ENCOUNTERS IN AVERNUS



Explore a hellish landscape of the Blood War in this companion supplement for *Baldur's Gate: Descent into Avernus*

ENCOUNTERS IN AVERNUS



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Introduction

Welcome to Hell! *Encounters in Avernus* provides more than sixty short encounters and two encounter chains to complement the *Baldur's Gate: Descent into Avernus* adventure from Wizards of the Coast.

Overview

This supplement has the following sections:

- ***Chapter 1: Avernus Encounters.*** Twenty short encounters that can happen anywhere as the characters travel throughout Avernus.
- ***Chapter 2: River Styx Encounters.*** Twenty short encounters that can happen in Avernus as the characters travel on or near the River Styx.
- ***Chapter 3: Elturel Encounters.*** Twenty short encounters that can happen anywhere in the city of Elturel after it is dragged into Avernus.
- ***Chapter 4: Encounter Chains.*** Two encounter chains that can be used to flesh out or create new adventures in Avernus.
- ***Appendix A: Monster & NPC Statistics.*** Statistics for creatures used in the encounters not found in the *Monster Manual*.
- ***Appendix B: Magic Items.*** Descriptions for magic items found in the encounters not found in the *Dungeon Master's Guide*.

Running Encounters

To run these encounters, you need the D&D fifth edition core rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. You also need a copy of *Baldur's Gate: Descent into Avernus*, though with a little adjustment, you could use most of these encounters for any infernally themed adventure.

The *Monster Manual* contains stat blocks for most of the creatures found in the encounters. All the necessary stat blocks are included there or in appendix A. When a creature's name appears in **bold** type, that's a visual cue for you to look up the creature's stat block in the *Monster Manual*, unless the text instead refers you to the monster appendix in this book.

Spells and equipment mentioned in the encounters are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide*, unless the adventure's text directs you to an item's description in appendix B.

Abbreviations

The following abbreviations appear in this book:

- AC = Armor Class
- DC = Difficulty Class
- XP = experience points
- pp = platinum piece(s)
- gp = gold piece(s)
- sp = silver piece(s)
- cp = copper piece(s)
- NPC = nonplayer character
- DM = Dungeon Master

Random Encounters

While the characters travel through Avernus and the streets of Elturel, you can roll a d20 for every 8 hours they spend traveling or resting to see if a random encounter occurs. On a roll of 12 or higher, choose the appropriate encounter table and roll or choose an encounter on that table. You can change the number of encounters the characters experience as you see fit.

Encounter Difficulty

Each of the results on the encounter tables represents a certain kind of potential challenge.

If you let the dice have their way and the result is a large number of monsters or a powerful creature with a high challenge rating, the generated encounter might be too difficult or dangerous for the characters in their present circumstances. They might want to flee to avoid contact, or not to approach any closer after perceiving the monsters from a distance.

You also have the freedom to adjust the numbers, but it's important to remember that not every encounter involving a monster needs to result in combat. An encounter might indeed be the prelude to a battle, a negotiation for a devil deal, or some other interaction. What happens next depends on what the characters try, or what you decide is bound to occur.

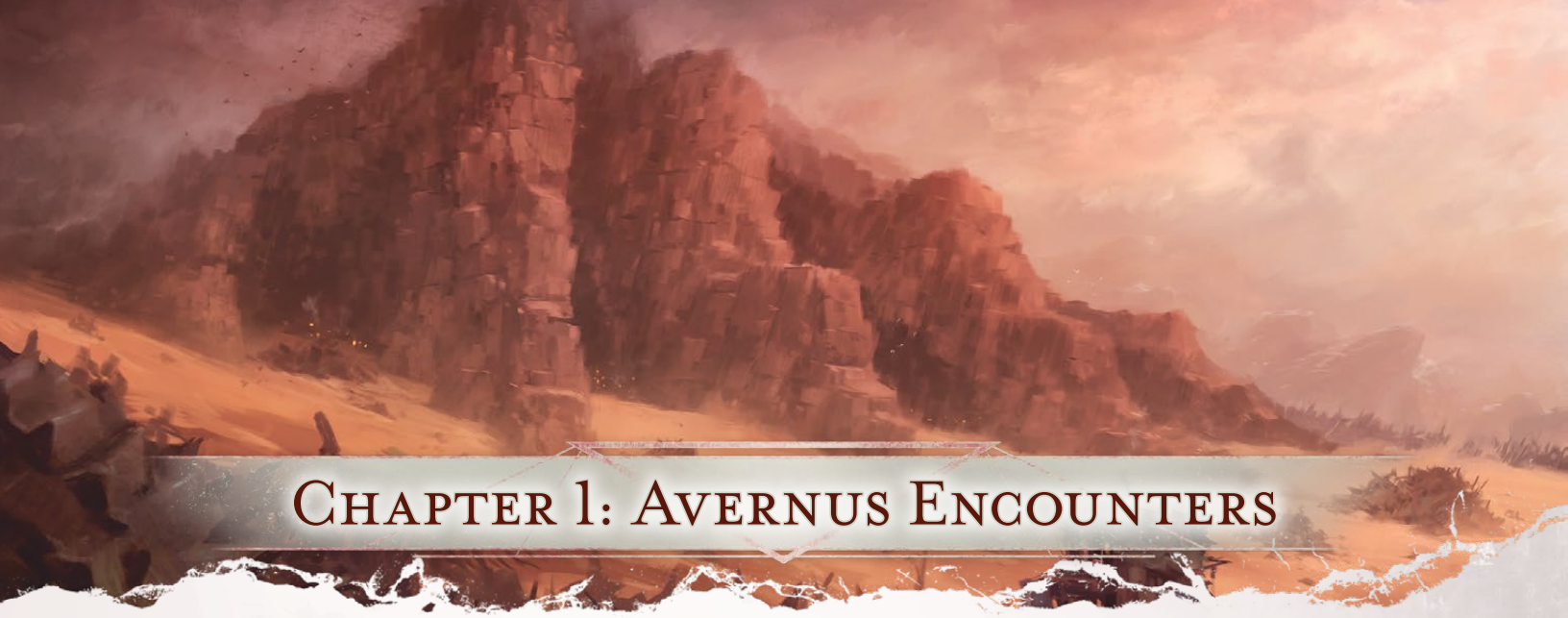
Devil Names

While running these encounters or *Baldur's Gate: Descent into Avernus*, you might need to come up with a devil's name on the fly. Use the Devil Names table to create an original devil name by combining any first part of a name with any second part.

Devil Names

d20	First Part	Second Part
1	Zam	azad
2	Uz	ich
3	Hral	aaz
4	Bal	azel
5	Maa't	uzaat
6	Nilv	ayaz
7	Azt	uzoor
8	Raark	akzaar
9	Toz	iz
10	Bel	och
11	Kol	ath
12	Kel	al
13	Mul	il
14	Zuu't	ul
15	Taa'z	och
16	Mul	ak
17	Xith	or
18	Zok	ir
19	Zaa't	ub
20	Xaal	ix





Chapter 1: Avernus Encounters

The following encounters can occur anywhere in the wastes of Avernus as the characters move between locations or rest. For a description and history of Avernus, the first layer of the Nine Hells, see *Baldur's Gate: Descent into Avernus*.

Avernus Encounters

d100	Encounter
01–05	And Now, the Weather
06–10	Blood War Battle
11–15	Boney Grab Bag
16–20	Chain Rider
21–24	Cohort in Camp
25–29	Corrupted Salvage
30–34	Crater Raiders
35–38	Debts Paid
39–43	Demon Band
44–48	Demon Horde or Devil Legion
49–53	Demon or Devil Prisoner
54–58	Derelict War Machine
59–63	Devil Squad
64–68	Dretch Marks
69–73	Fiendish Betrayal
74–78	Hell Hound Pack
79–83	Infernal Pursuits
84–87	Pool of Duplicity
88–92	Pool of Ichor
93–96	Poppet Masters
97–100	Stirge Swarm

Encounter Descriptions

Following are the encounters in alphabetical order.

And Now, the Weather

A delusional chaotic neutral human **mage** who calls himself the Magnificent Meteorologist sits atop a blackened boulder on the plains of Avernus in perfect peace. When the characters meet him, he hums a nonsensical incantation and makes a perfectly accurate weather prediction. If he predicts a malign result, he clucks his tongue in sympathy, gives a vague description of the weather effect, then cheerfully bids the characters good day and wishes them luck on their quest.

Roll on the table below to determine the upcoming weather. This weather begins 2d12 hours later, and lasts for 1d20 hours.

Avernus Weather

1d6	Weather
1	**Clear Skies.** The weather is hot, but unremarkable.
2	**Acid Rain.** Terrible, sickly green storm clouds swirl in the sky. A creature takes 1d6 damage at the start of every hour it spends outside.
3	**Searing Heat.** The air feels like it's on fire. A creature must succeed on a DC 10 Constitution saving throw at the start of every hour it spends outside or gain one level of exhaustion. Creatures resistant to fire damage have advantage on this save, and creatures immune to fire damage automatically succeed.
4	**Abyssal Smog.** Miasma blankets the land. A creature must succeed on a DC 13 Constitution saving throw at the start of every hour it spends outside or be poisoned for 1 hour. A creature that spends 3 hours in a row poisoned in this way gains a random form of short-term madness (see "Madness" in chapter 8 of the *Dungeon Master's Guide*).
5	**Stygian Humidity.** A wave of lethargy envelops the land as the waters of the River Styx permeate the air itself. A creature must succeed on a DC 10 Intelligence saving throw at the start of every hour it spends outside or forget one memory. The player describes the memory before it fades from their character's mind.
6	**Scattered Meteor Showers.** Hundreds of minute meteorites hurtle through the sky and impact explosively upon the ground. Once during the meteor shower (at a time of the DM's choosing), all creatures within a 500-foot radius of a point chosen by the DM must make a DC 15 Dexterity saving throw or take 21 (6d6) fire damage and 21 (6d6) bludgeoning damage, or half as much damage on a successful save.

The characters may find the Magnificent Meteorologist again anywhere, as his boulder magically moves from place to place when no one is watching.

Blood War Battle

A battle between a devil squad (see "Devil Squad") and a demon band (see "Demon Band") is in the characters' path. Roll any die. On an even result, the devils are winning the battle. On an odd result, the demons are winning.

Demons

The demons attack the characters and devils alike. Each flees when reduced to half its hit points.

Devils

If the devils are losing the battle and notice the characters, the fiends offer a deal to get the characters to fight for them. Otherwise the devils take no heed of the characters until the demons are defeated or the characters attack the devils first. If the characters have no deal with the devils, once the demons are put down, the devils turn and attack the characters. The devils flee when more than half their number fall.

Boney Grab Bag

These enormous piles of bone are scattered throughout Avernus, evidence of the ongoing Blood War. A character who spends 10 minutes searching the pile and makes a successful DC 12 Wisdom (Perception) check finds an item on the following table:

d20	Item
1	A set of bone pipes
2	Bag of 1,000 ball bearings
3	*Charlatan's die* (see appendix B)
4	Crossbow, hand
5	Crossbow, light
6	Glass eyeball that looks about of its own accord and can roll around
7	Gold monocle frame without the lens
8	*Lock of trickery* (see appendix B)
9	*Mariner's armor*
10	Money bag with 80 pp
11	Parchment (one sheet)
12	Quartz (50 gp)
13	Silver necklace with a gemstone pendant (250 gp)
14	Silver ring (20 gp)
15	Small chest containing 9000 sp
16	Small cloth doll skewered with needles
17	Small pocket mirror that slowly fogs over while held
18	*Spell scroll* of *guidance*
19	Warhammer
20	Waterskin

A maximum of five items can be found in the bone pile. If the characters spend more than 10 minutes searching the pile, roll for another encounter.

Chain Rider

A **chain devil** mounted on a **wyvern** flies overhead. These fearsome creatures are responsible for patrolling the skies above Avernus on behalf of Zariel. Roll a d4 to determine the fiend's reaction to the party:

1. It circles around the party once then flies off quickly in a new direction.
2. It lands 50 feet in front of the party and demands to know what they are doing. It is satisfied with any answer that sounds reasonable.
3. It lands 50 feet in front of the party and accuses them of working to bring down Zariel. A successful DC 20 Charisma (Deception or Persuasion) check convinces it otherwise, else it attacks.
4. It swoops down and attacks immediately.

Cohort in Camp

Camped on a low mesa overlooking the area is the 9th Cohort of the 497th Infantry Legion (9/497). It is commanded by a proud and pitiless **chain devil** named Signifier Hraxioch.

The 497th Legion, nicknamed "Unholy Triumph," is one of several that Zariel has deployed full time to search for her lost sword. The 9th Cohort came here a few days ago and began searching the surrounding area.

Cohort Composition

The 9th Cohort, like all devil cohorts, consists of exactly one hundred devils divided into ten lances.

There are seven assault lances, each comprising ten **bearded devils**. Each lance has a designated leader, called the optio.

There are two shield lances, each comprising ten **merregons** (see appendix A). Each lance has a designated leader, called the optio.

There is one command lance, comprising Signifier Hraxioch, a **cambion** quartermaster (known as the armicustos), a **spined devil** signaler, and seven **imp** auxiliaries.

Camp Layout

The camp consists of twelve tents, all made of pale leather neatly stretched over bronze tent poles. Anyone examining the leather and who makes a successful DC 13 Wisdom (Medicine) check determines it is made from humanoid skin.

Disposition

The cohort is carefully observing the surrounding area and certainly notices the characters unless they are invisible or travelling very stealthily. There is a 50 percent chance that Hraxioch sends an assault lance out to arrest the characters and bring them back to camp. This chance rises to 100 percent if the characters engage in combat within sight of the camp.

Hraxioch interrogates the characters rigorously, demanding to know how they came to Avernus, what they want, and if they know anything about Zariel's sword. If the characters give satisfactory answers, Hraxioch lets them leave.

If the characters destroy the assault lance sent to arrest them, the cohort breaks camp and starts following the party, waiting for the right time to attack in force.



Corrupted Salvage

An infernal war machine (a Devil's Ride in appendix B of *Baldur's Gate: Descent into Avernus*) is impaled upon a jagged spike of stone jutting from the Avernian landscape. Strange green ichor dribbles from the damaged war machine. The previous rider of this war machine shoved a whole quasit into the machine's intake valve in a desperate attempt to get a last burst of power out of it, but the attempt backfired—and corrupted the remains of the Devil's Ride.

If this war machine is repaired (such as by the salamanders of the Firesnake Forge in Mahadi's Wandering Emporium), it has a random demonic boon and a demonic bane. Roll a d4 twice to determine a random boon and bane.

Demonic Boons Table

d4	Boon
1	The machine can gain the effects of a Demon Ichor Boost for free once per day.
2	The machine has two souls trapped within it. A soul can be consumed to replicate the effects of using a *soul coin*.
3	The machine has an Acidic Bile Sprayer weapon that can be used by the machine's driver. This doesn't count against the number of weapons the machine can have.
4	Whenever the machine takes damage from a creature within 5 feet of it, the creature that damaged it takes the same amount of damage in return.

Demonic Banes Table

d4	Bane
1	The machine needs additional soul power to run, and leeches off of its driver's soul. Every time a creature inserts a soul coin, its hit point maximum is reduced by 1d10 points. Only a *greater restoration* spell or similar magic can reverse this hit point loss.
2	The machine oozes green liquid at all times, making its surface slick. Whenever the machine suffers a mishap, all creatures on the machine must succeed on a DC 15 Dexterity saving throw or be flung 5 feet from the machine and fall prone.
3	The machine's insides have been twisted up by demonic corruption, making the machine mishap prone. The machine's mishap threshold is reduced by 10.
4	The machine sprays a massive plume of thick black exhaust while running. The exhaust is visible in the air from up to a mile away, and the driver must make a successful DC 10 Constitution saving throw at the end of every hour while driving the machine or become poisoned for the next hour.

Crater Raiders

The party discovers a 60-foot-diameter blasted crater at the center of which is a faintly glowing meteor recently fallen from the stormy sky above. The 15-foot-spherical meteor is embedded halfway into the ground. The scorched ground within 20 feet of the meteor is difficult terrain. If the party travels into the crater, roll 1d4 to determine the nature of the meteor:

1. Behind the meteor is a nest of 1d4 **hellwasps** (see appendix A). In addition, the meteor generates unstable energy. Any spell cast within the crater has a 1 in 10 chance of generating a wild magic effect (use the Wild Magic Surge table in chapter 3 of the *Player's Handbook*).
2. The meteor is plagued with demonic magic. Characters within 5 feet of the meteor must succeed on a DC 12 Constitution saving throw or suffer a flesh-warping effect (see chapter 3 of *Baldur's Gate: Descent into Avernus*). The effect can be removed with any magic that removes a curse. In addition, the glowing material oozing from the meteor has all the properties of demon ichor (see chapter 3 of *Baldur's Gate: Descent into Avernus*).
3. The meteor is an infernally enchanted **stone golem**. It attacks any character that comes within 30 feet of it.
4. The meteor is plagued with infernal magic. Characters within 10 feet of the meteor must succeed on a DC 13 Wisdom saving throw or suffer the effects of short-term madness (see chapter 8 of the *Dungeon Master's Guide*). In addition, on a failed save, any saving throw made against the pervasive evil of the plane is made with disadvantage to the roll (see chapter 3 of *Baldur's Gate: Descent into Avernus*). This effect lasts for 24 hours.

Debts Paid

A **cambion** disguised as an elderly human male approaches the characters, pathetically holding his worn

hat in his hands. He introduces himself as Dante and claims he was forced to play in a game of three-dragon ante to earn money to pay off his spouse's drinking debt, but he lost everything he owned and is now stuck in Avernus in service to an "evil devil." He asks for the characters' help in playing a rematch of three-dragon ante so he can buy his way out of service.

The cambion enjoys toying with unsuspecting folk and getting them to gamble in his games. His disguise and lies are detectable with a successful DC 18 Wisdom (Insight) check.

If the characters agree to help, Dante takes them to a cave to play the game, which is occupied by an **incubus** and a **succubus** against whom the characters can bet. Each game costs an ante of one *soul coin* and is made by having all players make opposing Intelligence checks (adding in their proficiency bonuses if they are proficient with the game). The winner gets the pot. A character who does not have any soul coins can still play by offering a kiss to the fiends if the character loses. The fiends try to cheat by charming the characters then convincing them to fold.

If the characters win, they can give their earnings to Dante to pay off his debts. He, of course, keeps every coin.

Demon Band

The characters encounter one or more demons looking for a fight. Roll or choose on the Demon Band table to determine which demons the characters encounter. These demons attack as soon as they notice the characters. Each flees when it is reduced to half its hit points.

Demon Band

d8	Demons
1	4d10 **dretches**
2	1 **barlgura** and 2d6 **dretches**
3	2 **barlguras**
4	2 **chasmes**
5	3 **vrocks**
6	1 **hezrou** and 2d4 **manes**
7	1 **glabrezu** and 2d4 **manes**
8	1 **nalfeshnee**

Demon Horde or Devil Legion

The characters encounter a legion of devils or a horde of demons in their path (your choice). This force consists of hundreds of fiends. Roll a d4. On a 1 or 2, the force is marching toward their next battle. On a 3, the force is resting. On a 4, the characters encounter a battle between a devil legion and a demon horde.

A successful DC 15 group Dexterity (Stealth) check sneaks by the force unnoticed. Characters who fail this check or choose not to sneak by grab the attention of the army and a demon band (see "Demon Band") or devil squad ("Devil Squad") appears and attacks. At the start of every third round after combat begins, another demon band or devil squad arrives. If the characters flee, the devils they battle give chase. Use the chase rules in "Chases" in chapter 8 of the *Dungeon Master's Guide* and the Avernus Chase Complications table.

Avernus Chase Complications

d20	Complication
1	A dune made of bones and teeth is in your path. Use 10 feet of movement to go around it or make a DC 12 Dexterity (Acrobatics) check to move over it. On a failed check, you fall prone and take 5 (1d10) piercing damage.
2	A bubbling tar pit is in your path. Use 15 feet of movement to go around it or make a DC 12 Strength (Athletics) check to leap over it. On a failed check, you slip into the pit and take 11 (2d10) fire damage.
3	A puddle of demon ichor is in your path. Use 10 feet of movement to go around it or make a DC 10 Strength (Athletics) check to leap across it. On a failed check, you land in the pool (see chapter 3 of *Baldur's Gate: Descent into Avernus*).
4	A pit of quicksand is before you. Make a DC 10 Wisdom (Perception) check to notice it. If the check succeeds, you avoid it. If the check fails, you fall into the hazard (see "Wilderness Hazards" in chapter 5 of the *Dungeon Master's Guide*).
5	A group of **nupperibos** (see appendix A) are in your path. Use 5 feet of movement to go around them or make a DC 11 Dexterity (Stealth) check to sneak by. On a failed check, one of the fiends makes a claw attack against you (+5 to hit; 6 (1d6 + 3) piercing damage).
6	A **hell hound** chases after you.
7	A small stream of water from the River Styx is in your path. Make a DC 10 Strength (Athletics) check to jump over it. On a failed check, you touch the waters of the River Styx (see chapter 3 of *Baldur's Gate: Descent into Avernus*).
8	A sudden chasm catches you by surprise. Make a DC 10 Dexterity saving throw to navigate the impediment. On a failed save, you fall 1d4 × 10 feet, taking 3 (1d6) bludgeoning damage per 10 feet fallen as normal, and land prone.
9	You run through a ruin with uneven ground. Make a DC 10 Dexterity (Acrobatics) check. On a failed check, you fall prone.
10	An infernal war machine rushes toward you. Make a DC 18 Dexterity saving throw. On a failed save, you take 28 (8d6) bludgeoning damage and fall prone.
11–20	No complication.

Demon or Devil Prisoner

The characters come upon a demon band (see "Demon Band") or a devil squad (see "Devil Squad") that captured and are interrogating a devil or demon respectively. Roll or choose on the Fiend Prisoner table to determine the type of fiend they have captured.

The fiend has only a quarter of its hit points remaining. If the prisoner is a demon notices the characters, it begs for help, promising to serve the characters. If the characters free the demon, it follows them. Roll any die at the start of each hour it spends with the characters. If an even number is rolled, the demon remains loyal to the characters. If an

odd number is rolled, the demon betrays the characters the first chance it gets. The demon prisoner also betrays the characters if they encounter more demons.

If the prisoner is a devil and notices the characters, it offers a deal for anything in its power in exchange for the characters fighting for their freedom.

Fiend Prisoner

d6	Demon	Devil
1	**Quasit**	**Imp**
2	**Barlgura**	**Spined devil**
3	**Chasme**	**Bearded devil**
4	**Vrock**	**Barbed devil**
5	**Hezrou**	**Chain devil**
6	**Glabrezu**	**Bone devil**

Derelict War Machine

The characters see a Tormentor model infernal war machine (see appendix B of *Baldur's Gate: Descent into Avernus*). The front of the buggy is covered by a sculpted bronze devil face with a red crystal tube emerging from the gaping mouth, resembling a tongue.

The whole vehicle is rusted, and the rear of the buggy has been torn away completely. The engine has been destroyed and cannot be repaired.

Soul Canon

Any character examining the machine and who makes a successful DC 15 Intelligence (Arcana) check determines that the crystal tube is a weapon in working order that can be detached from the main chassis.

Another successful DC 15 Intelligence (Arcana) check safely detaches the tube. On a failed roll the tube explodes and everyone within 10 feet must make a DC 12 Dexterity saving throw, taking 5 (1d10) piercing damage on a failed save from shrapnel.

The tube is a small *soul canon*. It is 2 inches wide, 3 feet long, and weighs 25 pounds. It has a range of 200/600 feet and inflicts 8d10 force damage on a hit. It is a martial ranged weapon. A *soul coin* is needed to fire the canon and is consumed in the process.

Treasure

Inside the buggy are two seats holding the badly decomposed corpses of a pair of cambions. A successful DC 5 Wisdom (Perception) check locates a *soul coin* in a leather purse and a platinum ring on one of the cambion's skeletal fingers. This ring burns the sign of Asmodeus onto any surface.



Devil Squad

The characters encounter a squad of devils patrolling the battlegrounds looking for a fight. Each devil squad has a leader and troops. Roll or choose twice on the Devil Squad table to determine both.

When the characters encounter the squad, there is a 50 percent chance the fiends do not attack right away. The squad leader may offer a deal to let the characters pass without further incident or not see the characters as any kind of threat.

If a fight breaks out, the devils flee when more than half their number fall.

Devil Squad

d10	Leader	Troops
1–5	1 **barbed devil**	1d4 + 1 **spined devils**
6–9	1 **chain devil**	1d4 + 1 **bearded devils**
10	1 **bone devil**	1d4 + 1 **merregons** (see appendix A)

Dretch Marks

A narrow crack in the ground here opens to a large cavern beneath filled with sixty-six **dretches** that attack anyone who comes within reach. Any character with a passive Wisdom (Perception) score of 13 or higher notices movement in the dark crack, but anyone else is surprised by the attack. The dretches attempt to grapple the characters and drag them into the cavern to be torn apart.

The dretches, survivors of a great battle, have caught and killed numerous victims. Amidst bone and clothing scraps at the bottom of their cavern is treasure. Roll a d12 and consult the following table. The characters find everything up to and including the entry rolled.

d12	Item
1	A single caltrop made from bone
2	Bottle of ink
3	2000 cp
4	800 sp
5	60 gp
6	An iron and gold holy symbol devoted to an unknown god (worth 100 gp)
7	Pole (10-foot)
8	*Ear horn of hearing* (see appendix B)
9	Vial of basic poison
10	*Moon-touched longsword* (see appendix B)
11	Two *soul coins*
12	*Boots of speed*

Fiendish Betrayal

A wounded female human **knight** who escaped Elturel named Bera Tallen approaches the characters, requesting their help. She explains she barely escaped while one of her group of escapees betrayed and murdered the rest. Bera doesn't know why, but the traitor, who is not far behind, now chases her. If the party agrees to help, roll a d4 to determine the nature of the encounter:

1. The traitor, a male human **evoker** (see appendix A) named Pergon Uro, has fallen under the mind twisting effects of the plane, which has changed his alignment to lawful evil. Pero can be convinced of this with a successful DC 14 Charisma (Persuasion) check. Casting the *dispel evil and good* spell on the traitor also removes the effect.
2. The traitor is a **cambion** in human form who took the place of the group's real companion days ago. It carries an uncommon magical item of the DM's choice.
3. Bera is actually a **warlock of the fiend** (appendix A) who is has fallen under the pervasive evil of the plane. She betrayed her group and is trying to lure the party into a trap. Once the party confronts the false traitor, a lawful good female human **priest** named Teru Kang, the warlock attempts to kill them all in the name of her patron. Casting the *dispel evil and good* spell on Bera removes the pervasive evil effects. Bera carries an *amulet of proof against detection and location*.
4. Bera and the "traitor" are both **cambions** attempting to hunt and kill each other. Bera is a spawn of Graz'zt, and the other is a soldier for the Nine Hells. Bera carries an uncommon magical item of the DM's choice.

Hell Hound Pack

A pack of 2d6 **hell hounds** roams Avernus, looking for injured and easy prey. If the hounds notice the characters, they attack. Each fights until reduced to 10 hit points then flees.

Infernal Pursuit

War is hell, and the Nine Hells are at war. If the endless Blood War were to spill into the Material Plane, all of Toril would become as inhospitable as Avernus. While traveling across the wastes, travelers must beware roving bands of demonic pillagers, and the devils that hunt them.

Roll a d4 to determine which marauding demons the characters encounter and which devils are pursuing them. Once the characters encounter the demons, the pursuing devils appear on initiative count 20 of the next round of combat. These devils are loyal servants of Zariel, and once the devils destroy the demons, they turn their attention upon the characters. If the characters are enemies of Zariel, they attack; if not, they try to make a deal with these hapless mortals.

Infernal Pursuit Encounters

d4	Marauders and Pursuers
1	The marauders are four rampaging **dretches** pursued by two no-nonsense **imps**.
2	The marauders are six **quasits** who stole war machine parts, pursued by four **spined devils**.
3	The marauders are a **barlgura** ridden by a **quasit** that killed a devil lieutenant, pursued by a **bearded devil** riding a **nightmare**.
4	The marauders are a pair of **vrocks** clutching a shiny idol worth 500 gp while flying at full speed away from a **bone devil**.

Pool of Duplicity

A mirthful **arcanaloth** named Vriz'blath perches on a crag overlooking a pool of bubbling green ooze, not unlike the Progenitor Goo (see chapter 3 of *Baldur's Gate: Descent into Avernus*). When the characters approach, Vriz'blath casts *mind blank* upon itself, then calls out to the adventurers and asks them to behold the Pool of Infernal Marvels.

Every 30 seconds, on the dot, a creature pops out of the pools, then splashes back in. The creature is rarely the same; some examples of creatures could include a three-eyed fish, an abyssal chicken, a perfect sphere of green goop, or some other unusual creature.





Vriz'blath asks the characters if they wish to make a wager; if two different creatures pop out of the goop in a row, the characters win the bet. If two identical creatures pop out of the goo in a row, they lose. The arcanaloth has a total of 1,000 gp and five *soul coins* to wager.

The trick is, however, there are no creatures hopping out of the pool. Every minute, Vriz'blath secretly casts *minor illusion*, subtly performing the spell's somatic components while holding a tiny bit of fleece. A creature can see through the illusion by making a successful DC 17 Intelligence (Investigation) check as an action.

Vriz'blath lets the characters win the first bet to get them confident, then sets up a vicious losing streak. If the arcanaloth's deception is revealed, it casts *chain lightning* in a panic, then *finger of death*, and finally *dimension door* to flee if its assailants are undeterred.

Pool of Ichor

The ongoing Blood War has left substantial pools of demon ichor all over Avernus. The pool at this location is 50 feet across and fills the end of the ravine. Characters may choose to collect the ichor in a container as it can be used for infernal war machine fuel (see appendix B of *Baldur's Gate: Descent into Avernus*). It takes one round to fill a skin or flask with this liquid.

Unfortunately, horrifying things can form in the ichor. Each round that the pool is disturbed there is a 25 percent chance of a hostile demonic creature emerging. Roll a d4 to determine the creature:

1. A **chasme**
2. A **glabrezu**
3. A **hezrou**
4. A **vrock**

Only one fiend inhabits the pool.

Poppet Masters

A coven of **night hags** clusters around a table, sewing together small doll-like "toys." They are making *poppets* (see appendix B), which are dolls that can be infused with the properties of a person and thereby used to manipulate or hurt a person from a distance. One *poppet* can be purchased for one *soul coin*. To make a *poppet*, the character must supply the hags with an item that belonged to the person they want the *poppet* to impersonate: this can be a scrap of clothing, a lock of hair, a piece of jewelry, or any item that denotes sentiment or identity.

Stirge Swarm

A swarm of 10d8 **stirges** gorge themselves on the bodies of 3d6 deceased commoners who escaped from Elturel. The stirges ignore the characters as long as they don't come within 50 feet of the beasts, otherwise the stirges attack. Roll a d4 to determine what treasures the commoners had:

d4	Item
1	Assorted coins worth a total of 10d8 gp
2	A purse containing 5 moonstones (50 gp each)
3	A marble statuette of Torm (200 gp)
4	*A periapt of wound closure*



Chapter 2: River Styx Encounters

The following encounters can occur as the characters rest or travel on or near the River Styx in Avernus. See *Baldur's Gate: Descent into Avernus* for a description of the river and its effects.

River Styx Encounters

d20	Encounter
1	Archmage Alchemist
2	Cave of the Rationalist
3	Celestial Spy
4	Days of Hunter
5	Demon Skiff
6	Devil Patrol Boat
7	Drowned Satchel
8	Fapplestamp Twins
9	For the Glory of Ysgard
10	Gramma Valor's Barge
11	Hydroloth
12	I'm the Captain Now
13	Lost Assassin
14	Malignant Tributary
15	Naval Battle
16	Onshore Barrage
17	Released
18	Soul Shower
19	Wandering Spirit
20	Yeenoghu's Monster

Encounter Descriptions

Following are the encounters in alphabetical order.

Archmage Alchemist

Vandalo Urond (neutral evil male human **archmage**) stands on the banks of the River Styx using the *mage hand* spell to fill vials with Stygian water. Vandalo is a Red Wizard alchemist in his sixties with a shaved head covered in tattoos. He uses the Stygian water to create new potions. When speaking about magic or magic items, Vandalo gets excited and shares as much information as possible.

If Vandalo sees the characters, he waves them down, asking if they'd like to see his wares. Vandalo carries a *Heward's handy haversack* filled with all manner of potions. He is willing to sell characters any common, uncommon, or rare potions from chapter 7 of the *Dungeon Master's Guide* for the prices listed on the Vandalo's Potions table. If the characters buy a potion, he's happy to cast the *identify* spell on any objects they have for free.

If the characters attack Vandalo, he immediately flees, using the *teleport* spell to get back to Thay.

Vandalo's Potions

Potion Rarity	Price
Common	50 gp
Uncommon	100 gp
Rare	500 gp

Cave of the Rationalist

The characters pass a narrow cave, and a quavering voice calls out, "Is someone there?" Inside is the **ghost** of a bald, craggy-faced man. He introduces himself as Professor Horatio Hiddlethwaite, and says he is from a place called "Sid Knee" in the land of "Ustraya." He has not heard of any of the cities or lands that the characters know.

Horatio says he recognizes this place as "the classic conception of the Nine Hells," but since he is a rationalist and doesn't believe in the Nine Hells, he is convinced he is suffering from a delusion.

Horatio's Story

Horatio was a vain and selfish man in life whose soul floated down to Avernus upon his untimely death. Normally the souls of the damned fall in the River Styx, However, Horatio was only lightly weighed down by sin and was blown off course by a breeze. He has been hiding out ever since.

Horatio's Help

Horatio is cowardly but has done some exploration. He can tell the characters the location of one nearby hazard or other significant landmark, but the characters must provide him with some emotional gratification first. They can do that by acknowledging his superior intellect, validating his view that this is all a delusion, expressing great sympathy for his misfortunes.

Horatio refuses to travel with the characters, as this would "pander" to his delusion.

Celestial Spy

Allisatillmia, a **planetar**, is in Avernus to watch the Blood War and Zariel. The angel has orders from superiors in Mount Celestia to remain passive in the conflict and not interfere directly. She stays invisible as she watches the characters unless the characters travel with Lulu or carry the *Sword of Zariel*, in which case Allisatillmia appears before them. The angel introduces herself and asks if the characters plan to redeem Zariel (and because of her Divine Awareness trait, she knows the truth of their answer). If the characters answer with honesty that they plan to redeem Zariel, the angel bestows a *blessing of protection* on the character who answers (see "Blessings" in chapter 7 of the *Dungeon Master's Guide*) before turning invisible and going back to her work. If the characters attack, the angel flees.

Days of Hunter

The characters hear a disembodied voice say, "Have you encountered an elven vampire in your travels?" The speaker is an invisible **orthon** (see appendix A) named Balioch, who has been tasked by Bel to locate Jander Sunstar (see chapter 3 of *Baldur's Gate: Descent into Avernus*). The orthon is currently invisible.

If the characters know where Jander is and tell the orthon, it heads there immediately. Otherwise, it decides to allow itself a few hours of recreation, and says:

> "I will give you a reasonable chance. You may have a one-hour head start before I come for you. If you can evade me for four hours, you may live."

The orthon then waits for the characters to leave. When they are 200 feet away, it fires a tracking bolt from its infernal crossbow at the character with the lowest apparent AC. If it misses, it keeps firing until it hits.

Orthon Tactics

When the hour is up, the orthon comes after the party. After locating them, it plays cat-and-mouse with them for a while, firing concussion bolts ahead of them, or entangling the weakest member of the party and taunting the rest to leave that person behind.

When it tires of this game it sets out to destroy the party. Its tactic is to weaken them from a distance with concussion and acid bolts, before tying them down with entanglement, then closing to finish them off with its infernal dagger.

Treasure

The orthon has five *soul coins*.

Demon Skiff

The characters encounter a skiff of demons looking for a fight. Roll or choose on the Demon Crew table to determine what demons are on the boat. These demons attack characters they notice. Each flees when it is reduced to half its hit points.

The boat has the statistics of a keelboat (see "Owning a Ship" in chapter 5 of the *Dungeon Master's Guide*) and is piloted by a **merrenoloth** (see appendix A) that tries to stay out of combat. The demons pay the merrenoloth 50 gp a day to ferry them. If the characters offer the merrenoloth more than this, the yugoloth betrays the demons.

Demon Crew

d6	Demons
1	4d10 **dretches**
2	1 **barlgura** and 2d6 **dretches**
3	2 **barlguras** and 2d4 **manes**
4	1 **hezrou** and 1d4 + 2 **dretches**
5	1 **hezrou** and 2d4 **manes**
6	1 **glabrezu** and 2d4 **manes**

Devil Patrol Boat

The characters encounter a boat of devils patrolling the river looking for a fight. Roll or choose on the Devil Crew table to determine the number and type of devils on the boat. The boat has the statistics of a keelboat (see "Owning a Ship" in chapter 5 of the *Dungeon Master's Guide*) and is piloted by a **merrenoloth** (see appendix A) that tries to stay out of combat.

When the characters encounter the boat, there is a 50 percent chance the fiends do not attack right away. The devils may offer a deal to let the characters pass without further incident. If a fight breaks out, the devils flee when more than half their number fall.

The devils pay the merrenoloth 100 gp a day to ferry them. If the characters offer the merrenoloth more than this, the yugoloth betrays the devils.

Devil Crew

d10	Crew
1–5	1d4 + 2 **bearded devils**
6–8	2 **barbed devils** and 2d4 **lemures**
9–10	1 **chain devil** and 2d4 **lemures**

Drowned Satchel

A dyed-green leather satchel has washed upon the river's shore. Inside is a small pouch filled with dried wildflowers, a gold locket, and a bloated, waterlogged journal. Inside the locket is a portrait of a young man. The journal is mostly unreadable, but there is a name, "Ophelia," inscribed on the inside of the cover.

Treasure

The locket is worth 15 gp.

Fapplestamp Twins

The rocky ground before the party erupts as an enormous **bulette** burrows out. The bulette goes unnaturally still, as if frozen, and the characters hear a whirring sound that slowly winds down.

Give the characters a round to react. After that a hatch on top of the bulette pops open and two neutral rock gnome **mages**, one male and one female, stick their heads out. They introduce themselves as Zook and Ella Fapplestamp.

The Fapplestamp Story

The Fapplestamps are twins from Faerûn. Zook is a successful miner, while Ella is a brilliant artificer who converted a dead bulette into this extraordinary mining machine. With it, they enjoyed enormous success, but they wanted more.

Zook became convinced that the ground in Avernus would be full of diamonds. They arranged for a Red Wizard to teleport them here with their amazing machine. The same wizard was meant to be meet them a tenday later to bring them home, but missed the rendezvous.

Believing themselves abandoned, the Fapplestamps have travelled across Avernus for the last few months, seeking a way home while continuing to mine for diamonds.

They buy provisions from the Wandering Emporium. In combat, their machine has the same statistics as a regular bulette. Despite their rather dire situation, the Fapplestamps are both unflappably optimistic.

The Fapplestamp Offer

Assuming a friendly dialogue is established, the Fapplestamps offer to take the characters to any one location in Avernus in return for their help getting back to Faerûn.

Although bulette is enormous, much of the inside of the creature is filled with complex machinery. There is room for the characters inside the machine, but it is cozy.

Treasure

As well as various provisions and tools, the Fapplestamps have 5,000 gp worth of rough diamonds, as well as ten polished and cut diamonds worth 400 gp each.

For the Glory of Ysgard

The Heroic Domains of Ysgard are home to the souls of those who can imagine no greater afterlife than valorous combat unending. A group of warriors from that plane of eternal combat have traveled to Avernus in search of greater glory still. In the minds of these warriors, bards will sing songs about the heroic deeds they perform in Avernus in the beer halls of Ysgard for all eternity.

Dressed in animal hides and mighty horned helmets, these overzealous warriors dock on the banks of the Styx in a mighty galley the moment they see a group of devils, and attack all in sight. When they see the characters, they assume they are also foes, and attack instantly. A character that tries to convince the Ysgardians that they aren't enemies can make a DC 20 Charisma (Persuasion) check as an action, halting their attack on a success.

Roll a d4 to determine what kind of warriors emerge from the Ysgardian galley. If the warriors are bested in combat or convinced that their attack was mistaken, their leader gives the characters a *horn of Valhalla* that can summon spectral warriors of Ysgard to aid in battle.

Ysgardian Warriors

d4	Warriors
1	2d4 + 2 **berserkers** led by a **bandit captain** named Gallart. The *horn of Valhalla* is silver.
2	3d4 + 3 **berserkers** led by a **gladiator** named Hilda. The *horn of Valhalla* is brass.
3	4d4 + 4 **berserkers** led by a **frost giant** named Grogdiabelle. The *horn of Valhalla* is bronze.
4	5d4 + 5 **berserkers** led by an **empyrean** named Thyrsus. The *horn of Valhalla* is iron.

Gramma Valor's Barge

A **night hag** known as Gramma Valor drives her supply barge, *Pus Purveyor*, through Avernus upon the River Styx, selling supplies and smuggling contraband across enemy lines for the highest bidder. She has no allegiances, save for her loyalty to her own profits. Her barge is crewed by her "sons," a group of ten unpleasant **rutterkins** (see appendix A). If the characters encounter them multiple times, Valor's ship has 1d4 fewer rutterkins aboard each time, as the Blood War claims them.

Gramma Valor's supply barge has all types of weapons, armor, and tools in the *Player's Handbook* available for purchase, as well as several special items. Roll 1d4 to determine what type of special goods are available, rolled on the random magic items tables in chapter 7 of the *Dungeon Master's Guide*.

Gramma Valor's Special Goodies

d4	Item
1	Roll four times on Magic Item Table B. She sells these items for 1,000 gp each, or 500 gp for a single-use item.
2	Roll three times on Magic Item Table C. She sells these items for 1,500 gp each, or 750 gp for a single-use item.
3	Roll twice on Magic Item Table F. She sells these items for 2,000 gp each, or 1,000 gp for a single-use item.
4	Roll once on Magic Item Table G. She sells these items for 5,000 gp each, or 2,500 gp for a single-use item.



Hydroloth

A **hydroloth** (see appendix A) swims on the river, looking for someone to hire it. If it spots the characters, the yugoloth approaches and makes a pitch to be hired as a guide and guardian. The hydroloth asks for 500 gp a day, but a successful DC 14 Charisma (Persuasion) check convinces the fiend to lower its rates to 250 gp a day. If the characters agree, the hydroloth serves them loyally each day provided it is paid and another party doesn't offer the fiend a better deal (which the fiend immediately accepts).

If the characters refuse the hydroloth's offer, the fiend attacks, hoping to force them into an agreement. The hydroloth fights until the characters accept a deal or it is reduced to 30 hit points then flees.

I'm the Captain Now

An abandoned boat floats slowly along the shore of the River Styx. If a character approaches within 20 feet of the boat, enemies appear and attack. Roll 1d4 to determine the type of enemy:

1. 1d3 **hell hounds**
2. 4d6 **lemures**
3. 1d4 **spined devils**
4. 1 **mezzoloth**

Cursed Oars

Inside the boat is a pair of smooth wooden oars. A *detect magic* spell marks them as holding a cursed enchantment. A character holding both oars must make a successful DC 15 Wisdom saving throw or be affected by the fiendish curse. For the next 24 hours, the cursed creature is at disadvantage to Intelligence and Wisdom saving throws. In addition, they are poisoned whenever they are more than 100 feet away from the River Styx.

At the end of the 24 hours, the creature is transformed into a **merrenoloth** (see appendix A) contracted as the new captain of the abandoned ship. Though the oars and ship are immune to damage or magical effects, a character can be freed from the curse with a *remove curse* spell or similar effect.

Lost Assassin

Mei Wind (chaotic evil female human **assassin** affected by the *feeblemind* spell) wanders the banks of the River Styx wearing a blank expression. She attacks creatures that attack her first, but has a pleasant disposition otherwise. She remembers nothing about her personal history including her name, how she came to Avernus, and why she is in the Nine Hells. She cannot speak or communicate in any intelligible way, but if the characters are kind to her, Mei Wind travels with and aids them.

In truth Mei Wind is cultist of Baphomet who came to Avernus to prove herself to the Horned King. She believed if she killed Baphomet's enemies, the demon prince would reward her by transforming her into a minotaur. That plan went awry when a devil cast Mei Wind into the River Styx, causing her to lose all her memories. If Mei Wind's memories are restored, her mission comes back to her. She plays coy, but betrays the characters the first chance she gets, hoping to sacrifice them to Baphomet.

Mei Wind has a tattoo of a labyrinth on her back, which is only visible if she takes off her armor. A successful DC 15 Intelligence (Religion) check reveals elaborate labyrinths are associated with the demon lord Baphomet.

Malignant Tributary

The characters' way is blocked by a slow-moving stream of bloody sludge that feeds into the Styx. The local fiends call it the Malignant Tributary. Rivers and pools like it well up from the ground all over Avernus, providing the devils with a ready source of nourishment.

The tributary is 20 feet wide and 9 feet deep at the midpoint. Swimming in it causes no harm, although it is quite repulsive.

Any character drinking from the river must make a DC 12 Constitution saving throw. On a failed save, the character takes a short-term madness condition (see "Madness" in chapter 8 of the *Dungeon Master's Guide*).

On a successful save, the character gains one of these infernal traits (roll a d6):

1. The creature gains darkvision out to a range of 120 feet.
2. The creature can speak and understand Infernal.
3. The creature can communicate telepathically with any creature that understand a language within 120 feet.
4. The creature gains resistance to cold damage.
5. The creature gains resistance to bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.
6. The creature gains immune to poison damage and the poisoned condition.

The trait lasts for 99 minutes. Any creature that drinks from the river again before taking a long rest automatically fails the saving throw.

Naval Battle

A devil patrol boat (see "Devil Patrol Boat") battles a demon skiff (see "Demon Skiff") in the path of the characters. Roll any die. On an even result, the devils are winning the battle. On an odd result, the demons are winning.

Demons

The demons attack the characters and devils alike. Each flees when reduced to half its hit points.

Devils

If the devils are losing the battle and notice the characters, the fiends offer a deal to get the characters to fight for them. Otherwise the devils take no heed of the characters until the demons are defeated or the characters attack the devils first. If the characters have no deal with the devils, once the demons are put down, the devils turn and attack the characters. The devils flee when more than half their number fall.

Onshore Barrage

A group of fiends on the banks of the river notice the characters and hurl projectiles and fire at them. Each character must succeed on a DC 15 Dexterity saving throw or take 22 (4d10) piercing damage and 22 (4d10) fire damage.

If the characters are on a boat, the creature piloting the boat must make a Dexterity check with vehicles (water). On a failure, the ship takes 22 (4d10) piercing damage and 22 (4d10) fire damage and catches on fire. While on fire, the ship and all creatures touching it take 5 (1d10) fire damage on initiative count 0. On a success, the ship takes half damage and is not on fire.

Released

While traveling the banks of the River Styx, the characters hear a plaintive, inhuman wail, followed by the crashing of waves and a peal of thunder. A **kraken** flails in the shallows of the Styx while a crew of yugoloths upon a galley made of pitch-black wood sails beside it, hurling harpoons.

A crew of ten **mezzoloths** commanded by a **merrenoloth** (see appendix A) are trying to use their tridents and *cloudkill* spells to subdue the kraken. The kraken has been reduced to half its hit points by the brawl, and is using its Lightning Storm action to try and destroy the yugoloths' boat. The kraken must make a DC 15 Intelligence saving throw at the start of each of its turns to resist the forgetful effects of the River Styx, as described in chapter 2 of the *Dungeon Master's Guide*.

If the characters don't get involved in the conflict, the kraken sinks the yugoloth galley after 1 minute of combat, unless it succumbs to the waters of the Styx, then leaves the river. When the kraken pulls itself out of the Styx, it crawls across Avernus searching for a lair where it can gather allies and plot its escape from the Nine Hells. Once the kraken finds a lair, regional effects begin to warp the area around it after 1d10 days.

The kraken is named Karraquas, and it doesn't know how it found itself in the River Styx. It only knows that it was tearing apart a ship on the high seas one minute, and found itself in Avernus the next. If the characters are willing to become allies of the kraken, it helps them in their quest in exchange for favors, for the air in Avernus is dry and deadly to a creature of the deep sea.

Soul Shower

A huge number of screaming, translucent, humanoids shower down from the sky into the River Styx. These are the souls of the damned, recently deceased and now going to their fate. There are 4d6 x 10 souls in total, and it takes 1 minute for them all to fall into the river. Another 1 minute after the first, the souls begin crawling out of the river, transformed into **lemures**. They emerge at a rate of 2d6 per round and immediately attack any characters within sight.

Wandering Spirit

The characters spot a lost **ghost** (of a humanoid race of the DM's choice) following the banks of the River Styx, trying to get out of Avernus to a safer plane of existence and better afterlife. Roll any die:

- On an even result, the ghost hails the characters and begs for an escort to the edge of Avernus so it can leave the Nine Hells. If the characters help, the grateful ghost gives one of the characters a *charm of feather falling* (see "Charms" in chapter 7 of the *Dungeon Master's Guide*).
- On an odd result, the ghost has been driven mad by its time in Avernus and attacks the characters, fighting to the death.

Yeenoghu's Monster

If **Crokek'toeck** (see appendix A) has been freed from the Bleeding Citadel (see chapter 4 of *Baldur's Gate: Descent into Avernus*), the characters find this monster in their path. If the monster is imprisoned or dead, treat this result as no encounter.





Chapter 3: Elturel Encounters

The following encounters can occur as the characters rest or travel the streets of Elturel while it is in Avernus. See chapter 2 of *Baldur's Gate: Descent into Avernus* for a description of the city and its locations.

Elturel Encounters

d100	Encounter
01–04	A River Ran Through It
05–09	Abandoned Trunk
10–13	Alchemist Shop
14–17	Execution
18–21	Fiendish Trap
22–26	Forbidden Delights
27–31	Hellfire Burning
32–35	Hellrider Uprising
36–39	Injured Knight
40–43	Jailbreak
44–47	Keeper of the Keys
48–52	Kid Warlock
53–57	Mad Cultists
58–62	Missing Imp
63–67	Nasty Weather
68–72	Nycaloth Thugs
73–76	Obsessed Avenger
77–80	Priestess of Lathander
81–85	Rakshasa Hustler
86–90	Skeleton Bonfire
91–95	Thief of Ivory Wings
96–100	Wild Beasts

Encounter Descriptions

Following are the encounters in alphabetical order.

A River Ran Through It

Alta Tron, a chaotic neutral female human **enchanter** (see appendix A), approaches the characters, introducing herself as a mystical engineer and claiming to have developed a device that can allow a group safe passage across the rift separating the east and west sides of the city. If the characters agree to help Alta successfully test the device, she agrees to build the characters one for their own.

Though extremely skilled, the engineer is a bit mad and suffers from bouts of delusions of grandeur. A successful DC 14 Wisdom (Insight) check notices something a bit off about her.

The device is intended to create an invisible bridge across the rift that lasts for five minutes. Examination of the rune-covered metallic device reveals no useful information, as there is no way of surmising how it was built.

The Experiment

When activated, the device indeed creates a magical bridge that cannot be seen by any means other than with truesight. The bridge, unknowingly to the party, extends only 50 feet across. A character crossing the bridge must make a successful DC 12 Dexterity saving throw to notice. In addition, after five rounds, the bridge begins to collapse. A successful DC 13 Wisdom (Perception) check notices small wisps of smoke coming out of the machine, while a successful DC 13 Intelligence (Arcana) check discovers there are only moments left before the device fails. Characters on the bridge when the device begins to

fail can rush back to solid ground with a successful DC 14 Strength (Athletics) or Dexterity (Acrobatics) check. Characters that fail and cannot fly, levitate, or teleport fall several hundred feet into the River Styx (see chapter 3 of *Baldur's Gate: Descent into Avernus*).

Attracting the Guards

During the test, there's a 1 in 10 chance the party is noticed by the guards stationed on Torm's Bridges, attracting a patrol of 2d4 **spined devils**.

Treasure

If the characters attempted to help Alta in good faith, they're rewarded with an uncommon magical item of the DM's choice.

Abandoned Trunk

There is a small, dusty trunk sitting on the side of the street, made from gray wood with a tarnished bronze latch and no lock. Roll a d4 to determine the contents.

1. A set of antique silverware, worth 240 gp.
2. A complete set of the *Encyclopedia Esoterica*, worth 150 gp to the right buyer.
3. The trunk is a **mimic** with 90 hit points.
4. As the characters approach the trunk, a desperate-looking human **gladiator** with a tattooed face pushes past and says, "I saw it first!" Inside is the corpse of a small dog.

Alchemist Shop

The characters pass a building that emits a sweet smell. The building's locked door can be opened with a successful DC 15 Dexterity check by a character proficient with thieves' tools, or smashed down with a DC 20 Strength (Athletics) check.

Once inside, the characters see the building was obviously an alchemist's shop. No one is inside, and most of the chemicals and equipment were destroyed.

Treasure

There is a single intact cask brimming with alchemist's fire. There is enough liquid in the cask to fill ten glass vials, which can be found with a quick search of shelves. Alternatively, the entire cask can be detonated, having the same effect as a *fireball* spell (spell save DC 15).

Execution

Three **bearded devils** make preparations to execute Tyara Twinfall (lawful good female human **priest** with no spell slots remaining) by hanging her with a chain from a building. The devils caught Tyara, a priestess of Torm in her sixties, sprinkling holy water on corpses in Elturel's graveyard (area E7) to prevent them from coming back as undead. They plan to display Tyara's corpse as a warning to the rest of the citizens of Elturel.

If the devils notice the characters, they attack. When one devil remains, it flees.

If the characters free Tyara, she thanks them and tells them the dead are rising in Elturel's graveyard. The priestess begs the characters to do something about the undead if they have not already explored the graveyard (see chapter 2 in *Baldur's Gate: Descent into Avernus*). After she chats with the characters Tyara leaves to find a safe place to rest.

Fiendish Trap

The characters come across a human with a rope around his neck hanging from a tree. His hands grasp the rope at his throat, allowing him to breathe, but his is obviously losing his fight to survive.

Two **barghests** (see appendix A) in goblin form hide and watch the struggling victim, hoping that his predicament draws out other survivors for the pair to kill, extort, or torment. They were planning to sneak into Elturel and eat some innocent souls at the fateful moment when the city came to Avernus.

The human is Alihor (neutral good **commoner**), a tailor who survived the trip to the Nine Hells but could not find a safe place to hide. He is cowardly and traumatized by the experience.

Forbidden Delights

The party finds a torn piece of parchment on the road depicting an advertisement for a magician-run pastry shop called Forbidden Delights. If the party heads to the shop, they find it locked, but after one round, the proprietor opens the door and beckons them to come inside.

Bulmor, the human proprietor, and his two sisters, Tevra and Maribe, claim to be hiding from devil patrols, but are actually three **dybbuk** (see appendix A) spies that killed the real owners and possessed their corpses. They attempt to lure the party far enough into the shop before locking the door and attacking.

A character who spends 1 minute searching the shop and makes a successful DC 12 Intelligence (Investigation) check finds 1d4 intact magical pastries, each with the effects of a specific potion when they're consumed. As they're unmarked, their effects on are unknown. Upon consumption, roll a d6 to determine the pastry's effects:

d6	Effect
1.	*potion of greater healing*
2.	*potion of diminution*
3.	*potion of poison*
4.	*elixir of health*
5.	*potion of growth*
6.	*philter of love*

Hellfire Burning

A group of **commoners** are gathered outside a building ablaze with red and green flames. They tell the party they heard cries for help coming from within. If the party chooses to investigate, roll a d4 to determine the nature of the fire.

1. The building was set ablaze as a casualty from a recent battle. A strange hellfire burns from within. Three **commoners** are trapped inside different rooms in the building. Each one can be located and reached within two rounds with a successful DC 14 Wisdom (Perception) check. A character inside the building must make a successful DC 13 Dexterity saving throw at the start of each round or take 3d6 fire damage from the writhing hellfire. Commoners not located within 2 minutes perish in the fire.



2. A **barbed devil** is inside the building, pursuing two **commoners** fleeing it.
3. The fire is caused by a backlash from a summoning ritual performed by a demonic **cult fanatic** and three **cultists**. A summoned **barlgura** is within as well. The DM can choose the demon's level of alliance with the cultists.
4. Two rounds after anyone enters the building, the fire erupts in a catastrophic explosion. Each creature within must make a DC 13 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much on a successful one. Climbing out of the debris takes three rounds. Each round, creatures in the debris must succeed on a DC 12 Constitution saving throw or take 10 (3d6) poison damage from smoke and debris inhalation.

Hellrider Uprising

A group of three Hellriders (**knights**) each mounted on a **warhorse** are losing a battle with six **spined devils.** If the devils notice the characters, four of them attack the characters while the others continue to battle the Hellriders.

If the characters aid the Hellriders in defeating their foes, the knights thank the characters, giving them any advice about the city they have to offer before riding off in search of other fiends (see chapter 2 in *Baldur's Gate: Descent into Avernus*).

If the characters do not aid the Hellriders, the Hellriders lose the battle.

Injured Knight

As the characters turn a corner, they see a human knight fell a bearded devil, just as the knight is struck with the devil's glaive. The knight falls even though she does not look very injured.

The knight is Beryl Corth (lawful good female human **knight**), and she is suffering from an infernal wound from the devil's glaive. The wound continues bleeding (1d10 damage per round) until it is treated with a successful DC 12 Wisdom (Medicine) check or Beryl receives magical healing. She has 40 hit points when the characters encounter her.

If the characters can save her, she tells them that she has been wandering the city, looking for survivors and fighting monsters. She knows little else of the happenings elsewhere.

Jailbreak

Cries for help emerge from a building bearing a sign that reads, "Elturel Jail." When the characters enter, they see five humans in a cell. Four of the humans assault the fifth who is curled up in the corner.

These five were spending the night in jail when Elturel came to Avernus. The guards perished, and they have not been able to escape their locked and barred cell. Some kind survivors have brought them water, but now they are out of food and no one has come by recently. Four of the prisoners have decided that the only means of survival is making a meal of the fifth.

The prisoners (**commoners**) can be talked out of their plans with a successful DC 10 Charisma (Persuasion) check, or if the characters offer them food or freedom. The cell's lock can be picked with a successful DC 15 Dexterity check with thieves' tools.

Keeper of the Keys

A **chain devil** wandering the streets of Elturel named Luchetto makes eye contact with a character and communicates the following message telepathically: "Keys for sale. You interested?"

Luchetto wears a leather coat lined with keys of all shapes and sizes, made of various materials. Some are shiny and brand new; others are rusted and splattered with blood. Luchetto is a "collector" and hopes that someday he can find a key to unbind his chains. He appreciates the craft that goes into key-making and wants to make some easy money. Each key costs 1 sp. Luchetto is also willing to trade a key for a key. There is a 50 percent chance Luchetto has a key that could help the characters.

Kid Warlock

A child wearing dark robes inscribed with silver sigils approaches the characters. She claims to be a warlock and demands they help her. Roll a d4 to determine her identity.

1. She is an ordinary child (noncombatant), but the stress of the situation has led her poor mind to imagine she is a powerful warlock. She commands the characters to procure a large supply of boiled sweets for her, or face her patron's wrath.
2. She is not a child but a halfling **warlock of the archfey** (see appendix A). While fighting a group of ogres near Daggerdale, a miscast *misty step* spell saw her accidentally transported to Elturel just before it shifted to Avernus. She has no money or supplies but offers to help the characters achieve their immediate goal if they promise to take her back home when they leave.
3. She is a **warlock of the archfey** (see appendix A) and a child prodigy with magic. Her father (along with 4d6 other **commoners**) is being held by four **bearded devils** in an old villa in the southern part of the city. The devils plan to sell them all into slavery. She pleads with the characters to help her free her father and offers magical favors in return.
4. She is a **succubus** disguised as a very young warlock. She claims to have been orphaned in the disaster and offers to help the party if they let her join them. She plans to secretly charm one of the characters and use that person to rob them all.

Mad Cultists

Most of the citizens of Elturel who survived the trip to Avernus either fled to the High Hall, locked themselves in their homes or businesses to hide, or perished at the hands of fiendish creatures in the days since their arrival.

A few, however, went mad. Zariel sensed this madness and sent these people mad visions that drive their actions. These people have carved an image of a sword into their foreheads and roam the streets, slaughtering anything in their path – although Zariel has ordered her devilish servants to give them pass.

The characters see five **cult fanatics** beating on doors, breaking windows, and otherwise wreaking havoc. If the fanatics see the characters, they immediately attack. If defeated and questioned, the cult fanatics ramble madly about fallen angels, flaming swords, and the entire city being plunged into the Styx to be "purified and made one with the darkness."

Missing Imp

A cloaked human woman approaches the party and asks if they've seen an imp. The woman is Amira (neutral **warlock of the Great Old One** in appendix A) and looking for her familiar, an **imp** named Chernok. Amira says that Chernok was "killed" in battle but when she cast her *find familiar* spell, he didn't return to her, so she came to Avernus to retrieve him.

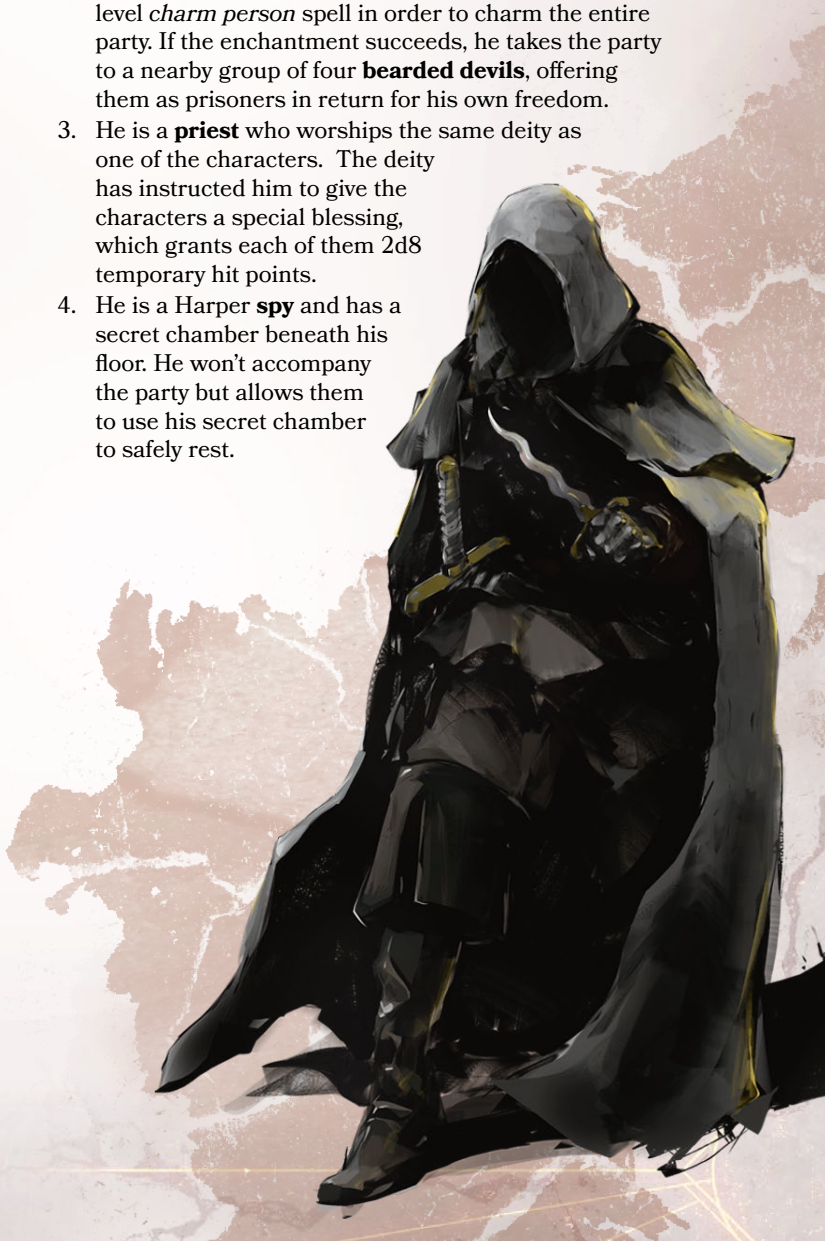
There are many imps in Avernus. What differentiates Chernok is his droopy right ear. Characters can make a successful DC 16 Wisdom (Survival) check to track him during their travels. According to Amira, he also loves chocolate and gold coins. Amira gives them a *sending stone* to notify her if they find Chernok, and offers the party her services as a reward.

If identified, Chernok is at first reluctant to return to Amira, annoyed that he was sent back to the Nine Hells. He lured his keeper here as payback, but a successful DC 15 Charisma (Intimidation or Persuasion) convinces Chernok to return to Amira.

Nasty Weather

The characters are walking down the street when acidic rain begins falling from the sky. A balding human man in a fur robe stands in the doorway of a little terrace and beckons them inside to escape the weather. He cryptically says that they might also learn something to their advantage. Roll a d4 to determine the man's identity.

1. He is a **vampire spawn** and attacks the party as soon as he secures the front door. He has a stash of 150 gp.
2. He is a **enchanter** (see appendix A) who casts a 5th level *charm person* spell in order to charm the entire party. If the enchantment succeeds, he takes the party to a nearby group of four **bearded devils**, offering them as prisoners in return for his own freedom.
3. He is a **priest** who worships the same deity as one of the characters. The deity has instructed him to give the characters a special blessing, which grants each of them 2d8 temporary hit points.
4. He is a Harper **spy** and has a secret chamber beneath his floor. He won't accompany the party but allows them to use his secret chamber to safely rest.



Nycaloth Thugs

Eldizon and Merrowdown, two **nycaloths**, see Elturel's predicament as their golden opportunity. The pair deserted their brigade in the Blood War battle to travel to the city. Now that they're here, they plan to use force, guile, or both to take the city. Then they can hand it over to the highest bidder and move to a plane with lots of sunshine and refreshing drinks.

When the nycaloths spot the characters, the pair follow invisibly then wait for the characters to split up or rest. The yugoloths appear and threaten the smallest group of characters for money, magic items, or Lulu. The nycaloths are cowards. As soon as one is reduced to less than half its hit points, both flee.

Obsessed Avenger

When Elturel came to Avernus, retired adventurer Estellen Sohl was sitting down to eat with her family. A lawful good human **mage** of no small power, Estellen was able to protect her family for a short time, but recently devils overran her home and killed them.

Mad with grief, Estellen now wanders the streets, killing any devils, demons, or other evil creatures she can find. She knows the tricks of devils well, so she assumes anyone she encounters to be a devil in disguise.

When they meet her, the characters must converse with Estellen with great care. If they say or do anything that can be misconstrued as an evil or treacherous act, she acts them immediately. Estellen has only one spell slot of each level remaining.

A successful DC 15 Charisma (Persuasion) check can reassure the mage, or a DC 15 Wisdom (Medicine) check can diagnose Estellen's madness. Even if dealt with carefully, Estellen wants to die killing as many of the fiends as possible. Characters might be able, however, to point her in a direction that favors them.

Priestess of Lathander

The characters encounter Mona Kirando (lawful good female human **priest**) as she attempts to lead a family of four homeless **commoners** (named Brella, Fargus, Tomdon, and Yan) to safety.

If the middle-aged priestess of Lathander notices the characters, Mona introduces herself. If the characters are kind to her, Mona offers her spells to heal them. If the characters threaten the NPCs or commit any evil acts in her presence, Mona takes no chances and attacks while yelling for her companions to flee.

Rakshasa Hustler

Jalrai is a **rakshasa** who sees Elturel's plight as an opportunity to get rich. When the city falls, she plans to take her money to the Material Plane and use it to hire an army of minions.

Jalrai searches Elturel in the form of a wood elf priestess of Tyr named Calissa Arven. She convinces survivors to trust her and give her access to their hiding places. When she finds their refuges, she devours them and takes their belongings, storing them in a *portable hole*.

The characters encounter Jalrai as she leaves a residence where she just devoured a family of four. When the rakshasa notices the characters, she offers to travel with them and aid them on whatever quest they have. A successful DC 20 Wisdom (Insight) check reveals her as a fiend. Jalrai does not attack the characters if confronted; instead she flies or uses *plane shift* to escape.

Skeleton Bonfire

A pile of mortal bodies fuels an infernal bonfire in the middle of a street. The fire is clearly not natural. A *detect magic* spell reveals that an aura of necromancy magic radiates from the fire. When the characters get near it, 1d6 **skeletons** emerge from the fire and attack (they have no ranged weapons). Every round thereafter on initiative count 20, another 1d6 skeletons emerge and attack.

This continues until a *bless* spell or similar magic is cast upon the corpses. A successful DC 15 Intelligence (Religion) check made as an action to say a suitable prayer of rest also stops the spawning of more skeletons as the magical fire is quelled.

Treasure

If the pyre is calmed, the characters can search the pile and find jewelry and coins worth a total of 400 gp.

Thief of Ivory Wings

Several months before Elturel was dragged into Avernus, an unscrupulous hunter named Emarki Langridere (neutral evil male human) captured a **pegasus** and hid it in his cellar, to sell it later on the black market in Baldur's Gate. He was killed by demons in Elturel's descent, but was reborn as a devil with a tiny fragment of his former memories.

Now an **imp**, Langridere has slowly made his way from the Styx to Elturel, and is searching for his half-remembered cellar. A character in Elturel with a passive Wisdom (Perception) score of 15 or higher notices that a **horned devil** that was flying in circles for hours (maybe even days!) has suddenly flown with incredible purpose towards a house on the outskirts of the city.

Characters who pursue find that the invisible imp has convinced a horned devil to help it find the lost pegasus. The horned devil has smashed open the cellar door and is dragging the chained and muzzled pegasus out into the streets. If they save the pegasus, it tells them its name is Polydamas and agrees to be the steed of any good-aligned character, especially an elf or half-elf, while they search for a way out of Avernus.

Wild Beasts

A travelling zoo was performing in Elturel when the city was dragged to Avernus. Several of the beasts escaped, and they now roam the streets hunting for food.

Two **saber-toothed tigers** and four **lions** hunt in a pack, taking down anything in their path. An individual creature can be brought to heel with a successful DC 15 Wisdom (Animal Handling) check. However, the madness of Avernus makes the beasts incapable of pushing down their primal urges for long.



Chapter 4: Encounter Chains

The following encounters chains consist of several smaller encounters linked together by the same story in Avernus. There are two encounter chains that could be fleshed out into longer adventures if you so desire.

Dragon Queen's Chosen

The characters discover that words have been carved into one of the monolithic boulders that dot the wastelands of Avernus. The script reads, "Prove yourself worthy of being my chosen," and seems to have been carved into the stone by a massive claw.

The start of this encounter chain is suitable for characters of 7th level. If the characters are already 8th level or higher, you can play any of the earlier encounters in this encounter chain out of order by using the encounter building rules in chapter 3 of the *Dungeon Master's Guide* to add more foes.

Pearlescent Devotion

Later on the same day the characters discovered the message clawed into the boulder, they are attacked by a pair of **white abishais** (see appendix A). Both devils attack recklessly, with a mindless intent to kill. When the last is killed, a deific voice echoes from its dying maw: "You are powerful, but you are not yet worthy."

Shadowy Death

Once the characters reach 8th level, they are ambushed by a pair of **black abishais** (see appendix A) in the middle of a long rest. These assassins begin combat by using their Creeping Darkness action option to surround the characters in darkness. When the last is killed, the same voice escapes from its mouth.

"I sense great promise in you," it rasps. "Seek out the merchant with a heart of gold."

Venomous Wit

Once the characters reach 10th level, they are approached by a **green abishai** (see appendix A) named Xalgonai masquerading as a human merchant from Mahadi's Wandering Emporium. This abishai claims that she "has heard you are in the market for uncommon finery" and offers to sell them a human heart made of solid gold for 10,000 gold.

She is willing to be haggled down, reducing her price by 2,000 gold every time a character makes a successful DC 15 Charisma (Deception or Persuasion) check. Once a character fails this check, she refuses to lower her prices further.

During this negotiation, the abishai subtly casts *dominate person* on the most foolish-seeming character in the party. A creature with a passive Wisdom (Perception) score of 19 or higher notices that she has cast a spell. Once the character is dominated, Xalgonai attacks mercilessly, using *confusion* and other spells to keep her foes at bay while her dominated ally kills them.

When Xalgonai is killed, the deific voice of Tiamat once more emerges from her and says, "You have both great strength and sufficient guile. But you must grow stronger still before the heart will reveal its secrets to you." The golden heart is a living but dormant creature and registers as a fiend when examined by a paladin's Divine Sense or similar magic. It can't move, can't act, and is immune to all damage and conditions.

Shocking Curiosity

Once the characters reach 12th level, the golden heart begins beating. Its beating can be felt even when contained in a character's pack, and it grows faster as they grow closer to Demon Zapper (see chapter 3 of *Baldur's Gate: Descent into Avernus*).

A **blue abishai** (see appendix A) named Ceruquea lurks in a cave some 200 feet away from the Demon Zapper. When the characters draw near, the abishai greets them like friends and explains that the heart is the current form Severin Silrajin, a former leader of the Cult of Dragons who tried and failed to call Tiamat into the Material Plane many years ago. Tiamat transformed Severin's soul into this inert heart as punishment.

The abishai believes that the heart could be transformed if exposed to the unbridled radiant energy of the Demon Zapper. If the heart comes within 100 feet of the zapper, a beam of radiant light explodes from the zapper and strikes the heart. Any character holding the heart at this time must succeed on a DC 18 Dexterity saving throw or take 260 (40d12) radiant damage, or half as much damage on a successful save.

When the heart is struck by the ray, it transforms into an *ioun stone of absorption* made of gleaming gold. The blue abishai thanks the characters for acquiring such a powerful item then uses its most powerful spells to try to annihilate them from a distance.

When the abishai dies, Tiamat's voice emerges from its mouth and congratulates the characters. "You have responded to treachery with lethal force. Very good. However, you have seen only a fraction of my true power. If you seek an audience with the Dragon Queen, travel to the tower of my current champion."

Burning Ambition

When the characters visit the spire of black rock that houses Tiamat's champion (see chapter 3 of *Baldur's Gate: Descent into Avernus*), they find its owner and his allies absent. Instead, another being is awaiting their arrival: a **red abishai** named Sut'valloth. It is ready to test their might and judge their worthiness. The abishai moves and acts haltingly, and speaks with the rumbling, disproportionate voice of Tiamat herself—for she is using the abishai as a direct conduit for her consciousness.



The abishai attacks with a gleeful howl in the midst of the pleasantries, and uses its powers of flight to burst out of one of the tower's windows after attacking. It weaves in and out of the tower, goading the characters to fight in the air around the tower.

When the abishai is killed, Tiamat animates his fallen body like a puppet. He stands, a malevolent gleam in his eye, and speaks to them with Tiamat's voice. ""You are indeed most worthy. Now, claim your place at my side. Kneel, mortals. And rise—champions of the Dragon Queen. Take this power, and use it to end the reign of Zariel and make Avernus mine once more."

The characters each gain the ability to cast the spell *dragon's breath* (found in *Xanathar's Guide to Everything*) at 5th level with a range of Self. Once a character casts this spell, they can't cast it again until next dawn. Additionally, as champions of Tiamat, they can call upon her power to shatter the chains of Elturel (as described in "Breaking the Chains" in chapter 5 of *Baldur's Gate: Descent into Avernus*) or to perform a similar task by meditating in prayer for 10 minutes. The champions can only make a request upon Tiamat's power in this way once, and only in Avernus.

Serpent of Deceit

A host of celestial couatls followed Zariel on her doomed charge into Avernus, and their numbers slowly dwindled as the seemingly endless hordes of demons and devils wore upon their finite ranks. Now only one of these divine serpents remains—and has succumbed to evil.

The start of this encounter chain is suitable for characters of 5th level.

Adriesta the Fallen Serpent

This **couatl** hides in Mahadi's Wandering Emporium, using her Change Shape trait to take the form of a female tiefling named **veteran** Adriesta with a red cloak and buzzed-short white hair. She uses the *dream* spell to draw adventurers to her location.

The corrupting influence of Avernus has taken its toll upon the once-pure celestial. Wicked thoughts have crept into the couatl's mind, and her will to resist has slowly drained away. Adriesta seeks to pledge her service to Zariel, and is in need of companions to protect her on the journey to Zariel's Flying Fortress (see chapter 3 of *Baldur's Gate: Descent into Avernus*).

Adriesta's type is fiend, and her alignment is lawful evil. As a fiendish couatl, Adriesta gains an additional action, which increases her challenge rating to 5 (1,800 XP):

Summon Fiend (1/day). Adriesta conjures two **hell hounds** in the two unoccupied spaces closest to her.

Opening Gambit

While shopping in Mahadi's Wandering Emporium, the characters encounter Adriesta on the outskirts

of the emporium, gazing out onto the wastes. Before the characters move on, however, they see the tiefling attacked by a group of four **spined devils**. She is instantly tackled to the ground, and seems to be in mortal danger.

This is just a ruse; these spined devils were hired by Adriesta to draw in useful patsies. Each spined devil flees when reduced to half its hit points; they have no intention of dying for this job. Once Adriesta is saved, she plays the part of the warrior with wounded pride, downplaying the danger she was in and ruefully thanking the characters for their help.

Adriesta's Shielded Mind trait prevents anyone from divining her true intentions until it's too late.

Dream of Divinity

Now that Adriesta has met the characters, she enacts phase two of her scheme: the dream of divinity. She casts *dream*, and one of the characters receives a sleeping vision of an awe-inspiring celestial serpent, coiling around the imposing flying fortress of Zariel. It speaks in a booming voice: "I am the Serpent of the Heavens, one who followed Zariel into Avernus and lived. I know you seek to perform a great task—one that involves my greatest nemesis. I have entrusted a secret route to Zariel's citadel to the tiefling warrior Adriesta; find her, and she will show you the true way to the fallen angel."

As the dream-serpent speaks, the dreamer's vision jumps from Mahadi's Wandering Emporium, then to a tower of steel that looms over the River Styx, and finally to a monolithic floating fortress hovering above the riverside tower. The serpent's voice says, "I entrust this task to you." The dream fades to black.

When the characters awake, they are beset by a trio of **hell hounds** that try to kill them. These fiends are servants of Adriesta, who uses them to test the adventurers' ability once more. If the characters tell Lulu the hollyphant of this dream, she says she doesn't remember a creature known as the Serpent of the Heavens but admits that there are a lot of things she doesn't remember. She also says that seeing Zariel in person might help her remember where the *Sword of Zariel* is hidden.

A Quest of Feigned Virtue

If the characters meet with Adriesta after receiving the dream summons, she plays up her reluctance to go on so difficult a journey, but eventually "admits" that she too received a vision from the so-called Serpent of the Heavens and agrees to show them the way to Zariel's citadel. She tells them—truthfully—that Zariel's flying fortress is too dangerous to be boarded while moving, but that it's guarded by only a skeleton crew while docked on the banks of the Styx.

Adriesta guides the characters to the Stygian dock (see chapter 3 of *Baldur's Gate: Descent into Avernus*). Along the way, however, they are beset by demons—an encounter that Adriesta suspected would occur but didn't instigate. The chaos of the Blood War is the entire reason why she needed the characters' aid in the first place. Two **barlguras** and two **vrocks** assail the adventurers from both land and sky, seeking to suck their souls from their corpses. Adriesta joins the characters in combat, using her tiefling **veteran** form to fight back.





Boarding the Flying Fortress

The characters reach the Stygian dock after 1d4 days of grueling travel. During this time, several other encounters could occur. They reach the dock early in the day, and Adriesta shows them a secret way through the dock that passes through hidden access tunnels that completely avoids any encounters with devils or demons. (The couatl learned of these passages during an attack on this very dock when she was still a noble celestial standing at Zariel's side.)

While slinking through the barely staffed fortress (see "Zariel's Flying Fortress" in chapter 3 of *Baldur's Gate: Descent into Avernus*), the characters are caught by a pair of **bearded devils** patrolling the lower decks. Unless these devils are killed within the first round of combat, they flee and signal other patrols. If another patrol is signaled, the party is attacked by a **bone devil**.

If they're defeated, the devil hauls them up to the command deck to face Zariel's wrath. In this situation Zariel is out on the battlefield, and they are imprisoned within a *wall of force* for one hour while Zariel returns—enough time to complete a short rest.

The Serpent's Betrayal

Archduke Zariel of Avernus (see appendix A) is on the fortress's command deck. She is willing to speak with these audacious mortals, whether the characters were brought there in chains, or successfully snuck in. At a lull in the conversation, such as when the characters run out of things to say, Adriesta steps into plain view before Zariel and demands to be heard.

She speaks plainly. "I am Adriesta. In days long past I fought at your side as a couatl." She transforms into her true form as a celestial serpent—but something is wrong. Her scales are tarnished and her feathered wings drip with blood. With a smirk she turns to the characters. "I wish to serve you again. I bring these mortals to you as sacrifices and as a demonstration of my power."

Zariel scoffs and smiles. "So be it," she says. "Prove your newfound power."

Adriesta uses her first action in combat to conjure two **hell hounds**. She uses her flying speed to attack the characters and then fly away while her hounds attack. During this fight, Zariel watches in amusement.

If the characters defeat Adriesta and her hounds, Zariel shakes her head in dismay. "She was weak," she says, "and did not deserve a place in my legions." Zariel then gazes with a look of pride at the characters and tosses them a trinket of her favor—a *vicious longsword*. Her demeanor then shifts, and she icily demands that they leave her sight and her fortress before she decides they would be better off as devils in her thrall.

If the characters decide to talk with Zariel more, information on how to roleplay her is found in chapter 5 of *Baldur's Gate: Descent into Avernus*. The true prize is that seeing Zariel sparked a memory within Lulu. Wherever the next destination on the characters' path through Avernus leads them, Lulu instantly knows where to go.

Appendix A: Monsters & NPCs

This appendix details creatures that are not found in the *Monster Manual*.

Abishai

Black Abishai

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft., fly 40 ft.

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

Saving Throws Dex +6, Wis +6
Skills Perception +6, Stealth +6
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities acid, fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Draconic, Infernal, telepathy 120 ft.
Challenge 7 (2,900 XP)

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

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

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

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

Actions

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

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

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

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

Blue Abishai

Medium fiend (devil), lawful evil

Armor Class 19 (natural armor)
Hit Points 195 (26d8 + 78)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	17(+3)	22(+6)	23(+6)	18(+4)

Saving Throws Int +12, Wis +12
Skills Arcana +12
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, lightning, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Draconic, Infernal, telepathy 120 ft.
Challenge 17 (18,000 XP)

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

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

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

Spellcasting. The abishai is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The abishai has the following wizard spells prepared:

Cantrips (at will): *friends, mage hand, message, minor illusion, shocking grasp*
1st level (4 slots): *chromatic orb, disguise self, expeditious retreat, magic missile, charm person, thunderwave*
2nd level (3 slots): *darkness, mirror image, misty step*
3rd level (3 slots): *dispel magic, fear, lightning bolt*
4th level (3 slots): *dimension door, greater invisibility, ice storm*
5th level (2 slots): *cone of cold, wall of force*
6th level (1 slot): *chain lightning*
7th level (1 slot): *teleport*

Actions

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

Quarterstaff. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if used with two hands.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d10 + 2) piercing damage plus 14 (4d6) lightning damage.

Green Abishai

Medium fiend (devil), lawful evil

Armor Class 18 (natural armor)
Hit Points 187 (25d8 + 75)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	17(+3)	16(+3)	17(+3)	12(+1)	19(+4)

Saving Throws Int +8, Cha +9
Skills Deception + 9, Insight +6, Perception +6, Persuasion +9
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Draconic, Infernal, telepathy 120 ft.
Challenge 15 (13,000 XP)

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

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

At will: *alter self, major image*
3/day each: *charm person, detect thoughts, fear*
1/day each: *confusion, dominate person, mass suggestion*

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

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

Actions

Multiattack. The abishai makes two attacks, one with its claws and one with its longsword, or it casts one spell from its Innate Spellcasting trait and makes one claw attack.

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

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Red Abishai

Medium fiend (devil), lawful evil

Armor Class 22 (natural armor)
Hit Points 255 (30d8 + 120)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
23(+6)	16(+3)	19(+4)	14(+2)	15(+2)	19(+4)

Saving Throws Str +12, Con +10, Wis +8
Skills Intimidation +10, Perception +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Draconic, Infernal, telepathy 120 ft.
Challenge 19 (22,000 XP)

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

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

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

Actions

Multiattack. The abishai can use its Frightful Presence. It also makes three attacks: one with its morningstar, one with its claw, and one with its bite.

Morningstar. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) slashing damage.

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 22 (5d10 + 6) piercing damage plus 38 (7d10) fire damage.

Frightful Presence. Each creature of the abishai's choice that is within 120 feet and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened of it for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the abishai's Frightful Presence for the next 24 hours.

Incite Fanaticism. The abishai chooses up to four of its allies within 60 feet of it that can see it. For 1 minute, each of those allies makes attack rolls with advantage and can't be frightened.

Power of the Dragon Queen. The abishai targets one dragon it can see within 120 feet of it. The dragon must make a DC 18 Charisma saving throw. A chromatic dragon makes this save with disadvantage. On a successful save, the target is immune to the abishai's Power of the Dragon Queen for 1 hour. On a failed save, the target is charmed by the abishai for 1 hour. While charmed in this way, the target regards the abishai as a trusted friend to be heeded and protected. This effect ends if the abishai or its companions deal damage to the target.

White Abishai

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)
Hit Points 68 (8d8 + 32)
Speed 30 ft., fly 40 ft.

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

Saving Throws Str +6, Con +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Draconic, Infernal, telepathy 120 ft.
Challenge 6 (2,300 XP)

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

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

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

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

Actions

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

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

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

Reactions

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



Archduke Zariel of Avernus

Large fiend (devil), lawful evil

Armor Class 21 (natural armor)
Hit Points 580 (40d10 + 360)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	24 (+7)	28 (+9)	26 (+8)	27 (+8)	30 (+10)

Saving Throws Int +16, Wis +16, Cha +18
Skills Intimidation +18, Perception +16
Damage Resistances cold, fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 26
Languages all, telepathy 120 ft.
Challenge 26 (90,000 XP)

Devil's Sight. Magical darkness doesn't impede Zariel's darkvision.

Fiery Weapons. Zariel's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 36 (8d8) fire damage (included in the weapon attacks below).

Innate Spellcasting. Zariel's innate spellcasting ability is Charisma (spell save DC 26). She can innately cast the following spells, requiring no material components:

At will: *alter self* (can become Medium when changing her appearance), *detect evil and good, fireball, invisibility* (self only), *wall of fire*
3/day each: *blade barrier, dispel evil and good, finger of death*

Legendary Resistance (3/Day). If Zariel fails a saving throw, she can choose to succeed instead.

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

Regeneration. Zariel regains 20 hit points at the start of her turn. If she takes radiant damage, this trait doesn't function at the start of her next turn. Zariel dies only if she starts her turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Zariel attacks twice with her longsword or with her javelins. She can substitute Horrid Touch for one of these attacks.

Longsword. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage, or 19 (2d10 + 8) slashing damage if used with two hands, plus 36 (8d8) fire damage.

Javelin. *Melee or Ranged Weapon Attack:* +16 to hit, range 30/120 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage plus 36 (8d8) fire damage.

Horrid Touch. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 44 (8d10) necrotic damage, and the target is poisoned for 1 minute. While poisoned in this way, the target is also blinded and deafened. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Teleport. Zariel magically teleports, along with any equipment she is wearing and carrying, up to 120 feet to an unoccupied space she can see.

Legendary Actions

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

Immolating Gaze (Costs 2 Actions). Zariel turns her magical gaze toward one creature she can see within 120 feet of her and commands it to combust. The target must succeed on a DC 26 Wisdom saving throw or take 22 (4d10) fire damage.

Teleport. Zariel uses her Teleport action



Barghest

Large fiend (shapechanger), neutral evil

Armor Class 17 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 60 ft. (30 ft. in goblin form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	14 (+2)

Skills Deception +4, Intimidation +4, Perception +5, Stealth +4
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Goblin, Infernal, telepathy 60 ft.
Challenge 4 (1,100 XP)

Shapechanger. The barghest can use its action to polymorph into a Small goblin or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The barghest reverts to its true form if it dies.

Fire Banishment. When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna. Instantaneous bursts of flame (such as a red dragon's breath or a *fireball* spell) don't have this effect on the barghest.

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

Innate Spellcasting. The barghest's innate spellcasting ability is Charisma (spell save DC 12). The barghest can innately cast the following spells, requiring no material components:

At will: *levitate*, *minor illusion*, *pass without trace*
1/day each: *charm person*, *dimension door*, *suggestion*

Actions

Bite. *Melee Weapon Attack* (true form only): +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

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

Crokek'toeck

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 297 (17d20 + 119)
Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	24 (+7)	6 (-2)	10 (+0)	13 (+1)

Saving Throws Con +12, Wis +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands Abyssal but can't speak
Challenge 14 (11,500 XP)

Amphibious. Crokek'toeck can breathe air and water.

Fiery Weapons. Zariel's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 36 (8d8) fire damage (included in the weapon attacks below).

Magic Resistance. Crokek'toeck has advantage on saving throws against spells and other magical effects.

Magic Weapons. Crokek'toeck's weapon attacks are magical.

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

Standing Leap. Crokek'toeck's long jump is up to 60 feet and its high jump is up to 30 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 44 (10d6 + 9) piercing damage.

Disgorge Allies (Recharge 6). Crokek'toeck opens its mouth and disgorges 1d4 barlguras, 3d6 gnolls led by 1 gnoll fang of Yeenoghu, 6d6 dretches, or 1d3 vrocks (see the *Monster Manual* for these creatures' stat blocks). Each creature it disgorges appears in an unoccupied space within 30 feet of Crokek'toeck's mouth, or the next closest unoccupied space.

Enchanter

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 40 (9d8)
Speed 30 ft.

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

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 5 (1,800 XP)

Spellcasting. The enchanter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The enchanter has the following wizard spells prepared:

Cantrips (at will): *friends*, *mage hand*, *mending*, *message*
1st level (4 slots): *charm person*,* *mage armor*, *magic missile*
2nd level (3 slots): *hold person*,* *invisibility*, *suggestion**
3rd level (3 slots): *fireball, haste, tongues*
4th level (3 slots): *dominate beast*,* *stoneskin*
5th level (2 slots): *hold monster**
*Enchantment spell of 1st level or higher

Actions

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

Reactions

Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st Level or Higher). The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses.

The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.

Evoker

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

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

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Senses passive Perception 11
Languages any four languages
Challenge 9 (5,000 XP)

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

Cantrips (at will): *fire bolt*,* *light*,* *prestidigitation*, *ray of frost**
1st level (4 slots): *burning hands*,* *mage armor*, *magic missile**
2nd level (3 slots): *mirror image*, *misty step*, *shatter**
3rd level (3 slots): *counterspell*, *fireball*,* *lightning bolt**
4th level (3 slots): *ice storm*,* *stoneskin*
5th level (2 slots): *Bigby's hand*,* *cone of cold**
6th level (1 slot): *chain lightning*,* *wall of ice**
*Evocation spell

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

Actions

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



Hellwasp

Large fiend, lawful evil

Armor Class 19 (natural armor)
Hit Points 52 (8d10 + 8)
Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

Saving Throws Dex +5, Wis +3
Damage Vulnerbilities cold
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages Infernal, telepathy 300 ft. (with other hellwasps only)
Challenge 5 (1,800 XP)

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

Actions

Multiattack. The hellwasp makes two attacks: one with its sting and one with its sword talons.

Sting. *Melee Weapon Attack* (true form only): +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) fire damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Hydroloth

Medium fiend (yugoloth), neutral evil

Armor Class 15
Hit Points 135 (18d8 + 54)
Speed 20 ft., swim 40 ft.

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

Skills Insight +4, Perception +4
Damage Vulnerabilities fire
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 9 (5,000 XP)

Amphibious. The hydroloth can breathe air and water.

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

At will: *darkness, detect magic, dispel magic, invisibility* (self only), *water walk*
3/day each: *control water, crown of madness,fear, phantasmal killer, suggestion*

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

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

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

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

Actions

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

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

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

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

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

Merregon

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 45 (6d8 + 18))
Speed 30 ft.

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands Abyssal but can't speak
Challenge 4 (1,000 XP)

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

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

Actions

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

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

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

Reactions

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

Merrenoloth

Medium fiend (yugoloth), neutral evil

Armor Class 13
Hit Points 40 (9d8)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	17 (+3)	14 (+2)	11 (+0)

Saving Throws Dex +5, Int +5
Skills History +5, Nature +5, Perception +4, Survival +4
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 3 (700 XP)

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

At will: *charm person, darkness, detect magic, dispel magic, gust of wind*
3/day: *control water*
1/day: *control weather*

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

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

Teleport. As a bonus action, the merrenoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Actions

Multiattack. The merrenoloth uses Fear Gaze once and makes one oar attack.

Oar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Fear Gaze. The merrenoloth targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw or become frightened of the merrenoloth for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Nupperibo

Medium fiend (devil), lawful evil

Armor Class 13 (Natural)
Hit Points 11 (2d8 + 2)
Speed 20 ft.

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

Skills Perception +1
Damage Resistances Acid, Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Fire, Poison
Condition Immunities Blinded, Charmed, Frightened, Poisoned
Senses Blindsight 10 ft. (blind beyond this radius), Passive Perception 11
Languages understands Infernal but can't speak
Challenge 1/2 (100 XP)

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

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

Actions

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

Orthon

Large fiend (devil), lawful evil

Armor Class 17 (half plate)
Hit Points 105 (10d10 + 50)
Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +7, Con +9, Wis +6
Skills Perception +10, Stealth +11, Survival +10
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire , poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 120 ft., truesight 30 ft., passive Perception 20
Languages Common, Infernal, telepathy 120 ft.
Challenge 10 (5,900 XP)

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

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

Actions

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

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

1. **Acid.** The target must make a DC 17 Constitution saving throw, taking an additional 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.
2. **Blindness (1/Day).** The target takes 5 (1d10) radiant damage. In addition, the target and all other creatures within 20 feet of it must each make a successful DC 17 Dexterity saving throw or be blinded until the end of the orthon's next turn.
3. **Concussion.** The target and each creature within 20 feet of it must make a DC 17 Constitution saving throw, taking 13 (2d12) thunder damage on a failed save, or half as much damage on a successful one.
4. **Entanglement.** The target must make a successful DC 17 Dexterity saving throw or be restrained for 1 hour by strands of sticky webbing. A restrained creature can escape by using an action to make a successful DC 17 Dexterity or Strength check. Any creature other than an orthon that touches the restrained creature must make a successful DC 17 Dexterity saving throw or become similarly restrained.
5. **Paralysis (1/Day).** The target takes 22 (4d10) lightning damage and must make a successful DC 17 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
6. **Tracking.** For the next 24 hours, the orthon knows the direction and distance to the target, as long as it's on the same plane of existence. If the target is on a different plane, the orthon knows which one, but not the exact location there.

Reactions

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

Rutterkin

Medium fiend (demon), chaotic evil

Armor Class 12
Hit Points 37 (5d8 + 15)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	17(+3)	5(–3)	12(+1)	6(–2)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 11
Languages understands Abyssal but can't speak
Challenge 2 (450 XP)

Crippling Fear. When a creature that isn't a demon starts its turn within 30 feet of three or more rutterkins, it must make a DC 11 Wisdom saving throw. The creature has disadvantage on the save if it's within 30 feet of six or more rutterkins. On a successful save, the creature is immune to the Crippling Fear of all rutterkins for 24 hours. On a failed save, the creature becomes frightened of the rutterkins for 1 minute. While frightened in this way, the creature is restrained. At the end of each of the frightened creature's turns, it can repeat the saving throw, ending the effect on itself on a success.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned. At the end of each long rest, the poisoned target can repeat the saving throw, ending the effect on itself on a success. If the target is reduced to 0 hit points while poisoned in this way, it dies and instantly transforms into a living abyssal wretch. The transformation of the body can be undone only by a wish spell.

Warlock of the Archfey

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)
Hit Points 49 (11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6
Skills Arcana +2, Deception +6, Nature +2, Persuasion +6
Condition Immunities charmed
Senses passive Perception 11
Languages any two languages (usually Sylvan)
Challenge 4 (1,100 XP)

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

At will: *disguise self*, *mage armor* (self only), *silent image*, *speak with animals*
1/day: *conjure fey*

Spellcasting. The warlock is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *dancing lights*, *eldritch blast*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*
1st–5th level (3 5th-level slots): *blink*, *charm person*, *dimension door*, *dominate beast*, *faerie fire*, *fear*, *hold monster*, *misty step*, *phantasmal force*, *seeming*, *sleep*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the warlock turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.



Warlock of the Fiend

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Wis +4, Cha +7
Skills Arcana +4, Deception +7, Persuasion +7, Religion +4
Damage Resistances slashing damage from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 11
Languages any two languages (usually Abyssal or Infernal)
Challenge 7 (2,900 XP)

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

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

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

Cantrips (at will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*
1st–5th level (4 5th-level slots): *banishment, burning hands, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

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

Warlock of the Great Old One

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7
Skills Arcana +4, History +4
Damage Resistances psychic
Senses darkvision 60 ft., passive Perception 11
Languages any two languages, telepathy 30 ft.
Challenge 6 (2,300 XP)

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

At will: *detect magic*, *jump*, *levitate*, *mage armor* (self only), *speak with dead*
1/day each: *arcane gate*, *true seeing*

Spellcasting. The warlock is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *guidance*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*
1st–5th level (3 5th-level slots): *armor of Agathys*, *arms of Hadar*, *crown of madness*, *clairvoyance*, *contact other plane*, *detect thoughts*, *dimension door*, *dissonant whispers*, *dominate beast*, *telekinesis*, *vampiric touch*

Whispering Aura. At the start of each of the warlock's turns, each creature of its choice within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the warlock isn't incapacitated.

Actions

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



Appendix B: Magic Items

The following magic items are found in the encounters.

Charlatan's Die

Wondrous item, common

Whenever you roll this six-sided die, you can control which number it rolls.

Ear Horn of Hearing

Wondrous item, common

While held up to your ear, this horn suppresses the effects of the deafened condition on you, allowing you to hear normally.

Lock of Trickery

Wondrous item, common

This lock appears to be an ordinary lock (of the type described in chapter 5 of the *Player's Handbook*) and comes with a single key. The tumblers in this lock magically adjust to thwart burglars. Dexterity checks made to pick the lock have disadvantage.

Moon-Touched Longsword

Weapon (longsword), common

In darkness, the unsheathed blade of this longsword sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet.

Poppet

Wondrous item, rare

Upon first glance this item appears to be no more than a simple burlap doll in the shape of humanoid. Each poppet is made with the essence of a specific humanoid (and if the poppet is found, the DM determines which humanoid's essence the doll contains). You can use the doll in a ritual that targets the creature, as long as you know the creature's name and that creature is on the same plane as you. The ritual requires 10 minutes and an item that belonged to the humanoid tied to the poppet: this can be a scrap of clothing, a lock of hair, a piece of jewelry, or any item that denotes sentiment or identity. At the end of the ritual the item that belonged to the humanoid is consumed and the target must succeed on a DC 17 Constitution saving throw or gain a level of exhaustion from experiencing excruciating internal pain. You may use the poppet to complete this ritual once every 12 hours.

