can try to stop it before it gets too far away by making an opportunity attack and knocking the Devil's Ride prone. The encounter starts with Beelze 240 feet away from them; the devil approaches the party and goes through them in a straight line. The characters can also pursue the imp with their own war machine if they have one.

If the characters knock the vehicle prone, Beelze yells at them:

"What in the Nine Hells are you doing?! Can't an imp do its honest job in peace?!"

The party can interact with Beelze, ask questions, or threaten it to force it to hand over its cargo. The imp won't fight to the death in Hell as that would destroy it forever.

OUTCOMES

Some of the possible outcomes are listed here:

- Beelze runs away from the party.
- The characters take Beelze's cargo.
- They ask some questions and leave Beelze in peace.

REWARDS

The Devil's Ride contains the following cargo: Two *soul coins*, a *hellfire warhammer*, a suit of *adamantine plate armor*, and an infernal puzzle box that contains the infernal contract of a dwarf from Elturel who sold his soul for the armor and weapon from the cargo.

GARBAGE DISPOSAL

Encounter Level: 8–9

Encounter Type: Combat, Social

Encounter Overview: While traveling through Avernus, the characters are bombarded by a group of devils testing their new siege weapon.

BACKGROUND

Four **bearded devils** and two **imps** are testing a massive trebuchet mounted in a railway, using **lemures** covered with barbed wires and scraps of iron as ammunition. The lemures catch fire as they travel through the hot sky of Avernus. The devils named their new railway trebuchet "Garbage Disposal."

THE ENCOUNTER

When the characters reach the test site, read or paraphrase the following boxed text to the players:

You are traveling through the wasteland when you see hundreds of balls of fire in the sky arcing towards you. The balls seem to be suffering, as they cry in agony and pain.

The characters are 180 feet away from the trebuchet when the encounter begins. The trebuchet can haul hundreds of lemures at the same time, making the whole test site dangerous.

The Garbage Disposal is hauled each round on initiative count 20 (losing initiative ties) and each creature within 300 feet of it must make a DC 13 Dexterity saving throw, taking 2d8 piercing damage and 2d8 fire damage on a failed save, or half as much on a successful one. However, the Garbage Disposal doesn't affect creatures within 60 feet of it.

The characters can try to run away from the bombardment field or approach it to enter its safe area. If they approach the devils, they can negotiate a ceasefire. The devils are more interested in bringing their master the data they gathered than in fighting the characters, but they will still demand the payment of one *soul coin* to stop their test. The devils can also repair a damaged but functional infernal war machine at a cost of 50 gp per hit restored.

OUTCOMES

Some of the possible outcomes are listed here:

- The party runs away from the bombardment zone.
- The group reaches an accord with the devils.
- They defeat the devils.

REWARDS

The party can borrow the Garbage Disposal to destroy one of the chains anchoring Elturel.

INFERNAL ENGINE

Encounter Level: 8–9

Encounter Type: Combat

Encounter Overview: The characters encounter an awakened infernal war machine in their journey. They need to stop its rampage and may find a hint leading to another adventure.

BACKGROUND

A **horned devil** named Bazelsteen (see “Stygian Dock,” *BG:DiA*, p. 124), in his constant search for innovation, awakened the engine of a Demon Grinder. The vehicle, having gained conscience, rebelled against its master and went in a rampage across Avernus.

THE ENCOUNTER

At the beginning of this encounter, read or paraphrase:

A cloud of red dust in the horizon alerts you to an approaching vehicle. It is completely sealed so its occupants can't be seen. The vehicle has a huge battering ram on its front and it is coming dangerously close.

The awakened vehicle uses the Demon Grinder stat block with the following changes:

- It has an Intelligence, Wisdom and Charisma of 10, and speaks Infernal
- It is treated as a creature instead of a vehicle
- On its turns, it can drive, steer, and use all its action stations on its own
- It loses its immunity to being charmed, frightened, paralyzed, and unconscious
- Its chomper has been replaced with a battering ram

Battering Ram. *Melee weapon attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (6d6 + 4) bludgeoning damage. If the awakened Demon Grinder moves at least 10 feet straight forward its target before striking it this turn, the target takes an extra 7 (2d6) bludgeoning damage and must also succeed on a DC 14 Strength saving throw or be pushed 10 feet away and knocked prone.

The characters can try to outrun or defeat it, but they can also persuade it into stopping its rampage. The characters won't be able to see who is inside the war machine until it is reduced to 100 hit points or fewer, when part of its hull flies off, revealing that there is no one inside. The characters can convince the vehicle to stop its rampage by offering it some kind of deal and making a successful DC 20 Charisma (Persuasion) check. This check is made with advantage if the party offers it *soul coins* as fuel. The awakened engine has only one *soul coin* charge remaining, so its rampage can't last much longer.

If the awakened Demon Grinder is reduced to 0 hit points, the infernal engine releases a blast of fire as it destroys itself. Each creature within 30 feet of it must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much on a successful one. A smoking metal plate is left spinning after its destruction; the plate reads: “Please return to Bazelsteen at the Stygian Docks.”



OUTCOMES

Some of the possible outcomes are listed here:

- The party outruns the Demon Grinder, which runs out of fuel after a short time.
- The party convinces the demon grinder to stop its rampage. They can also ride the demon grinder.
- They defeat the demon grinder and are led to Bazelsteen at the Stygian Docks.

REWARDS

The party can keep the awakened Demon Grinder if they stop its rampage instead of destroying it. If they return the remains of the Demon Grinder to Bazelsteen, he rewards them with one *soul coin*.

KOBOLD PILGRIMAGE

Encounter Level: 8–10

Encounter Type: Combat, Social

Encounter Overview: The adventurers meet a group of kobolds on a pilgrimage to Tiamat's Monument.

BACKGROUND

A winged kobold named Cling convinced her tribe to make a pilgrimage to Avernus and meet the goddess of evil dragons. The kobolds managed to succeed on the first step of their plan by stealing a *scroll of plane shift* from an unfortunate apprentice wizard. They were truly impressed when Cling managed to cast the spell from the scroll, and were utterly terrorized when they realized that they hadn't planned what to do once in Avernus. Luckily for them, they found an abandoned old war machine prototype that was perfect for their needs. They recently met a white abishai named Zrednuh who is leading them to Tiamat herself. However, the luck of the kobolds has run out as they are lacking *soul coins* and demon ichor needed to fuel their machine; they believe that they can get some by robbing the characters.

THE ENCOUNTER

As the characters cross the wastelands of Avernus, they see the kobolds traveling in their improvised infernal war machine:

A small, slow, and rusty war machine appears on the horizon. A white draconic humanoid sits uncomfortably in the vehicle alongside a winged kobold driving the machine. Eight small carts in a line are attached to its rear, each one with a kobold sitting inside.

The **winged kobold** *Cling* drives the Kobold Train while the **white abishai** (*BG:DiA*, p. 241) operates the flamethrower. Eight **kobolds** sit on a different Kobold Cart attached to the train.

KOBOLD TRAIN

Large vehicle (500 lb.)

Creature Capacity 1 Medium creature and 1 Small creature

Cargo Capacity 50 lb.

Armor Class 20 (19 while motionless)

Hit Points 50 (damage threshold 10, mishap threshold 20)

Speed 60 ft.

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

Damage Immunities fire, poison, psychic

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

Crushing Wheels. The Kobold Train can move through the space of any Small or smaller creature. When it does, the creature must succeed on a DC 12 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 Kobold Train rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

Magic Weapons. The Kobold Train's weapon attacks are magical.

ACTION

Helm (Requires 1 Crew and Grants Half Cover). Drive and steer the Kobold Train.

Flamethrower (Requires 1 Crew and Grants Half Cover). Fire shoots out of the weapon's nozzle in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being carried or worn.

KOBOLD CART

Small vehicle (100 lb.)

Creature Capacity 1 Small creature

Cargo Capacity 10 lb.

Armor Class 19 while motionless

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

Speed 0 ft.

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

Damage Immunities fire, poison, psychic

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

Attachment. The Kobold Cart can be attached behind another vehicle. When the cart is attached this way, it shares the AC of the vehicle in front of it and moves along with it. Multiple carts can be attached in a row, each one moving along with the vehicle in front of it.

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

Magic Weapons. The Kobold Train's weapon attacks are magical.

ACTION

Harpoon Flinger (Requires 1 Crew and Grants Half Cover).

Ammunition: 10 harpoons. **Ranged Weapon Attack:** +5 to hit, range 120 ft., one target. **Hit:** 9 (2d8) piercing damage.

OUTCOMES

Some of the possible outcomes are listed here:

- The characters hand over their *soul coins*.
- They resolve the situation peacefully with some kind of agreement.
- They defeat the kobolds and the abishai.

REWARDS

The characters can keep the Kobold Train and its carts after defeating the kobolds. *Cling* carries a satchel containing one flask of demon ichor and one *soul coin*.

MISSING CONTRACT

Encounter Level: 8–10

Encounter Type: Exploration, Social

Encounter Overview: The characters find a lost contract while wandering Avernus. They can search through the wasteland for the devil who wrote it.

BACKGROUND

A halfling village was raided by monsters some months ago, leaving them without food for the winter. A halfling named *Jasper* sold his soul to a devil in exchange for the food necessary to survive. He signed his side of the contract and handed it over to an imp,

who had the mission of delivering it to the other side for signing and delivering the requested food. The imp, however, lost the contract, and the village is still suffering from the lack of food.

THE ENCOUNTER

The characters find the contract while traveling Avernus. It could be stuck on a tree branch, floating on the river Styx, trapped between the plates of an infernal war machine, or just lying on the ground. Anyone who reads Infernal can translate the contract as follows:

“Be it known that I, Jasper Tealeaf, mayor of Blueberry Town, have sworn to the devil Marduk, to keep the agreements contained in this oath.”

“I hereby forfeit my soul and cede it to Marduk, who, in exchange, shall deliver 99 live chickens to Blueberry Town at the beginning of the next winter after the signing of this contract.”

The characters can notice that Jasper has signed the contract but Marduk hasn't. The characters can search for Marduk to make sure that the devil follows his side of the deal or to save Jasper by offering the devil something else in exchange for the chickens. There is no devil anywhere near the place where they find the contract, but each time they meet a new devil while traveling Avernus, there is a cumulative 5 percent chance that said devil is in fact Marduk. Marduk could be any kind of devil, so saving Jasper could be as simple as threatening an **imp**, or as hard as persuading a **pit fiend**. The characters can enter a new and better deal to save Jasper; check *BG:DiA*, appendix A, for guidelines.

OUTCOMES

Some of the possible outcomes are listed here:

- The party never finds Marduk. Jasper and his village starve to death.
- The party meets Marduk and returns the contract without making changes to it.
- The characters meet Marduk, but destroy the devil without entering a better deal, leaving Jasper and his village starving.
- The characters attempt to make a better deal, but are tricked by the devil who delivers 99 **abyssal chickens** to Blueberry Town.
- They make a new deal to save Jasper's village and his soul.

REWARDS

If the characters return the contract to Marduk and don't insist on changing it, the devil rewards the party with one *hellfire weapon* of their choice and 1 *soul coin* for each character.

THE GOD MAKER

Encounter Level: 8–10

Encounter Type: Combat, Exploration, Social

Encounter Overview: The adventurers encounter a group of kuo-toa piloting a submarine as they try to cross the River Styx.

BACKGROUND

Somehow a gang of kuo-toa arrived at Avernus while trying to escape from their enslavement by a demonic lord. The devil Bazelsteen (see “Stygian Dock,” *BG:DiA*, p. 124) noticed the lone group of kuo-toa, and intrigued by their innate ability to create gods, developed a water-based infernal war machine for them. The horned devil keeps a close eye on the kuo-toa, analyzing their movements and developments.

THE ENCOUNTER

This encounter could take place anytime that the characters try to cross the River Styx. The kuo-toa submarine, named *The God Maker*, rises from the river and interrupts the characters' path.

A weird, oval-shaped machine rises from the bloody waters, a pair of harpoons at each extreme of the machine aims at you. A hatch on the top of the machine opens and a fish-looking humanoid appears.

The kuo-toa saw the characters approaching via the submarine's periscope. They noticed that the characters are carrying something that could do well as part of their newest god. Roll on the following table to determine what the kuo-toa want. Roll again if the characters don't possess such an object.

OBJECTS TABLE

D6	OBJECT
1	A wizard or warlock's spellbook
2	The head of an animal companion or pet
3	A holy symbol, staff, or other arcane focus
4	The wheel of an infernal war machine
5	A magical weapon or armor
6	The wings of Lulu, the hollyphant

The kuo-toa want to add the object to a statue they are building inside the submarine. Currently the statue is made of three **larvae** (see “Hades,” *DMG*, chapter 2, for statistics) tied together over the stuffed, headless body of an **abyssal chicken**. The kuo-toa call this new god “Blesalhada.”

The kuo-toa who came out of the hatch is a **kuo-toa archpriest** named Gooblyblurp. He tries to communicate with the characters his desire for the object of interest, demanding that the characters give it up. The kuo-toa, however, only speaks Undercommon, which may limit their ability to enter a deal.

If the characters manage to overcome the language barrier, they can deal with the kuo-toa, exchanging the desired object for a ride in the submarine. The kuo-toa have nothing else of interest to offer. If the characters cannot make a deal or communicate with the kuo-toa, Gooblyblurp becomes infuriated and attacks.

Gooblyblurp is accompanied by a **kuo-toa monitor** using the Styx Sprayer weapon station, two **kuo-toa whips** who come out of the submarine on their first turn of combat to help the archpriest, while other two **kuo-toa** stay inside controlling the harpoons.

THE GOD MAKER

Huge vehicle (7,000 lb.)

Creature Capacity 6 Medium creatures

Cargo Capacity 1 ton

Armor Class 20 (19 while motionless)

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

Speed 0 ft, swim 60 ft.

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

Damage Immunities fire, poison, psychic

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

Submarine. The God Maker is airtight and watertight. It can contain enough air for a single creature to breathe for up to 24 hours. The hatch of the God Maker can be opened to let air enter, restoring its air in 1 hour to its maximum capability.

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

Magic Weapons. The God Maker's weapon attacks are magical.

ACTIONS

Helm (Requires 1 Crew and Grants Full Cover). Drive and steer the God Maker.

Periscope (Requires 1 Crew and Grants Full Cover). Allows the occupant to see up to 120 feet around the God Maker, as long as it's not submerged below 60 feet.

Styx Sprayer (Requires 1 Crew and Grants Full Cover; 3 uses). *Ranged Spell Attack:* +5 to hit, range 30 ft., one creature. *Hit:* The creature is struck by water from the River Styx and targeted by a *feeblemind* spell (save DC 20). An already feebleminded creature is immune to this effect, as is a creature adapted to the River Styx. If the target fails its saving throw and the spell's effect on it is not ended within 30 days, the effect becomes permanent, whereupon the creature loses all its memories and becomes a near-mindless shell of its former self. At that point, nothing short of a divine intervention can undo the effect.

2 Harpoon Flingers (Each Station Requires 1 Crew and Grants Full Cover). *Ammunition:* 10 harpoons. *Ranged Weapon Attack:* +6 to hit, range 120 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage.

If the party defeats the kuo-toa, but one of the characters has become affected by the waters of the River Styx, the **horned devil** Bazelsteen approaches them. Bazelsteen laments how the events turned out, but offers a spell *scroll of greater restoration* in exchange for a *soul coin* and keeping the God Maker for himself. Otherwise the devil just takes notes and leaves the characters at peace, intrigued with their next movement and what they can offer to him in the future.

OUTCOMES

Some of the possible outcomes are listed here:

- The characters trade some object of value in exchange for a ride in the submarine.
- The party defeats the kuo-toa and trades the God Maker for a *scroll of greater restoration*.
- They defeat the kuo-toa and keep the God Maker for themselves.

REWARDS

The characters can keep the God Maker. If they keep it, they can dismantle it with a successful DC 15 Intelligence check using smith's tools, scavenging its weapon stations for another war machine.





CHAPTER 4: THE SWORD OF ZARIEL

The following encounters are intended to take place in chapter 4, just before or just after the characters enter the Bleeding Citadel.

DARK DEALINGS

Encounter Level: 11–13

Encounter Type: Combat, Social

Encounter Overview: The characters return to Bel's Forge and meet the cultists of Bane there dealing with Bel. They can interrupt their negotiations or follow along. See "Bel's Forge," *BG:DiA*, p. 113, for general features.

BACKGROUND

The Banites arrived at Bel's forge recently, seeking to make a deal with the archdevil. They are offering an impressive sum of gold and *soul coins* in exchange for a vault of *hellfire weapons* and armor. The Banites are trying to impress the archdevil and gain a powerful ally for their military efforts. The archdevil, however, is not that interested in puny mortal disputes, unless somehow it can help him recover his throne.

THE ENCOUNTER

This encounter can take place anytime the characters return to Bel's Forge, either to deliver the adamantine rods or by being led there by Criella (see "Arms Race," page 15).

BEL'S FORGE LOCATIONS

The following locations are keyed to maps on page 23.

F1. DESCENT TO THE FORGE

When the characters enter the forge, read or paraphrase the following:

As you descend into the forge, you hear heated voices discussing some kind of deal: "What do you mean, we can't open the box first?"

F2. FIRE GIANT BLACKSMITHS

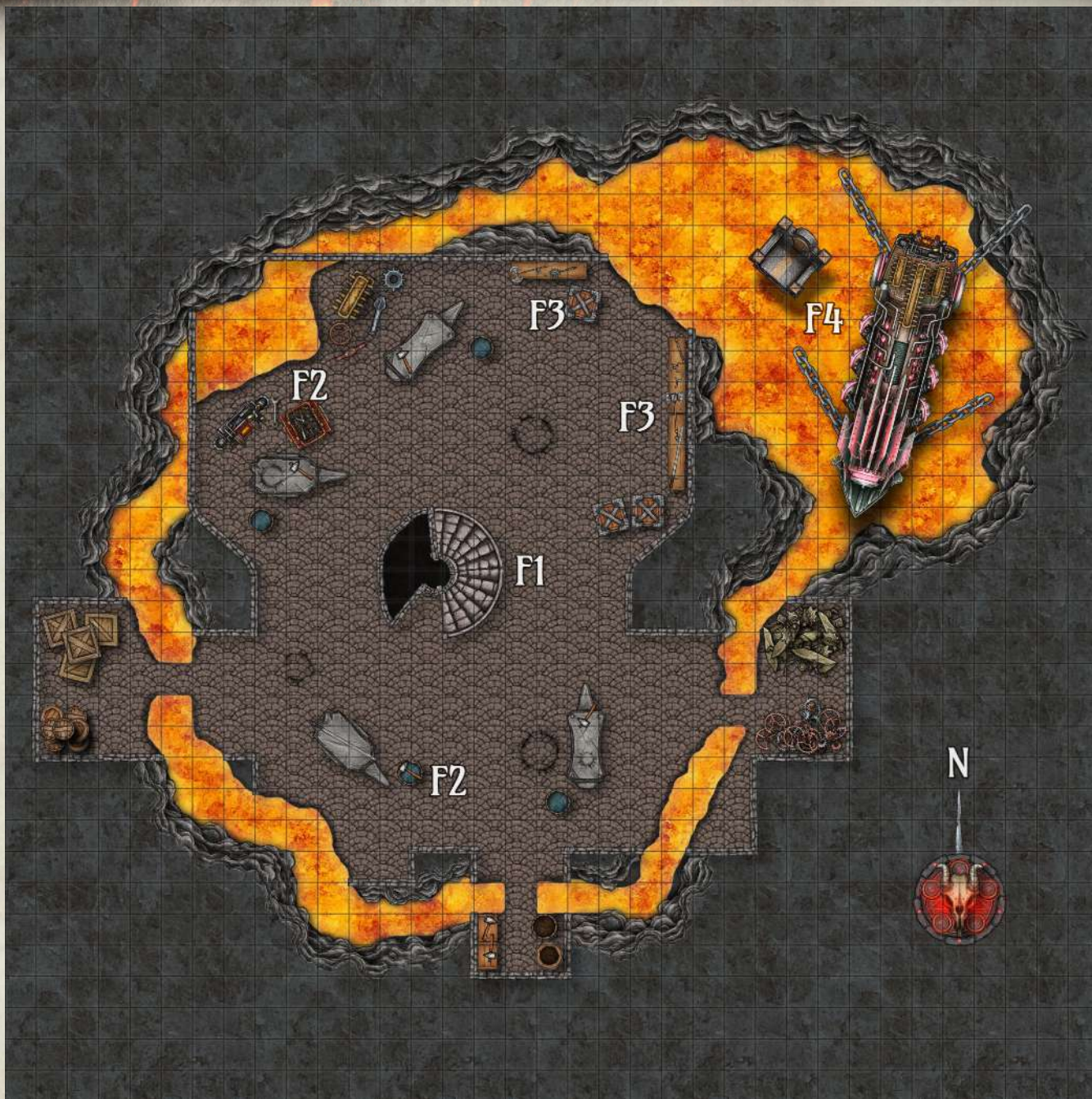
Unless defeated by the characters in a previous encounter, Bel's fire giant slaves are still working here. In addition, eight armed figures stand before Bel, arguing. See "Roleplaying the Auction" section below for more information.

F3. WEAPONS RACK

Three 5-foot iron boxes stand in this room alongside the usual weapons from the racks. Each box contains a different assortment of infernal weapons which the Banites are trying to buy for themselves.

F4. POOL OF MAGMA

Bel hovers on his throne over the pool of magma, casually talking with the Banites. Bel's newest infernal war machine is still under construction, but its hull can be recognized already as a gargantuan flying vehicle similar to a blimp.



ROLEPLAYING THE AUCTION

The Banites, led by a **black gauntlet of Bane** named Adran Vannath, have gathered a hoard of 20 *soul coins* and are trying to buy weapons for their war efforts. Bel, however, wants to mess with the cultists, not really caring about their interests. When Bel sees the characters enter the room, he invites them to join the auction. The characters can easily recognize the cultists as Banites because of their clothing and black-enameled gauntlets, which they saw during chapter 1. If the characters have not already interacted with the Dead Three cultists, a DC 15 Intelligence (Religion) check is required to recognize the holy symbol of Bane.

If the characters have fewer than 20 *soul coins*, but they acquired the adamantine bars or helped Bel in the “Arms Race” encounter, Bel gives them an amount of *soul coins* equal to the difference so they are on even footing against the Banites.

The characters can also offer a different deal as part of the auction. Selling their own soul is worth 5 *soul coins*, while offering a clear method to dethrone Zariel could be valued as 10 *soul coins* if the method is certain to succeed (Bel doesn’t like false promises).

“Thank you for coming,” says the archdevil. “We were about to start an auction that may interest you.” The armed figures clench their teeth in anger as he continues, “I have filled these iron boxes with powerful magic items and weapons, but I’ve forgotten which box contained what. Let’s start with this one.” He indicates one of the boxes. “Once someone makes the winning bid, we’ll open it.”

If the characters don’t want to participate in the auction, Bel will urge them, in a not-so-subtle way, to join his game. The archdevil won’t force them, however.

The Banites bid one *soul coin* at a time, offering up to 2d6 *soul coins* for the first box. A box is opened as soon



as it's sold. The cultists will try to trick the characters into overbidding on the first box so that they can win the remaining ones. A successful DC 15 Wisdom (Insight) check reveals their true intention. Likewise, the characters can deceive the Banites into believing that they have more or fewer *soul coins* that they really have by making a successful DC 12 Charisma (Deception) check.

FIRST BOX

The first box contains:

- 1 pair of *gauntlets of flaming fury* (see *BG:DiA*, appendix B).
- 1d4 *hellfire longswords*
- 1 *adamantine half-plate armor*
- If the Banites win the first box, they bid up to 2d4

coins this time. Otherwise they bid up to 3d6 coins.

SECOND BOX

The second box contains:

- 1d6 *hellfire daggers*
- 1 empty *infernal puzzle box*

The Banites bid up to as many *soul coins* as they have remaining for the final box.

THIRD BOX

The third box contains:

- a flamethrower (can be installed on an infernal war machine; see *BG:DiA*, p. 221).
- 2 *hellfire mauls*
- 1 *hellfire greataxe*

AFTER THE AUCTION

The Banites are satisfied if they get the first and third boxes. Otherwise they approach the characters as they leave the forge, trying to acquire the remaining loot. The Banites first try to reach a deal with the characters, offering whatever loot they have remaining. If dealing with the characters isn't successful, they try to rob them. The Banites consist of two **black gauntlets of Bane** and six **iron consuls**.

OUTCOMES

Some of the possible outcomes are listed here:

- The characters ignore the Banites, leaving them to buy their weapons in peace.
- They buy the loot for themselves, but sell it back to the Banites in exchange for a better deal.
- They don't win the loot in the auction, but get it back by robbing the Banites at the exit.
- The party wins the auction and defeats the Banites trying to steal it from them.

REWARDS

The characters can keep the loot they get at the auction. They can also try to rob the cultists after exiting the forge.

DRAGON'S RANSOM

Encounter Level: 11–12

Encounter Type: Combat, Social, Exploration

Encounter Overview: The characters party finds a red dragon wyrmling lost in Avernus. They can deliver it back to his lair or hold it for ransom.

BACKGROUND

The **adult red dragon** Ashrazel, one of Tiamat's consorts, has been put in charge of the raising and care of their **red dragon wyrmling** Embraxas. However, the wyrmling strayed from his lair while hunting a lemur and got lost in the middle of Avernus. Ashrazel is looking everywhere for the wyrmling, as he knows that the punishment for losing Tiamat's offspring will be severe.

THE ENCOUNTER

The encounter begins with the characters crossing paths with the wyrmling:

A huge winged shadow is cast over you, followed by a powerful roar. As the creature lands in front of you, you can see that it is actually a rather small dragon. It begins to speak with a deep voice in a language that is both guttural and sibilant.

Embraxas is trying to communicate with the characters in Draconic. If one of the party understands Draconic, Embraxas demands that they bring him back to



Tiamat's Monument. Embraxas doesn't know how to return to his lair and expects the characters to lead him there. If the characters attack Embraxas, he attempts to escape. If the characters haven't visited Tiamat's Monument already, they can ask around for directions. They can locate a devil who knows the way to the monument by making a successful DC 15 Intelligence (Investigation) check; a successful DC 15 Charisma (Persuasion) check is required for them to convince the devil to guide them, but they can gain advantage on this check by offering the devil a *soul coin* as inducement.

If the party leads Embraxas to Tiamat's Monument, Ashrael approaches them from the sky before they can reach Tiamat herself. The adult dragon doesn't offer any kind of reward, aside from letting the characters walk away with their lives. If they threaten the wyrmling in any way, Ashrael asks them to stop and offers them up to 1,000 gp from its hoard in exchange for the safety of Embraxas. If the characters accept, Ashrael flies back to his lair and returns with the promised reward. If they continue to threaten the wyrmling or ask for a better reward, the adult dragon becomes blinded by rage and attacks them without regard for Embraxas or his own safety.

OUTCOMES

Some of the possible outcomes are listed here:

- The characters kill the wyrmling. There is a 50 percent chance that Ashrael will come after them seeking revenge.
- The party returns the wyrmling back to his father, with or without a reward.
- They ignore the wyrmling.

REWARDS

If the characters watched Ashrael as he flew back to his lair, they can locate it by making a successful DC 17 (Wisdom) Survival check. The adult dragon's lair has 7,500 gp, five rubies worth 1,000 gp each, a *potion of giant strength*, a *potion of supreme healing*, and a *spell scroll of incendiary cloud*.

RIISING IN AVERNUS

Encounter Level: 11–13

Encounter Type: Combat, Exploration, Social

Encounter Overview: The characters return to Elturel's cemetery while it is still in Avernus, facing the Myrkulites and their undead minions. See "Grand Cemetery," *BG:DiA*, p. 64, for general features.

BACKGROUND

The mix of necrotic energy emanating from Elturel's Grand Cemetery and the divine connection hidden in its ossuary are the perfect scenario for the Myrkulites who seek a divine spark. While the characters were busy exploring the wastelands of Avernus, the Myrkulites infiltrated Elturel and made a deal with Gideon Lightward, gaining access to the ossuary and the undead pit. If the characters killed Gideon

previously, the Myrkulites have the whole cemetery to themselves.

THE ENCOUNTER

This encounter can begin in a couple of ways. **Ulder Ravengard** (*BG:DiA*, p. 70) or Pherria Jynks (**acolyte**) could ask the characters for help. They could also arrive at the Grand Cemetery by themselves after seeing many undead creatures rampaging through Elturel or by remembering that they left the abyssal portal open. The Myrkulites have raised dozens of undead creatures from the cemetery. While no individual undead is a major threat to the characters, their strength lies in their numbers. (See "Handling Mobs," *DMG*, chapter 8, for guidelines on running this encounter).

GRAND CEMETERY LOCATIONS

The following locations are keyed to maps on pages 27 and 28.

G1. WALK OF BRAVERY

Three **minotaur skeletons**, twelve **skeletons**, and twelve **zombies** walk around the cemetery. They have orders to attack anyone approaching the chapel who isn't an undead.

G2. CHAPEL OF LIGHT

A **skull lasher of Myrkul** and two **necromites of Myrkul** (see *BG: DiA*, appendix D, for stat blocks) guard this chamber, blocking the access to the ossuary below. They have ten **shadows** under their control. The skull lasher runs towards area G9 after detecting intruders, alerting the rest of the Myrkulites. If the characters present themselves in a non-hostile way, they are led to area G9 to speak with the cultists.

G3. CHAPEL OF MOURNING

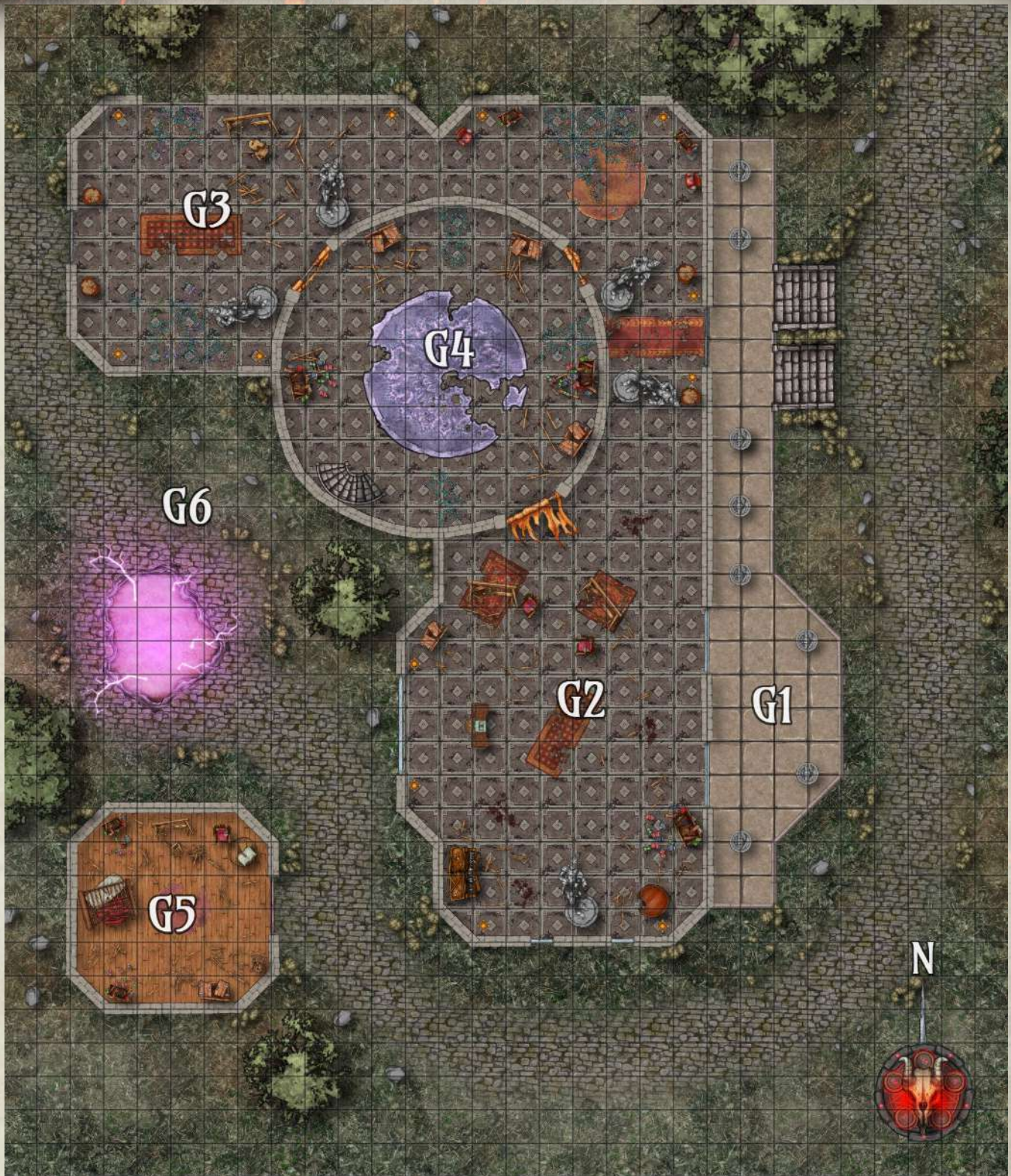
The Myrkulites desecrated this place, breaking the remains of the stained-glass windows. A pile of bones stands over the broken glass shards, each skull bearing a black triangle on its head. A character who makes a successful DC 15 Intelligence (Religion) check can recognize this as the holy symbol of Myrkul.

G4. VESTMENT CHAMBER

The corpses of any demons slain here, either by Gideon Lightward or the characters during their previous visit, are still present. A character can extract two flasks of demon ichor by making a successful DC 15 Wisdom (Medicine) check using a herbalism kit.

G5. GIDEON'S QUARTERS

Gideon's testament remains here unless the characters took it on their previous visit. A character with a passive Perception of 16 or higher can detect a **ghost** hiding under the bed. The ghost was once an Elturel citizen named Aeila. She was mourning the death of her husband, Khalid, when Elturel descended into Avernus and a meteor fell on her in area O6. Not realizing her own death, she escaped from the undead rising from the pit and hid in Gideon's quarters seeking help. She can't access the Ethereal Plane from Avernus and is still mourning the death of her husband. The



characters can convince her of passing to the great beyond with a successful DC 15 Charisma (Persuasion) check. On a failed check, Aelia lets out an agonizing cry, accidentally unleashing her Horrifying Visage action. The characters can keep trying to calm Aelia by repeating the check, but she keeps reacting with her Horrifying Visage on each failed check.

G6. UNDEAD PIT

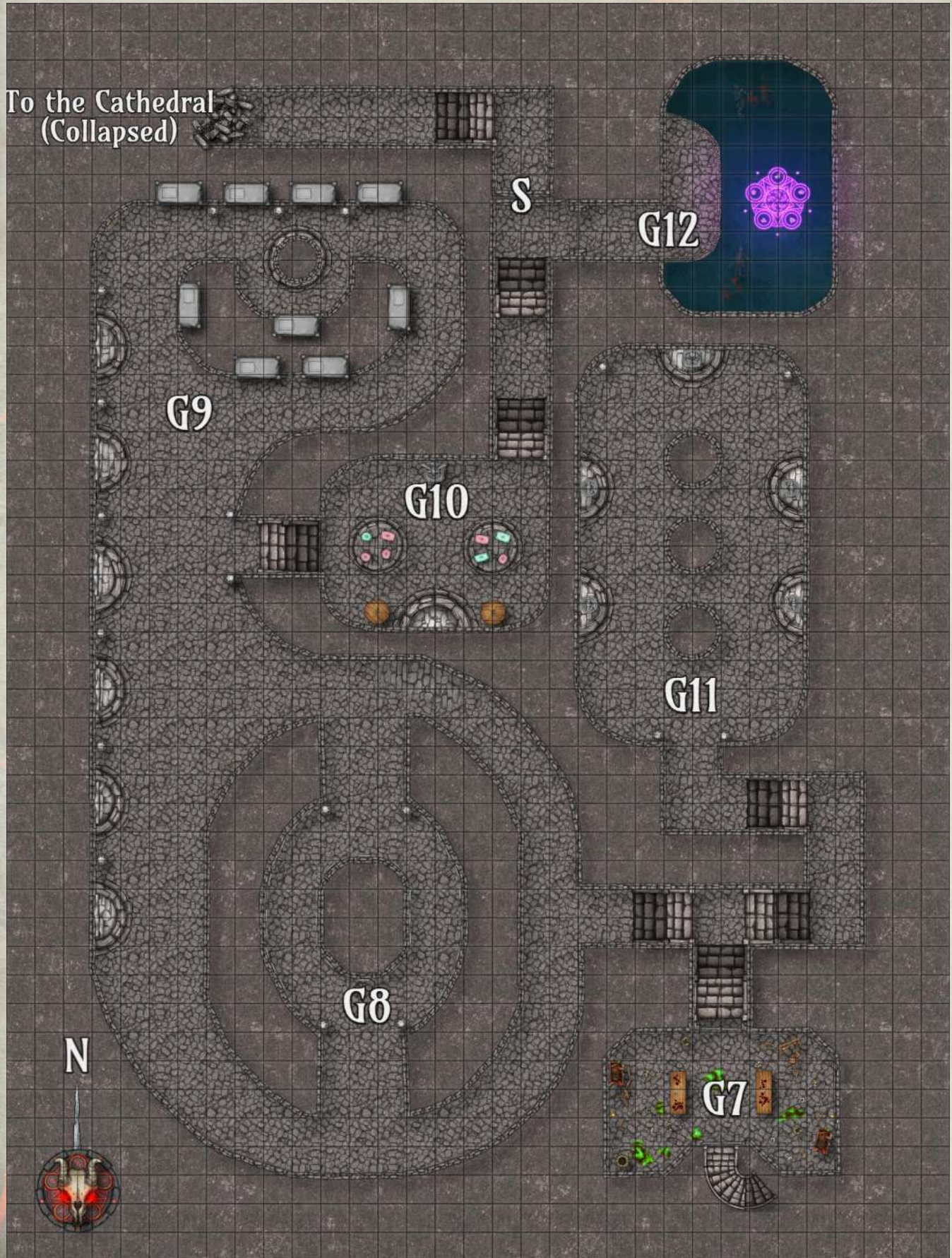
The Myrkulites kept throwing corpses from the cemetery into the pit, creating more undead. Currently there are three **specters** and two **wraiths**.

G7. WORKSHOP

There is nothing new of value in this room. Knives, saws, pipings, and tubes still litter the floor.

G8. OSSUARY OF THE FAITHFUL

To the Cathedral
(Collapsed)



The ossuary that was already corrupted by the portal in G12 has been desecrated even more by the Myrkulites. If any corrupted holy symbol is touched, or if any creature other than a fiend or undead lingers in this area for more than 1 minute, all holy symbols unleash a pulse of necrotic energy. Each creature in the area must make a DC 20 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much on a successful one. The hazard resets in 1 hour as long as the portal in area G12 is active. If the skull lasher from area G2 alerted the Myrkulites in area G9, ten **skeletons** stand in this room, blocking the access to area G9.

G9. MAIN OSSUARY

Five **skull lashers of Myrkul** protect the entrance to area G10 where their leaders are. Unless sent to area G8, ten **skeletons** accompany the Myrkulites unless they were drawn to area G8. The cultists animated the bones stored in the shelves across the ossuary to create the skeletons.

Because they don't want to risk their ritual being interrupted, the Myrkulites want to avoid fighting the characters. In the worst case scenario, they will try to slow the characters' progress by tempting them with a deal. If the characters present themselves in a non-hostile way, one skull lasher will present them with an offer.

"You must be really capable if you defeated our guards outside the chapel. Too bad that you will die...oh, don't take me wrong, I am not threatening you. It's just a matter of time and the inevitable death that awaits you at the end, unless you consider an offer I have for you..."

If the characters show interest, the skull lasher continues:

"We are here doing something that will change the world! We are granting Myrkul, the god of death, a new reign among mortals! If you wish to join us, the Lord of Bones will grant you power as you have never seen...and a long life without the fear of death."

There is no trick behind this deal; the Myrkulites ask nothing in return but for the characters to allow them to complete their ritual.

G10. MEDITATION CHAMBER

There is nothing new of interest in this room.

G11. VAULT OF HONOR

The Myrkulites have gathered corpses from the cemetery and ossuary in this room, forming a circle on the ground surrounded by runes written in bones' dust. A detect magic spell reveals an aura of necromancy from the circle and a *ring of regeneration* on a corpse's finger. Once the Myrkulites are ready with the harvesting of divine essence in area G12, they use these runes to conjure the avatar of Myrkul. Such an event would be catastrophic as the mere presence of the Lord of Bones raises every corpse within a mile radius as an undead.

G12. VAULT OF ASCENDANCE

The leaders of the Myrkulites stand in this room, chanting a magical ritual. The leaders consist of five **masters of souls**. If **Gideon** is still alive, replace one of them with him. One of the masters of souls carries a *talisman of ultimate evil* which they are using to store the divine essence emanating from the portal. The talisman has one charge remaining. Edwin Shashenstar, the cultist carrying the amulet, is the leader of the Myrkulites. He has a Constitution score of 20, raising his hit points to 57 and giving him a Constitution saving throw modifier of +7.

The characters have 1 minute before the ritual is complete. The ritual is interrupted if the cultist holding the talisman loses concentration. If the characters let the skull lasher from area G9 talk and make his offer, they have only 30 seconds to stop the ritual.

If the ritual is completed, the portal closes as the talisman absorbs all its power. Then the cultist holding the talisman runs to area G11 to summon the avatar of Myrkul using its action. Fighting against the avatar of Myrkul is beyond the scope of this encounter, but use the **lich** stat block to represent it if you need to.

OUTCOMES

Some of the possible outcomes are listed here:

- The characters stop the Myrkulites and thwart their plans.
- The party doesn't interrupt the ritual, but defeat the cultists before they summon Myrkul.
- The characters accept the cultists' deal, finding a powerful ally in the Lord of Bones.

REWARDS

If the characters interrupt the ritual, the talisman becomes a *talisman of pure good* with one charge remaining. In addition, each of the silver skull flails carried by the masters of souls is worth 300 gp.

On the other hand, if the characters allied themselves with the cult, the now-fully-divine Myrkul grants them a *boon of immortality* (see "Epic Boons," *DMG*, chapter 7). Furthermore, the deity can help the characters to sunder the chains holding Elturel if they bring him something of value such as the *orb of dragonkind* or the *Hand of Vecna*, both of which can be found in Avernus. The Lord of Bones animates a horde of skeletons to sunder the chains.

THE BHAALSPAWN

Encounter Level: 11–13

Encounter Type: Combat, Exploration, Social

Encounter Overview: The characters find dozens of destroyed hellwasp nests in the ground of Avernus; they can follow the path they form and find the Bhaalites feeding on the angels trapped in the nests. Note: The characters should have already encountered a hellwasp nest during chapter 3 for this encounter to work properly. See *BG:DiA*, p. 95, for the general features of hellwasp nests.

BACKGROUND

The Bhaalites brought a Bhaalspawn named Gavid to Avernus and are forcibly feeding him the remains of angels trapped in the hellwasp nests. They plan to later bring Gavid back to the Material Plane and feed him to Bhaal in order to recover the Lord of Murder's divine status.

THE ENCOUNTER

The encounter begins with the characters finding dozens of destroyed hellwasp nests.

You see a pile of sand, bone, and fat on the horizon. There seems to be no sign of movement around it.

If the characters decide to approach, read or paraphrase the following, assuming that your players have seen a hellwasp nest before.

As you get closer, the dead bodies of hellwasps around the disgusting pile reveals that it was once a hellwasp nest, now lying on the ground with nothing to hold it afloat. This nest isn't the only one, however, as you see dozens of them in the distance. The dead hellwasps and their destroyed nests seem to form a path in front of you.

A character who makes a successful DC 15 Intelligence (Investigation) check can deduce that the nests fell to the ground because the angels that were on its wall have been removed. If they follow the path, the party encounters the Bhaalites in 1d6 + 4 hours, or half as much time if they are traveling on an infernal war machine. The characters find a destroyed nest at the end of each minute. If the characters stop to investigate a nest, they can find some gear lost by the Bhaalites,

such as daggers and cloaks. Each nest also contains 2d6 cultists' corpses who died fighting the wasps. A character can recognize the bodies as cultists of Bhaal by making a successful DC 10 Intelligence (Religion) check.

When the characters reach the cultists' location, read or paraphrase the following:

You can hear the violent buzz of wasps flying around a still-floating nest; there are signs of a battle going on. Cloaked humanoid figures on the ground stand with crossbows in hand, attacking the flying wasps.

If the characters decide to wait for the fight to end, the Bhaalites overcome the wasps and Gavid transforms into a massive beast known as the Ravager. The characters can stop this process by getting inside the nest and fighting the cultists and hostile wasps. There are ten **night blades** wielding light crossbows on the ground.

NEST LOCATIONS

The following locations are keyed to the map below.

NI. ENTRY LEVEL

The nest floats 100 feet above the surface of Avernus and is tethered to the ground by heavy chains. The first level is mostly empty except for the carcasses of three dead hellwasps and a dozen Bhaalites. The wasps and Bhaalites are focused on their fight above, so they don't hear the characters at this level.



N2. DRONE CELLS

Three **hellwasps** and five **reapers of Bhaal** are fighting in this area. The Bhaalites only attack the characters in self defense, focusing all their efforts on the hellwasps. If the characters refrain from attacking the Bhaalites, the cultists question the characters' motivation and offer them an alliance.

N3. HELLWASP LARVAE

Two **hellwasps** and two **reapers of Bhaal** are fighting in this area. They accidentally caused the angel corpses to explode, releasing seven hellwasp grubs over themselves (use the **giant centipede** stat block to represent them). The Bhaalites are clearly on the losing end of the battle; they also ignore the characters completely. If the characters came alongside the cultists from area N2 as allies, the Bhaalites from this area join forces with them.

N4. LARDER

Five **reapers of Bhaal**, three **death heads of Bhaal**, and a stunned Gavid (human **commoner**) sneaked into this level. When the characters arrive at this level, read or paraphrase the following.

You see cloaked figures surrounding a seated bald man. The man's eyes seem to stare into the distance, as one of the cloaked figures puts a bloody piece of meat in the man's mouth and forces him to swallow.

Gavid is the Bhaalspawn detailed on page 5 of this supplement. The Bhaalites are feeding the angelic remains to Gavid in an effort to empower the Bhaalspawn's godling status. They know that Bhaal can absorb back the Bhaalspawn and increase his power, using Gavid as a mere carrier. What the Bhaalites don't know is that once they finish nurturing Gavid's taint, the godling will transform into a terrible creature known as the Ravager, the ultimate expression of the Bhaalspawn.

The characters have one minute before Gavid transforms. They can try to interrupt the process by killing the Bhaalites, or they can let it continue as part of their alliance with them. If the characters kill the cultists, Gavid returns to his senses with an agonizing cry. The Bhaalspawn begs to be killed to end his suffering. If the cultists aren't stopped, read or paraphrase the following as Gavid transforms into the Ravager.

The man lets out a powerful and agonizing cry as his body grows quickly, his bones faster than his flesh, leaving a bloody mess where he stood. Soon it breaks over the nest's ceiling and black feathered wings grow from its back. The giant skeleton looks back at you with its glowing red eyes.

As the Ravager grows, it slowly destroys the nest with its increasing size. Roll initiative; on initiative count 20 (losing all initiative ties) of each turn, major portions of the nest fall to the ground, and the characters must each succeed on a DC 15 Dexterity saving throw or fall prone to the ground 100 feet below. The nest is fully destroyed after the third round of combat; any character who succeeds on the three saving throws lands safely on the ground as they find a safe path

between the falling boulders. The Bhaalites lose control over the Ravager and run away from it; the characters can try to escape or fight it.

THE RAVAGER

Gargantuan humanoid, chaotic evil

Armor Class 19 (natural armor)

Hit Points 186 (12d20 + 60)

Speed 50 ft, climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	20 (+5)	17(+3)	15 (+2)	17 (+3)

Saving Throws Str +10, Dex +10, Con +15

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

Damage Immunities fire, poison, necrotic

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft, passive Perception 12

Languages Common

Challenge 12 (8,400 XP) **Proficiency** +4

Fear Aura. Any creature that starts its turn within 20 feet of the Ravager must make a DC 18 Wisdom saving throw, unless the Ravager is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Ravager's Fear Aura for the next 24 hours.

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

ACTIONS

Multiattack. The Ravager makes three attacks with its claws.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 6 (1d12) fire damage.

OUTCOMES

Some of the possible outcomes are listed here:

- The characters ignore the Bhaalites and face the Ravager.
- The party fights the Bhaalites and wasps, stopping the transformation.
- The characters escape from the Ravager, leaving it wandering through Avernus.

REWARDS

If the Ravager is left wandering Avernus, it will keep destroying everything in its path in its search for more divine blood. It can be lured to one of the chains holding Eturel using the blood of a good celestial creature in the same way as Crokek'toeck can be lured (*BG:DiA*, p. 151). Otherwise, if they succeed in destroying the Ravager, the gods notice their deeds and reward each party member with a *charm of heroism* (see "Charms," *DMG*, chapter 7).



CHAPTER 5: ESCAPE FROM AVERNUS

The following encounter takes place in chapter 5 after the characters conclude the adventure. You can use it as an epilogue or as the next step into your own adventure.

FINAL CLEANING

Encounter Level: 13–14

Encounter Type: Combat, Exploration

Encounter Overview: After successfully returning Elturel back to the Material Plane, the characters need to destroy the remaining fiends in the city who have joined together to try to survive.

BACKGROUND

Elturel was finally rescued and brought back to the Material Plane, but this includes all the fiends that were fighting over it. Wicked Wormwiggles, a **night hag** who got stuck in the planar travel, realized that she was outnumbered by the heroes and knights of Elturel and that she wouldn't survive on her own. She managed to do something that no one else has previously accomplished: convinced both devils and demons to join forces and work together to survive.

THE ENCOUNTER

The encounter takes place at the end of *BG:DiA*. Before they can celebrate their victory, **Ulder Ravengard** (*BG:DiA*, p. 70) summons the characters to the High Hall and asks for their help. If Ulder Ravengard is dead, Pherria Jynks (**acolyte**) or another authority from Elturel replaces him.

“I know that you must be tired, and we are infinitely grateful for what you have done for us, but I fear I must ask your help once again. Soldiers have informed me that an imp and a 20-foot tall minotaur-like creature are terrorizing what remains of Elturel. Please, stop them.”

A character who succeeds on a DC 17 Intelligence (Arcana) check recognizes that the “minotaur” is actually a type of demon called a **goristro**. From there, they can easily deduce that there is something off about a devil and a demon working together.

Wicked Wormwiggles has deployed her fiends in small squads to cause mayhem and create a distraction while she prepares her escape from the city. She wants to reduce the number of soldiers and citizens from the city before she makes her attempt. Whenever the party moves from one named location in Elturel to another, roll a d6 to determine which squad they encounter.

d6	SQUAD
1	Goristro and an imp wielding a <i>hellfire greatsword</i>
2	Bone devil and two vrocks
3	Chain devil and a hezrou
4	Two barbed devils and three barlguras
5	Yochlol and an erinye wielding a <i>rope of entanglement</i>
6	Nalfeshnee and a horned devil

Once three of her squads have been dealt with, Wicked Wormwiggles comes out of hiding and faces the party directly, trying to stop their advances. She rides a **nightmare** that takes its own turns and she is accompanied by two **merregons** (*BG:DiA*, p. 282) and a **glabrezu** protecting her.

OUTCOMES

Some of the possible outcomes are listed here:

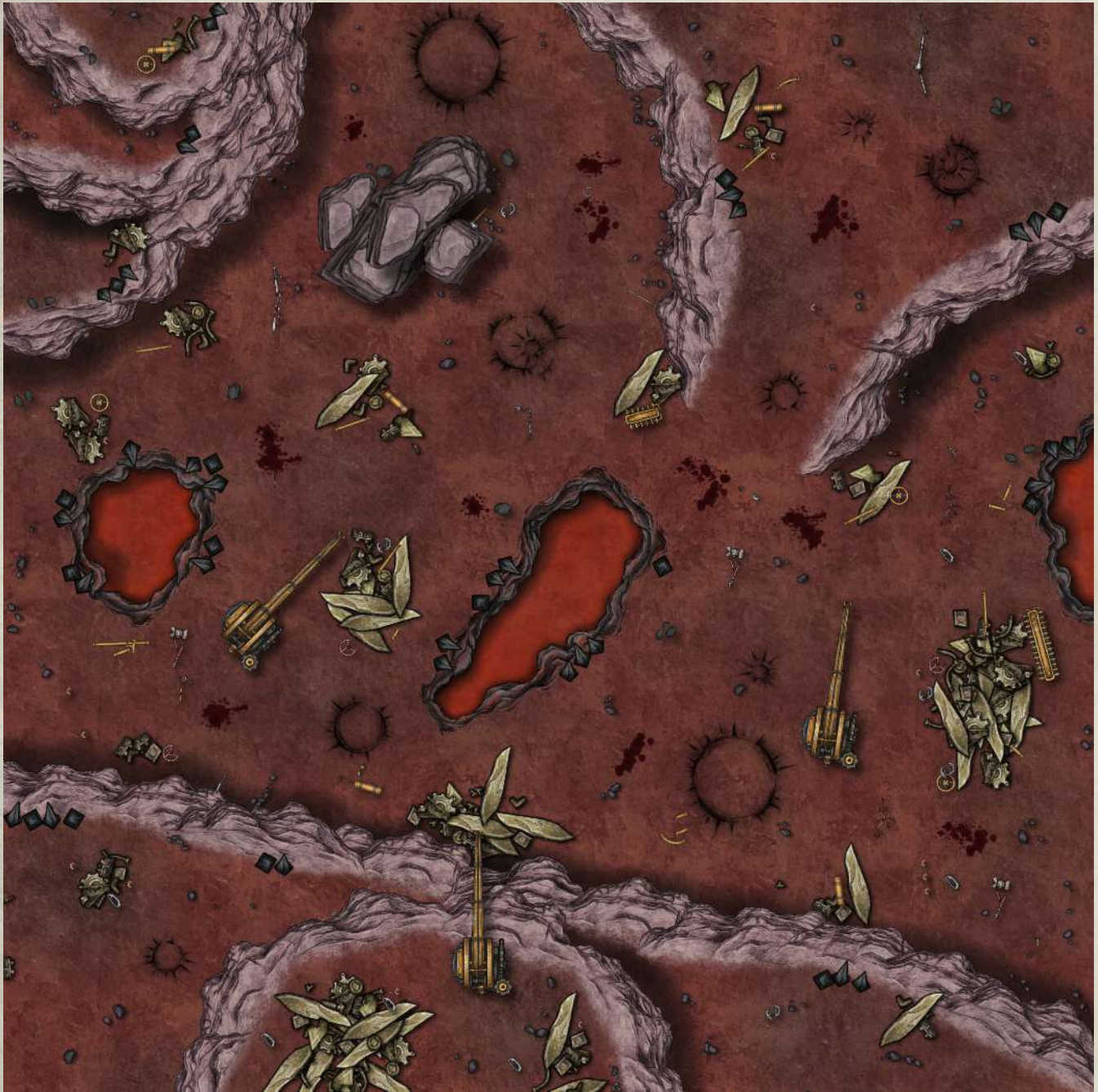
- The characters rid Elturel of the fiends.
- The hag manages to escape, becoming a dangerous foe in the future.

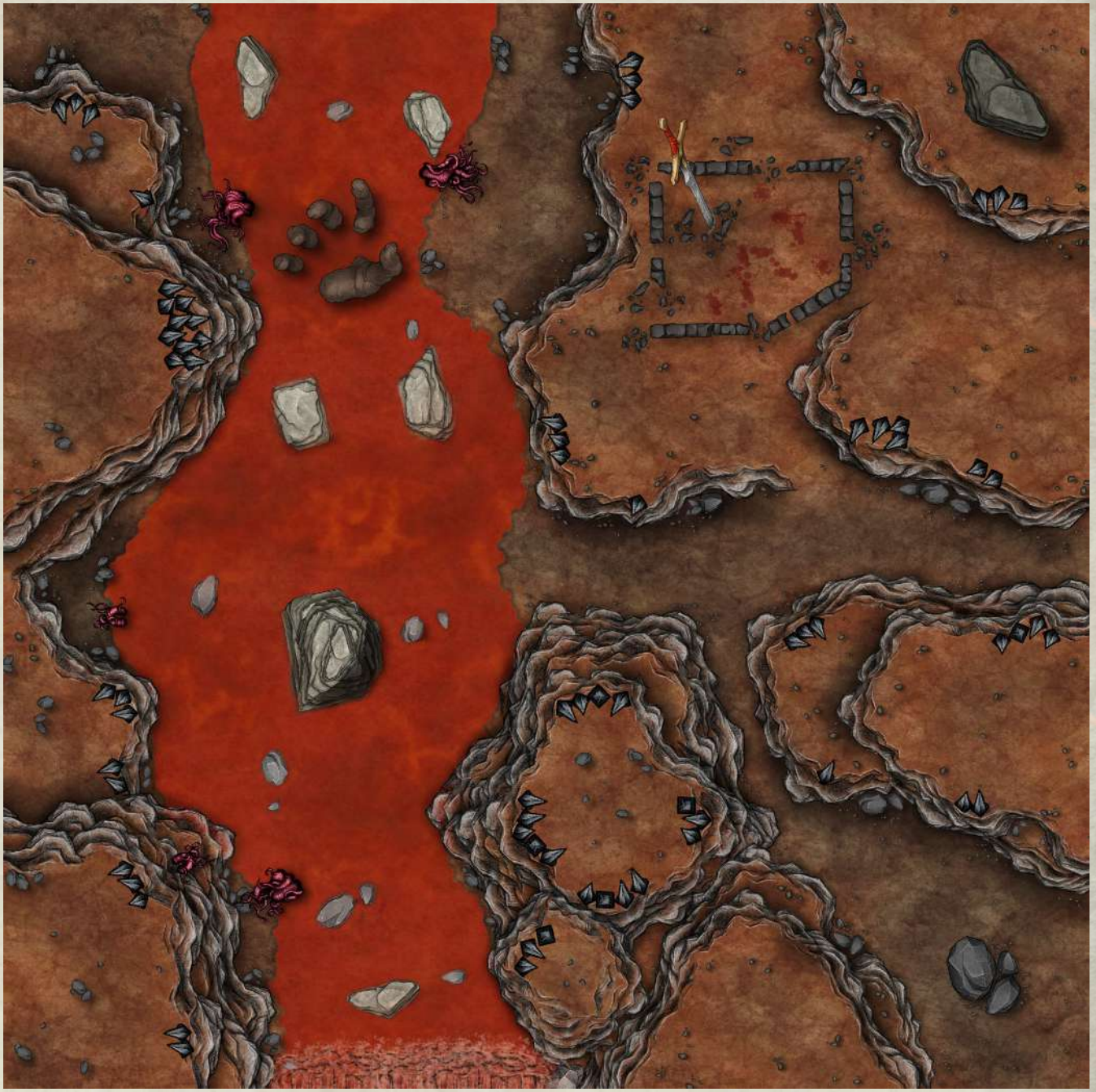
REWARDS

This series of encounters take place at the end of the adventure, appropriate rewards for such context would be decorating the characters as heroes of Elyre or naming one of them as archduke of Baldur's Gate (replacing Thalamra Vanthampur).

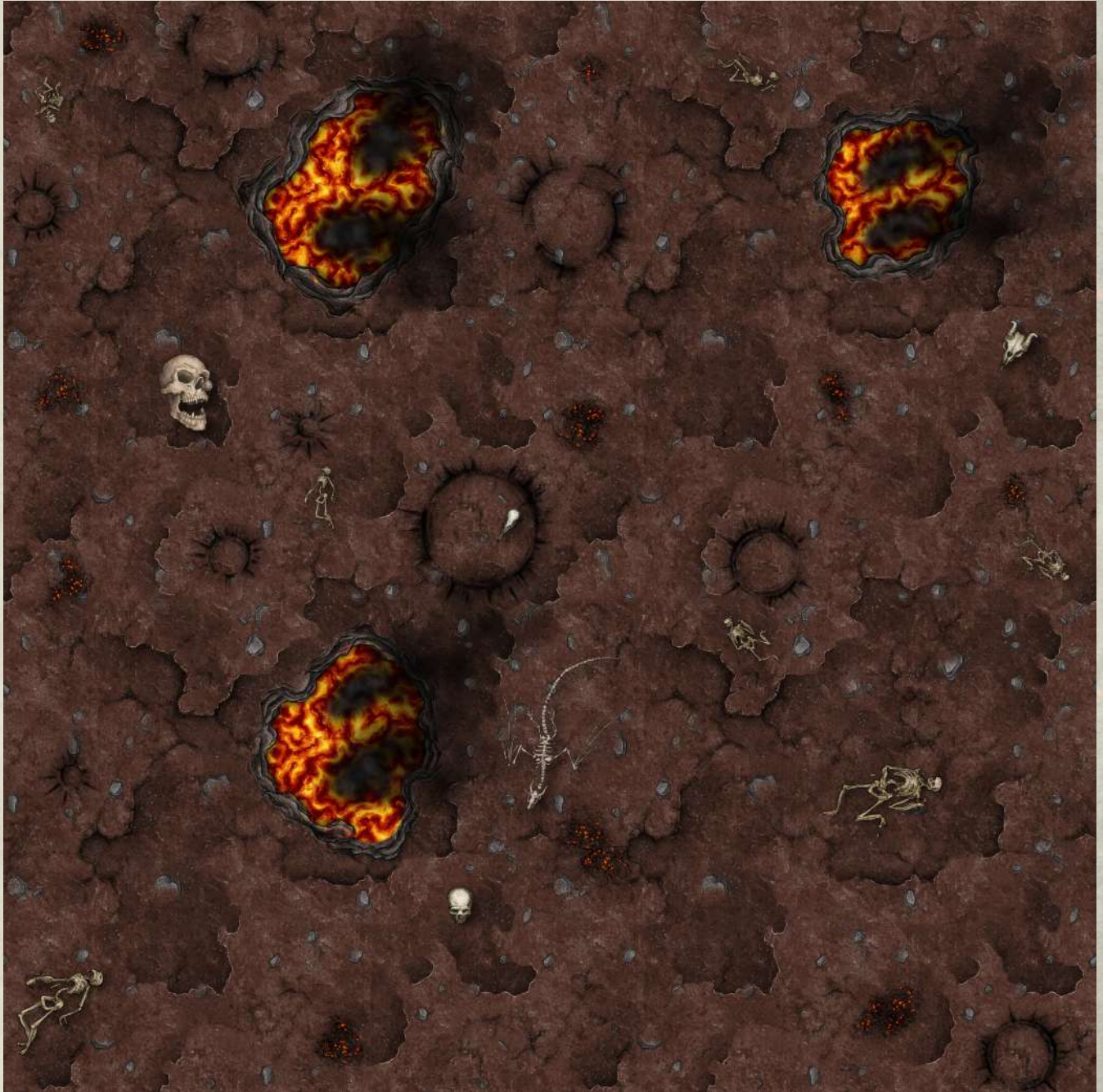


APPENDIX A: ADDITIONAL MAPS









WANT MORE ENCOUNTERS? LOOK NO FURTHER!

