

**RH2**  
**FOR D&D Next**

## **Fantasy Adventure Module RH2**

# **FIRES OF HELL**

**By Ronny Hart**

**AN ADVENTURE FOR CHARACTERS OF ANY LEVEL**



*This adventure takes place after a TPK (total party kill). Through some unlucky turn of events all of the player characters have died. Rather than having the players roll up new characters, this adventure provides you with an alternative. If they can successfully retrieve a stolen object from Hell itself, they will have earned themselves a second chance at life.*

*This module brings back some of the classic "anything can happen" feeling of the earlier versions of the game. The module has been completely re-written to use with D&D Next. It draws heavily from the Advanced Dungeons & Dragons Planescape adventure "Fires of Dis", although access to that book or to the "Planescape Campaign Setting" is not required. The entire adventure plays out on Averuns, the first of the nine Hells of Baator.*

**Requires the use of the October 14, 2013 D&D Next Playtest Update**



# AVERNUS

DARKSPINE

THE WASTELAND

THE STIGMAR'S MOUNTAINS






HERE THERE BE FIREBALLS

Kobolds  
Goblins

THE RIVER STYX



HERE THERE BE FIENDS

 Foothills  
 Ruins  
 Fireballs  
 Cliffs Impassable  
 Pillar of Skulls

HERE THERE BE MAGGOTS

JIMMY'S LAIR

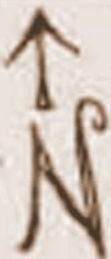




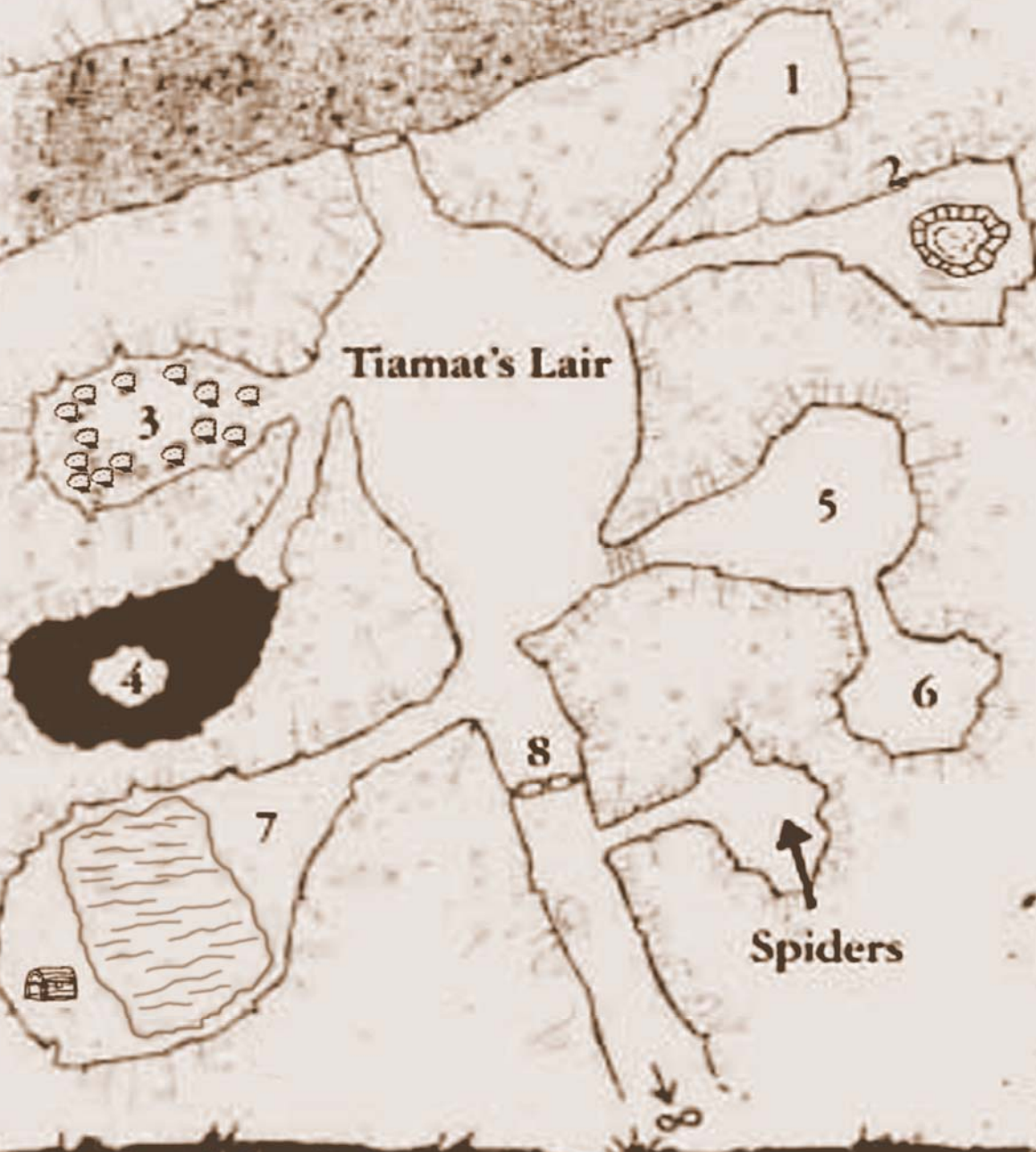
# The Maggot Pit AND TIAMAT'S LAIR

-  Maggots
  -  Foliage
  -  Greed pool
  -  Cursed treasure
  -  Acid pool
  -  Fear aura
  -  Boulder
- 350 feet

Maggot Pit  
1000 Feet Wide



Tiamat's Lair



Spiders

# Fires of Hell

## Terminology

---

## Adventure Summery

---

The entire party of adventures is dead! Whether from bad luck, poor planning, or just being at the wrong place at the wrong time, the dice failed them for the last time. Lucky for them, the gods have intervened to offer them one more chance.

This adventure is for a party of any size and any level. It takes place after a TPK (total party kill) event. It draws heavily from the Advanced Dungeons & Dragons Planescape adventure “Fires of Dis”, although access to that book is not required. The entire adventure plays out on Averuns, the first of the nine Hells of Baator.

A minor artifact has been stolen. The player’s deities have agreed to resurrect all of the players if they will find and return it.

The players will track the thieves through this fiery plane of dead souls. They will make their way through a ruined gate town and across the barren landscape, across a river of blood and the river Styx, past the Pillar of Skulls, across the Maggot Pit, and eventually penetrate the lair of Tiamat, the five-headed queen of the evil chromatic dragons. There they will eventually obtain the artifact. After returning it, they will be returned to where the TPK occurred (perhaps time shifted a little if necessary to prevent another TPK) and they can continue their previous adventure where it left off. Perhaps a little wiser than before.

---

## PREPARING FOR PLAY

---

First of all, the Dungeon Master (DM) should read Fires of Hell before running it, to get a sense of how the adventure should unfold.

Throughout Fires of Hell, the DM will find italicized text in amber, meant to be read to or paraphrased for the players. Special DM NOTES also appear throughout the adventure, providing extra information or advice on handling situations

You can find reference sheets for all of the monsters in this adventure at the end of the module. Note that because this adventure is written to be playable for parties of any size and level, all the monsters will not be used.

This adventure is about giving the PCs a second chance. If they met their end by foolishly attacking an overwhelming foe, this adventure provides many opportunities for them to use their better judgment. Of course, if they try to hack their way through this adventure they will hit the blinds, or find themselves in the dead-book. The PCs will run into many situations where swordplay is not the best solution to the problem. This adventure is about ideas, not just beast-bashing. Reward player characters for thinking as well as for using their weapons.

Devils are fiends from lawful evil-aligned planes. This module uses the terms devil, demon and fiend interchangeably.

**Baator**, also known as the **Nine Hells of Baator** or the **Nine Hells**, is a lawful evil aligned plane of existence. **Avernus** is the name of the first level, **Dis** is the name of the second level. This module uses the terms Baator and Hell interchangeably.

---

## Scaling the Adventure

---

This adventure can be played by a party of any number of PCs at any level, but may require extensive modifications to be challenging to characters of 17<sup>th</sup> level or above.

### Total Party Level (TPL):

This adventure makes use of a number called the Total Party Level (TPL). Throughout the adventure encounters will be adjusted in various ways using the TPL

To calculate the Total Party Level (TPL), add together the levels of all characters in the party.

### Character Level Tiers:

This adventure uses the concept of character level tiers. The party’s tier is determined by the average level of the characters in the party.

1st through 4th level – Apprentice  
5th through 10th level – Expert  
11th through 16th level – Paragon  
17th through 20th level – Epic

Each encounter has a separate version for Apprentice, Expert and Paragon tier parties. Here is no version for Epic tier parties.

### Playing with Epic level characters:

If you intend to play this module with Epic level characters you may need to make major modifications to all of the encounters to make them challenging. Refer to the “If the Encounters are Too Easy” section below. You may want to require the characters to not only retrieve the Dragon Globe (see below) but also to find out how to retrieve the soul that is trapped within. The random encounters will need to be adjusted, Pit Fiends are not too tough, and they can also fight dragons.

### If the Encounters are Too Hard:

The encounters assume a party consisting of 4 characters of a medium level for the tier.

If your party consists of fewer than 4 characters, is of the lowest level for the tier, or consists of inexperienced players the encounters may prove too difficult for them. To make the encounters more appropriate for your group you can adjust the difficulty by using one or more of these techniques:

1) Instead of using the encounter for their tier, use the encounter for the next lower tier. This may be the best solution if the players are having an especially hard time with the



encounters. Of course you can't use this technique if the PCs are Apprentice level to start with.

- 2) For encounters with multiple creatures, reduce the number of creatures by one or more. Typically cutting the number in half would be appropriate.
- 3) Reduce or eliminate the devil's use of the gate ability to bring in additional devils.
- 4) Assume the fiends simply prefer to teleport to safety rather than continue to fight.
- 5) Make use of the guide to provide additional help. He could have healing spells or potions, especially if the encounter was too difficult and one or more PCs are brought to 0 hit points. He (or a random helpful NPC) could show up to restore them back to health. Then you could continue with less difficult encounters.

#### **SPECIAL NOTE REGARDING FIRST LEVEL PARTIES:**

Even using all of the recommendations above, this adventure may be too difficult for parties that contain only first level characters. Let the players know that the only chance for their character's survival is to avoid combat if at all possible. Eliminate all random encounters higher than first level. When they meet their guide, Herfik the Silent, in addition to the other things he gives them a parchment that has written upon it a pass of safe conduct signed by Asmodeus, one of the Nine Lords of Hell. He doesn't know if it is a forgery, but if it is, it's the best one he has ever seen.

#### **If the Encounters are Too Easy:**

If there are more than 4 characters in the party, the characters are of the highest level in the tier, or the players are very experienced, the encounters may prove to be too easy. To make the encounters more appropriate for your group you can adjust the difficulty by using one or more of these techniques:

- 1) Instead of using the encounter for their tier, use the encounter for the next higher tier. This may be the best solution if the players are having an especially easy time with the encounters. Of course you can't use this technique if the PCs are Paragon level to start with. In that case review "playing with Epic level characters" above and determine if some of those ideas would be appropriate for your group.
- 2) Increase the number of creatures encountered by one or more. Perhaps add a few lower level demons. The higher level devils do like to push around the little guys.
- 3) Have the encounter occur while crossing interesting terrain. Fighting Devils while jumping over streams of lava or dodging boiling pools of mud would be fun.
- 4) Read the monster's stat blocks carefully to be prepared to take full advantage of all the creature has to offer in terms of dealing harshly with the PCs.

---

## **The Adventure Begins**

---

After an event in which all of the PCs have been killed, read or paraphrase the following:

*All of your pain dissolves, and you are overwhelmed by an inexpressible peace and contentedness. You find yourself walking along a light field tunnel towards a brilliant white light that emits warmth and love. At the end of the tunnel you are*

*surprised to find all of your fellow adventurers there as well. Before you stands a beautiful, humanlike creature with long, feathery wings. He glows with an inner power that makes it hard to look directly at him.*

*Once your group has assembled, he says "You may be slightly disoriented right now. That will pass. As you no doubt have guessed, you are all dead. I have received permission from the deities involved, to stop you on your path to your final resting place to make you an offer. An item of some importance has been stolen. Its disappearance could result in an embarrassment to some deities that will remain unnamed. What I offer you is the opportunity to be resurrected with all wounds healed and full of strength and vitality. All I ask in return is for you to locate this stolen item and return it here. You are, of course, free to decline this offer. In which case you will be released to continue on to the outer plane that is your final destination, where your soul can spend the rest of eternity in piece."*

The creature is an angel (astral deva) named Maloshi. He is about 7-1/2 feet tall and weighs about 250 pounds. His specifications are typical, although they should be unnecessary. Any hostile actions on the PCs part will result in them all being instantly sent to their original destination (death). They are now in a "pocket" plane that he created just for this encounter. It consists of nothing but a white marble floor and a light filled mist extending infinitely in all directions. The PCs can ask questions and he will answer them all truthfully, but "It would not be wise for me to answer that question at the present time" is a valid response to any question. He will not tell them what was stolen, or where he thinks it is, or who stole it until after they agree to the proposal. If the PCs decline his offer, the game is over, and your players can all roll up new characters. If they accept the offer, read or paraphrase the following:

*"What was stolen is a deep blue globe roughly one foot in diameter called the Dragon Globe. It was stolen by a gang of devils. The thieves are known to have gone to the first level of Hell. You will start your quest close to the location where the thieves arrived. You will be met by Herfik the Silent. He knows the plane and can help guide you. He will give you a magical brass chain that can return you here when you have finished your quest.*

*If you return here with the Dragon Globe you will be returned to your previous life on the Material Plane as promised. Regardless of the time spent on the quest, you will find that no time has passed when you are returned.*

*Because you are now dead, you cannot be killed while on this quest. This however is not a blessing. So, even if you fail in your quest, you should return here. You will then be sent on to your original destination.*

*To succeed in this quest, you must avoid attracting any unnecessary attention. All of your holy symbols and designs will be concealed. Rest assured, your divine spells will still be granted, as always."*

Normally, after death the soul travels to an outer plane affiliated with the alignment or deity of the deceased, if that deity is displeased with the deceased he may be cast out. Anyone that has so displeased or angered his deity that his soul is barred from his

plane will find his soul transported to Avernus, the first layer of 'The Nine Hells' of Baator. The PC souls were on their way to their appointed outer plane when they were intercepted by Maloshi to make them this offer. Maloshi answers any more questions the PCs may have. If they have questions about Avernus, he has only general knowledge, having never been there himself. He suggests they ask their guide for more specific information after they arrive.

After answering all of their questions, he says:

*"If I could wish you good luck or that your gods go with you on this quest, I would. I am afraid that you will truly be alone in this unholy place. I can only hope that you are successful."*

With that he makes a magical gesture and the PCs once again lose consciousness.

**Background:** The Dragon Globe currently contains the soul of one of Lawful Good's most prominent paladins, Belvor IV, the king of Furyondy. While the highest level clerics and angels were using all resources to learn the incantation needed to restore his soul, the globe containing it was stolen. The archdevil Dispater learned of Belvor's entrapment and sent Selakon to steal the globe. He never expected that inept ice devil to succeed. If Selakon had been slain in the attempt, the clerics would know their secret had been discovered. Dispater would have been happy with that outcome and it is all he expected. However, through a series of amazingly luck events, Selakon did manage to steel the Dragon Globe. He doesn't know that it contains a soul. He and his three A bishai accomplices are now in the process of crossing Avernus. They are making their way to a gateway to Dis located in Tiamat's lair. Dispater is on Des, in his Iron Tower awaiting their arrival.

### The Dragon Globe

This deep blue globe is roughly one foot in diameter and appears to be made of some sort of quartz. Something smoky and undefined swirls in its depths, obscured by the reflections on the planes of the crystal and the bright gold of the metal claw which grasps the globe. You get an uncomfortable feeling you are being observed by whatever is trapped under the crystal's surface...

The Dragon Globe is essentially a temporary storage place for a soul. It can be used to collect the soul of a dying mortal, but cannot call their soul back from the afterlife once it has flown from their body. This soul can later be used to resurrect the creature whose soul is stored, or even to place their soul into a new body, as long as no other soul inhabits it.

A creature whose soul is stored inside the Dragon Globe cannot be raised or resurrected by other means - his soul is considered "trapped" within the globe.

Resurrections using the globe

To resurrect a creature using the Dragon Globe, one needs three things:

- A "whole" body without a soul (it can be wounded as long as no parts are missing);
- The place of the original creature's death;
- The incantation which activates the globe.

Unfortunately, the incantation is not conveniently inscribed on the artifact, and is a piece of knowledge lost to history.

## Adventuring in Avernus

This entire adventure occurs on Avernus, the first layer of the Nine Hells of Baator.

### Magic Use on Avernus

For the most part, magic works the same on Avernus as it does on the Material Plane with the following exceptions.

**MAGICAL FLIGHT:** Creatures with wings can fly on Avernus as they would on the Material Plane. All magical flight, whether by the use of spells or magical items (such as flying carpets), is prohibited on Avernus. It is warded against by powerful magic. Any use of magical flight requires a successful DC 15 Intelligence check. If magical flight is successful, all devils within a mile will sense its use and the general direction and distance to where it was used. This triggers a 50% chance 5 minutes after the flying begins, and again every 5 minutes the party member continues to fly, that a devil will come to investigate. The type of devil that shows up depends on the party's tier: **Apprentice tier:** A Spined Devil, **Expert tier:** A Bearded Devil, **Paragon tier:** A Horned Devil. If the party defeats the devil, another arrives 5 minutes later and this continues for as long as the party continues to fly. If the party lands and promises not to fly again, they may persuade the devil to leave without attacking. However, he will not go far and will return if he detects that they are flying again.

**TURN UNDEAD:** The positive energy expended to perform this is completely absorbed and neutralized by the overwhelming negative energy present on this plane.

### The Passage of Time

Baator's a lawful plane, and the hours and days pass in succession. Unfortunately, the sky never gets any darker or lighter, and it's got no sun or stars. The only way the PCs can mark the time is a rough one by how often they get hungry, when they need to sleep, etc. The easiest way to keep track of the days is by counting the number of long rests the party takes.

### Fireballs

Unlike the fireball spell, these atmospheric fireballs are the result of balls of flammable gas that are streaking across the sky and sometimes exploding. They normally explode in the sky, and sometimes hit the ground and explode. As the party crosses the layer, fireballs of various sizes might explode nearby.

The DM can use fireballs for dramatic effect, to direct the party's path of travel, to throw wild cards into a fight, etc.

## Death in Avernus

What happens to someone who dies in the Nine Hells is not a simple matter. It all depends on what type of creature it is and if it is already dead.

### *Let's start with the PCs:*

In this adventure, anyone attempting to kill a PC will consider that they are successful if they reduce the PC's hit points to 0. Because the PC is already dead he will neither fall unconscious, nor will he die as a result of massive damage. You will also not be required to make death rolls. Rather, the PC will collapse and become catatonic (see below).

*If severely wounded, rather than being unconscious and dying, you will be conscious and in pain. The more severely you are wounded, the greater the pain. Unable to move, but aware of your surroundings you will be able to see and talk but no matter how sever the wounds, you will never pass over into a peaceful death.*

The PCs arrived here after having died on the Material Plane. Their physical remains are still on the Material Plane. When they died, (after visiting the angle Maloshi) their souls were sent to Avernus, the first level of Hell, where they inhabit exact duplicates of their earthly bodies. They also have all of their armor, weapons and equipment. They have been restored to full hit points and all of their abilities are at their full normal levels. If they succeed in their quest, their souls will leave this plane of Avernus and be returned to their original bodies on the Material Plane. At that time, their bodies and everything that they are holding or carrying will disappear from Avernus. Everything that the PCs have in their possession when they return will go with them to the Material Plane.

All of the PC's abilities function as they always have as long as their hit point total remains above zero. When your hit points drop to 0 you become catatonic (see below). You will retain the ability to see and speak even if your body is chopped to pieces or otherwise destroyed as long as your skull remains essentially intact. Additional damage that you receive after reaching 0 hit points will result in greater pain, but otherwise has little effect. For catatonic creatures, seeing and speaking are magical abilities. Seeing does not require physical eyes. Speaking does not require a tongue, lips, or the ability to breathe.

Natural and magical healing works normally as long as your current hit point total is above zero. When your hit points drop to 0, natural healing is no longer available. As long as your soul remains on this plane, only magical healing can restore your hit points.

There are however several ways that the dead PC can be utterly destroyed. One such way (that the PCs will encounter on this adventure) is emersion in the Maggot Pit. This total destruction results in your essence merging with that of Baator, eventually becoming a mindless larva in one of the numerous larva pits. Perhaps to eventually be converted into a lemure, a mindless, tormented creature – the lowest type of devil.

### Catatonic

A character that becomes catatonic drops everything held and collapses, conscious but unable to move. A catatonic character has effective Dexterity and Strength scores of 0 and is helpless, but can see, speak and take purely mental actions. A winged creature flying in the air at the time that it becomes catatonic cannot flap its wings and falls. A catatonic swimmer can't swim and may drown.

### *Other Dead Souls:*

The PC's are not the only dead souls here. In Baator, these souls are known as soul shells. They too were brought here after their death on the Material Plane and provided with new bodies. Also, like the PCs, they cannot be killed. When their hit points drop to 0, they become catatonic as described above.

A very few of these chose to come here after death, but the great majority were sent here as punishment. They have been banished to the Nine Hells for their sins, they are dead and will indeed "rot in hell for all eternity". They can't die there, because they're already dead. But they can endure torture and flames and all that good stuff associated with an eternity of punishment.

Those that have managed to avoid losing all of their hit points will be found here behaving much as they did on the Material Plane. But eternity is a long time and even the most cautious will eventually have a very unlucky day and become catatonic.

The catatonic dead are far more numerous than those that are not. They can be found everywhere and in many unpleasant circumstances.

### *Living Beings From Other Planes:*

These guys are "just visiting" in Hell for some reason.

Anyone from the Material Plane that plane-travels to Baator, or that has traveled here by way of a portal from another plane, can die here just as they would on the Material Plane.

One exception is anyone that has traveled here using an *Astral Projection* spell. When this person is killed here he simply disappears along with all of his equipment and returns to his original body, wherever it resides.

"Outsider" creature types from some other plane (such as Angles, for example) that are slain while on Baator disappear and, 99 years later, return to their original plane, in their original form, at full hit points.

### *Beings That Call This Place Home:*

There may be some confusion here because devils are sometimes found on the Material Plane, usually as the result of being magically summoned there. When they are killed on the Material Plane a slain devil returns to Baator 99 years later, in its original form, at full hit points.

Most of the native creatures on Baator are Devils of one type or another. This plane also contains some native flora and fauna. Regardless of their creature type, native creatures that are killed here are fully and forever destroyed. Devils that are killed here typically devolve into a puddle of foamy, stinking ooze.

## Welcome to Avernus

The PCs awake to find themselves lying on a hard rocky ground, read or paraphrase the following:

*You open your eyes to a rocky wasteland, stretching out endlessly to mountains along the horizon in all directions. Their jagged peaks stab up into the blood-red sky. The air is hot and still. It smells of rot and decay. The ground is a jagged amalgamation of dirt, bones, metal, and volcanic soil – all caked in blood. It appears to be littered with the detritus of countless battles. Here and there you see blood trickling out of the ground in vein-like streams. The sky is starless, full of choking smoke, and it glows a dark red due to balls of flammable gas that are floating about or streaking across the sky, randomly exploding as fireballs. The exploding of these fireballs are the only sounds you can hear, apart from the occasional distant screams that seem to be coming from all directions.*

The PCs are at full hit points and abilities. They have all of the positions with them that they had when they died. Users of magic, whether divine or mundane, realize that they have access to all the spells that they started with on the day of their death (was that just this morning?), regaining any that they cast that day. Holy symbols have been replaced by non-descript two inch long twigs of boxwood. Any holy signs or symbols of faith on their clothing have all been removed, as if they never existed. All of their armor and weapons are still as they last were. Magical items still function. They also find all arrows and other range weapon ammunition restored to the number they had at the start of their last day on the Material Plane.

Give them a few minutes to look around. There is no indication of north or south, every direction looks pretty much the same. There is no way to tell what time it is.

### Lemure Attack

Before much time passes, they are attacked by a group of lemures. Read or paraphrase the following:

*You notice several creatures moving in your direction. When they see you they surge forward. They are about 5 feet tall and are not unlike a molten mass of flesh oozing across the ground. They have a human-shaped head and torso, but their bodies are a shapeless mass below the waist. A permanent expression of anguish twists across their faces as they move straight up to you and attack with their claws.*

Lemures are mindless and cannot communicate. They have only recently emerged from a larva pit and have been wandering around aimlessly. Being mindless, they fight to the death. When killed they devolve into a puddle of foamy, stinking ooze.

The number of lemurs in this group depends on the party's tier (refer to "scaling the adventure" above).

**Apprentice tier:** To determine the number of lemurs that attack the party, divide the number of player characters in the party by 2, rounded down (minimum 1).

**Expert tier:** The number of lemurs equals 4 times the number of PCs in the party.

**Paragon tier:** The number of lemurs equals 4 times the number of PCs in the party. Also, for Paragon tier parties, after the first round read of paraphrase the following:

*As you are dispensing with these seemingly mindless blobs, from out of the sky comes a large leather winged beast. As it draws nearer, you can see that it has three heads - goat, lion and dragon. It attacks with its fire breath before it lands and attacks with all three heads.*

This creature is a Chimera. It ignores the lemurs while attacking the PCs in an attempt to destroy them and collect any treasure they may be carrying. Meanwhile the lemurs continue to attack the PCs. The lemurs have no interest in the chimera.

### Herfik the Silent arrives

After the party has rested from the battle, read or paraphrase the following:

*You notice a single humanoid figure approaching. It is hooded and walking slowly. As it gets closer you can see that he is about 7 feet tall and has a blotchy yellow cast to his skin. As he approaches, he pulls back his hood to reveal his tall, thin face with shaved head and yellow, emotionless, eyes. "You are late," he says. "You should have been here days ago. "My name is Herfik. I'm your guide."*

The approaching figure is a Githzerai, Herfik the Silent foretold of by the angle.

The PCs are free to dismiss him and continue without his assistance, but this should be discouraged as he should prove to be quite helpful. If dismissed, he will first give them the brass chain (see below), then he will wish them well, activate his ring of invisibility and leave never to be seen again. If the PCs attack him, he will defend himself but at the first opportunity he will drop the brass chain before disappearing and leaving.

**DM NOTES:** When Herfik accepted this job to be their guide, he had to promise not to reveal to the PCs who their benefactor is. Use Herfik's stats as a guide to his actions. His alignment is Lawful Evil, with an emphasis on Lawful. He takes his job seriously but he doesn't feel that he is being paid enough to fight for the PCs. He is a Githzerai and he is an 8th level Rogue. His stats can be found in a reference sheet at the end of the module. He has been well paid to act as their guide on this quest. He doesn't really care if the PCs survive or not, but he will keep them from getting lost and show them the way to their destination. He will answer any questions that they have to the best of his ability and will generally give them good advice if asked, but if they choose to ignore his advice, he really doesn't care. He arrived here from the plane of Limbo several years ago and has made a sizeable fortune serving as a guide through Avernus for travelers of various sorts. Despite his name, he is quite talkative and knows a lot about this Plane. **He refuses to fly by use of any magic or magical device, and he warns the PCs against it.**

If the party doesn't run him off, after introductions, read or paraphrase the following:



*Herfik pulls out a chain about three feet long made of thin 2 inch diameter brass links. The chain is formed into a loop which can be worn as a necklace or sash. He hands it to the closest PC. "This is your way home," he says. "Guard it well. Without this you are no better than the soul shells. That is what the devils call the walking dead, the poor wretched creatures that have been condemned by their gods to spend eternity here. The only difference between you and them is that you can leave whenever you want to. Simply touch this chain and wish to leave. It will take you and all that you carry. Any one not touching the chain at the time will be left behind."*

#### Token of Recall

The brass chain is a Token of Recall. This magical item takes you to the plane that it is attuned to. You arrive at whatever location is embedded into the token. This token has been enchanted for a single-use. In this case it takes one or more creatures to the "pocket" plane where you met the astral deva Maloshi. If the PCs return there with the *Dragon Globe* they will be returned to the Material Plane (refer to "Concluding the Adventure"), if not they will be thanked for their effort and sent to the plane that was their original destination when they died. You must be in physical contact with the chain to activate it. It will affect you and touched objects or other touched willing creatures.

Continuing:

*Herfik pulls out a leather pouch and hands it to the closest PC. "Your benefactor has offered to pay your expenses for the trip. Whatever you don't use you can keep as part of your reward."*

On examination, the pouch is found to be full of rubies and emeralds, each worth about 100 gp. The pouch contains a number of gems whose total value is [200 times the party's TPL] gp. For example; if the party's TPL is 24, the pouch contains 6,000 gp worth of gems. (Refer to "Scaling the Adventure" above for how to calculate the parties TPL).

*Herfik says, "When they are close enough, devils can smell death on you and most will simply ignore soul shells. But they won't ignore you if you attract their attention, so don't."*

*"Some devils do seek out soul shells for the sheer pleasure of devising more devastating and painful tortures. Most, if they bother with soul shells at all, will simply destroy them, adding another soul to a larva pit."*

*"The devil that stole the Dragon Globe is Selakon. He is a 12-foot-tall insectlike beast they call an ice devil. He is accompanied by three shorter devils that look a lot like gargoyles. These are called Abishai."*

*"Come, we need to get going."*

Herfik heads off in a seemingly random direction at a brisk walk. Far ahead you begin to make out a cluster of buildings, though it's impossible to judge just how far away it is.

If asked how he knows who stole the Dragon Globe:

*"An acutance of mine overheard him bragging about it."*

If asked about the monsters they just fought:

*"They were devils. Devils live by a very strict hierarchy. The stronger classes of devils subjugate the weak and rule tyrannically over them. The most powerful devils are called pit fiends. You were attacked by a group of lemures, the lowest of all devils." - if the PCs also fought the chimera he tells them "The Dragon/Goat/Lion creature is called a chimera. They like to collect treasure and will attack anyone that looks like he might be carrying coins or gems. It was just your bad luck that you came across one. They aren't very common around these parts."*

If asked where they are going:

*"We are headed for the gate town of Darkspine. Selako and his group were there about a week ago. We can pick up needed supplies there and perhaps find out if anyone saw them there or knows where they are going."*

A large dust cloud appears on the horizon off to your right. Herfik angles away from it but still toward the town. He explains:

*"That cloud of dust is an army on the move. Whole armies, from every part of Baator are here, more arriving every day. Demons, angels, and others all at war with each other; these guys just live to fight. And they fight to defend the innumerable pits of larva where damned souls are dredged out of sludge to get converted into lemures. There are a healthy number of dragons, and kobolds in the fray, too. With a little luck, everyone will be too occupied with the war to notice our small group."*

### Bel's Army Attack

The pit fiend Bel sweeps across Avemus with his immense army of devils, repelling invaders and marshalling Baator's forces for the Blood War.

*The large dust cloud comes closer with a low, rumbling thunder. A huge, black mass emerges from the haze, streaming into thousands of distinct shapes a scrabbling horde of devils. Seething masses of melted beings like the ones you fought. And others, similar to those but with more defined legs and lower bodies are spilling forward from the front ranks, spurred on by jeering, devils with horns, leathery wings and barbed tails. Toward the rear, army banners are hoisted by an honor guard of devils of various sorts that surround a monstrous devil that is twice the size of the others, evidently this is a pit fiend. Many other unidentifiable creatures are scattered throughout. Overhead flies a squad of winged devils.*

As long as the PCs somehow conceal themselves from the swarm, they won't be attacked or even noticed. Bel's on a run of the plain, snatching up lemures for his armies. 'Course, if the party stands right out in the open or tries to slash their way through the horde, they'll be killed, no questions asked.

The flying devils get a good view of the legion's surroundings. The PCs Dexterity (Stealth) check is contested by the Wisdom (Perception) check of the flying devils. If they spot the PCs, some

of the flying devils veer off from the army to pursue and attack the party.

The type of devils in this group depends on the party's tier (refer to "scaling the adventure" above).

**Apprentice tier:** The party is attacked by kaorti. The number of kaorti that attack equals the number of PCs. They have used their alter-self ability to assume the form of abishai, which gives them the ability to fly but none of the abishai's other abilities. They will land and attack with their ribbon daggers while maintaining their abishai form. When they suffer damage they return to their normal form.

**Expert tier:** The party is attacked by spined devils. The number of spined devils that attack equals double the number of PCs.

**Paragon tier:** The party is attacked by red abishai. To determine the number of abishi that attack the party, divide the number of player characters in the party by 2, rounded down (minimum of 2 abishi).

**THE GUIDE:** Herfik hides behind a rock and encourages the PCs to hide. If the party is attacked, Herfik activates his ring of invisibility and remains unnoticed by the devils. After the fight, he comes out from hiding and congratulates them on their victory.

## THE RUINS of DARKSPINE

After the army passes, it only takes the party a couple of hours to arrive at Darkspine.

**RECENT BACKGROUND:** The ice devil Selakon and his three Abishai companions passed through Darkspine 7 days ago. They stayed here for 2 days before continuing on. While they were here they celebrated their success at stealing the Dragon Globe right out from under the noses of those "do-gooder" angles. They boasted of what they had done and that they were on their way to a gateway to Dis to deliver their prize to the archdevil Dispater. They have no idea what magical properties the Dragon Globe may have, but only that it must be extremely valuable for Dispater to have sent them to steal it.

**DM NOTE:** The PCs main purpose in Darkspine is to uncover information regarding the location of the Dragon Globe. Let them use any means that they can devise to get this information. Don't make it too easy, but a few gems in the right hands can loosen lips. It is important that before they leave Darkspine they have learned that the ice devil Selakon and his three associates definitely have the Dragon Globe and they left here five days ago. They will also find that they were headed for the closest gate to Dis. It is common knowledge that the closest gate to Dis is located in Tiamat's lair (although no one here has ever been in Tiamat's lair).

**THE GUIDE:** Herfik is little help in getting information, but he knows the city well and can help them find whoever they may want to talk to. Herfik also knows the way to Tiamat's lair and insists that the PCs acquire three weeks rations before leaving Darkspine.

## The Guard

*You find yourself standing at a gate in a broken –down wall. You can see that it is surrounding the ruins of a town that looks like it was decimated in a fireball battle between two wizards. The blackened buildings that still stand are punched with jagged holes, and broken rubble fills the streets.*

*"You - travelers!" From one of the small structures nearby steps a 9 foot tall, winged devil covered with scales and brandishing a nasty-looking barbed whip. The creature struts toward your party confidently, swishing and cracking its whip. "What's your business here?"*

While he is speaking, a large fireball streaks down out of the sky and lands with a loud explosion about 100 yards away. The guard, a Horned Devil named Montelado, doesn't pay any attention to the fireball. He once served as a retainer to a pit fiend general in the Blood War, but was demoted to gate duty for two centuries after losing several battles. He despises his new position and often lets visitors through, taking [25 times the party's TPL] gp in gems as garnish to look the other way.

If the PCs reveal their quest for the Dragon Globe, the fiend laughs and warns them to turn back while they've still got their skulls. The garnish still gets them past, but the guard then sends a message to Dispater's palace, alerting him to the party's presence.

Without the bribe, Montelado refuses to let the party pass. If attacked or provoked, he fights until half of the PCs are killed, then gives the remaining PCs another chance to pay the garnish and be on their way. If reduced to half his hit points, Montelado tries to gate in reinforcements; if reduced to a third of his hit points, he teleports away. (This would be a tough fight for a paragon tier party, and a deadly one for parties of lower levels.)

**THE GUIDE:** Herfik knows that guards usually look the other way for the right bribe.

**SNEAKING IN:** Montelado guards the only gate, but the party might try to climb over the wall at an unguarded point. This is physically easy because the wall is many holes from fireballs and is even completely demolished in a few areas. If they get in without going through the gate, there is a 60% chance someone will notice strangers coming in town that didn't come in through the gate. They will notify Montelado. He assigns a lesser devil to watch the gate while he finds the invaders. When he finds them, he simply escorts them out of town and doesn't allow them to return. He will not be gentle with the PCs, but if they resist or attack he will fight as indicated above. If they give him any kind of flimsy excuse and offer to compensate him for his trouble, he will accept a bribe of twice the amount indicated above and allow them to stay as long as they would like.

## Map of Avernus

This adventure doesn't use a conventional map. The map on the inside front cover provides a general guide, but it should not be considered accurate. A copy of this map can be acquired by the PCs but don't just hand it to them. If they want it they must persuade someone (such as their guide) into drawing it for them,



or locate someone in Darkspine that they can purchase it from. The actual path will always be mostly South.

## Exploring Darkspine

Once the PCs have gotten past Montelado, they're free to roam about the ruins. Over time, Darkspine has been gutted by raiders and exploding fireballs, but some of the residents have managed to survive and make shabby homes in the crumbling structures. It's safer than many spots on the plane - devils still patrol the area, but the rampaging armies of fiends generally steer clear.

Darkspine is a true "retched hive of scum and villainy". This is the first stop for many souls that have been condemned to spend eternity here. These "soul shells" have been sent to hell for a reason. They are not pleasant individuals! Every form of vice can be indulged here, for a price. The place is run by crooks, assassins, slavers and worse. The strong prevail over the weak, the clever over the slow witted, and the rich over the poor.

You can find areas where drugs are sold and used, brothels, and gambling houses are intermixed with a few taverns, and inns. Darkspine has few real shops or official businesses of any kind other than a small open market in the center. Other than the soul shells, a small bundle of beings from other planes live here just trying to stay out of the dead-book, huddling together and barricading themselves against the rest of the plane. Many are humans, dwarves, elves, halflings and such from the Material Plane. They've pretty much given up hope of ever getting back to their original planes, but someone who could help them out in some small way might get something useful in return - some food, a weapon, or a bit of information.

Devils can tell the dead "soul shells" from the living beings in Darkspine, apparently by their smell. The PCs can only guess at which are which.

**THE GUIDE:** If they haven't dismissed him, Herfik highly recommends they pick up a pass of safe conduct. They can't get a real one of course, but he knows where they can purchase a forgery for [10 times the party's TPL] gp in gems or gold. It's technically worthless - only the Lords of the Nine can hand out true passes. Ironically, though, the fake pass does the bearer some good: Lesser devils respect it in case it's genuine, and greater baatezu are often amused enough by it to let the bearer go.

Although there's little good to be found in Darkspine, the player characters could meet creatures from other planes here. The DM is free to set up any such encounters and determine what, if anything, either side might get out of the meeting (the townsfolk won't leave the ruins). The PCs probably won't pick up any information about the plane that Herfik doesn't already have. Of course, a party without a guide might find the sods in Darkspine a bit more useful - they could even provide a partial map of Avernus.

The DM should allow the PCs to buy any basic equipment they might need - within reason, of course. In the common, open-air market visitors can find necessities, comforts, and odd trinkets. It's not a place to pick up magical items hand over foot. Remember that a lot of the stuff for sale is just not going to be for human (or even humanoid) consumption.

Possible goods and services to help a DM spice up the marketplace might include:

- spirit candy - hardened hits of various sweet meads that are said to contain the spirits of beings from far-flung prime worlds.
- black, foul-tasting mushrooms said to be dug from the roots of Yggdrasil, the plane-spanning oak.
- a stoppered glass bottle, "guaranteed to be filled with air from the peak of Mount Celestia" that'll purify the evil right out of anyone who gives it a whiff.
- sedan chairs carried by teams of stone giants, offering rides through the streets in style.
- light bowls, forged out of rock from the Elemental Plane of Fire, that, when lit, burn with bright flame until snuffed out.

The DM should let the PCs role-play and haggle with merchants as long as they're having fun.

---

---

## DARKSPINE ENCOUNTERS

---

---

The DM should run the following encounters while the PCs are in Darkspine. Choose appropriate times and settings.

### Karris

Selakon's bragging attracted the attention of Karris, a human mage [his mage level = the party's average level]. He's formed a loose band with human cutthroats to capture the Dragon Globe themselves; they plan to sell it to the highest bidder and don't want anyone mucking up their scheme. At some point before the PCs leave Darkspine, after they have made some inquiries regarding Selakon, they're spotted and approached by Karris.

*You almost don't even notice the slight man in the stained, tight-fitting tunic until he's right next to you, close enough to tread on your boots. He's wearing a half-toothless grin. "ho there, bloods," he calls out. "So you're the tough cutters who're gonna track down Selakon. Well, ol' Karris just might be able to help you out."*

Karris plays the friendly rube while feeling out the party, trying to determine how much they know and what their plans are. Karris pretends to have apprenticed to a mage who traveled regularly to Baator for rare spell components, and he claims to know the art of giving fiends the slip. However, his intention is to confuse the PCs with lies and delay their departure from Darkspine to give his own group time to get ahead. If challenged, he sticks to his story and leaves in a huff; if attacked, he tries to escape with his boots of speed or a Gaseous Form spell. If he can do so unnoticed, he will cast a Detect Thoughts spell on the PC that talks the most (the DM can roll saving throws and determine what, if anything, is learned).

### Cranium Rat Swarm

A swarm of cranium rats is lurking in a nearby bundle of trash. The rats cast a grease spell under the party's feet (If they cannot cast spells, they knock over a barrel of grease that accomplishes the same thing). The following round the swarm attacks the PCs - with

spells or a Mind Blast if they can. They are hoping to make off with the groups rations.

**Scaling the encounter:** The number of cranium rats in the swarm is equal to double the party's TPL (refer to "scaling the adventure" above). For example, if the party's TPL is 20 then the number of cranium rats in the swarm will be 40. Regardless of the party's TPL, there will not be more than 79 cranium rats in the swarm.

## From Darkspine to the Maggot Pit

### One Day Turns

The character's guide, Herfik, will take then on the most direct path from Darkspine to the Maggot Pit, a distance of 360 miles. Because of the long distance involved, this adventure will be using 1 day turns.

There is no sun, or stars and the sky never changes making it difficult to judge time. Using their best time estimate, the characters should be taking an 8 hour rest period once every 24 hours, so we can count the days by counting the number of long rests. We can then call the first 8 hours after a long rest "morning", followed by "noon" and the second 8 hours will be "afternoon".

This is the sequence of play for one day of travel and exploration in Avernus.

**1. Direction and Pace.** The players decide what direction their characters will move. If their guide is with them, they can simply choose to go in the direction he suggests, which will be mostly south and a little east. The players should also determine their formation: who is in the front, the middle, and the back of the group. (If you're using the optional rules, they also decide on their exploration tasks at this time.)

The players will also decide on a travel pace - fast, moderate, or slow.

Pace	Readiness DC	Max. Distance per Day	Min. Travel time to reach the Maggot Pits
Fast	15	24 miles	15 Days
Moderate	10	16 miles	22 Days
Slow	5	8 miles	45 Days

**2. Progress on the Map.** This adventure doesn't use a conventional map. The path between Darkspine and the Maggot Pits is divided into 15 zones (listed below), each approximately 24 miles across. It will take one day to cross each zone if the party is traveling at a fast pace. If they are moving at a moderate pace it takes 3 days to cross 2 zones (it will take 2 days to cross the first and 1 day to cross the second). Parties traveling at a slow pace will take 3 days to cross one zone.

**3. Fixed Encounters.** Each zone description includes information about the terrain the characters must cross and many also contain information regarding an encounter they are likely to face in this

zone. These fixed encounters are intended for the characters to deal with only once. Feel free to add or delete encounters, or rearrange them as you see fit to provide the best pacing and enjoyment of your party.

**3. Random Encounters.** In addition to the fixed encounters listed for each zone, there is a chance for a random encounter. Check for a random encounter at the beginning of each day and, if one is indicated, determine if the encounter will occur in the morning, during the noon hour, or in the afternoon. Set it at a time that doesn't interfere with any fixed encounter that is scheduled for that day. Roll 1d8, 1=an easy encounter, 2 or 3 = an average encounter, 4 = a tough encounter, 5 or higher = no encounter.

#### Apprentice tier random encounters:

*Easy:* Devil, Karate (1), or Devil, Nupperibo (2), or Devil, Lemure (2), or Kobold (2)

*Average:* Devil, Karoti (2), or Devil, Nupperibo (2), or Spider, Giant (1), or Devil, Winged Fiend (8)

*Tough:* Devil, Karoti (3), or Devil, Nupperibo (7), or Devil, Spined (1), or Hell Hound (1)

#### Expert tier random encounters:

*Easy:* Devil, Spined (3), or Hell Hound (3), or Devil, Karoti (3), or Spider, Giant (1)

*Average:* Devil, Spined (4), or Hell Hound (5), or Devil, Karoti (4), or Spider, Giant (2)

*Tough:* Devil, Spined (8), or Hell Hound (10), or Devil, Karoti (8), or Devil, Bearded (1)

#### Paragon tier random encounters:

*Easy:* Chimera (1), or Devil, Bearded (1), or Devil, Chain (1), or Devil, Abishai, red (1)

*Average:* Chimera (2), or Devil, Bearded (2), or Devil, Chain (2), or Devil, Barbed (1)

*Tough:* Chimera (3), or Devil, Bone (1), or Devil, Horned (1), or Devil, Barbed (2)

**4. Random Fireballs.** In addition to fixed encounters and random encounters there is a chance that a fireball might explode anywhere at any time. Check for a fireball 4 times a day (morning, noon, afternoon and during each long rest period) and once during each encounter. Roll 1d8 if you roll an 8 there will be a fireball explosion on or near the characters. If there is a fireball explosion during an encounter, roll 1d4. On a result of 1, the fireball explodes just before the first attack. On a roll of 2 or 3, the fireball explodes on the 1<sup>st</sup> or 2<sup>nd</sup> round of combat. Give the fireball its own (random) position in the initiative order. On a result of 4, the fireball explodes just after the end of the encounter, before the characters get a chance to rest.

A random fireball is like the *fireball* spell, with the following exceptions:

**Apprentice tier:** *Damage:* 3d6, *Radius:* 10ft

**Expert tier:** *Damage:* 6d6, *Radius:* 20ft

**Paragon tier:** *Damage:* 9d6, *Radius:* 30ft

Randomly select one party member. Roll 1d20x5 to determine the distance (in feet) from the center of the explosion to the center of that party member, in a random direction. If the selected PC is in the area of effect of the fireball, he receives half damage on a successful save, anyone else in the area of effect receives no damage on a successful save.

**4. Environmental Effects.** There are no weather effects. The weather never changes. Hot, smelly, dark red starless sky lit up by fireballs. Apply any effects of the terrain, such as extreme heat, that is listed in each zone description. Some of these effects might require saving throws from the characters. In addition, if the characters attempt a forced march, resolve saving throws for that activity at this point.



## Foraging

Hopefully, the PCs brought along enough rations to survive for several weeks on Baator (Herfik the Silent would certainly insist on it). But they can also stay alive on fire fungus, the only local food source edible to non-devils. It's a warm, wriggling, dull red growth usually found in patches recently hit by fireballs which means it's all over the plane. The stuff's not tasty, but it's marginally nutritious. Even though the PCs are dead, they will suffer the same consequences from lack of food and water as they would on the Material Plane until their hit points drop to 0 (refer to "Death in Avernus" above). Water isn't plentiful, but it can be found. It occurs in boiling pools. The water must be collected and cooled to drink. It taste foul, but it is safe.

Herfik knows the fungus is edible, as do the residents of Darkspine. The fiends know, too, of course, but whether they share that information with the party depends on how well the PCs handle encounters. The DM could also let the PCs observe non devils eating the growth, in order to help them get the hint.

If they haven't learned of the fungus, their foraging DC is 20. This drops to DC 10 once they discover that the fungus is edible.

## Getting lost

The characters might become lost. If they are following their guide, they can't become lost in normal circumstances.

If the characters might become lost, make note of the Wisdom (Survival) check result of any character who chose navigating during the current exploration turn (or the highest result, if more than one character performed this task). If no one did so, treat the check result as 0. The DC for this check corresponds to the readiness of the group, as determined by its travel pace, plus a modifier based on the terrain (Listed in each zone's description).

If any character performed mapmaking as a task during the current exploration turn, the DC is reduced by 5. If the characters obtained a map of the area, the DC is reduced by 5.

**Success.** If the navigator's Wisdom (Survival) check succeeds, the characters successfully travel the distance and in the direction they want.

**Failure.** If the check fails, the characters inadvertently travel in the wrong direction. Add a day to the amount of time required to cross a zone for every failed save.

## The Zones

Avernus is a desolate wasteland with rocky terrain, sparse, twisted vegetation, concealed snake pits, caves and warrens, volcanoes, and rivers of magma. Most of Avernus is as described when the characters first arrived here. The zone descriptions below describe any special features that the characters will encounter. Between and around these special features, the "normal" terrain is as described above. Each zone below is approximately 24 miles across and should take characters moving at a fast pace one day to cross.

Some of the zones are especially hot. These will be indicated as

**Environmental Effect: heat.** Characters must make DC 10 Constitution saves at the end of each day spent crossing this zone.

Characters wearing medium or heavy armor or otherwise clad in heavy clothing suffer disadvantage on this save.

*Failed Save:* Gains a level of exhaustion.

## Zone 1 - Desolation

(Terrain DC Modifier -5)

When the characters begin their trek from Darkspine the land they are crossing is the same familiar terrain they awoke to when they first arrived. Read or paraphrase the following:

*The hard rocky desolate land stretches ahead of you. The mountains on the horizon in the direction you are heading appears no different than those in any other direction.*

### Encounter: The Hunters

This encounter takes place about 10 miles south of Darkspine.

Avernus is a wide-open stomping ground, a perfect field for greater devils to amuse themselves by hunting prey. Sometimes fiends release an especially feisty soul shell or captured paladin, and sometimes they just chase down any person or beast unlucky enough to be roaming about. One of the latter type of hunting parties spots the PCs while crossing the plain.

The groups below all follow the rules of the hunt: hunters may fly only if the prey flies; prey that can't be seen or smelled by the hounds is deemed to have escaped and thereafter ignored; the hounds attack first, with hunters joining in only if the beasts are defeated; and the hunt stops once the first trophy (in this case, one PC or the guide) is captured or killed.

**THE GUIDE:** Herfik stays back and won't fight unless directly attacked.

Which hunting party attacks the PCs depends on the party's tier (refer to "scaling the adventure" above).

**Apprentice tier:** The party is attacked by 3 hell hounds and 1 spined devil (all at lower than typical power - see below). Read or paraphrase the following:

*You hear sudden, chilling howls that seem to tear your spine from your body. Silhouetted against the crimson sky are 3 feral, wolflike shapes with glowing red eyes, twice the size of ordinary prime wolves. Spotting your group, the hounds gallop toward you, gnashing and growling. Close behind them follows a short, winged fiend gleefully driving the pack with manic shouts and gestures.*

The spined devil, Graftschatz, follows the rules of the hunt. He can be persuaded to go away if offered 80 gp in gems.

The spined devil controls the hell hounds and has commanded them to not use their fire breath weapon. Suppressing the urge to breath fire, they also don't do fire damage on a bite. The spined devil himself doesn't use its multiattack ability. For sake of the sport, he only makes one Claw attack or one tuned fork attack or one ranged spine attack. He never attempts to summon other devils.

Reduce all of the monster's hit points by half.

Reduce the number of experience points by half.

**Expert tier:** The party is attacked by 4 hell hounds and 1 spined devil. Read or paraphrase the following:

*You hear sudden, chilling howls that seem to tear your spine from your body. Silhouetted against the crimson sky are 4 feral, wolflike shapes with glowing red eyes, twice the size of ordinary prime wolves. Spotting your group, the hounds gallop toward you, gnashing, growling and breathing fire. Close behind them follows a short, winged fiend gleefully driving the pack with manic shouts and gestures.*

The spined devil, Chotuk, follows the rules of the hunt.

Chotuk won't listen to anything the PCs say while the hell hounds are attacking, but afterward he can be stopped from making his own attack by being bribed with 400gp in gems.

**Paragon tier:** The party is attacked by 8 hell hounds and 1 bearded devil. Read or paraphrase the following:

*You hear sudden, chilling howls in the distance. Silhouetted against the crimson sky are 8 feral, wolflike shapes with glowing red eyes, twice the size of ordinary prime wolves. Spotting your group, the hounds gallop toward you, gnashing, growling and breathing fire. Close behind them follows a tall seething devil wielding a vicious, saw-toothed glaive, while below its toothy maw writhes a hideous, twitching beard.*

The spined devil, Graftschatz, follows the rules of the hunt.

Graftschatz won't listen to anything the PCs say while the hell hounds are attacking, but afterward he can be stopped from making his own attack by being bribed with 1,600gp in gems.

## Zone 2 - Battleground

(Terrain DC Modifier +0)

After travelling a few hours this day, the characters come upon a vast plane where a massive battle was fought. Read or paraphrase the following:

*It appears that a recent battle was fought here. Everywhere you look you see broken weapons and discarded armor. Humanoid and daemon corpses litter the ground, most with horrible wounds and missing limbs.*

If the characters search the field for treasure, every hour a character searches he can attempt an Intelligence (Search) check. If he succeeds in a DC 15 check he will uncover a useful weapon, armor or small pouch or gems no greater than the character's level in gold pieces. If the check equals DC 20 or higher, he finds a silver mace, or other equivalent weapon (DMs choice), or other treasure no greater than 2 x the character's level. The chance of finding anything useful decreases the longer they search, adding +2 to the DC for each hour spent searching. Spending 4 hours

searching reduces a party's pace from fast to moderate, or from moderate to slow. Spending 8 hours searching reduces a party's pace to slow. Spending more than 8 hours searching increases the time required to cross this zone by one day.

**THE GUIDE:** Herfik sees the battlefield as simply another area to be crossed. If the PCs choose to spend some time searching, he sits and waits.

## Encounter: Soul Shells (fresh)

This encounter may take place at any time during their travel across this zone. A number of human soul shells that equal the number of PCs approach the party. Read or paraphrase the following:

*Recently deceased souls are staggering across the wasteland. When they see you they drop to their knees and beg you to save them from the devils that are perusing them. There is no one after them specifically, only the dangers that you all face here, but they are certain that they are being followed.*

They have no weapons or armor. They are totally defenseless and cannot fight. Their clothing is tattered. They have no money and no food. They will gratefully accept any assistance the PCs choose to provide. If they can persuade the PCs to protect them, or if the PCs show them any compassion at all, they will try to follow along behind wherever they go. If they are attacked, any attack is a hit and will reduce the target to a catatonic state (refer to "catatonic" above). They will not fight back, but will run away if threatened.

**THE GUIDE:** Herfik ignores the soul shells and pushes them aside.

## Zone 3 Larva Pits

(Terrain DC Modifier +0)

This zone is much like the others, but every mile or so the characters come across a larva pit. Read or paraphrase the following:

*A roughly circular crater about 50 ft in diameter is field to the brim with large wriggling maggots.*

Every time the characters come across a larva pit, roll 1d6. A result of 6 indicates that 1d4 lemures crawl out of the pit. Unlike the lemurs that attacked the party when they first arrived, these lemurs ignore the characters. Unless they are attacked they wander around aimlessly. Refer to the "Maggot Pitt" below for descriptions of what happens if someone falls into a larva pit.

## Encounter: The Bone Devil Patrol

This encounter occurs about noon.

This patrol's scouring the layer for lawbreaking devils especially deserters of the Blood War. A group of 5 deserters have been seen passing though this area. The bone devils police all of hell with broad disciplinary powers, and these two currently command a violent hatch of 16 battle-bred Bearded Devils and 6 unhappy spined devils that the other devils all use as servants. Read or paraphrase the following:

*Twin raspy voices shatter the silence of the wasteland: "Fear the law! Fear the law!" Two humanoid fiends creep rhythmically*



*toward you on long, spindly legs, their scorpion like tails twitching in the air behind them. At least nine feet tall, they'd almost be walking skeletons if not for the thin film of sickly, rotting skin covering their bony frames. Close behind, a large group of scaly, clawed fiends grumble and scuffle along, tugging at their snaky beards and threatening one another with stained, saw-toothed glaives. Following behind them is a group of small winged creatures that are shuffling along miserably and carrying tined forks. The whole group reeks of spoiled meat.*

No matter what the party's story, the bone devils, Kerdel and Brack, who always speak in eerie unison want to know if they have seen the deserters, a band of 5 ice devils (not the ice devil Selakon that the PCs are pursuing). Then they demand to know every detail of the party's excursion. At first the fiends challenge any pass of safe conduct in order to gauge the party's reaction, but eventually accede if the PCs adamantly defend their rights as pass holders.

If the PCs have no pass, the bone devils charged with enforcing the law won't accept any bribes. However, several of the bearded devils seem eager to take the gems, which may lead to bickering and even blows within the patrol, though the bone devils quickly restore order.

**THE GUIDE:** Herfik protests he's just a hired hand and doesn't want any trouble.

If the PCs attack, they will face the entire party of devils. The PCs can surrender at any time. If they do, they will be relieved of all possessions, bound and taken into custody. It will be up to the DM to decide what happens to them after that. If they are all reduced to 0 hit points (catatonic) they may simply be left behind or dumped into the nearest larva pit (DMs decision).

If they have no pass, and/or Kerdel and Brack don't believe that they have a legitimate reason for being here, one devil is assigned to stay behind to deal with the PCs while the rest of the patrol leaves to pursue the deserters.

After the rest of the patrol leaves, the remaining devil tells the party to lay down all of their weapons and magic items and place their hands on their heads. The PCs may, of course, choose to fight instead. If they do as told, the devil picks up the weapons and magic items and has them march off after the rest of the patrol.

Who they leave behind to deal with the PCs depends on the party's tier:

**Apprentice tier:** 1 spined devil.

**Expert tier:** 1 bearded devil.

**Paragon tier:** 1 bone devil.

## Zone 4 Rivulets of blood

(Terrain DC Modifier +5)

Read or paraphrase the following:

*Blood and gore oozes up here and there and little rivulets of blood wind away in all directions.*

This terrain is basically the same throughout this entire zone.

## Encounter: The Fiend Herders

Most of the greater devils don't bother gathering the lemures and nupperihos they need for their armies. They leave that task to spined devils, also called spinagons - small, cowardly fiends eager to be promoted for good service. At some point, the party should come across the following scene:

*Dozens of disgusting creatures -fat, fleshy blobs, like the ones you fought when you first arrived, but some with leg-like appendage, are being poked and prodded into a herd by several short, spike covered fiends with military forks. Some of the jellylike shapes moan and bellow, others are strangely silent; all squish and collide, seemingly mindless, in the growing herd. One of the stray worm-things spies your group, and suddenly a small cluster breaks from the herd and scrambles toward you.*

Five lemures and two nupperihos head for the party, but after one round the entire herd swarms toward the PCs. These no-brain devils attack the party in wave after writhing wave until destroyed or forced back under the spined devils' control (the DM should describe the attack in the most sickening terms possible.) There are a total of 15 lemures and 5 nupperihos.

As the herd attacks, one of the three spinagons panics and flies away immediately. The other two stay and try to rein in the herd, flitting about and jabbing with their forks, shouting "Stop! Back!" and "Don't kill the stock!" They'll be grateful to any PCs who help them round up the herd, giving directions or advice (whatever the DM wants the players to know).

On the other hand, if the party kills more than half of the stampeding fiends, the two spinagons try to fly away. If cornered, they'll plead for freedom, wailing loudly about the gruesome punishment that awaits them for losing the stock, and offer information in exchange for their lives (again, the DM decides what they reveal). The spinagons fight only as a last resort.

**THE GUIDE:** Herfik turns invisible to hide from the onrushing mass of lemures and nupperihos.

**DM NOTE:** This is not intended to be a difficult encounter, but it could prove to be overwhelming for a low level party. Make sure that the PCs can see that the spine devils are not attacking them, but are trying to stop the lemures and nupperihos from attacking. If any PC drops to half of his hit points, have the lesser devils stop their attack - the spinagons have succeeded in re-gaining control of them.

## Zone 5 The River of Blood

(Terrain DC Modifier -5)

Most of this zone is a typical desolate wasteland. Cut through the center of the zone is the river of blood.

The first assault of this flow is its sickening stench. A slow river of warm partially clotted blood streams down through the wasteland, its slippery, scabby banks pulling in any PC who comes too near requiring a DC 15 Dexterity (Acrobatics) check to avoid taking the plunge. Some spots are as shallow as a single foot, but the width never closes below 100 yards, making any crossing a long, unpleasant experience. Downstream, the river dumps into the black waters of the Styx. Upstream, it eventually leads back to its

source the Lake of Blood, a fetid body nestled in the Stigmaris Mountains

### Encounter: Winged Fiends

A group of winged fiends attacks the PCs just as they approach the river of blood. They are like flying piranhas. These flying, bat-like enemies are more annoying than deadly, as they flap and flutter around your character's head and land low damage hits when they bite.

**THE GUIDE:** Herfik really hates these things. He runs away and activates his invisibility ring. He only returns when they are defeated.

The number of winged fiends in the group that attacks the PCs depends the party's tier:

**Apprentice tier:** 2 winged fiends for each PC.

**Expert tier:** 10 winged fiends for each PC.

**Paragon tier:** 50 winged fiends for each PC.

### Zone 6 Twisted Vegetation

(Terrain DC Modifier +5)

This zone is a typical desolate wasteland, but with more thorny plants.

*This arid desolate wasteland is a lifeless landscape of only dry weathered plants, unnaturally twisted and full of thorns that tare at your clothing as you pass. No barren hot desert wilderness you have ever seen matches the waterless brown desolation that surrounds you here.*

Each PC must make a Dexterity (Acrobat) check each day traveling through this zone to avoid being scratched by thorny plants for 1d4 HP damage. The DC for the check is the party's readiness DC.

### Encounter: The Lost Kobolds

*As you round a hill, you come face to face with a ragtag band of short, smelly humanoid creatures, their amber, scaly skin and tiny white horns bringing one thought to your mind: kobolds. They yelp and shrink back from your group, crouching close to the ground, covering their heads with their lanky arms.*

The number of kobolds in the group depends the party's tier:

**Apprentice tier:** 4 kobolds for each PC.

**Expert or Paragon tier:** 8 kobolds for each PC.

If not attacked, they rise, point, mutter, and push a representative forward: Jackhok, who asks for directions to Nibellin, a warren in Draukari the underground realm of the kohold power Kurtulmak, the koholds left the realm to fight off an invasion of gnomes and have been unable to find their way back since. They've wandered Avernus for what seems like centuries, with fiends and fireballs whittling their once hundred strong pack down to what they are now.

Jackhok asks for weapons, armor, or magical items to help them fend off the fiends as they trek through the wasteland, taking whatever the party cares to give. The only thing they offer is information gleaned from years of traveling across Avernus (whatever the DM thinks the party needs to know, and only if first paid for with items the koholds consider useful).

If attacked or cheated, the koholds fight with the only equipment they still carry: spiked clubs. **Melee Attack - Spiked Club:** +1 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) bludgeoning damage. Jackhok, however, also attacks with a ring of the ram. If the PCs let down their guard, the koholds try to steal equipment and flee, fighting to the death if caught.

**THE GUIDE:** Herfik claims to not know the way to Draukari. This is a lie but he has no desire to help the kobolds. He pushes the small kobolds around.

**DM NOTE:** If any of the PCs are gnomes, the koholds attack on sight, stopping the assault only if half their number are slain.

*Magical item:* ring of the ram (3 charges per day; +7 to hit, 1d6 damage and pushes opponent back 5 feet).

### Zone 7 Chasms

(Terrain DC Modifier +0)

This zone is a desolate wasteland, there are no thorny plants, as the PCs traverse this zone never ending cracks in the parched earth become more numerous, wider and deeper, until about half way across the zone they come to one that is especially wide.

*A deep fissure in the earth blocks your way. You can't see the bottom. The smell of brimstone rises from its depths.*

The chasm is actually 50 feet deep. The rugged sides drop almost straight down. The relatively flat bottom is obscured by 5 feet of sulfur gas. The width of the fissure depends on the party's level. The width of the fissure is 5 + the PCs average level in feet. For example: if the PCs are each 6<sup>th</sup> level then the chasm is 11 feet wide (5+6=11).

If the PCs choose to follow the chasm to a narrower, easier to cross location, add one day to the time it takes for them to cross this zone.

**THE GUIDE:** Herfik says that this area is different every time he crosses it. New chasms form and others close from time to time. He has seen much wider chasms. He normally follows along them to find a narrow crossing point. That is what he recommends that the player characters do. Regardless what solution the PCs propose, Herfik steadfastly refuses to fly. He will, however agree to any other plan the PCs may devise.

**Environmental Effect: Poison Gas.**

Any character that remains directly above the chasm for 2 or more consecutive rounds has a chance of being poisoned from the vapors. They must make a DC 10 Constitution saving throw.

*Failed Save:* 3 (1d6) poison damage.

Any character that enters the gas at the bottom of the chasm must make a DC 12 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage.

## Encounter: Soul Shells (zombie like)

*A group of 30 creatures stagger towards you. They appear to be humans but with ghastly towering features. Their faces are sunken in, eyes unfocused. Their mouths are twitching and drooling as if craving for something, anything. The smell of their rotting faces tend to make your stomach churn. Their nails are dark and bloody. Finally you see their gross discolored skin close enough to see that it is falling apart. It is falling away from their muscle, their bones.*

Not true zombies, this group of poor soul shells is shuffling across the wasteland. They are completely mad. They are dressed in rags. Although they will eat any flesh that they find, they are no threat to the non-catatonic. Unless the PCs stand still and allow themselves to be eaten, they can simply avoid them. They will walk away in a few minutes in pursuit of meat that can be had without a fight.

## Zone 8 Boiling Water

(Terrain DC Modifier +5) Environmental Effect: heat

The temperature increases as the characters cross this zone.

*Steam rises from a clear pools of boiling water. The scalding hot water spits and splatters as large bubbles rise from its depths and burst on reaching its surface.*

If allowed to cool, the water, although foul tasting, is safe to drink. Other than the oppressive heat, there is no real danger to the PCs as long as they avoid falling into one of the numerous pools.

## Encounter: Scavengers

*You surprise a group of 12 creatures that are digging through a pile of bones. The creatures look like hairless hyenas. When they see you, they back away a few feet and growl at you showing their filthy teeth.*

These scavengers are cowards and run away when threatened. If you need them, use the stat block of a common rat.

## Zone 9 Boiling Mud Pits

(Terrain DC Modifier +5) Environmental Effect: heat

*Walking through a fog of gas, you come upon bubbling sulfur thermal ponds. You hear the mud and earth churn from hot fissures beneath your feet. You feel bubbling mud and steam rising from the ground. Several splattering pools of boiling mud cover the ground in this area.*

This is typical for the entire zone. The gas clouds are not poisonous, but they do obscure vision. Reduce encounter distances by half.

## Encounter: The Bearded Devil

This encounter occurs at the far end of the zone. About half a mile before reaching the next zone.

*A green-skinned devil, its ropy beard writhing with tiny white maggots, rests against a bent and naked tree in a blood-soaked vale. Propped up beside the creature is its fearsome glaive, which serves as a makeshift stake to hold a shackle in place. The other end of the chain encircles the neck of a misshapen, lamenting soul. The bearded devil blithely ignores the pitiable pleadings of its captive.*

Zemloth the bearded devil is taking a break before heading back to the Styx, where it works as a soul wrangler. He has no interest in the PCs party and ignores them unless questioned, or attacked. He knows the ice devil Selakon, and freely tells the PCs that he saw him and three Abishai cross the river Styx three days ago. He also remembers Selakon showing him a blue globe that he was taking to the archdevil Dispater.

Its captive is a soul that squirmed out of a tumbrel bound for a torture chamber in Minauros. The soul still recalls its living identity as Yemtaros, a cruel interrogator in the employ of a wicked despot. If freed by the characters, Yemtaros promises them any reward they ask in exchange for safe passage out of Baator. But the treacherous Yemtaros is more trouble than he's worth. He can't make good on his promises, and his soul qualifies to reside on no other plane. Furthermore, his soul shell is as useless as a newborn baby in combat.

## Zone 10 THE RIVER STYX

(Terrain DC Modifier -5)

Most of this zone is a typical desolate wasteland. On the southern boundary of the zone flows the River Styx.

*As you approach a wide canyon, you see that it has steep walls of shiny black stone. You hear the sound of rushing water before you get close enough to the canyon edge to see the river running through it. The river is a deep, swift, and uncontrolled torrent. The polluted, oil-slicked river gives off a nausea-inducing stench of death and decay. This river bubbles with grease, foul flotsam, and putrid remains. This could only be the River Styx.*

**THE GUIDE:** Herfik says that those who taste or touch the water must resist its foul influence. Many have forgotten all they have experienced in life affected by a sort of absolute amnesia.

The PCs only goal should be to cross the river. If they have their guide with them, he tells them that they can pay to be ferried across and leads them to docks along the river's banks. If not, they spot a trail down to the docks when they approach the river. They see only a sheer cliff face directly across the river from the dock. They must ferry down river a bit before docking on the other side.

## Encounter: Charon

*When you arrive at the docks at the River Styx, a boat awaits you, ragged and rotted. Frayed black ropes tie the boat to the docks. A humanoid figure stands at the stern of the boat. Dressed in dark tattered robes his hands are old and withered.*



*His hood hangs low over his face, obscuring all but a pair of sinister glowing eyes.*

This is Charon (Boatman of the Lower Planes). He is on a large black skiff that can hold up to 10 people of Medium-size. If the party's tier is less than epic level, attacking Charon is an exceedingly bad idea. If, however, the PCs decide to fight Charon for whatever reason, his stats are on a reference sheet at the end of the module.

*"You look of death, and you smell of death, but somehow I feel that you are not dead. Why should I take you across the River Styx? What do you have for me?"*

He will charge [50 times the party's TPL] gp in gems or the equivalent value in gold or magic items to take the party to a landing on the opposite bank. If nonpaying passengers attempt to force their way onto its skiff, he seeks to prevent anyone from entering his boat, teleporting himself and his craft away.

As the characters begin their boat trip:

*The black river is thick with the twisting and writhing bodies of the damned. They reach for you wailing for help. There is an eternity in torment. As the river bends within a large canyon of razor-sharp obsidian, you see demons pouring more nude bodies into the river, stabbing at them with spears and claws, taking bites out of their flanks and letting red blood flow over their demonic bodies.*

*Within the mass of bodies through which you travel, faces seem familiar. As they call out to you, screaming for help, you find yourself drawn to pulling them from the sludge of the river regardless of the life-stealing nature of the dark waters. Only your own strengths might help you resist such a call.*

And then, finally:

*The rotted wood boat comes to rest at a curve in the river. The oarsman beckons you off and you step foot onto a beach of broken bone. A distance ahead of you, the ominous ragged peaks split into a narrow valley. Two massive carvings flank the valley entrance, each nearly nine hundred feet tall, hooded, arms crossed across the chest and twin curved blades in their hands.*

### The River Styx

Those who taste or touch the waters of the Styx must make a DC 15 Wisdom saving throw. Those who are immersed in the waters of the Styx must make a DC 30 Wisdom saving throw. *Failed Save:* Victim is affected by total amnesia. Treat the victim as if feebleminded (as the *feeblemind* spell). *Successful Save:* Victim loses all memory of the events of the past 8 hours. Devils and other evil creatures native to Hell are immune to the memory-draining effects of the River Styx.

PCs that think that some of this water could come in handy, may try to find a way to take some with them. This could prove difficult. Glass, crystal, other articles of stone, and pottery, are all broken by the water of the Styx, while things of horn or of bone, with iron, bronze, lead, tin, silver, gold and electrum, are all corroded by this water. The only thing that can resist the water of the Styx is a horse's hoof. When poured into it the water is retained, and does not break up the hoof.

The River Styx winds through the lower planes along a route that leads through Hades, Carceri, Gehenna, Pandemonium, Hell, and the Abyss. A DC 18 Intelligence (Arcana) check reveals that the River Styx can be used to travel between the various lower planes. Although in this adventure the characters only need to cross over to the other side.

## Zone 11 Lake of Fire

(Terrain DC Modifier +5) Environmental Effect: heat

The valley you enter after crossing the River Styx has many lakes of fire.

*You come upon a lake of fire burning with brimstone. You see souls in human form, like transparent burning embers, all blackened or burnished bronze, floating about in the conflagration, now raised into the air by the flames that issued from within themselves together with great clouds of smoke, now falling back on every side like sparks in a huge fire.*

There are several such lakes in this zone,

### Encounter: Catatonic Corpse

*A fresh corpse has been discarded and is lying in a most unnatural position. When you approach, it calls out to you for help.*

He promises you anything to magically heal him so he can take revenge on the soul shell that critically wounded him and stole all of his possessions.

## Zone 12 THE PILLAR of SKULLS

(Terrain DC Modifier -5)

Most of this zone is a typical desolate wasteland. In the center of the zone is the pillar or skulls.

This grotesque tower's made of hundreds of living, disembodied heads, all squashed together to form a solid mass that rises to height of more than a mile. A body'll usually hear the pillar before he gets close enough to get a good look at the vile thing, as the

decaying heads are talking almost incessantly, cursing, and arguing with one another after all, what else have they got to do? Most of the heads are of human or humanoid races. But there's a few that even planars would have a tough time giving a name to. If the PCs get near enough to be seen, the heads all shout conflicting pleas to the party at once, offering information in exchange for some kind of service (DM's discretion).

**There is no fixed encounter in this zone.**

## Zone 13 Rivulet of Lava

(Terrain DC Modifier +0) Environmental Effect: heat

*The smoke becomes thicker and thicker. Rivulets of lava began to flow, streaming along the ground and flowing into a single larger stream. With every footstep you can feel the crunching of the thin crust beneath your feet. Ashes come forth and fall around you, and then huge masses of rock came down from the sky with loud splashes into the fiery plain. Some fall before you, and are buried deep in the ground over which you have to tread.*

### Encounter: Catatonic Skull

*As you pass a weathered rock outcropping, a bleached white skull calls out to you. He pleads with you to take him to the River Styx and toss him into it. He can no longer live with his memories.*

## Zone 14 Desolation

(Terrain DC Modifier -5)

This zone is a typical desolate wasteland.

### Encounter: The Competition

The PCs encountered Karris in Darkspine, but they may not recognize him here. The mage Karris and his cutthroat companions are also in pursuit of the Dragon Globe. They haven't had any more luck in catching up with it than the PCs have.

*Not far ahead, a cluster of bodies sit cross-legged on a small, rockless mound, with a guard standing watch. The group mutters and passes meager rations around until the guard alerts them to your presence. Jumping to their feet, they draw weapons, tense for a moment, then visibly relax after peering at you carefully. "Can't be too careful with fiends about," says a thin man in a plain brown robe. "Good to see fellow travelers."*

Their number, including Karris, is equal to the number of PCs. Karris is a mage, and the others are fighters. They are all human and their class levels are all equal to the party's class levels. The only magic item that they possess is Karris's boots of speed.

Karris recognizes the PCs; he's already warned his band about a possible fight with the party, and they're ready to attack on his

signal. Although he's tried to alter his physical appearance with different clothing and facial markings, the PCs can make a Wisdom (Perception) check vs. Karris's Charisma (Deception) check to see if they recognize him as the "apprentice" they met in Darkspine. If recognized, Karris tries to talk his way out of trouble; if attacked, he directs his band to fight.

If the PCs don't recognize Karris or attack, they invite the party to join "our poor feast," promising to share both rations and information. They try to find out as much about the party's quest and progress as possible, claiming to be in search of a fallen comrade's corpse. If need be, they try to bind the PCs and extract information by force.

Everyone in this group, with the exception of Karris, is a soul shell that becomes catatonic if reduced to 0 hit points. Karris arrived in Avernus by means of an Astral Projection spell. If he is killed he disappears and returns to his original body on the material plane. (Possibly a future adversary?) If Karris is defeated, the others withdraw and run away if they can.

**THE GUIDE:** Herfik, weary of the journey, is only too glad to sit, eat, and rest.

**DM NOTES:** The DM is free to create this group, making one a half-orc, one a githzerai, etc. However, an easier option is to use copies of the PC's sheets for their specs, with these changes:

1. Their only weapons are short swords. +2 to hit, 1d6+1 piercing damage.
2. They have the same armor as the PCs but with no magical bonuses.
3. They have no feats and no special skills.
4. They are all Chaotic Evil Humans.
5. For Karris, if one of the PCs is a mage you can use his sheet with the above changes. Rather than using the PCs spell list you may want to select 4 or 5 spells that would be useful to him in a combat.
6. They are all fighters, except for Karris.
7. The only valuables they have (distributed among them) are gems equal to half the gems that the PCs have remaining from the original bag of gems that Herfik gave them when they first arrived in Hell.

## Zone 15 The Maggot Pit

(Terrain DC Modifier -5)

Most of this zone is a typical desolate wasteland. On the southern boundary of the zone is the Maggot Pit, a devil's breeding ground that blocks the entrance to Tiamat's Lair. The Maggot Pit is by far the largest of the many larva pits in Avernus.

*The crater in front of you is easily a thousand feet across and many thousands of feet wide, filled to the lip with a writhing mass of ooze and maggots. As you watch, fresh lemures and nupperibos emerge from the goo and crawl onto the land, stumbling around blindly, seemingly oblivious to your presence.*

The pit abuts a sheer rock wall that stretches across the plain and rises into the sky as far as you can see. A single, large mouth at the base of the wall opens into darkness within.

## Encounter: The Abishai

If the PCs attack any creatures or try to cross the pit, the abishai guardian confronts the group:

*Suddenly, a hulking abishai bursts from the writhing soup, scattering clumps of putrid goo in his wake. "Hands off my pit!" He flies over and lands with a ground shaking thud next to you, hundreds of maggots still clinging to his vermilion scales.*

The red abishai, Arraka, busies himself with sending the fresh lemures and nupperibos off into the wasteland and supervising the emergence of new. He won't attack the PCs unless they try to cross the pit using their own magical means or if they harm him or the spawn, but he does offer his services to those who ask about crossing the pit. However, no one goes across unless the group has a pass.

If asked, he tells the PCs that the ice devil Selakon, and three Abishai crossed the Maggot Pitt and entered Timat's Lair a couple of hours ago.

For one magical item or 300 gp in gems, he'll agree to fly one body across the pit to a narrow ledge at the mouth of the cave.

Obviously, this arrangement could be costly if the whole party (plus the guide) needs a lift, but the greatest danger comes from poorly worded deals: Arraka adheres to the letter of an agreement, but tries his hardest to break its spirit. A simple command of "Take me across the pit" doesn't compel Arraka to leave the transported PC at the cave mouth; the abishai just takes him across, then flies him back to where they started. The charge "Take me over the pit" allows Arraka to fly halfway across, then drop the poor sod into the wriggling slop. If any PCs get peeled in a bad deal, they can try again for another fee (after all, Arraka did fulfill his end of the bargain).

Arraka can also order the squirming masses to hold still long enough for the PCs to walk across the surface to the other side. This is by far the cheaper arrangement only two magical items or 600 gp in gems for the whole group but he won't suggest it unless the PCs refuse to be flown across. Again, the deal must be worded carefully to prevent Arraka from allowing any PCs to get sucked into the rotting mire. The maggots won't support a body's weight unless commanded to do so by Arraka.

Another option for the PCs (if the PCs are Paragon tier or higher) is to kill the abishai or drive him away, then cross the pit by their own magical means. If Arraka loses 30 points of damage, he tries to gate in another abishai; if he loses 40 points, he commands all spawn to destroy the PCs and then teleports away. Immediately thereafter, 3d8 lemures and 3d10 nupperibos emerge from the pit and swarm over the PCs, preventing flight or escape. Every other round, another 1d8 lemures and 1d10 nupperibos slop forth to join the battle. If the PCs ever reduce their ranks to ten or less (lemures and nupperibos combined), the PCs can try to flee or magically cross the pit.

**SINKING IN THE PIT:** If a PC gets dropped into the pit or tries to cross it without Arraka first making the slime hold still, he sinks into the mire (1d8 damage per round). The PC can pull himself free with a DC 15 Strength check (at a disadvantage if wearing medium or heavy armor) and move a yard or two, but faces the

same problem the next round unless at the lip of the pit (DM's decision). If the PC doesn't escape the pit in four rounds, he's pulled completely under, unable to struggle further and suffers 2d8 damage per round until rescued by the party. At 0 hit points he doesn't become catatonic, but falls unconscious and makes death rolls each round as normal. However, each round he is still in the goo he receives damage resulting in an automatic death roll failure. On the third death roll failure he is fully digested by the goo.

**THE GUIDE:** Herfik has been to the Maggot Pit before, and he knows to word agreements carefully.

## TIAMAT'S LAIR

Once they've crossed the pit, the PCs stand on a narrow ledge in front of the rough-hewn opening in the stone wall. The mouth leads into a 60-foot-wide tunnel carved through the rock that comes out into a colossal cavern (see the DMs map of the lair ). There are no random encounters in Tiamat's Lair, but the DM is free to add encounters to keep the party moving if necessary.

*Standing in this monstrous hall of solid rock could make one feel small and insignificant. Light from the sky outside barely reaches down the tunnel, casting a pale red glow over the black stone. You can see four other tunnels leading off in different directions.*

One tunnel leads to the Cave of Greed and the gate to Dis. The others lead to Tiamat, the power of evil dragonkind, and her five dragon consorts the most powerful male Great Wyrms of each chromatic color (red, black, green, blue, and white). Each consort resides in its own cave and revels in its own horde of treasure. The treasure hasn't been specified - the PCs shouldn't muck around with it but the DM's free to fill the lairs with any coins or objects desired.

Currently, the red and green consorts are not on baator, and only the black, blue, and white wyrms rest in their lairs.

**THE GUIDE:** Herfik won't admit it unless asked, but he doesn't know the way from here to Dis. He gladly comes along to offer whatever assistance he can, but the passages have all changed since the last time he was here. Herfik knows better than to disturb Tiamat, her consorts, or their treasures. If the PCs insist on picking a fight with Tiamat or the Great Wyrms, the DM should give them one chance to surrender and leave. Otherwise, the poor sods are decimated without much fuss.

The stat blocks for Tiamat and her consorts are not provided here. They should not be required because fighting them is not a viable option.

### 1. RED CONSORT'S LAIR:

*You feel like you've stepped into the belly of a volcano, or maybe right into the Elemental Plane of Fire. The cavern's clouded with a searing haze that seems to eat away at your exposed skin. All you can see is a shimmeringly hot pile of coins riddled with*



*other stray items. However, it's hard to focus on anything except the boiling sweat burning your eyes and your rapidly rising body temperature.*

Each PC in the cave must make a DC 15 Constitution save. *Failed Save:* suffer 3d6 points of heat damage for each round spent in the cave after the first. *Successful Save:* suffer half damage.

Touching any of the red-hot treasure hoard causes 1d10 points of damage per round (the items won't cool down unless taken from the cavern for three days, with the PC sustaining damage during each round spent in contact with the object).

## 2. BLACK CONSORT'S LAIR:

*Here the very atmosphere seems thick with poison, as sharp, corrosive air burns your lungs, your skin, and your armor. Just before your eyes snap shut at the stinging pain, you make out a large, clear pool in the middle of the cave, and what looks like a sculpted mound of coins resting at the bottom.*

Liquid and gaseous acid fills the home of the black dragon. Every round spent in the cave deals 1d6 points of damage per round of exposure. The pool of clear acid deals 10d6 points of damage per round of exposure. Those who are dunked in it must make a DC 13 Constitution save or take 1 point penalty to max HP and to Constitution based skill checks and saves for 1d6 hours. All such characters must make a second save 1 minute later or take another 1d4 points penalty. Creatures immune to acid's caustic properties might still drown in it if they are totally immersed.

The black dragon nesting in this cave won't stir unless the PCs approach the pool in which case he'll warn them to leave and kill them if they ignore his advice.

## 3. GREEN CONSORT'S LAIR:

*The rock in this tunnel softens under your feet, becoming more and more swamplike as you progress. It leads to a cavern so thick with luxuriant foliage that you can't see more than ten feet through the growth. The air's as heavy as a wet blanket draped around your head, and the droning buzz of insects seems to get louder and angrier.*

Every round after the first, hundreds of flying insects attack each PC, stinging and biting through everything but metal armor for 1d8 points of damage; only cold-based attacks fend them off. Also, the oppressive humidity cuts each PC's movement rate and number of attacks in half. The party won't be able to move very far through the swampy foliage (or find anything of consequence), and damage from the growing number of insects doubles each round.

## 4. BLUE CONSORT'S LAIR:

*After winding away from the central cavern, the passage suddenly stops at the edge of a great, dark abyss that stretches below you endlessly. In the center of the pit is a mountain peak, rising up from the black depths, at least 500 feet from the edge where you stand. Nestled by the peak is a ponderous, deep blue dragon the color of water at the ocean's bottom. It stares*

*balefully at you across the abyss, watching with unblinking, milky eyes.*

The blue dragon won't make a move unless they cross the abyss to its peak. It then takes to the air and attacks, trying simply to drive the intruders away, but the wyrm gladly slaughters any sods leatherheaded enough to stick around. If any PCs fall into the abyss, the DM should roll 1d6 to determine their rate of descent. On 1-2, they fall only a few yards per round and can be rescued by other party members; on 3-4, they fall at normal speed; on 5-6, they fall at double speed. Any berks who do plunge into the pit die of old age long before they bit bottom.

## 5. TIAMAT'S LAIR:

As the PCs pass this cavern, a terrible aura of fear prevents them from approaching the dark entrance.

*A freezing wave of fear washes over you, chilling your blood and raising goosebumps the size of gold coins all over your body. With the force of a hurricane, the aura pushes you away from the pitch-black cavern entrance, crushing you against the opposite wall.*

The PCs must inch their way along the wall until they've passed the entrance to Tiamat's Lair and entered the tunnel leading to the Cave of Greed, at which point the aura of fear subsides. Any PCs who insist on entering the cave through magical or other extraordinary means face instant immolation, with no saving throws and no chance to back out. Tiamat's a power, and powers can't be disturbed if they don't wish to be.

## 6. WHITE CONSORT'S LAIR:

A smaller cave leads from Tiamat's lair to the cavern of her most favored consort currently, the white dragon. However, to get there, the PCs'd have to march right past Tiamat's nose, and that ain't going to happen in this adventure.

## 7. THE CAVE OF GREED:

As the party takes the southern branch out of the huge central cavern, the tunnel splits again, leading to the Cave of Greed and the gate to Dis.

*As you make your way down the wide tunnel, you can see huge, iron doors set into the rock at the far end. Just to your right, though, another passageway opens into the tunnel, ruddy light spilling through from whatever lies on the other end.*

If any PC enters the cave, read or paraphrase the following:

*The ruddy light takes on a more golden glow in this cavern, emanating not from any torch of fire but from a glittering pile of coins – enough copper, silver, and gold to ransom a dozen kings. Swordhilts, goblets, tunics, and gems of all sizes and colors add to the mound. The only thing between you and the treasure is an oblong pond of dark, putrid water around 100 feet across that spans the width of the cavern.*

Each visitor to the cave that sees the pile of treasure must make a DC 15 Wisdom save: beings of evil alignment suffer a -2 penalty, those of neutral alignment roll at -1, and those of good alignment

take no penalty at all. Any sod who fails the save is seized with greed and becomes determined to get to the other side of the pond, no matter what his companions say or do to stop him.

No flight, levitation, or teleportation magic works in the Cave of Greed, and no bodies or objects can swim or float in the pond. The only way to reach the treasure is to wade through the water, which has a maximum depth of five feet (a problem for short suds). A body in metal armor wades at 1/4 his current movement rate; all others wade at 1/2, their rate.

Here's the catch: Every round spent to the water adds 1 point penalty to Wisdom based Spell DCs and Wisdom based skill checks/saves, and the drain goes unnoticed until the PC emerges on the opposite bank. Any party member who sticks his hand in water to test it won't feel anything; the draining effect only occurs when a PC is standing in the 5 foot deep water. The effect lasts 1d6 hours.

Any PCs who reach the far side of the pond find that the treasure is, indeed, real. However, each item is cursed or suffers from a disastrous flaw: weapons hit at -3 or worse, goblets turn any liquid to poison, gems randomly burst into handfuls of spiders, etc. Even the coins bring woe to their taker – each weighs as much as one hundred similar coins, making it difficult at best to transport them away.

**THE GUIDE:** Herfik knows that something's strange about the cave, but doesn't know about the wisdom sapping water or the troubled treasure. (The cave worked differently the last time he came through).

**DM NOTE:** Feel free to specify the type and amount of all coins and items in the pile, tailoring the treasure to the particulars of the players and the campaign.

## 8. THE GATE TO DIS:

As the PCs approach the end of the tunnel, they see the gate leading to Dis, the second layer of Baator.

*The rocky tunnel comes to an end at a set of 20-foot-tall doors of rusty, grey iron, built into the stone. Each door looks warped with irregular humps and protrusions, as if battered by something on the other side. Bolted halfway between the top and bottom of each door is a large ring handle.*

The iron gate leading to Dis isn't guarded by devils - Tiamat and the fiends have somewhat of a strained relationship. The PCs need only pull open the doors by the handles, which requires a successful (DC 15) Strength check. The handles are ten feet off the ground, so few can reach them without levitating (which ruins the leverage needed for pulling) or standing on another's back (an unstable platform at best). Unless a PC figures out a way to stand solidly in front of the handle, all rolls for opening the doors are made at a -5 penalty. However, the doors can also be opened by a knock spell or similar means.

When the iron doors are finally forced open, they swing loudly inward, toward the party, revealing only a cavernous passageway that leads forever into the darkness.

What happens as they proceed down the passageway depends on the party's tier:

### Apprentice tier:

20 feet along the tunnel, you see four large forms wrapped in spider silk. As you approach them, two giant Spiders leaps from a camouflaged opening in a side tunnel and attack. The ice devil Selakon and his 3 abiashi companions fought amongst themselves here and while they were fighting, the spiders came upon them and finished them off. Their remains will be found wrapped in spider silk.

### Expert tier:

Four giant Spiders are hiding in a side tunnel 20 feet along. One leaps at the first PC to pass the camouflaged opening, and the others run out to attack the other PCs. The ice devil Selakon and his 3 abiashi companions fought amongst themselves here and while they were fighting, the spiders came upon them and finished them off. Their remains will be found in the side tunnel, wrapped in spider silk.

### Paragon tier:

The ice devil Selakon and the 3 abiashi fought amongst themselves. Selakon killed the three abiashi. The ice devil has detected your approach and is waiting to ambush you here.

---

---

## Concluding the Adventure

---

---

The PCs find the Dragon Globe on Selakon's body. They can then use the brass chain to return to the angle Maloshi. If Herfik is still with them, he wishes them well and walks back to Darkspine.

Maloshi is exceedingly glad to receive the Dragon Globe. He keeps his end of the bargain and returns them to the material plane where they are returned to full health and vigor. They may return with everything they now possess (except for the Dragon Globe).

Depending on the circumstances of their death, the PCs will either be returned to the exact instance that they died, or to a time and place close to that one where they are not in immediate danger. For instance, if they were tied up and drowned, they will find themselves untied and on dry land. If they were in a battle, the battle will be over and their opponents moved on.

## Monster Reference Sheets

The sheets that follow contain the stats for all of the monsters encountered in this adventure.

Depending on the level of the PCs, not all monsters will be used.

A quick overview of the monsters on the reference sheets:

Level	XP	Monster
1	1	CraniumRat (Swarms range up to level 20 and 9,000 XP)
1	5	Devil, Winged Fiend (A new Monster)
1	10	Kobold
1	10	Devil, Lemure
1	10	Devil, Nupperibo
1	30	Devil, Karoti
3	40	Spider, Giant
3	70	Hell Hound
3	80	Devil, Spined (Spinagon)
5	1,000	Devil, Bearded (Barbazü)
6	1,200	Devil, Chain (Kyton)
7	1,550	Chimera
8	2,140	Devil, Abishai, red
9	2,400	Devil, Barbed (Hamatula)
10	3,520	Devil, Bone (Osyluth)
12	5,490	Devil, Horned (Malebranche)
12	5,490	Devil, Ice (Gelugon)
20	5,490	Devil, Pit Fiend
20	36,000	Charon (Boatman of the Lower Planes)

There is also a reference sheet for the Guide: Herfik the Silent.

Herfik is on the first reference sheet. The others are presented alphabetically.



# HERFIK THE SILENT

Githzerai, 8th-Level Rogue

*Herfik received his satirical nickname because the gloomy githzerai can't ever seem to shut his mouth. Herfik's is paid to lead travelers around Baator, but he's not particularly pleased with his job- memory of his race's enslavement by mind flayers makes him overly sensitive to taking orders.*

## Mediun Huninoid (Extraplanar)

Armor Class **16** (Scale Mail)

Hit Points **27** (8d6 Hit Die)

Proficiency Bonus **+3**

Speed 30 ft.

Senses darkvision 60 ft.

Str 12 (+1)      Dex 17 (+3)      Con 10 (+0)

Int 8 (-1)      Wis 14 (+2)      Cha 9 (-1)

Alignment lawful evil

Languages Common, Gith

### RACIAL TRAITS

**Psionics:** As an 8<sup>th</sup> level githzerai, he can use *mage hand*, *blur*, and *dimension door* each three times per day.

**Spell Resistance:** Githzerai are allowed to roll twice on all Saving Throws vs. Spells

### ACTIONS

**Melee Attack—Short Sword:** **+7** to hit (reach 5 ft.; one creature).

*Hit:* 4 (**1d6 + 1**) piercing damage.

### SKILLS (ADD PROFICIENCY BONUS TO RELATED ABILITY CHECKS)

Acrobatics, Animal Handling, Athletics, Deception, Sleight of Hand, Stealth, Survival

### CLASS FEATURES

**Proficiencies.** Add his proficiency bonus to attack rolls made with short swords (already included in the +7 to hit short sword attack). Add his proficiency bonus to ability checks made to use thieves' tool, and to Dexterity saving throws. He also has proficiency with light and medium armor.



**Sneak Attack.** Once per turn, when he attacks a creature and hits, he deals an additional **3d6** damage to that target if he has advantage against it or if another enemy of the target is within 5 feet of it and that enemy is able to take actions.

### EQUIPMENT

+1 Short Sword, Scale Mail, *Ring of Invisibility*, Backpack, Bedroll, Blanket, Rations (20 days), Rope (50', hempen), Sack, Waterskin, Thieves' tools, bag of gemstones with a total value of 200gp.

Usually heavy cloaked and hooded, Charon is a very thin humanoid, roughly 7 feet tall and weighing just 240 pounds, most of it powerful muscle. He has boney clawed hands and webbed feet as well as eyes that glow orange deep within his cloak. None alive nor dead have seen him without his hood in place.

### Medium Humanoid

**Armor Class** 20

**Hit Points** 229 (20d10+119); see Traits below

**Speed** 40 ft., swim 60 ft., water walking

**Senses** darkvision 180 ft., true seeing

**Str** 17 (+3)      **Dex** 19 (+4)      **Con** 20 (+5)

**Int** 20 (+5)      **Wis** 18 (+4)      **Cha** 17 (+3)

**Alignment** neutral evil

**Languages** All, telepathy 100 ft.

#### TRAITS

**Fear Gaze:** [Charon can activate or suppress this ability at will.] Any creature within 90 feet of Charon that sees his eyes must make a DC 20 Wisdom saving throw. *Failed Save:* The creature is frightened for 1 minute. *Successful Save:* The creature is immune to Charon gaze for 24 hours.

**Immunities:** Charon is immune to acid, cold and poison.

**Damage Resistance:** Charon is resistant to all weapons except those that are good aligned or those made of silver.

**Telepathy:** Charon can communicate telepathically with any creature within 100 feet of it that can understand a language.

**Spellcasting:** Charon can cast the following spells (spell save DC 13):

(At will)- *darkness, zone of truth, haste, fly, invisibility* (self only), *teleport, speak with dead, true resurrection.*

(3/day) - *feeblemind*

(1/day) - *power word stun, wish*

**Animate Styx (recharge 6):** Charon can form a water elemental from the River Styx. A Styx elemental uses the standard water elemental statistics with the following additional special attack:

An opponent hit by a Styx elemental's slam attack must make a DC 20 Wisdom saving throw. *Failed Save:* Victim forgets everything about its past life (treat this as a *feeblemind* spell). *Successful Save:* Victim loses all memory of the events of the past 8 hours.

**Immortal:** Charon cannot permanently die. Reduced to 0 hit points, he melts away into a puddle of black water that seeps into the ground to rejoin the River Styx. Charon reforms fully healed 24 hours later at the source of the River Styx.

**Sure-Footed:** Charon cannot be pushed, tripped, or knocked prone.

**True Seeing:** Charon is under the constant effect of *true seeing*; this ability cannot be dispelled.

#### ACTIONS

**Multiattack:** Charon can make 4 quarterstaff attacks.

**Melee Attack—Quarterstaff:** +14 to hit (reach 5 ft.; one creature).

*Hit:* 15 (1d6 + 4) bludgeoning damage and the target must make a DC 23 Constitution save. *Failed Save:* Stunned for one round. Charon can only stun one target a round in this manner.

**Melee Attack—Touch:** +14 to hit (reach 5 ft.; one creature)

*Hit:* Target must make a DC 20 Charisma save or be feebleminded (as the *feeblemind* spell).

**Range Attack—Flask of Forgetfulness:** Charon can cause a crystal flask filled with the waters of the River Styx to appear in his hand. He can throw this flask as a grenade like weapon. +14 to hit (range 20/60).

*Hit:* Any creature struck or affected by the flask's splash must make a DC 20 Charisma save or be feebleminded (as the *feeblemind* spell).

#### POSSESSIONS

**Weapon:** +5 quarterstaff

**Gems:** A few pink and yellow diamonds worth 24,000 gp in all.





# CHIMERA

XP: 1,550    Level 7

A chimera is about 5 feet tall at the shoulder, nearly 10 feet long, and weighs about 4,000 pounds. A chimera has three primary heads—one of a dragon, one of a lion, and one of a goat. A chimera's dragon head might be black, blue, green, red, or white. The chimera described here has a red dragon head.

## Large Monstrosity

**Armor Class** 14

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft., fly 30 ft.

**Senses** tow-tight vision

**Str** 18 (+4) **Dex** 11 (+0) **Con** 19 (+4)

**Int** 3 (-4) **Wis** 14 (+2) **Cha** 10 (+0)

**Alignment** chaotic evil

**Languages** understands Draconic

## ACTIONS

**Multiattack:** The chimera makes a bite attack, a gore attack, and a rake attack.

**Melee Attack - Bite:** +7 to hit (reach 5 ft.; one creature).

**Hit:** 14 (3d6 + 4) piercing damage.

**Melee Attack - Gore:** +7 to hit (reach 5 ft.; one creature).

**Hit:** 10 (1d12 + 4) piercing damage.

**Melee Attack - Rake:** +7 to hit (reach 5 ft.; one creature).

**Hit:** 11 (2d6 + 4) slashing damage.

**Fire Breath (Recharge 5-6):** The chimera breathes fire in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw. *Failed Save:* 21 (6d6) fire damage. *Successful Save:* Half damage.



# CRANIUM RAT

XP: 10    Level 1

An individual cranium rat is almost indistinguishable from a normal rodent, except that a portion of its large brain is exposed and pulses with a soft glow.

## Tiny Magical Beast

Armor Class 14

Hit Points 3 (½d10+1); see Traits below

Speed 40 ft., climb 20 ft.

Senses darkvision 60 ft.

Str 2 (-4)      Dex 17 (+3)      Con 14 (+2)

INT 3 (-4); see Traits below      Wis 14 (+2)      Cha

13 (+1)

Alignment neutral evil

Languages Cranium rats do not speak, but swarms containing 10 or more rats can communicate telepathically.



### TRAITS

**Swarm:** Cranium rats usually move in swarms of ten or more. In combat, a cranium rat swarm is considered a single creature. The cranium rat swarm can occupy the same space as another creature. Area of effect attacks against the cranium rat swarm gain advantage. Creatures in the same space as the cranium rat swarm make Strength and Dexterity checks at a disadvantage. The cranium rat swarm does not provoke opportunity attacks for moving out of a threatened space.

The amount of space the swarm occupies depends on the number of rats in the swarm.

Number of cranium rats	equivalent monster size
2-9	Medium
10-99	Large
100+	Huge

A pack of cranium rats has a group mind—and the more rats the higher its intelligent and the more hit points and abilities it has.

# Rats	HP	Int	Abilities
2-9	18	3 (-4)	Hive Mind, Damage Resistance
10-19	36	5 (-3)	Telepathy
20-29	54	7 (-2)	Spellcasting
30-39	72	9 (-1)	Mind Blast
40-49	90	11 (+0)	
50-59	108	13 (+1)	
60-69	126	15 (+2)	
70-79	144	17 (+3)	
80-89	162	19 (+4)	
90-99	180	20 (+5)	
100+	198+	20 (+5)	Magic Resistance

**Swam Size Reduction:** As larger swarms take damage the size and power of the swarm is reduced. For every 18 hit pots of damage it receives the number of rats in the swarm and the swarms abilities are reduced as indicated in the table above.

**Hive Mind:** A cranium rat swarm has a hive mind, which makes it susceptible to mind-affecting spells. For purposes of such spells, the swarm is a single creature.

**Damage Resistance:** The cranium rat swarm is resistant to cold and to slashing and piercing weapons.

**Telepathy:** A swarm that contain 10 or more cranium rats can communicate telepathically with any creature within 80 feet that that can understand a language.

--- Continued on next page ---

# CRANIUM RAT

XP: 10 Level 1

**Spellcasting:** The swarm of cranium rats uses its Intelligence as its magic ability to cast spells. The level of spellcaster, the spell save difficulty, and the spells prepared depends on the number of rats in the swarm. The swarm has the following spells prepared:

20-39 cranium rats cast as a 0 level spellcaster (spell save DC 9), and has the following spells:  
Cantrips - *dancing lights, flare, minor illusion (ghost sound), mage hand, grease*

40-49 cranium rats cast as a 2<sup>nd</sup>-level spellcaster (spell save DC 10), and adds:  
1st level (4/day) - *magic missile, ray of enfeeblement, shocking grasp*

50-69 cranium rats cast as a 3rd-level spellcaster (spell save DC 11), and adds:  
2nd level (3/day) - *invisibility, mirror image*

70-79 cranium rats cast as a 5th-level spellcaster (spell save DC 13), and adds:  
3rd level (3/day) - *fireball, lightning bolt*

80-89 cranium rats cast as an 8th-level spellcaster (spell save DC 14), and adds:  
4th level (3/day) - *confusion, ice storm*

90+ cranium rats cast as a 10th-level spellcaster (spell save DC 15), and adds:  
5th level (2/day) - *cone of cold*

**Magic Resistance:** A swarm of 100 or more cranium rats gain advantage when making saves against magic spells or effects.



## ACTIONS

**Multiattack:** The cranium rat swarm can make one bite attack against each opponent that is in the same space as the swarm.

**Melee Attack- Bite:** +4 to hit (reach 0 ft.; one creature in same space as the swarm) *Hit:* 3 (1d4+1) piercing damage

**Mind Blast (Recharge 6):** A swarm of 30 or more cranium rats can emit psychic energy in a 60-foot cone. Each creature in the area must make an Intelligence saving throw. The DC for the save depends on the number of cranium rats in the swarm; 30-39 (DC 9), 40-49 (DC 10), 50-69 (DC 11), 70-79 (DC 13), 80-89 (DC 14), 90+ (DC 15). *Failed Save:* The target is stunned for 1 minute but can repeat the saving throw at the end of each of its turns, ending the stunned condition early on a successful save.

## ENCOUNTER BUILDING

Level=1 XP=10

For more than 1 cranium rat (swarm):

# Rats	Level	XP
2-9	1	20
10-19	2	40
20-29	3	60
30-39	5	250
40-49	7	350
50-59	9	700
60-69	11	1,300
70-79	14	3,000
80-89	16	6,000
90-99	19	7,500
100+	20	9,000



# DEVIL, ABISHAI, RED

XP: 2,140

Level 8

The race of abishai, the scaly devils, are common to the First Hell. They are reptilian, and most serve Tiamat.

## Medium Fiend (Devil)

Armor Class 17

Hit Points 60 (8d 8)

Speed 40 ft., fly 50 ft.

Senses darkvision 100 ft.

Str 17 (+3)      Dex 17 (+3)      Con 17 (+3)

Int 12 (+1)      Wis 14 (+2)      Cha 16 (+3)

Alignment lawful evil

Languages Celestial, Common, Infernal

### TRAITS

**Immunities:** The abishai is immune to fire and poison.

**Damage Resistance:** The abishai is resistant to acid, cold and to all weapons except **good-aligned weapons**.

**Telepathy:** The devil can communicate telepathically with any creature within 100 feet of it that can understand a language.

**Spellcasting:** The abishai is an 8<sup>th</sup> level spellcaster that uses Charisma as his magical ability (spell save DC 13).

He knows the following spells:

1st Level (at-will) command

1st Level (at-will) disguise self

1st Level (at-will) cause fear

2nd Level (at-will) suggestion

2nd Level (3/day) hold person

8th Level (3/day) dominate monster

### ACTIONS

**Multiattack:** The devil makes two claw attacks, and one bite attack. If it hits with both claw attacks, a Large or smaller target is grappled. The devil can grapple only one creature at a time.

**Melee Attack—Claw:** +7 to hit (reach 5 ft.; one creature).

*Hit:* 3 (1d4+1) slashing damage.

**Melee Attack—Bite:** +7 to hit (reach 5 ft.; one creature).

*Hit:* 4 (1d6+1) piercing damage.



**Summon Devil (1/day):** A abishai can attempt to summon 2d6 lemures with a 50% chance of success, or 1 red abishai with a 20% chance of success. Summoned devils appear within 50 feet of the spined devil, disappear if the spined devil is slain, and cannot summon devils of their own.

### REACTIONS

**Sting:** When a creature grappled by the devil starts its turn, the devil makes the following attack against the creature.

**Melee Attack—Sting:** +7 to hit (reach 5 ft.; the creature grappled by the devil). *Hit:* 5 (1d4+3) piercing damage, and the target must make a DC 12 Constitution saving throw. *Failed Save:* 3 (1d6) poison damage, and for 1 round the target has disadvantage on Strength checks and Strength saving throws, and deals minimum damage on Strength-based attacks.

# DEVIL, BARBED (HAMATULA)

XP: 2,400

Level 9

Barbed devils are excellent guards and alert at all times (never surprised). Unauthorized creatures are immediately cast into one of the many cells to be tormented.

While these creatures carry no weapons, they have sufficient weaponry with their horny, barbed hands and horrid tails.

## Medium Fiend (Devil)

Armor Class **14**

Hit Points **67** (19d8 + 27); see Traits below

Speed 30 ft.

Senses darkvision 100 ft.

Str 15 (+2)      Dex 17 (+3)      Con 16 (+3)

Int 12 (+1)      Wis 14 (+2)      Cha 14 (+2)

Alignment lawful evil

Languages Common, Infernal

### TRAITS

**Immunities:** The barbed devil is immune to fire and poison.

**Damage Resistance:** The barbed devil is resistant to cold and to nonmagical weapons except those made of silver.

**Telepathy:** The devil can communicate telepathically with any creature within 100 feet of it that can understand a language.

**Vigilant:** The barbed devil is never surprised.

### ACTIONS

**Multiattack:** The devil makes two claw attacks and one barbed tail attack.

**Melee Attack - Claw:** **+5** to hit (reach 5 ft.; one creature).

*Hit:* 11 (**2d8 + 2**) piercing damage, and the target must make a DC 12 Wisdom saving throw. *Failed Save:* The target is frightened until the end of its next turn. If the target is already frightened, the effect lasts for 1 additional minute.

**Melee Attack – Barbed Tail:** **+5** to hit (reach 5 ft.; one creature).

*Hit:* 13 (**2d10 + 2**) piercing damage.



**Produce Flame:** A flame appears in the barbed devil's claw. As part of this action, the devil can hurl the flame at a creature or object within 50 feet of it, dealing 15 fire damage to the target (no attack roll required), or it can apply this damage to its next claw attack, whether the attack hits or misses.

The fire ignites any unattended flammable object it damages.

**Summon Devils (1/day):** The barbed devil can attempt to summon another barbed devil with a 30% chance of success. Summoned devils appear within 50 feet of the barbed devil, disappears if the barbed devil is slain, and cannot summon devils of its own.

# DEVIL, BEARDED (BARBAZU)

XP: 1,000

Level 5

This seething devil deftly wields a vicious, saw-toothed glaive, while below its toothy maw writhes a hideous, twitching beard. A bearded devil stands 6 feet tall and weighs about 225 pounds. They are particularly cruel and violent, using any excuse to attack. This makes them unpopular and subject to frequent, harsh disciplinary measures, but it also makes them desirable as shock troops.

## Medium Fiend (Devil)

Armor Class **14**

Hit Points **45** (6d 8+18)

Speed 40 ft.

Senses darkvision 60 ft.

Str 15 (+2)      Dex 15(+2)      Con 17 (+3)

Int 6 (-2)      Wis 10 (+0)      Cha 10 (+0)

Alignment lawful evil

Languages Celestial, Common, Infernal

### TRAITS

**Immunities:** The bearded devil is immune to fire and poison.

**Damage Resistance:** The bearded devil is resistant to acid, cold and to all weapons except silver and good-aligned weapons.

**Telepathy:** The devil can communicate telepathically with any creature within 100 feet of it that can understand a language.

**Teleport:** The bearded devil can teleport at will (as the *teleport* spell) as a 12<sup>th</sup> level spellcaster that uses charisma. He can only teleport himself and up to 50 lbs. of objects.

### ACTIONS

**Multiattack:** The devil makes one glaive attack, or two claw attacks.

**Melee Attack—Glaive:** **+5** to hit (reach 10 ft.; one creature).

*Hit:* 10 (**1d10+6**) slashing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* The target loses 2 additional hit points each round. The wound does not heal naturally. The continuing hit point loss can be stopped by a cure wounds spell, or a heal spell. The infernal wound is a supernatural ability of the bearded devil, not of the weapon.



**Melee Attack—Claw:** **+5** to hit (reach 5 ft.; one creature).

*Hit:* 7 (**1d6+4**) piercing damage, and if the bearded devil hits a single opponent with both claw attacks in the same round, it also lashes at the same target with its spiky, filthy beard. The target must make a DC 10 Constitution saving throw: *Failed Save:* 3 (1d6) poison damage.

**Summon Devil (1/day):** A bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or 1 bearded devil with a 30% chance of success. Summoned devils appear within 50 feet of the bearded devil, disappear if the bearded devil is slain, and cannot summon devils of their own.



Bone devils populate the lower planes of Hell, particularly the Fifth. They are particularly malicious and delight in making less powerful creatures suffer.

## Large Fiend (Devil)

Armor Class **14**

Hit Points **95** (10db + 40); see Traits below

Speed 40 ft., fly 40 ft.

Senses darkvision 100 ft.

Str 18 (+4)      Dex 16 (+3)      Con 18 (+4)

Int 13 (+1)      Wis 14 (+2)      Cha 16 (+3)

Alignment lawful evil

Languages Common, Infernal

### TRAITS

**Fear Aura:** Any creature hostile to the devil that starts its turn within 5 feet of it must make a DC 12 Charisma saving throw. *Failed Save:* The creature is frightened for 1 minute. *Successful Save:* The creature is immune to this bone devil's fear aura for 24 hours.

**Immunities:** The bone devil is immune to fire and poison.

**Damage Resistance:** The bone devil is resistant to cold and to nonmagical weapons except those made of silver.

**Telepathy:** The devil can communicate telepathically with any creature within 100 feet of it that can understand a language.

### ACTIONS

**Multiattack:** The devil makes two claw attacks. If it hits with both attacks, a Large or smaller target is grappled. The devil can grapple only one creature at a time.

**Melee Attack—Claw:** **+6** to hit (reach 5 ft.; one creature).

*Hit:* 8 (**1d8 + 4**) slashing damage.

**Melee Attack—Hook:** **+6** to hit (reach 10 ft.; one creature).

*Hit:* 17 (**2d12 + 4**) piercing damage, and a Large or smaller target is grappled. The devil can grapple only one creature at a time.



**Summon Devils (1/day):** The bone devil can attempt to summon two bone devils or one ice devil with a 40% chance of success. Summoned devils appear within 50 feet of the bone devil, disappear if the bone devil is slain, and cannot summon devils of their own.

### REACTIONS

**Sting:** When a creature grappled by the devil starts its turn, the devil makes the following attack against the creature.

**Melee Attack—Sting:** **+6** to hit (reach 10 ft.; the creature grappled by the devil). *Hit:* 13 (**2d8 + 4**) piercing damage, and the target must make a DC 12 Constitution saving throw. *Failed Save:* 10 (**3d6**) poison damage, and for 1 minute the target has disadvantage on Strength checks and Strength saving throws, and deals minimum damage on Strength-based attacks.

# DEVIL, CHAIN (KYTØN)

XP: 1,200

Level 6

Kytons are humanlike devils, wrapped in chains instead of clothing. A chain devil is 6 feet tall and weighs about 300 pounds, chains included. A chain devil attacks by flailing away with the spiked chains that serve as its clothing, armor, and weapons.

## Medium Fiend (Devil)

Armor Class **14**

Hit Points **52** (8d 8+16)

Speed 30 ft.

Senses darkvision 60 ft.

Str 15 (+2)      Dex 15(+2)      Con 15 (+2)

Int 6 (-2)      Wis 10 (+0)      Cha 12 (+1)

Alignment lawful evil

Languages Common, Infernal

### TRAITS

**Immunities:** The chain devil is immune to cold and poison.

**Damage Resistance:** The chain devil is resistant to acid, cold and to all weapons except silver, magical, or good-aligned weapons.

**Regeneration:** At the start of its turn, the chain devil regains 5 hit points. When it takes damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor, the chain devil regeneration doesn't function on its next turn. The chain devil dies only if it starts its turn with 0 hit points and does not regenerate.

**Dancing Chains:** A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Wisdom save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks.



### ACTIONS

**Multiattack:** The devil makes two spiked chain attacks.

**Melee Attack—Spiked Chain:** **+6** to hit (reach 10 ft.; one creature).

*Hit:* 1 (**2d4+14**) slashing damage.

### REACTIONS

**Unnerving Gaze :** Each round, the kyton can select a single opponent that is within 30 ft. and make its face resemble one of the opponent's departed loved ones or bitter enemies. A DC 14 Wisdom (Perception) check reveals that the creature is not what it appears to be.

*Failed Save:* Become shaken for 1 minute.

The "evil horns" (malebranche) the least of the greater devils, and have such names as "Dogretch," "Evil Tail," and "Bent Wing." They hate anything stronger than themselves and fear stronger devils accordingly.

## Large Fiend (Devil)

Armor Class **14**

Hit Points **115** (11d10 + 55); see Traits below

Speed 20 ft., fly 50ft.

Senses darkvision 100 ft.

Str 22 (+6)      Dex 17 (+3)      Con 21 (+5)

Int 15 (+2)      Wis 16 (+3)      Cha 17 (+3)

Alignment lawful evil

Languages Common, Infernal

### TRAITS

**Fear Aura:** Any creature hostile to the horned devil that starts its turn within 5 feet of it must make a DC 13 Charisma saving throw against fear. *Failed Save:* The creature is frightened for 1 minute. *Successful Save:* The creature is immune to this horned devil's fear aura for 24 hours.

**Immunities:** The horned devil is immune to fire and poison.

**Damage Resistance:** The horned devil is resistant to cold and to nonmagical weapons except those made of silver.

**Telepathy:** The devil can communicate telepathically with any creature within 100 feet of it that can understand a language.

### ACTIONS

**Multiattack:** The horned devil makes one bite attack, one claws attack, and one tail attack; or two tined fork attacks; or two hurl flame attacks.

**Melee Attack—Bite:** +6 to hit (reach 5 ft.; one creature).

*Hit:* 10 (1d8 + 6) piercing damage.

**Melee Attack—Claws:** +6 to hit (reach 5 ft.; one creature).

*Hit:* 13 (2d6 + 6) slashing damage.



**Melee Attack—Tail:** +6 to hit (reach 10 ft.; one creature).

*Hit:* 9 (1d6 + 6) piercing damage, and the target takes 5 damage at the start of each of its turns as it bleeds. If the target regains hit points or someone spends an action to bind the wound, the bleeding stops and the effect ends.

**Melee Attack—Tined Fork:** +6 to hit (reach 10 ft.; one creature). *Hit:* 15 (2d8 + 6) piercing damage, and the target must make a DC 13 Constitution saving throw. *Failed Save:* The target is stunned until the end of its next turn.

**Ranged Attack—Hurl Flame:** +6 to hit (range 100 ft.; one creature). *Hit:* 14 (4d6) fire damage.

**Summon Devil (1/day):** The horned devil can attempt to summon another horned devil with a 50% chance of success. The summoned devil appears within 50 feet of this horned devil, disappears if this horned devil is slain, and cannot summon devils of its own.



# DEVIL, ICE (GELUGΘN)

XP: 5,490

Level 12

They are greater devils in every sense of the word, preferring to attack and torment victims by means of their claws, mandibles, and tails. Being greater devils, they have personal names.

## Large Fiend (Devil)

Armor Class 14

Hit Points 114 (12d10 + 48); see Traits below)

Speed 30 ft.

Senses darkvision 100 ft.

Str 20 (+5)      Dex 12 (+1)      Con 18 (+4)

Int 18 (+4)      Wis 15 (+2)      Cha 20 (+5)

Alignment lawful evil

Languages Common, Infernal

### TRAITS

**Ice Walk:** The ice devil takes no penalty to speed while traversing ice or snow.

**Immunities:** The ice devil is immune to cold, fire, and poison.

**Damage Resistance:** The ice devil is resistant to nonmagical weapons except those made of silver.

**Spellcasting:** The ice devil is a 12th-level spellcaster that uses Charisma as its magic ability (spell save DC 15). It knows the following spells:

1st Level (1/day) - *detect magic*

3rd Level (1/day) - *fly*

4th Level (2/day) - *ice storm, polymorph*

5th Level (1/day) - *true seeing*

**Telepathy:** The ice devil can communicate telepathically with any creature within 100 feet of it that can understand a language.

### ACTIONS

**Multiattack:** The ice devil makes one bite attack, one claws attack, and one tail attack.

**Melee Attack- Bite:** +6 to hit (reach 5 ft.; one creature).  
*Hit:* 12 (2d6 + 5) piercing damage and 3 (1d6) cold damage.



**Melee Attack-Claws:** +6 to hit (reach 5 ft.; one creature).

*Hit:* 10 (2d4 + 5) slashing damage and 3 (1d6) cold damage.

**Melee Attack- Tail:** +6 to hit (reach 10 ft.; one creature).

*Hit:* 12 (2d6 + 5) bludgeoning damage and 3 (1d6) cold damage.

**Wall of Ice (Recharge 5-6):** The ice devil creates an opaque wall of ice within 100 feet of it on a solid surface. It can create a wall 30 feet long, 10 feet high, and 1 foot wide or a hemisphere that has a 10-foot radius and is 20 feet high. In either form, the wall lasts for 10 minutes. A creature can attack the wall, which has AC 10 and 30 hit points per 10-foot section. Until the 10-minute duration has elapsed, any creature moving through a destroyed section takes 10 (3d6) cold damage. A creature can take this damage only once per round.

**Summon Devils (1/day):** The ice devil can attempt to summon two bone devils or one ice devil with a 60% chance of success. Summoned devils appear within 50 feet of the ice devil, disappear if the ice devil is slain, and cannot summon devils of their own.

Humanoid shaped devil with form-fitting resin armor.

### Medium Fiend (Devil)

Armor Class **17**

Hit Points **9** (2d8 HD)

Speed 30 ft., fly 50ft (when in Adishai form)

Senses darkvision 60 ft.

Str 7 (-2), Dex 14 (+2), Con 11 (+0),

Int 14 (+2), Wis 11 (+0), Cha 16 (+3)

Alignment neutral evil

Languages Kaorti, Common, Sylvan

#### TRAITS

**Immunities:** The kaorti is immune to fire and poison.

**Damage Resistance:** The kaorti is resistant to acid, cold and non-magical weapons.

**Spell-Like Abilities:** 1/day—*alter self*, *color spray*, *feather fall*, *ray of enfeeblement*, *spider climb* (DC 14+spell level)

**Vile Transformation:** Can transform victim into a karoti (requires 8 hours with jaws clamped onto victim).

#### ACTIONS

**Melee Attack—Bite:** **+1** to hit (reach 5 ft.; one creature).

*Hit:* 2 (**1d6-2**) piercing damage.

**Melee Attack—Ribbon Dagger:** **+4** to hit (reach 5 ft.; one creature).

*Hit:* 2 (**1d4**) slashing damage.

**Ranged Attack—Darts:** **+2** to hit (range 30/120ft.; one creature).

*Hit:* 2 (**1d4**) piercing damage.



#### EQUIPMENT

**Ribbon Dagger:** A small exotic weapon crafted alchemically from kaorti resin. It consists of a resin handle and a 1 foot long flexible resin blade. It is razor-sharp and deals 1d4 points of slashing damage. The ribbon can wrap around objects with ease; disarm attacks made with one gains a +2 bonus.

The lemures are the form which the dead whom inhabit the Nine Hells are put in. These vaguely human blobs are then tormented by devils. Their minds are quite gone, and they will attack anything non-devilish which they see. They are not subject to any form of sleep, charm, or the like.

### Medium Fiend (Devil)

Armor Class **9**

Hit Points **9** (2d8); see Traits below

Speed 15 ft.

Senses darkvision 100 ft.

Str 10 (+0), Dex 8 (-1), Con 10 (+0),

Int 1 (-5), Wis 11 (+0), Cha 3 (-4)

Alignment lawful evil

Languages None but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands.

#### TRAITS

**Immunities:** The lemure is immune to fire and poison. It cannot be charmed or frightened.

#### ACTIONS

**Melee Attack—Slam:** **+2** to hit (reach 5 ft.; one creature).

*Hit:* 3 (**1d6**) bludgeoning damage.





Nupperibos are only slightly higher in station than lemures. They are pitiful and woeful beings, commonly used as fighting, feeding or torture stock by all other baatezu. Nupperibos are infact amorphous, vaguely humanoid beings, with no real discernable features. They do have appendanges that may be construed as arms, legs, and a head.

### Medium Fiend (Devil)

Armor Class **12**

Hit Points **9** (1d8); see Traits below

Speed 30 ft.

Senses Blindsight; see Traits below

Str 10 (+0), Dex 10 (+0), Con 18 (+4),

Int 1 (-5), Wis 11 (+0), Cha 4 (-3)

Alignment lawful evil

Languages None but they are sensitive to telepathic messages from other devils, typically obeying a devil's mental commands.



#### TRAITS

**Blindsight:** Nupperibos are blind and deaf but can ascertain all foes within 60 feet using scent and vibration.

**Immunities:** The lemure is immune to fire and poison. It cannot be charmed or frightened.

**Damage Resistance:** The lemure is resistant to acid and cold.

#### ACTIONS

**Multiattack:** The devil makes two claw attacks, or one spear attack.

**Melee Attack—Spear:** **+1** to hit (reach 5 ft.; one creature).

*Hit:* 3 (**1d6**) piercing damage.

**Melee Attack—Claw:** **+1** to hit (reach 5 ft.; one creature).

*Hit:* 2 (**1d4**) piercing damage.

# DEVIL, PIT FIEND

XP: 5,490

Level 20

## Large Fiend (Devil)

Armor Class 17

Hit Points 199 (19d10 + 95); see Traits below

Speed 30 ft., fly 90 ft.

Senses darkvision 100 ft.

Str 26 (+8)      Dex 13 (+1)      Con 21 (+5)

Int 23 (+6)      Wis 18 (+4)      Cha 27 (+8)

Alignment lawful evil

Languages Common, Infernal

### TRAITS

**Fear Aura:** Any creature hostile to the pit fiend that starts its turn within 20 feet of it must make a DC 15 Charisma saving throw. *Failed Save:* The target is frightened for 1 minute. *Successful Save:* The target is immune to this devil's fear aura for 24 hours.

**Immunities:** The pit fiend is immune to fire and poison.

**Magic Resistance:** The pit fiend has advantage on saving throws against magical effects.

Immunities: The pit fiend is resistant to cold and to non magical weapons except those made of silver.

**Spellcasting:** The pit fiend is a 19th-level spellcaster that uses Charisma as its magic ability (spell save DC 18). It knows the following spells:

1st Level (at-will)—*detect magic*

2nd Level (at-will)—*hold person*

3rd Level (at-will)—*fireball*

4th Level (3/day)—*polymorph* (self only), *wall of fire*

5th Level (3/day)—*true seeing*

9th Level (1/year)—*wish*

**Telepathy:** The ice devil can communicate telepathically with any creature within 100 feet of it that can understand a language.

### ACTIONS

**Multiattack:** The pit fiend makes one bite attack, one claw attack, and one constricting tail attack, or it makes one constricting tail attack and two large morningstar attacks. Before or after making these attacks, the pit fiend can cast *fireball* as part of the same action.

**Melee Attack—Bite:** +8 to hit (reach 5 ft.; one creature). *Hit:* 15 (2d6 + 8) piercing damage, and the target must make a DC 15 Constitution saving throw. *Failed Save:* The target makes all attacks, ability checks, and saving throws with disadvantage, its speed is reduced by 15 feet, and it takes 5 poison damage at the start of each of its turns until it dies or until the poison is neutralized. The speed reduction is



cumulative with other effects that reduce the target's speed.

**Melee Attack-Claw:** +8 to hit (reach 5 ft.; one creature). *Hit:* 12 (1d8 + 8) slashing damage.

**Melee Attack—Constricting Tail:** +8 to hit (reach 10 ft.; one creature). The attack automatically hits a creature grappled by the pit fiend. *Hit:* 13 (1d10 + 8) bludgeoning damage, and a Medium or smaller target is grappled and is restrained while grappled. The pit fiend can have only one creature grappled at a time.

**Melee Attack-Large Morningstar:** +10 to hit (reach 10 ft.; one creature). *Hit:* 17 (2d8 + 8) piercing damage.

**Sign of Agony (Recharge 6):** The pit fiend inscribes a blasphemous sigil in the air that burns with unholy light and fills creatures that see it with horrific pain. Any nondevil the pit fiend chooses that can see the sigil must make a DC 15 Wisdom saving throw. *Failed Save:* The creature is paralyzed and takes 7 (2d6) psychic damage at the start of each of its turns for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect early on a successful save.

**Summon Devils (1/day):** The pit fiend can attempt to summon 1d3 barbed devils with a 60% chance of success. Summoned devils appear within 50 feet of the pit fiend, disappear if the pit fiend is slain, and cannot summon devils of their own.

### REACTIONS

**Wing Slam:** When a creature moves within 10 feet of the pit fiend, it can smash the creature with its wings. The target must make a DC 15 Dexterity saving throw. *Failed Save:* 15 (2d6 + 8) bludgeoning damage, and the target falls prone.

# DEVIL, SPINED (SPINAGØN)

XP: 80

Level 3

Spined devils are found on all the planes of Hell. They are used as servants, couriers, and the like, for they are too small and weak for most other duties. They often herd lemures.

## Small Fiend (Devil)

Armor Class **13**

Hit Points **10** (3d6); see traits below

Speed 20 ft., fly 30 ft.

Senses: darkvision 100 ft..

Str 9 (-1) Dex 15 (+2) Con 10 (+0)

Int 11 (+0) Wis 14 (+2) Cha 8 (-1)

Alignment : lawful evil

Languages : Common, Infernal

### TRAITS

**Immunity:** The spined devil is immune to fire.

**Damage Resistance:** The spined devil is resistant to cold and to nonmagical weapons except those made of silver.

**Swoop :** The spined devil doesn't provoke opportunity attacks when it flies out of a hostile creature's reach.

**Telepathy:** The spined devil can communicate telepathically with any creature within 100 feet of it that can understand a language.



### ACTIONS

**Multiattack:** The spined devil makes one claws attack and one tined fork attack, or two spine attacks.

**Melee Attack - Claws:** **+4** to hit (reach 5 ft.; one creature).

Hit: 4 (**1d4 + 2**) slashing damage.

**Melee Attack - Tined Fork:** **+4** to hit (reach 5 ft.; one creature). Hit: 4 (**1d4 + 2**) piercing damage.

**Ranged Attack - Spine:** **+4** to hit (range 20 ft./80 ft.; one creature). Hit: 2 (**1d4**) piercing damage and 2 (1d4) fire damage. *Special:* The spined devil has twelve spines and regrows spines at the rate of one per hour.

**Summon Devil (1/day) :** A spined devil can attempt to summon 1d4 other spined devils with a 35% chance of success. Summoned devils appear within 50 feet of the spined devil, disappear if the spined devil is slain, and cannot summon devils of their own.



# DEVIL, WINGED FIEND

XP: 5    Level 1

Winged Fiends are little more than animals. Normally found in groups, they attack any non-fiend they encounter. Like flying piranhas, a large group of winged fiends can quickly strip the flesh of creatures they come across. They are only one foot tall with a one foot wingspan, giving them a creature size of diminutive\*. When killed they pop, leaving behind a foul smelling cloud of yellow gas.

## Diminutive\* Fiend (Devil)

Armor Class 8

Hit Points 1

Speed 5 ft., fly 40 ft.

Senses darkvision 60 ft.

Str 2 (-4)      Dex 15 (+2)      Con 6 (-2)

Int 2 (-4)      Wis 14 (+2)      Cha 5 (-3)

Alignment neutral evil

Languages Can't speak but has a basic understanding of Infernal

### TRAITS

**Immunities:** Winged fiends are immune to fire.

**Swoop :** The winged fiend doesn't provoke opportunity attacks when it flies out of a hostile creature's reach.

**Group attack:** Being a diminutive\* size creature, up to 16 winged fiends can attack a single small or medium opponent at the same time. They fly into the space occupied by their opponent and attempt a bite. The following round they will fly off, and other winged fiends fly in to attack, they return a round later if they can. They tend to stay close together, making them susceptible to area-of-effect spells. When the number of winged fiends drops below half their original number, the rest fly away. *Hits:* There is no need to roll damage when someone hits a winged fiend, because they have only 1 hit point, any hit will destroy them. *Critical Hits:* Rather than doing maximum damage, a critical hit against a winged fiend that is attacking in a group will hit 1d4+1 winged fiends within range.

### ACTIONS

**Melee Attack—Bite:** +2 to hit (reach 0 ft.; one creature), must enter the space occupied by the opponent.

*Hit:* 1 point of piercing damage.



#### \*Diminutive Creature Size.

The official D&D Next rules list the smallest creature size as "Tiny". This creature falls one creature size below tiny.

Size	Space	Surround	Fills
Diminutive	1.25 x 1.25 ft.	16	.5

# HELL HOUND

XP: 70

Level 3

A typical hell hound stands 4–5 feet tall at the shoulder and weighs 120 pounds. A hell hound resembles a mangy, skinny, somewhat demonic hyena-like creature with red eyes and draconic ears. It has the ability to breathe fire.

## Medium Fiend

Armor Class **12**

Hit Points **22** (4d8 +4); see Traits below

Speed 40 ft.

Senses darkvision 0 ft.

Str 14 (+2)      Dex 12 (+1)      Con 12 (+1)

Int 6 (-2)      Wis 13 (+1)      Cha 6 (-2)

Alignment lawful evil

Languages understands Infernal

### TRAITS

**Immunity:** The hound is immune to fire.

**Keen Senses:** The hound gains a +5 bonus to all Wisdom (Perception) checks to detect hidden creatures.

### ACTIONS

**Melee Attack - Bite:** **+4** to hit (reach 10 ft.; one creature). *Hit:* 5 (**1d6 + 2**) piercing damage plus 4 (**1d8**) fire damage.

**Fire Breath (Recharge 5 - 6):** The hound breathes fire in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw.

*Failed Save:* 9 (**2d8**) fire damage.

*Successful Save:* Half damage.



Kobolds are a cowardly, sadistic race of short humanoids that vigorously contest the human and demi-human races for living space and food. They especially dislike gnomes and attack them on sight. Barely clearing 3 feet in height, kobolds have scaly hides that range from dark, rusty brown to a rusty black. They smell of damp dogs and stagnant water. Their eyes glow like a bright red spark and they have two small horns ranging from tan to white. Because of the kobolds' fondness for wearing raggedy garb of red and orange, their non-prehensile rat-like tails, and their language (which sounds like small dogs yapping), these fell creatures are often not taken seriously. This is often a fatal mistake, for what they lack in size and strength they make up in ferocity and tenacity.



### Small Humanoid (Kobold)

Armor Class **11**

Hit Points **2** (1d6 -1)

Speed 30 ft.

Senses darkvision 60 ft.

Str 7 (-2)      Dex 12 (+1)      Con 8 (-1)

Int 8 (-1)      Wis 7 (-2)      Cha 8 (-1)

Alignment neutral evil

Languages Common, Draconic

#### TRAITS

**Light Sensitivity:** While in sunlight, the kobold has disadvantage on attack rolls.

**Pack Tactics:** The kobold gains a cumulative +1 bonus to attack rolls, to a maximum of +5, for each friendly creature that is within 5 feet of its target.

#### ACTIONS

**Melee Attack - Dagger:** +1 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage.

**Ranged Attack - Sling:** +1 to hit (range 30 ft./120 ft.; one creature). *Hit:* 3 (1d4 + 1) bludgeoning damage.



# SPIDER, GIANT

XP: 40

Level 3

Spiders are aggressive predators, dwelling both above and below ground.

Spiders have eight legs and eight eyes. They usually fit into two categories: web-spinners, which have bulbous abdomens and thin, sleek legs; and hunting spiders, which have smaller bodies, larger heads and fangs, and hairy bodies and legs.

## Large Beast

Armor Class **12**

Hit Points **16** (3d10)

Speed 30 ft., climb 30 ft.

Senses darkvision 30 ft.

Str 14 (+2)      Dex 15 (+2)      Con 10 (+0)

Int 2 (-4)      Wis 10 (+0)      Cha 8 (-1)

Alignment unaligned

Languages -



## TRAITS

**Spider Climb:** The spider can climb on smooth walls and upside down on horizontal surfaces. It ignores movement restrictions due to webbing, including that from a *web* spell.

**Stealthy +5:** The spider gains a +5 bonus to Dexterity (Stealth) checks.

## ACTIONS

**Melee Attack - Bite:** **+3** to hit (reach 5 ft.; one creature). *Hit:* 6 (**1d8 + 2**) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* 5 (**2d4**) poison damage.

**Ranged Attack - Web (Recharge 5-6):** **+4** to hit (range 30 ft./60 ft.; one creature). *Hit:* The target is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check to escape. The webbing has AC 12, and another creature can deal 5 fire or slashing damage to the webbing to end this effect; if fire damage is used, the restrained creature also takes the damage.