

DDEP09-02



HELLFIRE REQUIEM

An Avernus Rising Epic



A Four-Hour Adventure for Tier 1 and 2 Characters.

Credits

Designer: Alan Patrick, Rich Lescouflair

Editing: Chris Lindsay

D&D Adventurers League Guildmaster: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee,
Ari Levitch, Chris Lindsay, Mike Mearls

D&D Adventurers League Administrators: Alan
Patrick, Amy Lynn Dzura, Travis Woodall, Lysa
Penrose, Claire Hoffman, Greg Marks

Playtesters:

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Background

For many years, the paladin **KLYSANDRAL** has thwarted the machinations of **ASMODEUS** and his archdevils. Time moves quickly for mortals, however, and with the paladin's blessing, the church of Torm seeks to preserve the paladin's strength and dedication after death by turning his remains into **DIVINE RELIQUARIES**. Through the work of his cultists, Asmodeus knows that Klysandral is dead. During the time between the celebration of the paladin's life and the final commitment ceremony in the **TEMPLE OF TORM**, the fiend plans to corrupt the remains of his foe and render them useless for the ceremony. He has arranged for several powerful casters to be present at the funeral, promising them power in exchange for their cooperation. If successful, the temple, the attendees, and most importantly, Klysandral's corpse would be transported permanently to **AVERNUS**.

Overview

The adventure's story is spread over **three parts** and takes approximately **4 hours** to play.

- **Part 1: Honoring the Dead.** Locals and visitors from afar gather in the village of Torm's Hand to celebrate the life of Klysandral. To secure the area, the characters are hired by the Hellriders to cleanse the surrounding area of strange evil enchantments.
- **Part 2: The Hellcyst Erupts.** As the funeral ceremony begins, the treacherous cultists complete their spells: a massive dome of fiendish origin appears and encompasses the fortress. As the area within is dragged into Avernus, heroes and villains alike must work together to push back the invading devils.
- **Part 3: Evacuation.** With an escape route identified, the mad dash begins. Be it aboard the *Demonwing* or riding an infernal war machine, freedom is on the horizon for all involved.

Adventure Hooks

The following adventure hooks are suggested for this adventure.

Random Traveler. The party passes through Torm's Hand on the way to their destination, likely Baldur's Gate or another nearby location.

Visiting the Local. The party is visiting a friend, family member, or contact that lives in the area.

Member of the Faith. One or more of the party members are here to pay their respects to Klysandral, either as a member of Torm's church or a fellow cleric or paladin.

A Crushing Onslaught

This adventure features a large number of combat encounters, especially across Part 2. You are free to remove, adjust, or otherwise manage those as you see fit so long as the primary and secondary missions are kept in-place (you can adjust them, but you can't remove them). This adventure should feel like the characters have been thrown into the Blood War, and the potential of being destroyed by the devils of Avernus should be an ever-present, visceral threat.

That said, you are empowered and encouraged to provide your players with opportunities to be heroic. The appendix features a large number of stat blocks, and as always you're welcome to use traps and environmental effects to make this experience really shine!

Honoring the Dead

Estimated Duration: 1 hour

In this section, the locals of Torm's Hand hold a parade and celebration in funerary honor of their native son, the paladin Klysandral. This section covers both Tier 1 and 2 characters.

The Village of Torm's Hand

Torm's Hand is a small village located on the outskirts of city of Baldur's Gate. The area has the following features.

Dimensions & Terrain. The village itself is a collection of wood and stone buildings of various sizes scattered about uneven terrain. Winding dirt roads cut through the building patches. The largest path leads up to the highest elevation at the center of the village, where the temple of Torm sits at the peak of a small hill.

Lighting. The sun shines brightly along a clear blue sky. A soft breeze carries through the winding streets of the village.

Crowds. Many groups of locals and visitors alike gather along the main road with a few vendors offering food and libations.

Pre-procession Celebration

While the purpose of this event is to lift the spirits of the public in times of mourning, it also serves as a means of passing the time while the clergy and staff prepare for the funeral procession and ceremony within the temple.

Prominent Personalities

Several NPCs and factions of note are in attendance to the event.

Gogrin Hagger. Dwarf male **war priest** (LE) and member of the Cult of the Dragon. Gogrin has crossed paths with Klysandral over many years, both as associate and rival. He is here undercover to track down a few of his own order in possession of a stolen relic.

About the Cult of the Dragon

This organization venerates and often contributes to the workings of evil dragons across the Realms. They also seek out relics that may be sought out by powerful evil dragons or that may be used to return dead dragons to unlife.

Vulas Bronzefree. Half-elf female **champion** (NG) and a member of the Hellriders of Elturel. Vulas did not know Klysandral personally, but he served as an inspiration toward her path to becoming a hellrider. She is honored to be here with the rest of her contingent to safeguard the ceremony.

About the Hellriders

The Hellriders are an elite group of cavalry knights that operate throughout Elturgard, specifically Elturel. Each one is a hardened combatant that follows a strict code and creed, sworn to defend the land against threats both native and otherworldly.

Grand Duke Ulder Ravengard. Human male (LN). The Grand Duke of Baldur's Gate, **Ulder Ravengard** is also the marshal of the Flaming Fists. Klysandral was his longtime friend and ally.

Jahenne. Human female **knight** (CG). A towering warrior, Jahenne is a Flaming Fist blaze (major). She manages the event security and patrols in the area and reports directly to the Grand Duke.

About the Flaming Fists

The Flaming Fists were once a mercenary company who in recent years became the primary military and police force of Baldur's Gate and its surrounding area.

Part 1: The Celebration

When the players arrive, read or paraphrase the following:

Hundreds of people, visitors and locals alike, line the main road in celebratory honor of the paladin Klysandral. In preparation for the upcoming parade and procession, vendors and locals hold small presentations, events, and games to honor the town's native son.

Grand Duke Ulder Ravengard gives a speech welcoming everyone and thanking them for coming to honor one of the greatest heroes of the region. He also notes that the Flaming Fists are patrolling the area to deal with any troubles or concerns that arise.

Local Information

Asking around and dealing with the locals reveals the following information. Any party member can obtain these freely and easily.

- Klysandral was a heroic paladin of Torm who hailed from Torm's Hand. He faced and defeated many evils, notably archdevils and their infernal followers.
- Though the town is in mourning, it's their custom to celebrate the life of those who passed and honor the good they've done as their spirit moves on to the heavens.
- This is the first time so many foreigners have been to Torm's Hand. Though it puts the locals at unease, it's also no surprise how many lives Klysandral's deeds have touched.
- Shortly after the celebration and parade, a funeral procession is to follow along the main road into the temple atop the hill. The event inside the temple is reserved for special guests only.

Infernal Suspicions

After the Grand Duke's speech, Vulas Bronztree approaches the characters, asking them for help. She tells them the Hellriders have discovered several infernal enchantments in some of the areas surrounding the celebratory event. These

enchantments emit fiendish magic that twists minds and corrupts the soul.

In return for a reward, she asks the party to search the surrounding area for three of these enchantments, immediately dispel any they encounter, and report the location of these areas to the nearest Hellrider after they're all cleansed.

The Talisman. If the party agrees, Vulas gives them a small bronze talisman carved with the symbol of a shining shield, along with a ritual incantation they can use to dispel the infernal magic.

Finding the Enchantments. Vulas suggests the party search the immediate areas around the main road and look for signs of corrupted nature or of people acting strangely or erratically. There will likely be infernal markings on the ground or on doorways nearby (a blazing fire surrounded by chains). A successful DC 13 Wisdom (Religion) check identifies it as the symbol of Asmodeus.

Dealing with the Corruption

An infernal enchantment can be found at each of areas described in the next section. Once the party enters the area, they can perform the ritual to rid the location of the effects of infernal corruption.

Dispelling the Corruption. Once an enchantment is found, the talisman can be used to perform the cleansing ritual. The ritual takes three rounds and must be performed by at least four party members (or as many as there are in the party if less than four). The ritual needs to be performed in the afflicted area to be effective. Discovering infernal markings is helpful for identifying the area but not necessary to perform the ritual.

Infernal Marks. Once the ritual is performed, each party member involved must make a DC 12 Wisdom saving throw. On a failed save, the character takes 5 (1d10) points of necrotic damage. Increase the DC to 15 and the damage to 16 (3d10) for T2.

Corrupted Areas

The following areas are afflicted with infernal enchantments. They should be run in listed order.

A Hero's Tale

A minstrel is holding a small gathering near the local inn, weaving together tales of Klysandral's heroism and virtue. During the event, two **commoners** begins mumbling incoherently and wandering in circles. The rest of the crowd stares but avoids them.

Crazed Commoner. Two rounds after the characters enter the area, one of the commoners (a human male) shouts and launches himself at one of the nearby locals. The commoner can be physically subdued with a successful DC 10 Strength (Athletics) check. They can also be talked into calming down with a successful DC 10 Charisma (Persuasion) check.

If the commoner is attacked, they run into the corner of the room, cowering and babbling incoherently.

Once the ritual is performed, the affected commoners return to their senses.

Markings. An infernal marking is carved into the wall next to the door. It can be discovered with a successful DC 11 Wisdom (Perception) check.

Dread Patch

The characters run into a 15-foot square garden behind a small farmhouse near the main road. The vegetation has decayed, and the blackened soil emits wisps of smoke with a foul stench. Lela, a local farmer (human female **commoner**) lies unconscious near the edge of the patch. If examined, the characters notice the farmer's skin has dark patches along her arms and legs. Her breathing is extremely faint.

Lela's Dilemma. The farmer's encounter with her tainted field has put her in critical physical condition. She can be brought to consciousness and stabilized with a successful DC 12 Wisdom (Medicine) check. A *cure wounds* spell or any

similar healing effect allows her to recover completely. If no medical or magical help is given to her within three rounds after being examined, she dies. If revived, she explains she felt sick and passed out when investigating the rotten vegetation.

The Tainted Patch. The vegetation field is afflicted by the infernal corruption. To cleanse it, the characters must enter the field itself. Each character who enters the field must succeed on a DC 11 Constitution saving throw, taking 7 (2d6) damage on a failed save, or half as much on a successful one (increase the DC to 13 and damage to 5d6 for T2). Characters who carefully examine the terrain and succeed on a successful DC 14 Wisdom (Survival) check gain advantage to their saving throw.

Markings. A 5-foot wide infernal marking is faintly dug into the dirt. It can be spotted with a DC 12 Wisdom (Perception) check.

Delusional Fears

The party hears growling and whimpering sounds coming from a small passage between two small buildings. Ardran, a local vendor (human male **commoner**) is curled up on one side of the building mumbling the word "horrors among us". Two large dogs (use **wolf** stats) are 10 feet away from him, growling threateningly. Their eyes emit a deep red glow.

Saving Ardran. If the party does nothing within the first two rounds, the afflicted dogs attack Ardran. The dogs can be chased away with a successful DC 12 Charisma (Intimidation) check or Wisdom (Animal Handling) check. Any character within 5 feet of the dog notices a putrid stench that emits from the dog's body. The character must succeed on a DC 11 Constitution saving throw or take 4 (1d8) poison damage (increase DC to 13 and damage to 4d8 damage for T2). A character failing their save also gains one level of exhaustion. Regardless of damage, both dogs flee immediately. Ardran is calmer after the dogs are chased away but continues to mumble incoherently.

Markings. A 1-foot wide infernal marking is carved into the side of one of the buildings. It can

be spotted with a DC 12 Wisdom (Perception) check.

The Hidden Cultist. After performing the cleansing ritual, a character with a passive Perception of 13 or higher notices a black-robed figure (**cult fanatic** if T1 or **master thief** if T2) watching from the corner of a vendor cart 30 feet away. This is a member of the diabolical cult hiding in the area. Even if unnoticed, Ardran points directly toward the figure and shouts, "They're among us!" In either case, as soon as they're noticed, the robed figure flees toward the nearby crowd.

The Chase Begins

If the party gives chase, roll for initiative and use the following rules modified from the chase rules provided for in chapter 8 of the *Dungeon Master's Guide*. Situational adjustments to these can be made at the DMs discretion.

- Each character that pursues the robed figure through the crowd must succeed on a DC 13 Wisdom (Perception) check (increase the DC to 15 for T2). On a successful check, they manage to keep sight of, and close distance on the robed figure.
- If a character makes three successful checks before they make three failed checks, they catch the robed figure. Otherwise, the robed figure loses them in the crowd and the chase ends.
- Characters with 1 or more levels of exhaustion make their checks with disadvantage.
- If a character uses an action to attack or cast a spell at the robed figure, an attack that hits automatically counts as if the character made a successful check. An attack that misses counts as if the character failed its check. The robed figure takes damage as normal.
- If the robed figure is affected by a spell or effect that limits its movement such as *hold person* or *web*, the entire party automatically catches up with the figure.
- Calling out for help to a member of the Flaming Fists gives the character advantage to their

next Wisdom (Perception) check. This can only be used once.

Chase Complications. At the end of each round, each character makes a roll on the Chase Complications table.

Chase Complications

d8	Complication
1	The figure jumps behind a nearby fence. Make a DC 15 Dexterity (Acrobatics) check to get past the fence. On a failed check, your next chase check is made with disadvantage.
2	The figure weaves through a large crowd. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to make your way through the crowd unimpeded. On a failed check, your next chase check is made with disadvantage.
3	The ground beneath your feet is slippery with rain, spilled oil, or some other liquid. Make a DC 10 Dexterity saving throw. On a failed save, you fall prone and automatically fail your next chase check.
4	You are forced to make a sharp turn to avoid colliding with something impassable. Make a DC 10 Dexterity saving throw to navigate the turn. On a failed save, your next chase check is made with disadvantage. On a successful save, you gain advantage on your next chase check.
5-8	No complications.

Ending the Chase

The chase ends when the robed figure is caught, the characters lose the robed figure, or the robed figure is reduced to 0 hit points. If the robed figure is reduced to 0 hit points, proceed immediately to the Conclusion.

Ending Area. If the chase ends and the robed figure is still alive, the characters end up in a 30-foot wide clearing on the side of a large building. This sets things up for the next encounter.

The Final Conflict

If caught, the robed figure immediately attacks. If the party loses the robed figure, it attempts to ambush the party, surprising any party member

with a passive Perception of less than 12. Regardless of how the combat starts, the robed figure is joined by one **cultist** for each character (for T2, a single **war priest** of Asmodeus also joins).

During the combat, if the robed figure is hit by an attack that brings its current hit points to less than 10, they immediately surrender. Continue to the Conclusion.

Adjusting for Time

Use the following advice to keep within the time constraints.

Timing the Chase. The chase should be fast paced and take no more than 5-10 minutes to resolve. If you're running short on time, you can end the chase by having the robed figure trip over an obstacle or just have them disappear around a building corner.

The Final Conflict. If you're running short on time, you can have the cultists surrender early or the combat can be interrupted by either the Hellriders or the Flaming Fists.

Conclusion

At the end of the combat, Jahenne arrives with a contingent of Flaming Fists. If the robed figure or any of the cultists are still alive, one of them shouts, "You're too late! Hell comes for you all!"

Regardless of the outcome, Jahenne thanks the party for their heroism. She tells them there are more groups of these cultists that have been arrested in the area. But for now, the area is safe and they're free to watch the funeral procession in peace.

Interlude: The Procession

Estimated Duration: 5 minutes

After the events of Part 1, the public gathers for the funeral procession. Tier 1 characters join the crowd along the main road, while Tier 2 characters are gathered at the base of the path leading up onto the temple grounds.

Interactive Opportunity

If your event features LARP-like interactions or if you have many attendees in costume, your Commander may decide to run this interlude as a physical event, with the procession winding through the event space. If this happens, the boxed text will be handled by the Commander.

When the procession starts, read or paraphrase the following:

Silence falls over the area as a parade of mounted knights slowly trot along the main road leading toward the temple of Torm. Flowing colorful banners are carried along the front, bearing the standards of the local regions. The rear cavalry, led by Grand Duke Ulder Ravengard flanks a pulled wagon, atop of which sits a finely crafted casket draped with a pall emblazoned with the symbol of Torm. Soft music carries along the wind from the base of the temple.

Most of the escort breaks to the sides of the main path once they reach the temple grounds, while a few carry Klysandral's casket into the temple.

Hell Breaks Loose

All the characters a few moments to engage with each other or travel up the hill and into the fortress. Once they have, read or paraphrase the following:

Moments after the procession, the sun's radiance is engulfed by darkness as a grotesque curved wall bursts from the ground. The wall dominates your field of vision, and in short order the entire area is encapsulated in a magical dome.

The ground shakes violently as huge chains burst forth from the ground and snake across the interior of the dome. The sky has disappeared and the earth buckles as a sense of falling begins to overtake everyone present—the land dips and shifts as strange red rocks and debris jut up at strange angles. The gathered attendees begin to scatter, and an army of fiendish creatures starts to phase into the fields nearby.

Duke Ulder Ravengard's booming voice can be plainly heard, calling for all present to retreat into the Fortress.

Allow the characters a moment to react and prepare themselves as they fall back into the Fortress. Characters that choose to remain outside should be encouraged to return; if they insist, permit them to stay outside and they will be partaking in Part 2a: Fortress Grounds after this Interlude concludes.

Part 2: The Hellcyst Erupts

Estimated Duration: 2 hours (120 minutes)

The celebrations and ruminations are cut short as a vile hellcyst swallows the temple whole, and devils and worse have infiltrated the levels beneath the temple of Torm. Hellrider relics are at risk of being destroyed, and Emirikol's vessel *The Demonwing* is among their targets!

Security Through Obscurity

Emirikol the Chaotic has crafted magical protections, but as his name implies, they've had some unexpected complications:

- Each level of the Fortress below the temple are now treated as their own demiplane, wholly contained within Avernus
- Each table of adventurers initially only has access to a single level of the crypts; your table captain must check in with the head Dungeon Master to discover which one this is

Read or paraphrase the following as Part 2 begins:

Inside the fortress, most of mourners are panic-stricken. A few are shouting orders; these are clearly Hellriders or members of the Flaming Fist. One individual, a wizard with a crazy eye and a halo of fluttering hair, thrashes and spasms as he begins channeling a massive influx of energy from the Weave. His form seemingly shatters and reforms as the air in the temple swirls and takes on vaguely troubling colors. With an ear-blasting pop, his form returns to normal and he opens his eyes.

"Huh. Well that wasn't supposed to happen... but it may buy us time. There are barriers in place now; they won't hold forever but they should delay the devils just long enough for you to recover any survivors and secure passage to the *Demonwing*."

Emirikol explains that his spell has fractured the areas below the fortress of Torm's Hand as being

split in "well, basically private demiplanes. Sort of. It works, for now!" He then goes on to describe the *Demonwing* as his personal vessel, capable of flight and plane shifting, and also as possessing "deeply personal, er, impactful" weaponry. If pressed for further information, he adds the following:

- It can easily hold all people in attendance
- Due to "reasons", the ship is permanently barred from entering the Material Plane (he scoffs at this and mutters about "a misunderstanding between Asmodeus")

"My vessel can easily hold the people present here. If you can get to it—it's in the lowest reaches of the crypts, because I secretly added a rift from the River Styx on Avernus to this very facility—I am confident that we can use it to, at a minimum, escape our current predicament. The *Demonwing* can't get back to the Material Plane but it's safe enough in Avernus, and with it we can get to another portal, Mahadi, or even Fai Chen if needed."

Duke Ulder Ravengard interjects: "We can worry about escape later. We have more immediate concerns: the lower levels are overrun with fiends, the Fortress grounds are awash with devils, and we need brave souls to step forward and take out those chains!"

The characters need to determine which tasks they wish to pursue:

- **Tier 1.** Fortress Grounds or The Temple
- **Tier 2.** The Catacombs or The Caverns

The Commander will ask for up to six volunteers to act as the strike force for **Special Quest 1: Dire Gears**.

Area Information

Episode Two is split into multiple areas: the lower levels and the temple grounds.

The Temple Grounds

The temple and its grounds are entirely contained within a hellcyst, a gruesome blight that has erupted from Avernus itself to swallow this place whole. The interior is laced with chains, which lead to massive dire gears. Tier 2 characters can venture forth and attack the gears; in so doing, they grant advantages to their allies in the levels below.

Light. The temple grounds are bathed in the red light of Avernus.

The Lower Levels

The lower levels of the Fortress (the Temple, the Catacombs, and the Caverns) have been overrun by devils, and Emirikol's protection spell has split those levels into many duplicates—this has the benefit of delaying the devils from reaching the main floor, but also requires more adventurers to enter those areas and take them back by force!

Composition. The lower levels are comprised of the Catacombs, the Caverns, and the Temple.

Light. The lower levels have no light sources now that the devils have invaded.

Layout. The maps indicate all needed layout information. Except where noted, all ceilings are 10 feet above the floor.

Creatures/NPCs

Two dozen Hellriders are in attendance, as well as dozens of mourners from all over the Realms. Several notable individuals are present:

- **Emirikol the Chaotic.** A valued ally of Klysandral's, Emirikol (human male chaotic neutral sorcerer) is a powerful arcanist. His exploits with Klysandral are nothing short of the stuff of legend, and he is rumored to have acquired the *eye of Vecna* and at least one *orb of dragonkind*. His history is widely varied and

subject to change; feel free to craft astonishingly heroic stories as you see fit.

- **Visarya Sijella.** Visarya (half-elf female lawful neutral bard) makes no secret of her allegiance to the Cult of the Dragon. She is attending because of her great respect for Klysandral; although their views were not aligned, she says that the paladin's devotion to Torm and the Hellriders is something "that we should all respect". She is friendly, though greed and pride underscore her dialogue. She is overly fond of her scarlet robes.
- **Gogrin Hagger**
- **Duke Ulder Ravengard**
- **Vulas Bronzefree**

Villains at the Funeral?!

Klysandral's impact as a champion of Torm is significant. Many of those here were among his friends and allies, but even some villains, such as the Cult of the Dragon may wish to pay their respects. Their plans did not run afoul of the Hellriders, and this fortress is blessed by Torm himself to protect those that approach with pure intentions.

Wandering Villains & Interactive Elements

The following interactive elements are in-effect for the duration of Episode Two:

Cult of the Dragon. When enough groups successfully rescue the Cult of the Dragon prisoners from the Temple and the dagger is recovered in Part 2a, **Special Quest 2: Negotiate with the Cult of the Dragon** becomes available. Only one group may attempt it, and this attempt must be completed before the end of Part 2; should the group prove successful, the Cult fights alongside the characters in Part 3.

Klysandra's Ghost. Klysandra is not yet ready to move to his final reward. His ghost roams the halls in the Catacombs, and the DM has instructions on how to introduce the ghost where needed during the exploration of that level. However, when enough groups successfully rescue his remains, the ghost becomes a powerful ally in Part 3.

The Demonwing. Emirikol's ship is moored in the River Styx, in the Caverns far below the temple. Once the ship is rescued, there is a chance that one or more ice devils may be introduced to the temple grounds.

Running Part 2

Summarized, Part 2 is intended to be run as-follows. That said, you are empowered to adjust encounters to ensure that the characters have a challenging and rewarding experience.

The Fortress Grounds

The grounds surrounding the Fortress are intended as a tier 1 experience.

The Temple

The first sublevel of the Fortress is intended as a tier 1 experience. These chambers serve as both a place of worship and a place of martial practice.

The Catacombs

The second sublevel of the Fortress is intended as a tier 2 experience. The honored dead of the Hellriders are kept here.

The Caverns

The third sublevel of the Fortress is intended as a tier 2 experience. Emirikol has moored his ship the *Demonwing* here, as the barrier between the Forgotten Realms and the River Styx is extremely weak.

Wrong Tiers, Right Choices

If your characters are of the wrong tier, be ready to swap out the listed monsters for other options. The missions can't change, but the monster appendix provides plenty of flexibility in this regard!

When you're ready to proceed, send the Table Captain to inform the Commander which path your group is taking and delve into the danger!

Finishing Early

If the characters destroy all of the dire gears and secure access to Emirikol's vessel before time has expired, then you can feel free to ask them to take on the challenges of any other unfinished task, or to defend the grounds outside by crafting a few additional encounters from the monsters present. Chain devils and nupperibo shock troops are good for this. Alternately, they may just want to take a short break before Episode Three begins.

Managing Time in Episode 2

Part 2 lasts for 2 hours (120 minutes), and the action of the episode may be interrupted a few times for announcements and choices.

It is important to help your players remain focused during the episode. When there are interruptions, make sure the players are paying attention to what is happening in the overall story – and when the interruptions end, get them back into their missions quickly.

Part 2a: The Fortress Grounds

Allotted Time: 120 minutes

Intended Tier: 1

The devils coming out from the hellcyst split off into various groups. Packs of lower devils swarm the temple grounds while a horde of devils charge into the temple fortress.

Battle for Torm's Hand

The scene outside the fortress is dire, and the Duke Ravengard doesn't mince words:

"The journey that you embark upon is one that will cement your legend in the annals of history. Friends, today you ride to glory—and, Torm willing, you will cut down those fiendish bastards before they can compromise this facility!"

Jahenne nods in agreement. "I will be leading the Flaming Fist as you rally the Hellriders, champions. Godspeed!"

As the characters prepare to depart the fortress for the grounds outside, Gogrin Hagger calls for them and asks for a few private moments. If they agree to listen, he has the following to share:

- He fears that a splinter group of members of the Cult of the Dragon have ignored the peace that he issued for the duration of the funeral
- These renegade Cultists are likely allied with the Red Wizards of Thay. He believes that several of them can be found out in the grounds, working with the devils to spring this trap.
- He would like them to be eradicated, and for any significant items of power to be brought back to him for review. "I won't keep them, but I know that I can use them to discover who's calling the shots in that horrible group."

Gogrin makes no secret of his allegiance to the Cult of the Dragon, and a DC 10 Wisdom (Insight) check confirms that he is being truthful in these statements.

Missions

The Fortress Grounds contains both a **primary** and a **secondary** mission.

- **Primary Mission.** Locate and destroy the renegade members of the Cult of the Dragon.
- **Secondary Mission.** Return the dagger to Gogrin.

Holding the Line

When the chaos ensues, the Hellriders take to the air to face the flying forces. Jahenne rallies the Flaming Fists, requesting everyone on the ground to push back against the wave of devils making their way up onto the temple grounds.

Hell Bombers

For the duration of the "Holding the Line" event, flying devils drop firebombs onto the battlefield. At the beginning of each character's turn, they must roll a d20. On a roll of 5 or less, they must succeed on a DC 12 Dexterity saving throw or take 5 (2d6) fire damage as they are hit by a firebomb. For every three characters that avoid a firebomb by rolling 6 or higher, one random character is targeted by an additional firebomb on initiative count 1.

Interactive Opportunity

If your event has enough administrators, the Commander may occasionally send someone to your table to drop a firebomb. If this happens, your Commander will tell you before the game begins and you do not need to roll for the firebomb effect yourself.

First Wave

Each party faces a wave of one **nupperibo** for every 2 party members (rounded down) and 3 **lemures** for each party member. Due to the sheer number of nupperibos in the area, the party members are at disadvantage against their Cloud of Vermin feature.

Flaming Fists. So long as the characters didn't antagonize the Flaming Fists in part 1, they provide additional support to the party. Reduce the number of lemures by 1 per party member and characters make their saves normally against the nupperibo's Cloud of Vermin.

Second Wave

After fighting down the first wave, the party has one round to recover before the second wave pushes onto the temple grounds. This set has one **spined devil** and two **nupperibo** (replace the nupperibo with **lemures** if the party's APL is less than 2).

Temple Ward

After the second wave is defeated, Emirikol the Chaotic erects a new ward over the temple, sealing it off to the outside. Read or paraphrase the following.

A globe of light bursts forth from the center of the temple itself, engulfing the entire building in a semi-translucent dome of energy. The surface of the dome resembles packed shards of broken glass, reflecting fractured images of the temple beyond. Meanwhile, the temple grounds upon which you stand has been severed from the rest of the village, slowly being drawn into the hell-spawned rupture surrounding it.

Rewards. One of the horse-mounted Hellriders charges through and drops a leather bag to the characters. Inside are three *potions of healing*.

Searching the Grounds

Vulas suspects the devils are here to claim Klysandral's soul, and those that opened the hellcyst must be somewhere in the vicinity. She asks the characters to explore the temple grounds report back to the Hellriders with any clues. The entirety of the grounds has been affected by the aura of the strange ward erected over the temple itself. The southern path along the side of the temple is a treacherous row of

shifting earth, while the northern path appears as a maze of duplicate buildings. Both lead to the rear of the temple fortress.

Allow the party to choose a starting path, then continue accordingly.

North Path

This entire area has been fractured into multiple dimensions due to the chaotic ward placed upon the area by Emirikol the Chaotic.

Several stone buildings are scattered along the area running along the north side of the temple proper. The air around the garden shimmers with a strange light, that appears to the naked eye as multiple duplicates of the same stretch of land.

Each creature moving through this area must make a DC 12 Constitution saving throw. On a failed save, the creature is dazed by the magic of the warped region, and has disadvantage on Dexterity and Wisdom ability checks and saving throws.

Shaky Ground

Halfway through the area, the ground shakes and splits beneath the party's feet. Each party member must succeed on a DC 12 Dexterity saving throw or fall into the newly formed crack, taking 7 (2d6) bludgeoning damage. Climbing out of the fissure requires a successful DC 11 Strength (Athletics) or Dexterity (Acrobatics) check. This check automatically succeeds if assisted by other party members using a rope or similar tools.

Marked Building

The party hears cries for help coming from one of the larger buildings. A successful DC 11 Wisdom (Perception) check allows them to notice a 2-foot wide infernal carving over the doorway. The carvings are like the ones encountered in Part 1.

Bigger on the Inside. The building appears to be 10 feet wide from the outside, however, the

interior is a 30-foot square space. A young half-elf **guard** is against the wall opposite the door. The guard has no weapons or armor. A **hell hound** is in the middle of the area, growling menacingly at the guard. He appears scared, though when the party arrives, he does his best to put on a brave face. If the party's APL is less than 2, use **giant hyena** stats for the hell hound. If none of the characters react within two rounds of entering the building, the hell hound kills the commoner.

Treacherous Combat. The ground in this area is constantly shifting. At the end of every combat round, each character must succeed on a DC 12 Dexterity saving throw or fall prone.

Dead Bodies. There are three dead bodies here, all wearing sigils of the Cult of the Dragon. They possess no treasure, but their heads are all shaved and one of them has faint blue tattoos.

Saving Thalan. If the guard survives, he introduces himself as Thalan, a Flaming Fist trainee. Once the hell hound is defeated, Thalan thanks the party and rewards them with a *potion of greater healing*, but only after consuming one himself.

Thalan says that he found these cultists engaged in a ritual, so he attacked without warning. He slayed them but not before they set the hell hound upon him. A DC 18 Wisdom (Insight) check reveals that he isn't being entirely truthful, and if questioned he simply recants and says that they were dead when he got here "but this sounded more heroic, right?" If intimidated, he tries to flee as he doesn't trust the characters.

Treasure. If Thalan is killed, the characters can take his dagger. It has Infernal runes along the blade, and the pommel is that of a devil's leering face.

End of the Path

Beyond the maze of buildings is a solid 20-foot wide platform next to a gate that leads to the rear gardens.

South Path

The path south of the temple proper has been divided into strips of dangerously twisting and shifting landmasses.

Along the south side of the temple, the ground has split in many places, unevenly skewing the path, which leads toward the rear of the temple fortress. The ground here is actively shifting, making it difficult to cross.

The path runs 120 feet from the front of the temple area to the rear.

Treacherous Path. Each time a character moves along the path, they must make a DC 12 Dexterity saving throw. On a failed save, they fall prone into the shifting earth. If they fail their saving throw by 5 or more, they also take 3 (1d6) bludgeoning damage. A saving throw is not required to stand up from prone. After 120 feet, they reach a solid 20-foot wide platform next to a gate that leads to the rear gardens.

Devil's Flight. A **spined devil** attacks the party from the air as they make their way across the path (use **lesser spined devil** if the party's APL is 1).

Chanting Cultists. In a clearing, **cultists** (one per character) are deep in the throes of a sonorous chant. A successful DC 12 Intelligence (Arcana) check confirms they are part of the group responsible for the current situation, and they are clearly wearing sigils of the Cult of the Dragon. One of them has faint blue tattoos on her head, but her hair is hiding most of them.

Rear Temple Gardens

This 60-foot by 40-foot area covers the entire rear section behind the temple fortress.

Once an area decorated with statues of heroes and guardians, the grounds are littered with ravaged flora and stone debris. A 20-foot wide training circle is set in the center of the area. A large symbol of a blazing fire surrounded by a circle of chains is carved into the dirt. On the western end of the field, the torn ground ramps downward to an outcropping below.

Cultists (one per character) are here along with a recently summoned **lesser bearded devil** (see stat block—replace with two **nupperibo** if party APL is 1). They do not immediately notice the party.

Treasure. Each cultist carries a *soul coin*, and they all bear sigils of the Cult of the Dragon and possess a handful of Thayan coins.

Returning to the Fortress

After the three zones are cleared and the cultists are defeated, the characters can return to the Fortress. As they travel, a swarm of flying devils rise from the edge of the hellcyst and wing to their location.

Bel's Offer. As the devils descend, the voice of Bel, one of the archdevils of Avernus, echoes through their minds:

"You are clearly capable of good things, but if you desire great things... simply tell my children. Promise to them that you will accept my gift, and I shall empower you. Think quickly, and answer in unison!"

If the characters accept (this must be unanimous), the devils don't attack, and each character earns the **Marked by Bel** story award. A DC 18 Wisdom (Insight) check reveals that Thalan doesn't answer Bel; if pressed, he simply says that he didn't hear the voice and doesn't know what they're talking about. He seems shaken but honest in this.

If the characters refuse, four **lesser spined devils** and two **nupperibos** attack. If Thalan is with the characters he fights by their side against the devils.

Once combat is resolved (or avoided), the characters can return to the Fortress unimpeded.

Balancing the Battle

If the DM feels the party is severely overwhelmed or if you're running short on time before the next section, Vulas can arrive early with a cavalry of four **knights**, ending the battle very quickly.

Primary Mission

If the renegade members of the Cult of the Dragon were located and destroyed, the characters have successfully completed the primary mission. Report this to HQ!

Secondary Mission

If the characters returned the dagger to Gogrin, they have successfully completed the secondary mission. Report this to HQ!

Part 2b: The Temple

Allotted Time: 120 minutes

Intended Tier: 1

The temple portion of the cathedral is as much a training ground as it is a place of worship for the Hellriders that call this place home.

Missions

The Temple contains both a **primary** and a **secondary** mission. This place largely serves as a training ground for members of the Hellriders.

- **Primary Mission.** Rescue the Cult of the Dragon prisoners.
- **Secondary Mission.** Recover as many Hellrider badges as possible.

Infernal Chains

Several areas of the Temple have been cut off from the rest of the area. For this level, the passages going north from Area 8 and east from Area 11 are affected. The chains are immune to damage and effects until the dire gears are destroyed, and they can't be moved as they are piercing the floors, walls, and ceilings in such a way that they simply don't budge.

- **Areas 7a, 7b, 8.** These chains are removed when the first dire gear is destroyed.
- **Area 11.** These chains are removed when the second dire gear is destroyed. The passage returns the characters to the Fortress.

Creatures that wish to push through the sharp chains may do so; tiny and small creatures may pass freely but medium creatures take 26 (5d10) points of magical slashing damage if they try to squeeze through. A DC 18 Dexterity saving throw reduces this damage by half. Larger creatures cannot pass through the chains. Unless otherwise noted in an area description, all bars on the maps have been replaced with these infernal chains.

Slain Hellriders

Several rooms on this level contain the body of a slain Hellrider. These Hellriders can't be raised from the dead as their souls have been harvested and turned into *soul coins*.

Area 1. Vestibule

Two statues of Torm riding an angry-looking warhorse are here. A few steps rise to the north, where a marble basin of holy water can be seen. This holy water functions as per normal for the first minute that it is removed from the basin; after this time, it no longer has its effect.

Area 1a. Censer

A brass censer hangs here. As the characters reach the intersection, read the following:

The battered censer that hangs from the ceiling emits a thick, oily smoke. In the blink of an eye, several devilish forms take shape and shriek in your direction!

Four **imps** take shape from the smoke and, for **strong** and **very strong** groups, one of the statues of Torm in Area 1 also animate as it is replaced by a **merregon**, who arrives at the beginning of round 2.

Area 2. Long Hallway

The walls and ceiling of this hallway are painted with highly detailed scenes of Hellriders destroying demons, devils, and various undead.

Area 2a, 2b, 2c.

These closets and pantries are filled with dry goods, foodstuffs, and cleaning supplies.

Area 3. Mess Hall

Two invisible **imps** flit about this room and throw sharp knives at the characters after they've entered the area. When combat turns against them, they're not above begging, pleading, and delivering empty promises if it helps them to escape.

Area 3a, 3b. Purging Chamber

The foul stench of the purging chambers is barely contained by the doors. Upon entering this place, creatures that breathe make Perception checks at disadvantage and can't concentrate on spells. If the doors are held open, Area 3 is also affected.

Slain Hellrider. A lone member of the Hellriders hid herself away in Area 3b. She eventually succumbed to her injuries from the swarm of imps in area 3, and her badge is clutched in her hand.

Area 4. Training Room

This place is routinely used for melee weapons practice. Heavily damaged dummies line the walls, and several broken hammers, maces, and greatswords have been piled by the door.

Area 5. Lecture Hall

Broken chairs and desks have been scattered across the floor, rendering the entire area as difficult terrain. A badly damaged lectern stands between the eastern doors, and textbooks have been torn asunder and cast aside.

Area 5a, 5b. Study Rooms

These study rooms feature a desk, chair, and scroll rack. The doors can be barricaded from inside—ostensibly for privacy while studying.

Slain Hellrider. Area 5a contains the body of a slain Hellrider. This Hellrider locked the door from the inside, but it can be battered in with a DC 15 Strength (Athletics) check. He clutches his badge as if in prayer, but his wounds overtook him. It can be easily seen that this Hellrider took a significant amount of damage before dying.

Locked Doors. The door to Area 5a is locked and barricaded from the eastern side. The lock can be picked with a DC 16 check, but the iron barricade bar on the eastern side requires a DC 20 Strength (Athletics) check. Alternately, the wooden door can be broken down by spells or weapons, but this causes an encounter to take place 1d6 rounds later.

Treasure. The scroll rack in Area 5a contains a *spell scroll of lesser restoration*, and a *potion of healing* has been abandoned in Area 5b.

Area 6. Administration

The walls here were once lined with scrolls, journals, and tomes. Now they're all scattered across the floor, as if the devils couldn't find whatever they were looking for. No encounter takes place here.

Treasure. A DC 16 Intelligence (Investigation) or a passive Perception of 16 or above results in the discovery of a box containing two antique Hellrider badges.

Area 6a. Headmaster's Desk

The devils have already trashed and upended the headmaster's desk. While there is no encounter here, they have left a parting gift on the back wall: a Wisdom (Perception) or Intelligence (Investigation) check of DC 14 or above reveals a *glyph*. When read, it targets the two closest characters with a DC 16 *blindness/deafness* spell (50% chance of either effect).

Area 7a, 7b. Statues of Torm

Two statues of Torm, each mounted on horseback and wielding wicked-looking polearms, face each other across this wide-open chamber. They've been scratched and gouged but appear stable. Benches line the walls, and each wing includes a pair of parallel pews.

Area 8. Glowing Symbol

A large holy symbol of Torm hovers a few feet off the floor. It gives off a softly tumbling blue and white glow. Non-evil creatures feel safe here, and once per day, may spend 5 minutes basking in the glow; if they do, they receive the effects of a short rest. While there is initially no encounter in this area, spending more than 5 minutes here results in a guaranteed encounter.

Passage North. The hall to the north is blocked by a mass of infernal chains. When the first dire gear is removed, this passage opens.

Area 9a, 9b, 9c, 9d, 9e. Quarters

The Hellriders that live in the temple keep these chambers for sleeping and meditation. It's clear that the devils have already come through, as deep gouges line the walls and terribly graffiti written in Infernal can be spied here and there (often referring to the resident's parentage or level of education).

Censer. A bronze censer hangs from the end of the hallway. It is mundane and pine-scented incense tumbles out of it.

Treasure. Each room contains a single Hellrider badge that has somehow been untouched by the devils. This badge is on the interior of the door.

Area 9f, 9g. Dybbuk Boxes

Little effort is required to open these rooms, as the doors are heavily damaged by claws and infernal weapons. Inside each are one smashed dozen boxes, surrounded by broken chains and destroyed holy symbols of Torm.

Dybbuk Boxes. The boxes are covered in runes and warnings in various scripts, all giving warnings about dark undead spirits contained inside. The characters can easily deduce that the invading devils broke the doors, realized what the boxes contained, and then broke those as well. A successful DC 14 Intelligence (Religion) check confirms that these boxes once held dybbuks, vile undead spirits that seek out corpses. There is no sign of where the spirits may have gone (though mechanically, they've traveled to the **Catacombs** and have taken over corpses there).

Area 10. Storage

This room is bare.

Area 11. Fountain of Reflection

This large space features a shallow fountain in the center. It is surrounded by four statues of Torm on horseback, each projecting water from the mouth of the horse in a gentle arc into the pool's basin. Despite the streaming liquid, the

surface of the water is almost still; clearly there is magic at play here.

Passage East. The hallway to the east is blocked until the second dire gear is removed.

Area 12. Cloak Room

Several traveling cloaks hang from pegs on these walls. This appears to be a cloak room with simply an adjoining hallway.

Area 13. Signs of a Scuffle

There are signs of a scuffle here. The blood splatter along the walls indicates that whomever was here is now gravely injured, or worse. The blood trail heads north, beyond the closed door.

Area 14. Sparring Yard

The stones underfoot transform into illusory grasses and flowers a few rounds after the characters arrive here. They can hear the neighing of horses, and they witness spectral horses phase into existence. Should they mount these steeds, they immediately hear the battlecries of two **merregon** as they leap from Areas 14a and 14b. If the strength of the party is very strong, the merregon land atop spectral **nightmares**.

Mounted Combat & Sparring. This place provides the Hellriders with a protect place to practice their mounted combat skills. Characters that can detect magic sense that the devils and their steeds are magic and nothing more than illusions. Knowing this allows characters to disbelieve these creatures without making any kind of saving throw.

The devils and their mounts won't leave Area 14 and can only be interacted with by creatures in this same area—for example, anyone in the balcony would simply see characters engaging in an elaborate shadowboxing match.

Treasure. Defeating the devils by any means other than disbelieving them results in a ghostly, glowing chest that rises from the floor at the end of combat. Contained inside are Hellrider badges equal to the number of characters present. This chest only appears once per day.

Area 14a, 14b. Observation Platforms

These platforms overlook the recessed space of the sparring yard below. The railings are low, and the stairs are a sharp ten-foot drop.

14a. There is a trail of blood leading from Area 13 to the door of Area 17.

14b. The double doors to the east are closed and bear the emblem of the Hellriders on each face. They are unlocked and open inwards toward Area 18.

Area 15. Test of Faith

This space includes murals of Torm and his holy symbols throughout the centuries. 1 round after the first character enters, sigils alight on the interior of the doors and a voice intones:

“So begins the Test of Faith. Your first answers are the most important ones.”

Torm’s Wisdom. These short interactions are intended as a way for the characters to roleplay a bit. Allow them to creatively use Wisdom (Insight), spells, and dialogue as needed, but the first answer they provide is the one the voice of Torm accepts:

- **Wrong Answers.** If the characters provide a wrong answer, the Test immediately concludes, and it can’t be restarted. All characters in this group have disadvantage on attack rolls or saving throws (they choose) until they complete a long rest.
- **Correct Answers.** Each round allows for a single answer to be given, and the voice provides no additional insight beyond what is presented. Each correct answer allows the Test to proceed, and successfully completing all three rounds results in a boon for all characters across the Epic!
- **Leaving the Test.** Some characters may wish to leave, and that’s fine. If anyone leaves the room, the Test immediately concludes, and it can’t restart. There is no cost or penalty for

leaving, nor is there any barrier preventing the characters from doing so.

Round One. Three translucent images coalesce and hang in the air. The first is an empty plate mail gauntlet, the second is a brass disk emblazoned with a symbol of the sun, and the last is a shield emblazoned with a pair of crossed hammers. Anyone proficient in Religion or that succeeds on a DC 12 Intelligence (Religion) check recognizes that the gauntlet is Torm’s holy symbol. Choosing the gauntlet results in the voice complimenting their wisdom and as round two begins.

Round Two. The objects from round one fade away and the voice intones:

“The fiendish hordes have overrun the village. You know that you can use one innocent farmer to lure the devils together and eliminate them in one devastating attack, but this will result in the farmer being sacrificed. How do you proceed?”

The first verbalized answer is what the test will accept, but the only correct response is one that reflects the concept that sacrificing an innocent life is an unacceptable cost. Should this happen, the voice again commends the characters for their wisdom and round three begins.

Round Three. A figure wrapped in a dark cloak emerges from the wall. Her voice is silky and heavily accented as she says:

“I can give you that which you seek. Power, might? The removal of your obstacles? Or... safety? I can protect those you love; I can empower you to watch over them.”

The woman is an **erinyes**, and her infernal accent gives her away. Though she is only a projection and incapable of combat, her offer is still meant to tempt mortals with power in exchange for a soul, as is their traditional deal. If the characters do anything other than refuse her offer, the test concludes immediately and is deemed a failure. If the characters refuse her offer, the voice intones one final bit:

“Your judgment is my judgment, and my judgment is absolute. May Torm’s hand guide you this day.”

Treasure & Rewards. For successfully completing this challenge, the characters are gifted with Torm’s blessings—inform them that they are now collectively affected by *death ward*. Additionally, Hellrider badges equal to the number of characters present appear on the interior of one of the doors.

Area 16. Test of Strength

The Hellriders expect their members to be strong of arm as well as stout of mind, and this chamber exists to provide each member with an opportunity to demonstrate this. A five-foot tall post rises from the center of the room, the sole element in the room, though murals of Hellriders working in unison to build walls and battle devils and undead adorn the walls. When the characters enter, read the following:

A disembodied voice intones: *“The mightiest of us all will, at times, struggle to complete a task. Do you believe yourself to be stronger than all others?”*

A clanking, jangling noise greets you and four piles of chains are ejected from the floor, one in each corner, and a large metal peg rises from the center of the floor.

The chains are each rooted in the floor and terminate in large rings. The characters can easily deduce two things:

- The test here intends for the chains to be hooked over the peg in the center of the room
- If the northeast chain is pulled and placed on the peg, the southwest chain is shortened and isn’t long enough; the same is true for the northwest and southeast chains.

Test. The characters can link their own chains into the provided chains and secure the loops, or they can use spells and effects like *fabricate*, *channel divinity* (for example, *forge domain clerics*), and so on to create new lengths of chain, though illusion effects aren’t sufficient. They

could also form a chain of bodies and secure two lengths, then use their own bodies to complete the other two sides. Ultimately, so long as the characters work together to attach the chains to the post, they can successfully complete this test.

Rewards. If this test is successfully completed, the post sinks into the floor and a wave of energy washes through the room. Each creature in the room gains 10 temporary hit points and advantage on their next d20 roll.

Area 17. Test of Wisdom

This space appears to be a recovery room. Cabinets lined the walls until recently. They’ve now been torn down and their contents lie scattered across the floor. An obvious trail of blood leads to a quivering body, a survivor that is attempting to hide in the corner. If time and table composition allow, this room should include an easy encounter (in this case, give the survivor two rounds before she dies).

Slain Hellrider. A Hellrider (**knight**) sustained great injury in Area 13 and dragged herself into this place, knowing that bandages, herbs, and poultices could be found here. Unfortunately, her infernal wounds have gotten the best of her and she has failed two death saving throws. If they save her, she joins them as an ally for as long as they are here—she won’t leave until she is confident that all of her Hellrider compatriots are safe. She can share some information that may prove helpful:

- Her name is Guillya Theramine, and she is a human of 35 years from Elturel
- She is wearing plate mail and carries a greatsword, a long sword, and a shield.
- She and her group captured the Cult of the Dragon members that are currently held in area 22.
- Due to the injuries she sustained prior to her death, she has two levels of exhaustion.
- If she survives through to the end of this floor, she gives her badge to the characters while she recovers.

Test. Despite appearances, this is a test just as with Areas 15 and 16. In this case, Torm rewards

those that heal the Hellrider (or perform final rites) with the effects of a short rest. If they fail to do this, Torm's sorrow washes through them and they are overwhelmed by a sensation of deep melancholy and sadness, but this includes no additional mechanical effect.

Area 18. Command Ring

This area encircles the prisoner cells (Area 22, currently holding the Cult of the Dragon prisoners) and features an armory, a library, and the lord-commander's quarters. The walls are festooned with holy symbols of Torm, but the devils have run amok here and defaced them.

Area 18a, 18b, 18c. Statues of Torm

Each statue features Torm, and they all have different but equally disapproving scowls on their faces. No matter where one travels in these hallways, it feels like the eyes of the statue are watching them. If an encounter is needed here, one of the statues animates as a **helmed horror**.

Area 19. Lord-Commander's Quarters

A **hard encounter** awaits the characters here. The lord-commander's quarters have been tossed and thoroughly searched by the devils.

Treasure. After combat is finished, the room can be searched with a DC 16 Intelligence (Investigation) or Wisdom (Perception) check. If successful, two Hellrider badges can be recovered, but the other treasures in the room are damaged beyond repair.

Area 20. Arms Storage

Prior to the arrival of the devils, this room served as the storeroom for the Hellriders various weapons. Now they're all broken and damaged.

Treasure. A silvered greatsword and a silvered mace can be found amongst the destroyed bits in the room.

Area 21. Library

The walls are lined with books and scrolls, though most are now scattered around the room. If the characters elect to search the room, they discovered that the devils have effectively trapped the room by leaving two **mimics** behind, who have now taken the forms of a bookshelf, a hanging chandelier, and a slightly open chest in the corner.

Treasure. The mimic that had taken the shape of the chest was in the process of trying to digest a *potion of heroism* and an *oil of slipperiness*.

Area 22. Incarceration

Three members of the Cult of the Dragon are imprisoned here, one in each cell. Unless released or amicably quieted, they begin screaming for help once the characters open this chamber; this causes one **bearded devil** to arrive 1d4 rounds later. Their cages are secured from the outside but not locked; a character need only spend an action to manipulate the mechanism and open the door to each cell.

Secret Door. There is a relief of a Hellrider badge in one of the stones here and pressing a badge into it causes the wall to swing open and reveal the chamber and the survivors. The Hellrider in area 17 can share this information, but the characters should be able to piece this together if they've recovered or received at least one Hellrider badge in this adventure. The chamber can't be unlocked otherwise—for better or worse, the cultists are safe in their cell.

Cult of the Dragon Survivors. The three **cultists** (use **commoner** stats, as they are prisoners with no equipment nor do they have any prepared spells), they have been imprisoned here for at least a week, though they're not quite sure how long, exactly. They can share the following information:

- Their names are Emin Caulflame, Luzia Dellenthlar, and Paven Grandellak. They are all human.
- The Hellriders discovered their cult cell's location during a sweep of the area outside

Baldur's Gate, and their attempt to summon a red abishai was disturbed mid-ritual.

- While they have no love for the Hellriders, if the characters explain the current circumstances, the cultists will gladly assist in exchange for their freedom, but they will need to be escorted back to the Cathedral first. Should the characters do this, send the Table Captain to the Head DM with this information.
- These Cult members revere living dragons, not undead ones. They're reasonable in that they understand that what they were doing was a crime and can be bargained down to a reduced sentence instead of gaining their freedom.

Speaking with the Cult of the Dragon

The cultists revere Tiamat above all others, and while they don't expressly hate the Hellriders they certainly bear them ill will. The cult is detailed in *Hoard of the Dragon Queen* and *Rise of Tiamat*, but for the purposes of this adventure they can be summarized as "fanatically devoted to the idea of summoning Tiamat into the world and out of her unjust prison in Avernus". Allow the characters to negotiate and reason with the cultists as you see fit, for they're not stupid—just devoted to a quest that may well spell doom for them and the world at large.

So long as the characters refrain from making direct threats, they're amicable to whatever conditions are presented for their release. Once they get to the Cathedral and can be healed, they promise to beseech Tiamat for aid and assist the characters and the Hellriders in pushing back the horde from Avernus. A DC 14 Wisdom (Insight) check confirms that they are being truthful, and much like devils they treat their word as a verbal contract.

Primary Mission

Rescuing the Cult of the Dragon prisoners successfully completes the primary mission. Send the table captain to HQ and report in.

Secondary Mission

Be sure to let HQ know how many Hellrider badges the characters recovered, as this becomes important later!

Part 2c: The Catacombs

Allotted Time: 120 minutes

Intended Tier: 2

As the characters explore the Catacombs and search for the passage to the tunnels (Area 15) leading to *The Demonwing*, they learn that Klysandral's spirit has been roused—for he refuses to leave his beloved temple and Hellriders in such a state. Undead and devils alike now stalk the halls.

Emirikol motions for your attention:

“My friend's remains are down there, unattended and dare I say it: vulnerable. Klysandral is a headstrong paladin, even by Hellrider standards, and won't go gently into that good night. Secure his remains and protect them with your lives; return them to us here so that we may yet honor his memory. Even in death he is more important than he is willing to admit. That said, I can sense that the dybbuks—corpse-stealing, disembodied spirits imprisoned long ago by the Hellriders—are beginning to stir. Destroy them if you can!”

Mission

The Catacombs below the temple contains a **primary** mission. The mortal remains of the Hellriders that have passed from the world are kept here—this includes Klysandral's body.

- **Primary Mission.** Protect Klysandral's body.

Infernal Chains

Several areas of the Catacombs have been cut off from the rest of the area. For this level, areas 11 and 16 are so affected. The chains are immune to damage and effects until the dire gears are destroyed, and they can't be moved as they are piercing the floors, walls, and ceilings in such a way that they simply don't budge.

- **Areas 1, 4, 5, 16.** These chains are removed when the first dire gear is destroyed.
- **Areas 9 through 15.** These chains are removed when the second dire gear is destroyed.

Creatures that wish to push through the sharp chains may do so; tiny and small creatures may pass freely but medium creatures take 26 (5d10) points of magical slashing damage if they try to squeeze through. A DC 18 Dexterity saving throw reduces this damage by half. Larger creatures cannot pass through the chains. Unless otherwise noted in an area description, all bars on the maps have been replaced with these infernal chains.

Klysandral's Ghost

Until the spirit of Klysandral is convinced that the characters mean it no harm, it will treat them the same as it does the devils and undead in this space. This encounter lasts for one round, and then the ghost fades away and appears in a new area—the sound of ghosts fighting devils fills this floor!

Arrival. When the characters enter a new area, roll a d20. On an 18 or higher (or every third room with no encounter), Klysandral's spirit arrives and attacks! The spirit screams through the area, attacks one creature with his spectral greatsword and another with *Hellrider's Mark*, then dissipates as it seeks out other intruders to the Catacombs. He doesn't use his greatsword against **weak** or **very weak** characters.

- **Spectral Greatsword. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. Hit: (2d6 + 14) magical slashing damage.
- **Hellrider's Mark.** Klysandral targets one creature it can see within 60 feet of him. If the target can see Klysandral, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of their next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration.

Unwilling Soul. Effects that would bring Klysandral back to life automatically fail, as his soul is unwilling to return. Until his remains are safely in the hands of the characters (see area

11), he can't be reasoned with and continues to make his attacks.

Area 1. Torm's Gaze

The scowling face of Torm leers out from the stone at the far end of the hallway. It radiates evocation and conjuration magic and seems to peer directly into your soul as if searching for some truth that even you have hidden away.

Gates to Areas 4 and 16. The gates are merely closed. They are neither locked nor trapped.

Trap. Unlike a traditional trap, the Face of Torm serves as a trap for undead, devils, and demons only. If one of these creatures enters the hallway, it must immediately make a DC 14 Constitution saving throw or be stunned until the start of their next turn. Additionally, any undead, demon, or devil that is possessing a body or corpse is immediately ejected, regardless of the result of its saving throw. As such, any **dybbuk** present in **areas 1a, 1b, and 1c** are keen to pull the characters into combat in those areas and make efforts, up to and including fleeing, to mitigate their chances of crossing Torm's Gaze (as they crossed it once just to get to the corpses).

Area 1a, 1b, 1c. Coffins

These alcoves are filled with the coffins of Hellriders and other faithful of Torm that are awaiting services and burial or cremation. Unfortunately, they may also be home to several waiting **dybbuk** (see **Temple, areas 9f and 9g**). Apply the escaped dybbuk to the corpses as you see fit, and as-noted below; they've had plenty of time to use their action to possess each body.

Klysandra's Ghost. In each of these areas, Klysandra's ghost appears. On initiative count 20, roll a d20. On a result of 15 or higher, it attacks one of the characters; on a result of 18 or less, it attacks one of the possessed bodies. A character can use their reaction to proclaim their loyalty to Torm and the Hellriders; doing so gives them a +6 bonus to their armor class versus Klysandra's attacks until the start of their next turn.

Area 1a. These coffins contain one **champion** and one **martial arts adept**.

Area 1b. These coffins contain one **war priest of Torm** and two **swashbucklers**. The gate leading to the stairs down to Areas 7, 8, 9, and 10 is closed but is neither locked nor trapped.

Area 1c. These coffins contain two **champions**, one **war priest of Torm**, and five **martial arts adepts**.

Dybbuks and Possession

Be sure to read the dybbuk's **violate corpse** and **possess corpse** abilities very carefully! If the party is very weak, weak, or struggles with combat, consider removing one or more of the creatures in each encounter above in favor of the dybbuk not possessing those corpses.

Area 2. Embalming Supplies

This room does not include an encounter. It contains basic embalming and medical equipment. Jars, surgical equipment, and liquids containing various alcohols and preservative formulas are placed on the various shelves.

Treasure. Two healer's kits can be recovered here, and characters proficient with a poisoner's kit can attempt to combine the various ingredients to create either two doses of **burnt othur fumes** or two doses of **essence of ether**. Harvesting this poison requires both a DC 14 Dexterity (Sleight of Hand) check as well as a DC 14 Intelligence (Investigation) check. These checks can only be attempted once and can only be assisted by those proficient with a poisoner's kit. Failing one check renders the concoction unusable and failing both instead fills the room with the poison.

Essence of Ether (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Burnt Othur Fumes (Inhaled). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6)

poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

Inhaled Poisons. These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Area 3. Long Hallway

This long hallway contains 3 doors, and ends at a small alcove that contains a censer. The censer isn't active, but the lingering smell is here, permeating the area.

Area 3a. Meditation Rooms

These rooms are set up for meditation and relaxation, away from the daily tasks of the temple. Each contains a small bench and storage cabinet with rations inside. A few cushions are scattered about the floor.

Area 3b. Sealed Chamber

Opening the door to this sealed chamber requires a DC 18 Strength (Athletics) check, or it can be beaten down through damage (AC 16 and 75 hit points). Contained inside is what appears to be a small office, complete with journals, surgical equipment, and medical robes hanging from a hook behind the door.

Treasure. If the characters search the room, they find a few vials of holy water and two potions of *greater healing*.

Area 4. Operating Theater

The walls and ceiling here are a stark white, and the floor shows signs of discoloration where liquids drain from the bottom of the table and into a small grate in the floor. This place is

clearly used for the preparation of corpses for burial.

Bloody Table. The table is covered in bloodstains and ichor. On inspection, it can be easily deduced that the Hellriders not only prepare the bodies of their fallen here, but that they also inspect the bodies of their enemies in this space. If an encounter happens here, enemies other than Klysandral are emboldened by the blood and are affected as if using the **reckless attack** barbarian class feature.

Area 4a. Empty Chamber

The faint outline of the door is easy enough to spot (DC 14 Perception check). The small room beyond is lined with curious items: a few oddly broken bones, some clearly inhuman skulls, shrapnel from infernal artillery, and even a large piece of leather hanging on the back wall.

Treasure. The leather hanging on the wall is human skin; inspection shows that it is covered in Thayan tattoos and functions as a *spell scroll of phantasmal killer*. Any character making a successful DC 15 Intelligence (Investigation) check can tell that the claw marks and ink smudges on it indicate the scroll was created by a devil.

Area 5. Statue of Torm

A massive statue of Torm dominates the center of the room and stares at the north western wall, and there are two sarcophagi nearby. A DC 20 Intelligence (Investigation) check reveals the presence of the secret door to the northwest.

Secret Door. The secret door can only be opened by turning the statue of Torm so that it is no longer looking at the door's location. This requires a DC 18 Strength (Athletics) check.

North Sarcophagus. This black stone box has plain sides, but the top is an exquisitely detailed carving of a roaring devil bedecked in armor and holding a weapon in each hand. It is heavy but can be opened with a DC 16 Strength (Athletics) check. See **Treasure**, below.

West Sarcophagus. This wooden box is made of teak and ebony. The top and sides are highly detailed, showing scenes of devils, demons, and

humanoids in glorious battle. It is heavy but not difficult to open (no check needed), but this sarcophagus includes an acid blast trap; when opened by anyone other than a worshiper of Torm, a 15-foot cone of acid is violently projected forth. Each creature in the area must succeed on a DC 15 Dexterity saving throw, taking 24 (7d6) acid damage on a failed save or half as much on a successful one. A successful DC 15 Wisdom (Perception) check reveals the presence of faint burn marks around the edges of the lid of sarcophagus. A successful DC 15 Intelligence (Religion) check enables a creature to destroy the trap by carving the symbol of Torm on the lid; failing this check causes the trap to activate. A successful *dispel magic* (DC 15) cast on the sarcophagus destroys the trap.

Treasure. The northern sarcophagus contains the dead body of an erinyes; she is clutching a soul coin in one hand and a pressurized canister in the other (the canister can be used as if it were a *potion of heroism*, so long as the spray is directed at the target's face). So long as the trap wasn't triggered, the western sarcophagus holds the dead body of a Hellrider; she wears scorched chainmail and bears a maul that is faintly magical. The maul can be retained as if it were a trinket; it glows faintly when devils are within ten feet and the head is covered in devil teeth.

Area 5a. Erymaen, the Trapped Devil

A **horned devil** named Erymaen has been trapped in this room by enchantments and sigils. Once the door is opened, it begs for release:

- It is one of Bel's commanders and is very clear in its opinion that Bel is the true lord of Avernus.
- It promises that it will not harm them if they release it. A successful DC 16 Wisdom (Insight) check confirms this to be true.

Releasing Erymaen. The enchantments and sigils that bind Erymaen are easy enough to disrupt: the characters need only to physically deface the runes upon the floor. Unfortunately

for the devil, they're protected from interaction from those captured by the magic. While trapped, Erymaen is immune to magic, effects, and attacks that come from outside the chamber.

Deal with Erymaen. Once Erymaen is released, the characters may choose to bargain with it. It is unwilling to negotiate until it is free of the binding enchantments.

"Zariel strikes against the Hellriders out of turn. She does not know her place—but my liege Bel knows yours. Join us and you shall be gifted power over Zariel's forces."

Erymaen shares that Zariel is attacking the fortress because it has suddenly appeared in Avernus. He knows that the Red Wizards and the renegade members of the Cult of the Dragon arranged for this to happen, and it amuses him as it requires Zariel to overextend herself. If intimidated he simply sighs and *plane shifts* away. His goal is to offer them a bargain:

- He can grant them power over the Zariel's minions.
- This power is "might, *pure* might" but he declines to elaborate further.
- The cost of this deal isn't their soul... only part of it. He declines to elaborate further.

Accepting the Deal. Those that accept Erymaen's deal earn the **Marked by Bel** story award at the end of the adventure. Inform the character that they are affected by *Bel's blessing* for the duration of this adventure.

Declining the Deal. Those that refuse the deal with Erymaen are met with furious snarls and snorts of derision. The devil growls that they should reconsider; if they again refuse the deal, he no longer acknowledges their presence.

Bel's Blessing

Bel has extended his vision and protection to you. Until the end of this adventure, whenever you make an attack roll or saving throw, you may roll 1d6 and add the number rolled to the attack roll or saving throw. You may also, as a reaction, invoke Bel's name when you are hit by a melee attack. If you do, you add 6 to your AC

against that attack. To use this ability, you must be able to see the attacker and be wielding a weapon.

Area 6. Trapped Hallway

The devils have placed two traps in this section of hallway, as shown on the map. Both traps occupy the same space and are intended to capture but not kill their victims.

First Trap. The most obvious of the two traps is a falling net trap made of chains. It occupies the ceiling above the marked area. A successful DC 15 Wisdom (Perception) check reveals the thin trip wire that has been strung between the walls. A successful DC 15 Dexterity check using thieves' tools disables the trip wire harmlessly, though a character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failure, the trap triggers.

When triggered, the net of chains is released, covering a 10-foot-square area. Those in the area trapped under the net and restrained, and those that fail a DC 10 Strength saving throw are also knocked prone. A character can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net of chains has AC 12 and 50 hit points and is immune to damage from non-magical weapons.

Second Trap. The second trap is more dangerous—the floor has been weakened and turned into a locking pit trap. A successful DC 18 Wisdom (Perception) check discerns that the stones are slightly disturbed, and successful DC 18 Intelligence (Investigation) check confirms that the section of floor is the top of a pit trap. Once detected, an iron spike or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening, thereby making it safe to cross. The cover can also be held shut using the *arcane lock* spell or similar magic.

Once a creature has triggered the trap, they fall brutally to the floor of area 8, some 30 feet below. The trap door snaps shut, sealing the victim in the chamber. A successful DC 20 Strength check is necessary to pry the cover

open. The trap door can also be smashed open; it has AC 14 and 50 hit points and is resistant to damage from non-magical weapons. The spring mechanism can be disabled from the inside of area 8 with a DC 15 Dexterity check made using thieves' tools, provided that the mechanism can be reached and the character can see.

Scaling this Challenge

This is a non-standard trap challenge and may prove to be a significant obstacle for some groups. Here are some thoughts about how you can scale this area for your group:

- **Easier.** The sword wraiths in area 8 can be heard if any of the characters have a passive Perception of 15.
- **Easier.** The characters feel a definite drop in temperature in this area, due to the cold storage in area 8.
- **Easier.** Consider framing the concept of traps as being inherently unlawful or dishonorable, and therefore not something that devils are particularly proficient in.
- **Harder.** Raise the DCs to detect and disarm the locking pit trap by 2.

Area 7. Freezing Hallway

This hallway grows colder and colder as the characters draw closer to area 8.

Area 7a. Icy Stairs

These stairs are sharply slanted, descending almost 20 feet from area 7 to area 8. Each step requires an additional 5 feet of movement to traverse and requires a successful DC 16 Dexterity (Acrobatics) check; failing this check results in the character tumbling down the stairs, taking 2d6 points of bludgeoning damage and landing prone in area 8 if the door is open.

Tandem Doors. Only one of these doors can be open at a time, as opening one closes the other. The heavy stone doors slide into the ceiling and can be wedged open with an iron spike or similar object.

Area 8. Cold Storage

This room is lined with benches and tiny alcoves in the walls. In calmer times, this place would

make a perfect space for meditation, but the presence of one **sword wraith commander** and two **sword wraith warriors** has brought a preternatural chill here. Characters that studied the shrines in areas 9 and 10 recognize these creatures as former Hellriders (see **Honor Above All**, below).

Icy Room. A layer of ice and frost covers everything in this room. Each space requires an extra 5 feet of movement to traverse and requires a DC 16 Dexterity (Acrobatics) check; failing this check results in the character falling prone and their movement becoming 0 until the start of their next turn. For every minute spent in this room, a living creature must succeed on a DC 14 Constitution saving throw or else gain one level of exhaustion.

Honor Above All. The sword wraiths are arguing about the tactics they used in a battle that was lost long ago—it is easy to determine that they are debating calling for a retreat from Avernus as they’ve realized that Zariel isn’t going to protect them. It’s obvious that they are playing out their last moments before death claimed them, and they are wearing the regalia of the Hellriders. They fly into a rage if questioned or if their valor is in doubt, but they can be appeased through praise or if the characters convince them that they are here to rescue the Hellriders.

Area 9. The Avernus Commanders

This room houses a carved shrine to the commanders that were lost in the assaults on Avernus in years long past. Dozens of individuals are featured, all shown as “lost in action”, but no names are given.

Area 10. The Avernus Armies

Hundreds of faces are depicted on this block of marble, and each is listed as “lost in action” in the Hellriders’s excursions into Avernus.

Area 11. Klysandral’s Sarcophagus

Klysandral’s body lies atop a large marble slab. He wears only an ornate burial robe, and his face is covered with a thin cloth. If inspected, it’s clear

his body has been prepared for burial: his organs have been removed, his eyes stitched shut, and so on.

Klysandral’s Body. This area includes an encounter with **Klysandral’s ghost**. Unlike other encounters with Klysandral, the characters can interact with him here and engage in parley. Klysandral is reserved and defensive, but realizes that if his organs are destroyed, he can’t protect his allies after the current matter is resolved. Until the characters can prove their intentions to him, they make their Persuasion checks at disadvantage. While Klysandral can’t be intimidated, should the characters prove their value to him he ceases his attacks on them and will only attack the devils and undead on this level (use the same rules presented in **Klysandral’s Ghost** at the beginning of **The Catacombs**, but he simply won’t attack the characters).

Half-Height Pedestals. The pedestals in the corners of the room each have several clay jars and wooden boxes perched atop them. These containers are decorated with the holy symbol of Torm as well as the sigil of the Hellriders. They are all sealed and can only be opened by breaking them (no check needed). Contained inside are the preserved remains of Klysandral’s organs. These can be carried back to the temple or simply held by the characters if they wish to complete their objective later.

Area 12. Simple Crypt

The plain wooden casket in this space is undisturbed. Characters that enter feel a wave of calm wash over them, and they can see many sigils and wards covering the interior walls. A DC 16 Intelligence (Arcana or Religion) check confirms that these are prayers to Torm, begging protection and safety. Those that utter a prayer to Torm while here may spend hit dice as if taking a short rest (though they receive no other benefits of a short rest); this may be performed once per character.

Areas 13 and 14. Hellrider Crypts

This rooms once held Hellrider captains, but now the gates are wide open and one **merregon** is inside each crypt, tearing the corpses apart.

Area 15. Passage to the Tunnels

The passage to the east used to connect to the Caverns, but Emirikol's magic has repurposed this into an exit back to the Fortress.

Area 16. Consecrated Chamber

As the characters enter this area, they are greeted by the sound of stone grinding on stone. The sarcophagi that line the north and south walls are opened from within, as the bodies of the Hellriders that were entombed here emerge as **greater zombies**.

Klysandral's Ghost. Klysandral is drawn this emergence of undead, and fights on the side of the characters so long as they don't antagonize or injure him. He acts on initiative count 20, and once the zombies are destroyed, he moves on. He does not speak or make any sound for the duration of this encounter.

Raised Platforms. The two raised platforms each feature a hammered bronze disk. The western disk shows the Hellriders assaulting the fields of Avernus with a winged archangel in the sky above them. The eastern disk shows the Hellriders surrounded by devils, but they are shrouded in grim determination despite the dire imagery.

Holy Water and Fountain. The fountain in the center of the room is treated as holy water. Any water removed from the fountain for more than 1 minute loses its properties.

Bars and Entrance to Area 18. The bars here ostensibly protect the relics that sit upon a shelf in front of the secret door to area 18. There are candles, worn-down weapons, and even a set of ornate spurs. The bars can be moved with a DC 24 Strength (Athletics) check, or if two characters with a combined strength score of 30 or more work together. The secret door can be detected with a DC 20 Intelligence

(Investigation) check, but only after the bars have been moved.

Area 17. Planning Station

Two statues of Hellriders on rearing horses stand at the far northern and southern ends of this chamber. The wide table in the center sports a map of the area surrounding the chapel, upon which can be seen magically animated images of devils and undead as they assault the building. Any dire gears that are present are similarly displayed. The characters should be able to determine that this is a planning chamber, where the Hellriders can create their attack plans.

Klysandral's Ghost. If the characters linger here, Klysandral's Ghost appears and attacks. It bellows out "Be gone from this planning station, interlopers!" as it does so.

Planning Table. The table is enchanted, but only a Hellrider or cleric of Torm can adjust the images that it is displaying. Doing so requires an action and either a Hellrider badge or a holy symbol of Torm. The table can only show places around Avernus currently. It can't be taken from this place without destroying the magic woven into it.

Areas 18, 18a, and 18b. Relic Storage

These rooms contain numerous journals and records, including many different variations of Torm's holy symbol throughout the years.

Area 18c. Hellrider Badges

The door to this room can be detected with an Intelligence (Investigation) check of 20. Once inside, the characters find 40 Hellrider badges hanging on the walls. This space is used to enchant items with holy purpose, and is lined with censers, oils, and other divine accoutrements.

Primary Mission

Acquiring, protecting, and transporting Klysandral's remains successfully completes the primary mission for this part. Report to HQ how the characters fared!

Part 2d: The Caverns

Allotted Time: 120 minutes

Intended Tier: 2

The caverns far below the temple are the lowest reaches accessible to the Hellriders. These passages are generally closed off, save for when they need to gather water from the underground lake. Unfortunately, due to the temple and surrounding area being physically pulled into Avernus, the lake is now merged with the River Styx and the caverns are overrun with devils and other fiendish things.

Emirikol gives you some sobering instructions:

“Heroes, I need you to recover my personal vessel—the Demonwing. This ship can teleport within the Nine Hells, and as we’re now standing in Avernus (in a way; this is a strange series of events and now I’m digressing) we can use it to give the attendees and mourners some measure of protection. I must remain here and keep up these enchantments. Be wary! I can sense the presence of a growing hellwasp nest, and if left unchecked they’ll grow to harvest all of us.”

Emirikol gives the characters a small ceramic chit roughly two inches across with a phrase inscribed upon it. He explains that the phrase is a keyword that will complete a latent enchantment on the vessel, causing it to teleport to his side immediately (“But it only works once, and only in the Nine Hells because of Asmodeus, BAH!”).

Missions

The Caverns below the temple contain both a **primary** and a **secondary** mission. The caverns far below the temple open onto the River Styx, and the Demonwing is anchored nearby.

- **Primary Mission.** Secure passage to the *Demonwing*.
- **Secondary Mission.** Destroy the hellwasp nest.

Area 1. Passage

The short passage leading to the caverns terminates at a curtain of spiked iron chains.

These chains are present until the first **dire gear** is destroyed outside in the temple grounds. They are immune to damage and effects until the dire gears are destroyed, and they can’t be moved as they are piercing the floors, walls, and ceilings in such a way that they simply don’t budge.

Creatures that wish to push through the sharp chains may do so; tiny and small creatures may pass freely but medium creatures take 26 (5d10) points of magical slashing damage if they try to squeeze through. A DC 18 Dexterity saving throw reduces this damage by half. Larger creatures cannot pass through the chains.

Area 1a. Brackish Holy Water

A thin rivulet of water runs down the cavern wall and collects in a basin that features a few simple holy symbols of Torm. Characters proficient in Religion recognize this as a font of holy water (with enough liquid to create three vials, if they have empty vials); of those characters, if any have a passive Insight of 14 or higher (or if they succeed on an Insight check at this DC), they realize that the holy water is changed by the area’s journey into Avernus—it is still holy water, but dedicated to Zariel, not Torm.

Treasure. The characters can create three vials of holy water that is sanctified by Zariel, the ruler of Avernus. Any holy water removed from this basin loses its powers at dawn. Unless subject to *identify* or discovered as-noted above, its extra properties are not apparent until they are triggered:

- If splashed on an evil fiend or undead creature, that creature gains advantage on their next attack roll or saving throw.

- If splashed on a good-aligned creature, living or otherwise, that creature gains one level of exhaustion unless they succeed on a DC 14 Constitution saving throw.

Area 2. Collapsing Ceiling

The characters can plainly see that the ceiling here is weak and threatening to collapse. It has sagged down to only allow 7 feet of clearance, unlike the rest of the area that provides 10 feet of clearance.

Reduced Space. Attacks made with two handed melee weapons are at disadvantage, and any such attack roll that misses by 5 or more triggers a ceiling collapse. This should not be a surprise to the characters; consider offering them Insight or Nature checks, or simply granting them this knowledge.

Ceiling Collapse. The ceiling collapses if a creature weighing more than twenty pounds crawls across it, if it is hit by a melee attack as detailed above, if loud noises are sustained in the vicinity, or if it is subject to a large magical effect such as a *fireball*. When this happens, the following effects take place:

- Creatures in these spaces must make a DC 16 Dexterity saving throw, taking 25 (8d6) bludgeoning damage on a failed save of half as much on a successful one. Creatures that fail this saving throw are also trapped under the rubble; they are considered prone and immobilized until they are freed (DC 20).
- All areas in the Caverns other than 12 and 12a are filled with thick, choking dust. Creatures, objects, and walls within 10 feet are considered to have partial cover, and creatures, objects, and walls that are 10 to 15 feet away have total cover. Nothing can be seen after 15 feet. A *gust of wind* or similar effect can clear the dust for 1 round.

Area 2a. Passage to Hellwasp Nest

These small passages are only three feet across and are filled with a wet, papery substance. When close, a droning sound can be heard from the inside. A number of holes in the sides lead deeper into the structure. If a living creature is

adjacent to the nest, or when the nest takes damage for the first time, three **hellwasp grubs** (use **giant centipede** stats) emerge and attack! At the end of the first round of combat, **hellwasps** equal to the number of characters minus one emerge and join the fray.

Hellwasp Tactics. The hellwasps are intelligent but are focused on feeding. They desire to paralyze the characters and then move them into the nest so that they can feed upon them later.

Nest Material. While papery, the nest is also quite wet. It ignores the first 20 points of fire damage from any source, but any amount of fire damage above that destroys that square (see the map). Each square of the nest has an AC of 10, 50 hit points, resistance to non-magical damage, and is immune to damage poison, damage from disease, and all conditions. It fails all Dexterity and Wisdom saving throws and succeeds on all Constitution saving throws.

Area 3. Hellwasp Nest

Once revealed, the characters can see a hellwasp queen at the center of the nest. This infernal creature isn't capable of combat at this time, as it is entirely focused on laying a massive clutch of hellwasp eggs. Attacks automatically hit the hellwasp queen and it fails its saving throws, though it can't be charmed. It has 55 hit points and explodes upon death (see below). Until all parts of the nest are destroyed, the hellwasp queen is immune to all damage and effects.

Hellwasp Eggs. Without specific environmental controls, these eggs will never hatch—though they're worth a fair amount of coin as arcane reagents. The eggs are immune to acid damage.

Hellwasp Queen Explosion. When the hellwasp queen dies, it explodes in a shower of chunky acidic slop. All creatures within 20 feet must make a DC 14 Dexterity saving throw, taking 33 (8d8) acid damage or half as much on a successful save.

Secondary Mission

Destroying the hellwasp queen successfully completes the secondary mission for the Caverns. Send the table captain to HQ and report in!

Area 4. Swarm of Imps

When a living, non-fiend creature first looks in or walks by the passages leading to area 4, two **swarms of young imps** are agitated and surge out to attack. A swarm of young imps uses **swarm of insects** statistics, with the following modifications:

- Its type is swarm of tiny fiends
- It has an AC of 13 and 40 hit points
- It is resistant to cold as well as bludgeoning, piercing, and slashing
- It is immune to fire and poison
- It has magic resistance (advantage on saving throws against spells and other magical effects).
- Whenever a creature takes damage from the swarm's bites and stings, that creature must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Area 5. Standing Stones

Each of the standing stones features a carving of a regal devil surrounded by a ring of nine rods. The art styles are varied and indicate influence from Waterdeep, Thay, the Border Kingdoms, and more. The carvings are all facing each other, their eyes are on equal levels. A DC 16 Intelligence (Arcana or Religion) check allows a character to recall that this is the image of Bel, the former archduke of Avernus. A DC 20 Intelligence (Arcana) check reveals that each stone contains a trapped devil inside.

Trap. If even one stone's view of the remaining stones becomes obstructed in any way (including the effect of the **collapsing ceiling** in area 2), the latent trap is triggered. This trap can be disarmed once it has been detected by casting *dispel magic* on each stone. Each stone contains a **merregon** that is fanatically loyal to Bel.

Area 6. Resting Chamber

This chamber is empty. There are recent signs of weapons and claws hitting the walls; if the characters have already explored areas 7 or 9, they can easily identify the marks as being made by both halberds and claws.

Area 7. Cesspit

The standing liquid in this space is exceptionally foul. It was likely merely stagnant water until the area was dragged towards Avernus, at which time it took on elements of rust, spilled oil, and more elements that are best left to the imagination. Three **merregon** stand hip-deep in the muck, idly stabbing the awful liquid with its halberd.

Foul Murk. Any living creature that contacts the liquid must make a DC 14 Constitution saving throw or become poisoned. The merregons are not subject to this effect, but any creature that a merregon hits with its halberd must make the saving throw due the foul crust and filth on the weapon.

Area 8. Storage

This small chamber is slightly raised from the floor of area 2, and the pillar just in front of the entrance can serve to provide a bit of protection if needed. If the ceiling of area 2 has collapsed, this place does not fill with dust and debris.

Nupperibos. Ten **nupperibos** have crammed themselves into this room. They moan and babble between themselves in Infernal gibberish, and if they spot the characters they immediately begin screaming "TRAP", "ATTACK", and "HERE" in Infernal. They attack, knowing full well that they are unlikely to cause significant damage but they, like all devils, must follow orders: attack and destroy mortals at all costs. Their babbling has a secondary effect here, though: on initiative counts 10 and 20 of each round, roll a d20. On a result of 20, the ceiling in area 2 collapses. Every time you make this check, expand the range by 1 (ie: 20, 19-20, 18-20, etc.).

Area 9. Resting Chambers

Two **horned devils** are scratching at the entry to area 9a. They won't attempt to squeeze through the passage and are frustrated that they can "smell those foul mortals on the other side".

Area 9a. Passage Back to Chapel

The characters can squeeze through here if they desire. Once they get near the end, they can see that due to Emirikol's spells, proceeding through this tunnel would deposit them back in the Chapel. Be sure to remind them that once they leave the Caverns, they can't get back!

Area 10. Infernal Runes

Runes signifying Torm and Lathander cover the walls here, but they've all been defaced and destroyed by infernal weapons and claws. A few sigils in Infernal have been scrawled on top of the holy symbols:

- Bel is the true ruler of Avernus!
- Hellriders belong in Hell!
- Zariel will fall!
- Pipyap will PAY!

Area 11. Shrine to Bel

A crudely carved statue of Bel stands here, obviously recently brought into this place. A DC 16 Intelligence (Arcana or Religion) check reveals that Bel was once the archduke of Avernus and has, at times, alternated between being ruled over and ruled by Zariel, the current archduke.

Deal with Bel. The face of Bel is locked mid-snarl until one of the characters inspects the statue. When they do, the face animates and softens:

"Welcome, champion. I am Bel, the rightful ruler of Avernus—but I am not your enemy. No, no; I am your ally, though you may not know it yet."

Bel immediately shares that Zariel is attacking because the fortress suddenly appeared in Avernus. He knows that the Red Wizards of Thay

are involved in this plot, and that they are aiding the Cult of the Dragon—likely because the Cult is desperate to find another way to bring Tiamat into the world and out of Avernus. This amuses him, as it would remove one obstacle (Tiamat) while weakening another (Zariel), but this plan isn't ready to be revealed to the Nine Hells. As such, he is keen to offer the characters a bargain:

- He can grant them power over the Zariel's minions
- This power is "might, *pure* might" but he declines to elaborate further
- The cost of this deal isn't their soul... only part of it. He declines to elaborate further

Accepting the Deal. Those that accept Bel's deal earn the **Marked by Bel** story award at the end of the adventure. Inform the character that they are affected by Bel's Blessing for the duration of this adventure.

Declining the Deal. Those that refuse the deal with Bel are met with furious snarls and snorts of derision. Bel growls that they should reconsider; if they again refuse the deal, he no longer acknowledges their presence.

Bel's Blessing

Bel has extended his vision and protection to you. Until the end of this adventure, whenever you make an attack roll or saving throw, you may roll 1d6 and add the number rolled to the attack roll or saving throw. You may also, as a reaction, invoke Bel's name when you are hit by a melee attack. If you do, you add 6 to your AC against that attack. To use this ability, you must be able to see the attacker and be wielding a weapon.

Area 12. Beach and Rowboat

A decrepit rowboat is pulled up onto the glittering sand. Multiple sets of tracks can be seen, and the water is comprised of a bloody, icy slush. In the distance, some two hundred feet away, the Demonwing can be seen; it is covered in Infernal runes and appears to be shimmering.

Bloody, Icy Slush. As the area descends into Avernus, the underground lake has merged with the River Styx and that freezing, bloodied body of water has begun to dominate the landscape. It

is not at full power yet, but any living creature that is immersed in the water must succeed on a DC 18 Constitution saving throw when they become immersed and at the beginning of their turn or else gain one level of exhaustion. Devils and sahuagin are not subject to this effect.

Rowboat. There are two oars inside of the rowboat. It is a landing vessel, measuring 10 feet by 15 feet.

Tracks. There are many fresh, tangled tracks here, and only one appears humanoid. The rest indicate clawed feet. If the characters attempt a Wisdom (Survival) check and reference the results below:

- **DC 12.** The humanoid tracks likely belong to Emirikol.
- **DC 18.** The clawed tracks were created by gelugons (ice devils). They indicate that the creatures came out of the water and returned to it soon after.

Area 12a. Upon the Water

Once the first character is halfway to the *Demonwing* (the ship is 200 feet from shore), a massive **ice devil** (it has maximum hit points and a swim speed of 30 feet) has erupts from the surface and attacks!

Bloody, Icy Slush. See area 12 for description.

Surprised. Any character that does not have a passive Perception score of 18 or higher is surprised by the ice devils when they emerge. If the characters determined the origin of the clawed tracks in area 12 and claim to be on high alert, you may waive the surprise round at your discretion.

Optional Complications

For an added challenge, consider the following:

- The ice devil is more interested in capsizing the rowboat than attacking directly
- If the characters all squeeze onto one side of the rowboat, they risk capsizing the vessel
- If the characters are all flying, the ice devil can throw its spear. This attack uses the same stats as its melee spear attack but has a range of 30 ft./60ft. It magically generates an icy spear at the end of its turn if it is not wielding one, and any thrown icy spear melts at the end of the devil's turn.

Be wary of adding challenge here! Ice devils already have a high CR and the characters are likely wary of entering the water.

Off-Map – The *Demonwing*

Once the characters reach the *Demonwing*, all they need to do is stand upon it and use the command word that Emirikol gave them. Any creature standing atop the deck or touching the *Demonwing* when the command word is given is instantly teleported to the temple grounds; the vessel is floating and adjacent to Emirikol.

Primary Mission

Teleporting the *Demonwing* back to Emirikol successfully completes the primary mission of the Caverns! Send the table captain to HQ and report in!

Secondary Mission

Be sure to inform HQ about the status of the hellwasp nest, as this is important later.

Part 3: Evacuation

Allotted Time: 45 minutes

As Emirikol's enchantments struggle to hold against the fiendish onslaught, an escape route has been identified—but can they make it before they are overrun?

A Desperate Flight

Duke Ulder Ravengard and Emirikol, their faces full of grim determination, bring news:

“As you fought to keep us safe, we have been searching for an escape path, but the challenge is significant. We will have to outpace the fiendish hordes, and any distraction that you can provide will prove a significant help.”

He offers you a folded piece of parchment, his face resolute but still with a hint of sadness.

Interactive Results

The Table Captain must retrieve their orders from the Commander. These orders will show the results of the interactive elements of the adventure so far and what task they've been assigned during the evacuation.

Part 3a: Precious Cargo

Allotted Time: 45 minutes

Intended Tier: tier 2

Once they board the *Demonwing*, the ship launches toward the evacuation point. The inside of the ship magically increases in size to accommodate all characters.

The Demonwing

Emirikol's vessel is a marvel of engineering and magic. Literally everything is animated, and several aspects of it appear to be alive but merged with the ship's frame. It bears sigils from worlds and places far removed from Faerun; even so, the interior of the ship is comfortable and well-appointed.

Emirikol shares the following:

- The ship magically expands to accommodate all passengers “because I sometimes charter it for pleasure cruises on the River Styx”
- The *Demonwing* can't leave Avernus, but if it is brought to the evacuation point, he can use it to power a spell to return the survivors back to Faerun. Doing so will leave the vessel greatly weakened, but he isn't terribly concerned.
- The ballistae are alive—they're creatures from one of the moons of Faerun. Anyone that wants to use them will need to be joined with the weapon. This process only takes a moment but removing oneself from the ballistae takes 1d10 + 5 minutes of arguing with the alien creature before it will relent and release them. A creature can tear itself free by using an action. If they do, they gain one level of exhaustion and must make a DC 18 Constitution saving throw; failing this saving throw results in the character gaining the poisoned condition until they complete a rest.
- The *Demonwing* will be ferrying the survivors to the evacuation point. During this time,

hostile boarders are expected, and the ground troops will need air support. The characters will need to determine what position they wish to take.

Demonwing Battle

The characters have the choice of dealing with boarders or using the ballistae mounts on the side of the ship.

Hellwasps

If the characters did not destroy the hellwasp nest in Part 2d, one **hellwasp** joins the combat on initiative count 20 of each round. No more than three hellwasps are present per table at any one time.

Dealing with Boarders

Characters that choose to fight the boarders on the top deck must face devils attacking from above. Use the following points as guidance:

- **Round One.** 2 **chain devils** climb over the edge.
- **Round Two.** 1d4 - 1 **merregon** make themselves seen.
- **Round Three.** 2d4 **imps** join the fray.
- **Round Four.** nothing
- **Round Five.** 1 **barbed devil** attacks.
- **Round Six.** Nothing
- **Round Seven.** 1 **horned devil** swoops in.

Some additional options are available for characters that are focused on repelling the boarders:

Assist Another Table. A character can travel to another table that is aboard the *Demonwing* and perform a single action.

Call for Aid. If the characters are in danger of being overwhelmed, they may use an action to

call for aid. If they do, a pair of Hellriders charge to their rescue; these Hellriders can either eliminate up to three devils or restore 1d8 + 3 hit points to each character present. A table may only call for aid in this manner once.

Using the Ballista

The Demonwing's ballistae have controls requiring the user to insert their arms into a cylinder of tendrils, linking the user to the ship. Each time the ballistae is used to attack, the user must make a DC 12 Constitution saving throw or take 4 (1d8) necrotic damage. The ballistae fire a steady stream of *magic missiles*.

Once a character has assumed control of a ballista, they gain access to the following attack:

Demonwing Ballista. *Ranged Magic Attack:* automatic hit, range N/A., one table. *Hit:* roll a d20. On a result of 1-5, all creatures at the table take 5 (1d10) force damage; on a result of 6 or higher, only the enemies are subject to this damage. *SPECIAL:* the *magic missiles* seek out hellwasps first and foremost; if any are present at that table, they are immediately killed, and no other creature takes damage.

When a character uses this attack, they must inform that table's DM of the result.

Ending the Encounter

The encounter immediately ends for the party when time is called for the event. You may need to add a few more devils to keep the pressure on the characters.

Moving Forward

When time is called for the event, all combat ceases.

Part 3b: Crowd Control

Allotted Time: 45 minutes

Intended Tier: tier 1

The land surrounding the Fortress is overrun by devils—and worse, pylons are rising from the ground. Arcane energy arcs between them, and they represent the final portion of the ritual that brought everyone to Avernus!

The Glory Ride

Vulas explains that the pylons must be destroyed before they lock the region to Avernus forever. She asks the characters to help the Hellriders perform this task, and she believes that this is a “glory ride”; a DC 10 Wisdom (Insight) check confirms that this term means that it may well be a suicide mission.

After dealing as much damage as possible to the supports on the pylons, the party must join Duke Ulder’s escape forces, as it’s their only way off of the Avernus battlegrounds.

The fortress is perched atop a hill and provides easy vantage on the rising pylons. They are scattered across the battlefield, and each group can easily identify that they’ll have enough time to destroy one pylon and then make a mad dash for the evacuation point.

Pylons. There are infernal pylons across the grounds equal to the number of tables participating in the adventure, each scattering foul bands of magic in a web of dangerous enchantments. Vulas suggests using the infernal war machines to attack the pylons, as she, along with the Flaming Fist and the Hellriders, will be attacking from horseback. They’ll have to move quickly, however, as the surface is crawling with fiends.

Beginning the Mission. The characters find one *soul coin* wrapped up in the folded parchment that the Duke handed them.

Missions – Crowd Control

Managing the legions of devils and destroying the pylons will help secure the evacuation path for the innocents that assembled for the funeral.

- **Primary Mission.** Destroy at least one pylon.

Kick the Tires

Each **demon grinder** requires a *soul coin* to activate. If the characters don’t have or want to use *soul coins*, they can use horses provided by the Hellriders. When the characters are ready, read or paraphrase the following.

The infernal machine springs to life with the consumption of its soul fuel. A control wheel carved from metal and bone allows for the machine’s control. Its bladed wheels dig deep into the ruptured earth, propelling it forward at break-neck pace!

Attacking the Pylons

The pylons scattered around the area, so no map is needed. Each pylon support has an AC of 14 and can take 200 points of damage before being destroyed. They can be attacked using the vehicle’s wrecking ball or with ranged attacks with spells and weapons. The pylons have resistance to bludgeoning, piercing, and slashing damage to nonmagical weapons that aren’t attached to an infernal war machine. If the characters are desperate, they can ram the pylon with the demon grinder; this destroys both the vehicle and the pylon.

Devil Swarms. Though the demon grinder can ride over and cut through ground forces, it is still susceptible to attack from the sky. Each pylon is guarded by two **horned devils**. Though they don’t attack the characters directly, it’s only a matter of time before they disable the vehicles,

leaving their passengers stranded. On their turn, each devil automatically hit with their attacks. Vehicles can only use ranged weapons to attack them so long as they are still flying.

The vehicle driver can spend an action and move the vehicle fifty feet or more away from the pylon, then make a DC 14 Wisdom (Persuasion). If successful, one of the horned devils swoops down with melee and chomper range; this tactic can only be used once.

Hellwasps. If the characters did not destroy the hellwasp nest in Part 2d, one **hellwasp** arrives to defend the pylon every round. No more than three hellwasps are present at any one time at each table.

Describing the Vehicle Assault

Allow the players to use whatever methods at their disposal to damage the pylons. The devils don't need to make attack rolls and don't attack characters unless forced to.

As combat continues, be sure to include references to the Hellriders and Flaming Fist attacking their own pylons elsewhere!

Ending the Encounter

The encounter immediately ends for the party if one of the following occurs.

- Eight rounds have passed, and the pylon is still standing, a **pit fiend** emerges onto the battleground with the intent of protecting the pylon. Note: there is no stat block for the pit fiend in the adventure, as it is a far stronger foe than the characters should be facing. If they insist upon fighting it, give the characters a chance to reconsider this decision by describing this challenge as one that will assure their demise. If they press, narrate and roleplay the combat as best you can, but drive home that this will result in them dying in Avernus. If they flee, the devil remains behind to defend the pylon and doesn't chase them.
- They deal enough damage to destroy the pylon.

Moving Forward

Once the characters have destroyed their pylon, they should move to the evacuation point. If they prefer, they can move on to another pylon and attack it if they like—but be sure to remind them that if they are not at the evacuation point when time is called, they will be stranded in Avernus, possibly forever!

Move to Evacuation Point when ready.

Evacuation Point

The evacuation point is perched high atop a rocky bluff. The vehicle can't be used to get there, but the characters can climb the rocks with ease. Once they are positioned at the top, they realize that devils are swarming to their location!

The following creatures move to attack the characters as indicated.

- **Round One.** 6 **lemures** wriggle into view.
- **Round Two.** 2d4 **nupperibos** make themselves seen.
- **Round Three.** 1d4 **imps** join the fray.
- **Round Four.** nothing
- **Round Five.** 1d6 **merregon** attack.

The fight should feel like a heroic stand-off and challenge the characters. If they are about to be overwhelmed, Bel offers them a deal: the devils will be called off of them and will call in a favor at a later time. He is plain in stating that this will cost them their soul, but they will live—for now. If the characters accept, they all earn the Marked by Bel story award as combat ends for them and the devils move away to challenge the other survivors. This must be unanimous; if any character declines Bel's offer, combat continues.

When time is called for the event, combat stops and move to the Conclusion.

Conclusion

This section is best read by the Commander.

The characters have been involved in a series of pressing fights and desperate actions, and as just as things seem darkest:

At the Evacuation Zone

The Demonwing, a galleon-sized flying vessel forged of wood, bone, and metal descends upon the area, firing ballistae all around you. The rapid assault blots out your vision, and when it clears a moment later you see hundreds of slain devils surrounding you.

Aboard the Demonwing

The ship crawls to a halt, hovering above the evacuation zone. Hundreds of devils can be seen climbing the pile of stones and threaten to overwhelm the assembled heroes. Suddenly the deck shudders and every ballista fires in unison, sending a shower of light across the land below. When your vision clears, many devils are slain and many more are fleeing.

Both Groups

The carnage has been temporarily quieted, and Emirikol is hard at work crafting his next spell. His brow covered in sweat from the exertion of controlling the vessel while maintaining his protective charms, he grunts and stomps his feet.

If the Characters...

This section details the outcome of several of the interactive elements of the adventure. Your Commander will tell you which parts are pertinent:

Recovered the Demonwing in Part 2d.

Emirikol's spell safely deposits everyone back in the Forgotten Realms. They are scattered across the ground near the site of the fortress, but the Demonwing is nowhere to be seen.

Did NOT Recover the Demonwing in Part 2d. Emirikol's spell delivers the characters, but the *Demonwing*, the Hellriders, the Flaming Fist, the mourners, and Duke Ravengard are nowhere to be seen—it can only be assumed that they are trapped in Avernus.

Destroyed all Four Dire Gears in Quest 1. Torm's Hand is visible nearby. It bears battle damage, but as is appropriate for anything of Torm's faith, it still stands.

Did NOT Destroy all Four Dire Gears in Quest 1. Torm's Hand is nowhere to be seen. The entire area is a smoking crater and smells faintly of lightning and brimstone.

Did NOT Destroy Enough Pylons. Emirikol's plan only partially succeeds. The pylons have gathered enough energy to intercept his spell, and only the innocents are transported back to Faerun. The characters, the Hellriders, and the Flaming Fist all remain in Avernus. Emirikol and the Demonwing are nowhere to be seen.

Successfully Protected Klysandral's Body. The characters earn the *Hellrider's Badge*.

General Wrapup

Consider the results presented above, and adjust the following as needed:

- Duke Ravengard presents the characters with membership in the Hellriders. Regardless of their response, he may grant them a Hellrider's Badge made of Klysandral's bones if they earned it. If the Duke is stuck in Avernus, another ranking commander does this in his stead.
- Emirikol sends the characters a message several weeks later that simply says "That was a hoot, and I can't wait to see you all again—just not in Avernus next time, please"
- The characters have drawn the attention of the Hellriders, the Cult of the Dragon, and possible the Red Wizards and Bel.

Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Advancement

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

Gold

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

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

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 4**.

- *Spell scroll of blight*
- *Spell scroll of lesser restoration*
- *Spell scroll of phantasmal killer*
- *Potion of healing*
- *Potion of greater healing*
- *Potion of heroism*
- *Oil of slipperiness*
- *Soul Coin*
- *Hellrider's Badge*

Story Award

A character may earn the following story award: **Marked by Bel**. Characters that agreed to a deal with Bel or one of his agents gain this story award. This award can be found in **appendix E**.

Dungeon Master Rewards

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

Dramatis Personae

The following NPCs feature prominently in this adventure.

Emirikol the Chaotic (uh-MEER-uh-kull). A valued ally of Klysandral's, Emirikol (human male chaotic neutral sorcerer) is a powerful arcanist. His exploits with Klysandral are nothing short of the stuff of legend, and he is rumored to have acquired the *eye of Vecna* and at least one *orb of dragonkind*. His history is widely varied and subject to change; feel free to craft astonishingly heroic stories as you see fit.

- **What They Want.** Emirikol and Klysandral have opposed Asmodeus for many years, and he is attending the paladin's funeral because he believes that something bad is going to happen. He doesn't want to be right about everything anymore.
- **Quality.** He is highly passionate and prone to rapid mood shifts. At his core he is a hero, but he wrestles his desire to do good against his desire to gain magical power.

Visarya Sijella (viz-ARR-ya SEAL-ah). Visarya (half-elf female lawful neutral bard) makes no secret of her allegiance to the Cult of the Dragon. She is attending because of her great respect for Klysandral; although their views were not aligned, she says that the paladin's devotion to Torm and the Hellriders is something "that we should all respect". She is friendly enough, though there are always undercurrents of greed and pride in her dialogue. She is fond of her scarlet robes, and scoffs at anyone that comments on them.

- **What They Want.** Visarya has been compromised and wants her new masters—the Red Wizards of Thay—to eliminate these irritating paladins by sending them on a one-way trip to Avernus.
- **Quality.** She is exceptionally greedy.

Gogrin Hagger. Dwarf male **war priest** (LE) and member of the Cult of the Dragon. Gogrin has crossed paths with Klysandral over many years, both as associate and rival. He is here

undercover to track down a few of his own order in possession of a stolen nonmagical relic.

- **What They Want.** Gogrin wants dragons to take over the world, but he is no fool: he knows that the world isn't ready for such glorious leadership.
- **Quality.** He is a calculating, scheming dwarf. He is blunt in his statements but understands the value of words; in another life, he could've been a powerful warlock or lawyer.

Vulas Bronztree. Half-elf female **champion** (NG) and a member of the Hellriders of Elturel. Vulas did not know Klysandral personally, but he served as an inspiration toward her path to becoming a hellrider. She is honored to be here with the rest of her contingent to safeguard the ceremony.

- **What They Want.** She wants to fill the void left by Klysandral. She knows that she has a long way to go before this can happen, but she plans to try.
- **Quality.** She has a massive inferiority complex, and sometimes overcompensates for this by taking on challenges that are above her ability to complete.

Grand Duke Ulder Ravengard. Human male (LN). The Grand Duke of Baldur's Gate, **Ulder Ravengard** is also the marshal of the Flaming Fists. Klysandral was his longtime friend and ally.

- **What They Want.** Ulder is consumed by sorrow now that his life-long friend Klysandral has fallen. Even so, he is a consummate military strategist and powerful fighter. He wants to see the Flaming Fist assert their strength across the world.
- **Quality.** He is stern and always considers himself to be in command. Questioning his orders quickly earns his ire.

Jahenne. Human female **knight** (CG). A towering warrior, Jahenne is a Flaming Fist blaze (major). She manages the event security and patrols in the area and reports directly to the Grand Duke.

- **What They Want.** She simply desires for all of these troubles to go away, though she also desires to fight... all the time. Hers is truly a life of duality.
- **Quality.** Jahenne firmly believes that “might is right”, and that the strongest deserve to not only lead but also rule without question.

Appendix B. Creature Statistics

Barbed Devil

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

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

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

Actions

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

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

Tail. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) piercing damage.

Hurl Flame. Ranged Spell Attack: +5 to hit, range 150 ft., one target. **Hit:** 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Bearded Devil

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

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

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a

successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Variant: Lesser Bearded Devil

The lesser version of the bearded devil has the following modifications:

- **Hit points** are reduced to 40.
- Remove all **Damage Resistances**
- Constitution saving throw for Beard and Glaive attacks is DC 11.

Champion

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

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

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

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

Second Wind (Recharges after a Short or Long Rest).

As a bonus action the champion can regain 20 hit points.

Actions

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

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

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 7(2d6) slashing damage if the champion has more than half of its total hit points remaining.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Cultist

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

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

Cult Fanatic

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

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

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

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

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

Chain Devil (Kyton)

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

Saving Throws Con +7, Wis +4, Cha +5

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

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

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

Actions

Multiattack. The devil makes two attacks with its chains.

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

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

Animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature on its own but can't make attacks while grappling. An animated chain reverts to its inanimate

state if reduced to 0 hit points or if the devil is incapacitated or dies.

Reactions

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

Dybbuk

Medium fiend (demon), chaotic evil

Armor Class 14

Hit Points 37 (5d8 + 15)

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

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

Skills Deception +6, Intimidation +4, Perception +4

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, Common, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The dybbuk can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

At will: *dimension door*

3/day each: *fear*, *phantasmal force*

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

Violate Corpse. The dybbuk can use a bonus action while it is possessing a corpse to make it do something unnatural, such as vomit blood, twist its head all the way around, or cause a quadruped to move as a biped. Any beast or humanoid that sees this behavior must succeed on a DC 12 Wisdom saving throw or become frightened of the dybbuk for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on a saving throw

against this ability is immune to *Violate Corpse* for 24 hours.

Actions

Tendril. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) necrotic damage. If the target is a creature, its hit point maximum is also reduced by 3 (1d6). This reduction lasts until the target finishes a short or long rest. The target dies if this effect reduces its hit point maximum to 0.

Possess Corpse (Recharge 6). The dybbuk disappears into an intact corpse it can see within 5 feet of it. The corpse must be Large or smaller and be that of a beast or humanoid. The dybbuk is now effectively the possessed creature. Its type becomes undead, though it now looks alive, and it gains a number of temporary hit points equal to the corpse's hit point maximum in life.

While possessing the corpse, the dybbuk retains its hit points, alignment, Intelligence, Wisdom, Charisma, telepathy, and immunity to poison damage, exhaustion, and being charmed and frightened. It otherwise uses the possessed target's game statistics, gaining access to its knowledge and proficiencies but not its class features, if any.

The possession lasts until the temporary hit points are lost (at which point the body becomes a corpse once more) or the dybbuk ends its possession using a bonus action. When the possession ends, the dybbuk reappears in an unoccupied space within 5 feet of the corpse.

Erinyes

Medium fiend (devil), lawful evil

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +7, Con +8, Wis +6, Cha +8

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

Hellish Weapons. The erinyes's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

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

Actions

Multiattack. The erinyes makes three attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the *lesser restoration* spell or similar magic.

Greater Zombie

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (-3)	6 (-2)	6 (-2)

Saving Throws Wis +1

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 5 (1,800 XP)

Turn Resistance. The zombie has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two melee attacks

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 7 (2d6) necrotic damage.

Guard

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Spears. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Giant Hyena

Large beast, unaligned

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

Actions

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

Hell Hound

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it
Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Hellwasp

Large fiend, lawful evil

Armor Class 19 (natural armor)

Hit Points 52 (8d10 + 8)

Speed 10 ft., fly 60 ft. (hover)

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

Saving Throws Dex +5, Wis +3

Damage Vulnerabilities cold

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Infernal, telepathy 300 ft. (with other hellwasps only)

Challenge 5 (1,800 XP)

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

Actions

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

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

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

Hellwasp Grub (Giant Centipede)

small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses Blindsight 30 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Helmed Horror

Medium construct, neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities force, necrotic, poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

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

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical immunities include fireball, heat metal, and lightning bolt.

Actions

Multiattack. The helmed horror makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Horned Devil

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 148 (17d10 + 55)

Speed 20 ft., fly 60 ft.

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

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Infernal, Common, telepathy 120 ft.

Challenge 11 (7,200 XP)

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

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

Actions

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

Fork. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

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

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

Ice Devil (Spear Variant)

Large fiend (devil), lawful evil

Armor Class 18 (Natural Armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft.

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

Saving Throws Dex +7, Con +9, Wis +7, Cha +9

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

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 14 (11,500 XP)

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

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

Actions

Multiattack. The devil makes two attacks: one with its spear, and one with its tail.

Ice Spear. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 10 (3d6) cold damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw, or for 1 minute, its speed is reduced by 10 feet; it can take either an action or a bonus action on each of its turns, not both; and it can't take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

Wall of Ice (Recharge 6). The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much on a successful one.

The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

Imp

Tiny fiend (devil, shapeshifter), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapeshifter. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Knight

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Lemure

Medium fiend (devil), lawful evil

Armor Class 7

Hit Points 13 (3d8)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	11 (+0)	1 (-5)	11 (+0)	3 (-4)

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Infernal but can't speak

Challenge 0 (10 XP)

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

Hellish Rejuvenation. A lemure that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a bless spell cast on that creature or its remains are sprinkled with holy water.

Actions

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Master Thief

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages Common, thieves' cant

Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

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

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Martial Arts Adept

Medium humanoid (any), any alignment

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

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

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

Merregon

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

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

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Infernal but can't speak, telepathy 120 ft.

Challenge 4 (1,100 XP)

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

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

Actions

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

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

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

Reactions

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

Nightmare

Large fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities fire

Senses passive Perception 11

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

Nupperibo

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 20 ft.

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

Skills Perception +1

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

Damage Immunities fire, poison

Condition Immunities blinded, charmed, frightened, poisoned

Senses blindsight 10 ft. (blind beyond this radius), passive Perception 11

Languages understands Infernal but can't speak

Challenge 1/2 (100 XP)

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

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

Actions

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

Spined Devil

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, Telepathy 120 ft.

Challenge 2 (450 XP)

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

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

Actions

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

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

Fork. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

Variant: Weakened Spined Devil

This version of the spined devil has the following alterations to its stat block.

- Remove its **Damage Resistance** to bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered (it still keeps its resistance to cold damage)
- Remove the **Magic Resistance** trait.
- **Challenge Rating** is reduced to 1 (200 XP)

Spy

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Swarm of Imps (Insects)

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Swashbuckler

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

Armor Class 17 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

Actions

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

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

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

Sword Wraith Commander

Medium undead, lawful evil

Armor Class 18 (breastplate, shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

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

Skills Perception +4

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

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

Turning Defiance. The sword wraith and any other sword wraiths within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The sword wraith makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Call to Honor (1/Day). To use this action, the sword wraith must have taken damage during the current combat. If the sword wraith can use this action, it gives itself advantage on attack rolls until the end of its next turn, and 1d4 + 1 sword wraith warriors appear in unoccupied spaces within 30 feet of it. The warriors last until they drop to 0 hit points, and they take their turns immediately after the commander's turn on the same initiative count.

Sword Wraith Warrior

Medium undead, lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	9 (-1)	10 (+0)

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

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Challenge 3 (700 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

Actions

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

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

War Priest

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

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

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 9 (5,000 XP)

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

Cantrips (at will): *light, mending, sacred flame, spare the dying*

1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, prayer of healing, silence, spiritual weapon*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

Actions

Multiattack. The priest makes two melee attacks.

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

Reactions

Guided Strike (Recharges after a Short or Long Rest).

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

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (−4)	12 (+1)	6 (−2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Appendix C. Infernal War Machine Rules

Hellfire Requiem uses new rules for infernal war machines, hellish land vehicles made for battle in the wastes of Avernus. These brutal weapons are powered by the souls of the damned!

The following rules for infernal war machines are critical for running *Hellfire Requiem*. Get familiar with these rules and share handout 1, “War Machine Rules Summary,” with your table as soon as vehicles become available to them.

These Look Familiar, But Different?!

DDEP09-01 *Infernal Pursuits* featured these rules, but the stats for the Tormentor have been changed for this adventure to match their published source in *Baldur's Gate: Descent into Avernus*. Be sure to share this detail with your players if they've played that adventure!

Infernal War Machine Statistics

Being quasi-magical, soul-powered devices, infernal war machines have the same statistics as all creatures, with a few extra entries.

- **Creature Capacity.** Every war machine can only hold the number of creatures listed in this entry. One Medium creature takes up as much space as four Tiny creatures and one Small creature. One Large creature takes up the space of four Medium creatures, one Huge creature takes up the space of nine Medium creatures, and one Gargantuan creature takes up the space of sixteen Medium creatures. For every Medium creature (rounded down) the crew capacity is exceeded, the speed of the war machine is reduced by 5 feet.
- **Cargo Capacity.** Every war machine can hold as much cargo as this entry specifies.
- **Damage Threshold.** A war machine with a damage threshold has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold value, in which case it takes damage as normal.

- **Mishap Threshold.** When the infernal war machine takes an amount of damage from a single attack or effect is equal to or greater than its mishap threshold value, it suffers a mishap (see “Mishaps”).

Vehicle Facing

It's important to track which direction a vehicle is facing during its turn. If using miniatures, a vehicle can be positioned toward any of the four main compass points – north, south, east, or west.

When moving a vehicle, it must move in the direction it is facing or execute a 90 degree turn maneuver. For every 5 feet that a vehicle moves forward, it can drift 5 feet to either side without needing to execute a turn maneuver.

Embarked on War Machines

Anyone on or in a war machine is embarked on it.

Stations

War machines have stations that an embarked creature can occupy by using all of their movement to get into position. Leaving a station costs no movement. An embarked creature can use the action options provided by the station it's occupying. A station's action options can only be used once per round and only one creature at a time may occupy a station.

Helm. An embarked creature who occupies the helm can use their movement to move the war machine, or their action to perform attack maneuvers.

Weapons. An embarked creature who occupies a weapon station can use their action to attack or activate the weapon.

Moving while Embarked

Vehicles are considered difficult terrain. A creature can move from the exterior of the vehicle to the interior as part of their

movement. While sheltering inside the vehicle, the creature can't be targeted by attacks and can't see outside the vehicle.

If a creature on the exterior of a vehicle falls prone, they must succeed on a DC 15 Dexterity saving throw or fall from the vehicle.

Falling from Infernal War Machines

In a high-speed chase, falling from a vehicle is a dangerous thing. When a creature falls off a war machine, it takes 14 (3d6) bludgeoning damage plus another 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

Making Repairs

Some mishaps (see "Mishaps") cause malfunctions in war machines (see the Mishaps table) in ways that can be repaired by embarked creatures.

To make a repair, an embarked creature must move to the damaged area, and as an action make a successful check associated with the mishap (as shown on the table). If the embarked creature uses appropriate tools as part of the check, they add their proficiency bonus.

Characters can also sacrifice soul coins to repair their vehicle (see "Soul Coins and War Machines").

Helm Actions

An embarked creature occupying the war machine's helm station can perform the following maneuvers.

War Machine Movement

By using all of its movement speed, the creature occupying the helm station can move the vehicle up to its speed and make one 90-degree turn.

War Machine Attack Maneuver

An embarked creature occupying the war machine's helm can use their action to perform one of the following attack maneuvers.

Ram. The infernal war machine moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the infernal war machine enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest unoccupied space out of the infernal war machine's path. On a failed save, the creature falls prone and takes 28 (8d6) bludgeoning damage.

If the infernal war machine remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the infernal war machine. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the infernal war machine and is no longer restrained.

If the vehicle ends its movement within reach of a creature or object, the creature at the helm can attempt to ram the target by making an attack roll using the creature's Dexterity bonus (and adding the creature's proficiency bonus if the creature is proficient with land vehicles). If the attack succeeds, the target takes 22 (4d10) bludgeoning damage and the vehicle used to make the attack takes half the damage. If the vehicle used to attack has the ram attachment (see handout 2, "Building a War Machine"), the attack deals 33 (6d10) bludgeoning damage and the vehicle takes no damage.

Sideswipe. As an action, the creature occupying the helm can make a special melee attack to attempt to nudge a vehicle to push it away. If the creature can make multiple attacks with the Attack action, a nudge can replace one of them.

The target must be no more than one size category larger than your vehicle and must be within your vehicle's reach. Instead of making

an attack roll, the creature occupying the helm makes a Strength check using the vehicle's Strength modifier, contested by the target vehicle's Strength or Dexterity check. If the target vehicle has no one at the helm, it automatically fails the check. If the aggressor wins the contest, the target vehicle is knocked 10 feet directly away from the aggressor vehicle, and all of the target vehicle's embarked creatures must succeed on DC 10 Strength check or fall prone.

Opportunity Attacks

War machines do not normally make opportunity attacks. Creatures do not provoke opportunity attacks when war machines move them.

Crashing and Prone

War machines that are knocked prone or that move into the space occupied by a creature or object of sufficient size suffer a crash.

Crashing

If a war machine moves into the space occupied by a creature or object that is of sufficient size, the vehicle instead crashes. A vehicle avoids crashing if the object or creature is at least two size categories smaller than it. However, that creature or object still takes damage from the impact.

When a vehicle crashes, it must immediately make a Strength saving throw with a DC determined by the size of the creature or object it crashed into. The object or creature must also make the saving throw using the vehicle's size to determine its DC. If the object has no listed Strength score, you can use the listed save bonus from the Crash Save table.

Crash Save

Size	DC	Bonus
Small or less	5	+0
Medium	10	+0
Large	15	+2

Huge	20	+2
Gargantuan	25	+5

On a failed saving throw, the vehicle and creature or object immediately stops moving and takes damage based on the creature's or object's size as shown on the Crash Damage table. If the vehicle's, creature's, or object's saving throw succeeds, it stops moving and takes half the damage (rounded down).

Crash Damage

Object Size	Bludgeoning Damage
Small	5 (2d4)
Medium	5 (2d4)
Large	10 (4d4)
Huge	20 (8d4)
Gargantuan	25 (10d4)

Creatures embarked on a vehicle risk injury when it crashes. Such creatures must also succeed on Strength saving throws with the same DC or take 5 (2d4) bludgeoning damage and get knocked prone. If the vehicle was destroyed, a creature that fails takes damage equal to the crash damage suffered by the vehicle and is knocked prone, while one that succeeds suffers half damage.

Prone

If a war machine is knocked prone, assuming it is not immune to that condition, it crashes. A prone vehicle is flipped on its side or top and is unable to move unless its statistics say otherwise. It suffers the effects of crashing into a vehicle of its size (see "Crashing").

A vehicle must be picked up or pushed back on to its proper side to stop being prone. A character who makes a successful Strength (Athletics) check as an action rights the war machine. The DC for the check equals 15 for a Large war machine, 20 for a Huge war machine, and 25 for a Gargantuan war machine.

Dexterity Saving Throws

If a situation arises where both the infernal war machine and one or more embarked creatures on it are required to make a Dexterity saving

throw, start with the infernal war machine. If it succeeds, the embarked creatures have advantage on their saves.

Spells

Many spells require the caster to choose a point within range. This can get complicated if the caster and its target are embarked on infernal war machines that are screeching across a dusty wasteland at high speeds. As a general rule, if a spell or spell effect is anchored to a location on an infernal war machine or on an embarked creature, it moves with the infernal war machine.

Soul Coins and War Machines

In *Hellfire Requiem*, the characters may carry soul coins which contain the souls of the damned. As a bonus action, a character embarked on an infernal war machine can feed 1 soul coin to the machine to achieve one of the following effects:

- The war machine's speed increases by 20 feet until the end of the character's next turn.
- The next time a weapon on the war machine deals damage to a creature before the end of the character's next turn, it deals an additional 10 force damage (this can also be applied to attack maneuvers).
- The infernal war machine regains 20 hit points.

A character can feed more than 2 soul coins into a war machine to double the effect but doing so causes the vehicle to have a mishap (see "Mishaps").

Vehicle Chases

If the players get into a vehicle chase through Avernus, use following Chase Complications table to add drama to the encounter (see Chases in chapter 8 of the *Dungeon Master's Guide*).

Avernus Chase Complications

D29	Complication
1	You head straight into a herd of grossly fat nupperibo devils. A vehicle makes a DC 15 Strength or Dexterity check (your choice) to get through the herd. On a failed check, the herd counts as 60 feet of difficult terrain. If a vehicle ends its turn in the herd, each embarked creature must make a DC 11 Constitution saving throw with disadvantage or take 1d4 piercing damage.
2	Uneven ground threatens to slow your progress. A vehicle makes a DC 10 Dexterity check to navigate the area. On a failed check, the ground counts as 40 feet of difficult terrain.
3	A massive dust storm descends on you. Visibility is reduced to 20 feet. Vehicle have disadvantage on their next Chase Complications ability check. Embarked creatures that are exposed must make a DC 10 Constitution check. On a failed check, embarked creatures spend their next turn coughing, and can make no attacks.
4	Your path takes you right into a swarm of hell wasps. The swarm makes an opportunity attack against a vehicle and any embarked creatures that are exposed. (+5 to hit; 4d4 piercing damage on a hit).
5	A field of bubbling tar pits looms before you. A vehicle makes a DC 10 Dexterity check. On a fail, it becomes restrained. At the start of each turn, the driver can make a successful DC 15 Strength check using the vehicle's Strength to free the vehicle.
6	You barrel toward a patch of Hell Sand. The vehicle's driver makes a Wisdom (Perception) check to spot and avoid it. On a fail, the vehicle spins out of control and finishes its move going in a random direction.
7	Piles of devil bones from some ancient battle litter the landscape in great mounds. The rumbling of your Infernal war machine threatens to cause an avalanche. Vehicles make a Dexterity check (Huge vehicles and bigger have disadvantage). On a fail, you trigger an avalanche, and take 5d4 bludgeoning damage. The terrain counts as difficult for the next 40 feet.
8	You come upon a sudden 15-foot drop off. A vehicle must make a DC 10 Dexterity check. A vehicle takes 8d4 bludgeoning damage on a failed save, or half as much damage on a successful one.
9	Columns of flame erupt all around you. A vehicle makes a DC 10 Dexterity check or take 8d6 fire damage. Embarked creatures that are exposed take half damage.
10	An infernal creature chases after you. The DM chooses the creature.
11	Spiked chains burst from the cracked ground to lash the hull of your Infernal war machine, making a melee attack against each embarked creature at +4 to hit, dealing 11 (2d6+4) bludgeoning damage.
12	You come upon a field of immense, teetering stones that seem to defy gravity. It seems to you that only a small bit of effort could bring them tumbling down. Each pillar has AC 17, and damage threshold of 35. If the damage threshold is exceeded, the pillar collapses in a random direction.
13	You speed toward the enormous, skeletal remains of some anonymous long-dead monster. The bones looming above you are ancient and brittle. A vehicle must make a DC 10 Strength check or crash.
14	You pass by what looks like an infernal war machine graveyard. A dozen or so derelict vehicle dot the landscape, some half buried in the gathered dust. If a vehicle dashes, it must make a DC 10 Dexterity check or crash into one of the derelict Infernal war machines.
15	Your Infernal war machine races through a cloud of bleak gnats. The infernal insects burst against the hull, shedding magical darkness around them for 2 rounds.
16-20	Relatively open expanse (no complication).

Mishaps

Infernal war machines are dangerous but temperamental machines. The hazards of Avernus's vast wastes and the onslaught of enemies are more than enough to push vehicles to breaking points.

Roll on the Mishaps table when one of the following occurs to a war machine:

- The war machine suffers a critical hit.
- The war machine takes an amount of damage from a single attack or effect equal to or greater than its mishap threshold value.
- A risky or difficult maneuver is attempted with the war machine (at the DM's discretion).

Mishaps

d20	Effect	Repair DC
1	Engine explosion! The vehicle's engine bursts into flame, dealing 6d6 fire damage to the vehicle and creatures embarked on the vehicle or within 10 feet of it. The vehicle immediately moves double its speed in a straight line. Until a repair is made, the vehicle takes 2d6 fire damage at the start of each of its turns.	20 (Str)
2	Steering mechanism locked! The vehicle cannot make turns, and automatically fails Dexterity checks and saving throws until a repair is made.	15 (Str)
3	Soul energy is bleeding out! The vehicle's speed is reduced by half until a repair is made.	15 (Dex)
4-6	Weapon destroyed! DM determines which weapon is no longer operational.	—
9	Caustic smoke! Thick smoke spews out from the Infernal war machine to engulf the creature occupying the helm. The creature takes 5 (2d4) acid damage. If its eyes are exposed, it is blinded until the end of its next turn.	—

10	Engine shriek! The Infernal war machine lets out a high-pitch scream that echoes in the minds in all who hear it. All creatures within 60 feet of the vehicle must succeed on a DC 15 Intelligence save or take 14 (3d6) psychic damage.	—
11-12	Damaged wheel! The vehicle's speed is reduced by 15 feet. The vehicle has disadvantage on Dexterity checks and saving throws until a repair is made.	15 (Dex)
13-16	Skid! The vehicle has disadvantage on all Dexterity checks and saving throws for 1 round.	—
16-19	Armor failure! The vehicle's AC is reduced by 2 until the armor is repaired.	10 (Str)
20	Flip! The vehicle jerks to one side, and rolls. All embarked creatures must succeed on a DC 20 Dexterity (Acrobatics) check or fall from the vehicle. Roll any die. On an even result, the war machine lands back on its wheels. On an odd result, the war machine lands on its back and requires a successful Strength (Athletics) check made as an action to be righted. The DC for the check equals 15 for a Large war machine, 20 for a Huge war machine, and 25 for a Gargantuan war machine.	—

Infernal War Machine Types

Demon Grinder

Huge vehicle (12,000 lb.)

Creature Capacity 8 Medium creatures

Cargo Capacity 1 ton

Armor Class 19

Hit Points 200 (damage threshold 10)

Mishap Threshold 20

Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	0	0	0

Damage Immunities fire, poison, psychic

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

Crushing Wheels. The Demon Grinder can move through the space of any Large or smaller creature. When it does, the creature must succeed on a DC 11 Dexterity saving throw or take 44 (4d10) bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 22 (4d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Magic Weapons. The Demon Grinder's weapon attacks are magical.

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

Station: Helm (1 crew)

Cover three-quarters (+5 AC)
Drive and steer the Demon Grinder.

Station: Chomper (1 crew)

Cover half (+2 AC and Dexterity saving throws)
Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 2) piercing damage. A target reduced to 0 hit points by this damage is ground to bits and spit out through pipes on both sides of the Demon Grinder. Any nonmagical items the target was holding or carrying are destroyed as well.

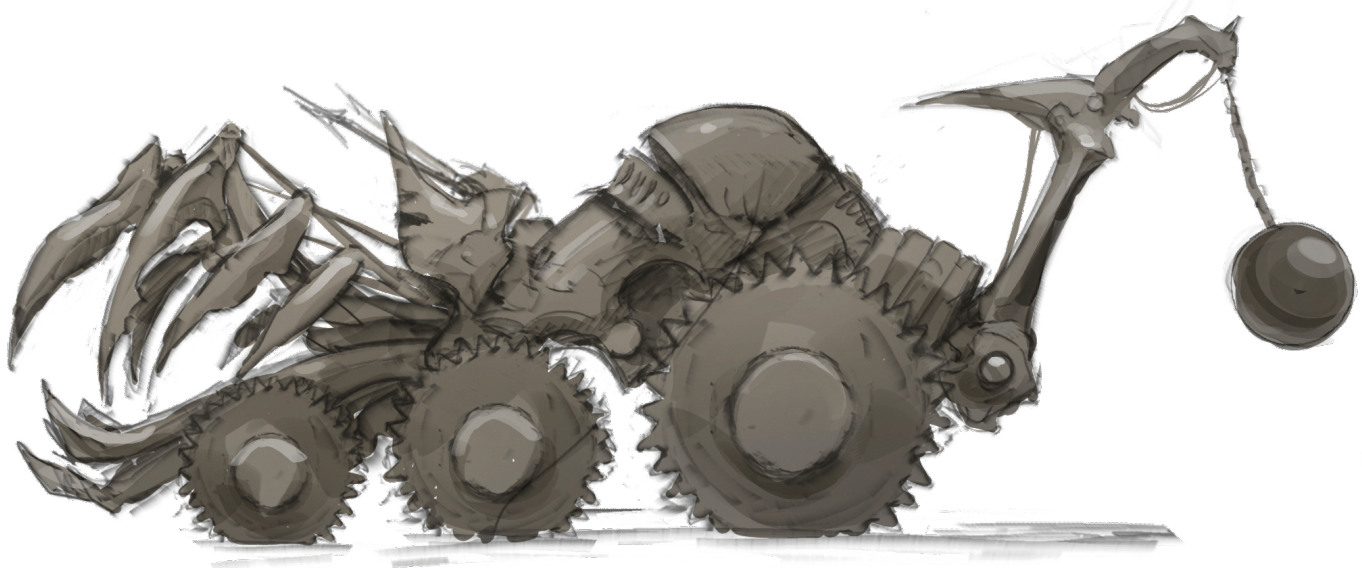
Station: Wrecking Ball (1 crew)

Cover half (+2 AC and Dexterity saving throws)
Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 40 (8d8 + 4) bludgeoning damage. Double the damage if the target is an object or a structure.

Station: Harpoon Flinger (1 crew; 2 stations)

Cover half (+2 AC and Dexterity saving throws)
Ammunition: 10 harpoons per station

Ranged Weapon Attack: +5 to hit, range 120 ft., one target. *Hit:* 11 (2d8) piercing damage.



Devil's Ride

Large vehicle (500 lb.)

Creature Capacity 1 Medium creature

Cargo Capacity 100 lb.

Armor Class 23 (19 while motionless)

Hit Points 30 (damage threshold 5)

Mishap Threshold 10

Speed 120 ft.

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

Damage Immunities fire, poison, psychic

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

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

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

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

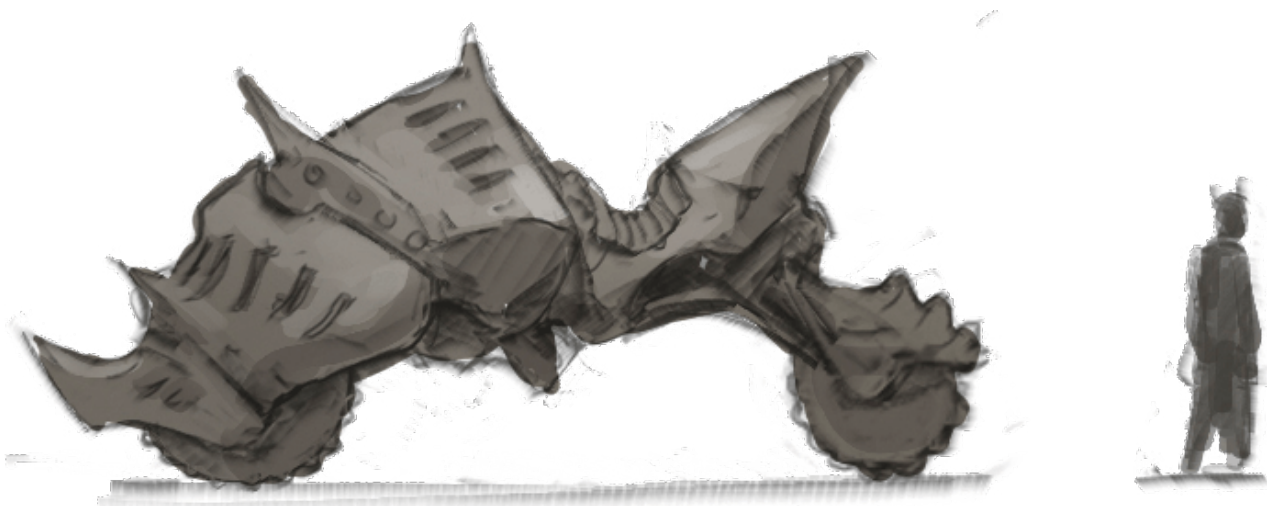
Station: Helm (Requires 1 Crew)

Cover half (+2 AC and Dexterity saving throws)

Drive and steer the Devil's Ride

Reaction

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



Tormentor

Huge vehicle (3,000 lb.)

Creature Capacity 4 Medium creatures

Cargo Capacity 500 lb.

Armor Class 21 (19 while motionless)

Hit Points 60 (damage threshold 10)

Mishap Threshold 20

Speed 100 ft.

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

Damage Immunities fire, poison, psychic

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

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

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

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

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

Station: Helm (1 crew)

Cover three-quarters (+5 AC)
Drive and steer the Tormentor.

Station: Harpoon Flinger (1 crew)

Cover half (+2 AC and Dexterity saving throws)
Ammunition: 10 harpoons

Ranged Weapon Attack: +7 to hit, range 120 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Reactions

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



Appendix D. Handouts

The following handouts are used during the adventure. Print at least one copy of each, though one copy of each per player is ideal.

Handout 1. War Machine Rules Summary

INFERNAL WAR MACHINES

RULES FOR PLAY

BASE WAR MACHINE

BASE WAR MACHINE
Huge land vehicle

Creature Capacity 8 Medium creatures
Cargo Capacity 10 tons
Armor Class 16
Hit Points 150 (damage threshold 10)
Mishap Threshold 35
Speed 100


STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	14 (+2)	1 (-5)	1 (-5)	1 (-5)

Damage Resistances cold, psychic; bludgeoning, piercing, slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities blinded, charmed, deafened, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious

CREATURE CAPACITY
The maximum amount of creatures that can fit onto the war machines

DAMAGE THRESHOLD
If a single attack deals less damage than the damage threshold, it is deflected

MISHAP THRESHOLD
If a single attack deals equal or greater damage than the mishap threshold, the war machine suffers a mishap



RIDING A WAR MACHINE

A war machine counts as difficult terrain (i.e. movement costs doubled).

Each war machine has **stations** that you can occupy. Entering a station costs all your movement, but leaving it costs none. Only one creature can fit into a station.

- The character in the **helm** station can use their movement to execute a **basic maneuver** and their action to perform an **attack maneuver** (see Helm Maneuvers).
- A character in a **weapon** station can use their action to make a **weapon attack** with that weapon.

All other creatures embarked on a war machine are considered to be riding on top of it, unless they choose to shelter inside as part of their movement. Characters inside the vehicle can't be targeted by attacks.

HELM MANEUVERS

A character in the Helm station can perform the following:

Basic Maneuver. A character in the helm station can use their **movement** to move the vehicle its speed. During this movement, they can take two turns of up to 90 degrees.

Attack Maneuver. A character in the helm station can use their **action** to perform one of the following:

- Ram** Move up to the vehicle's speed in a straight line, entering Large or smaller creatures' spaces. Each target must make a DC 18 Dexterity save. On a success, it is pushed 5 feet to the nearest unoccupied space. On a failure, it falls prone and takes 28 (8d6) damage. At the end of the move, the vehicle can ram an adjacent creature or object. **Attack:** the driver makes a Dexterity attack (land vehicles). **Hit:** the target takes 22 (4d10) bludgeoning damage and the attacker takes half damage.
- Sideswipe** **Target:** one vehicle at close range ahead. **Attack:** Strength check using the vehicle's Strength modifier contested by the target vehicle's Dexterity or Strength check. **Success:** target vehicle pushed into adjacent zone and passengers must succeed on DC 10 Strength check or fall prone.

SOUL COINS

As a bonus action, you can feed 1 soul coin to the machine to achieve one of the following effects:

- Increase the war machine's speed by 20 feet until the end of the character's next turn.
- The next time a weapon on the war machine deals damage before the end of the character's next turn, it deals an additional 10 force damage.
- The infernal war machine regains 20 hit points.

STATION COVER

A creature manning a station has cover:

- The helm station has three-quarter cover (+5 AC and Dexterity saving throws).
- Each weapon station has half-cover (+2 AC and Dexterity saving throws).

If a creature occupying a station is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

Appendix E. Magic Item and Story Award Handouts

Magic Item: Hellrider's Badge - Klysandral's Champion

Wondrous item, rare (requires attunement by someone designated by Duke Ulder Ravengard)

A Hellrider's Badge is only usable by a member of the Hellriders, and thanks to your efforts during Klysandral's funeral and the subsequent escape from Avernus you have been awarded honorary membership by Duke Ulder Ravengard himself. This badge marks you as a lieutenant in the Hellriders.

While wearing the badge, you gain a +2 bonus to AC if you aren't using a shield.

If the badge is more than 5 feet away from you for more than one minute, it vanishes and harmlessly reappears on a surface within 5 feet of Duke Ravengard. While holding the badge, the Duke know your location, provided the two of you are on the same plane of existence and your attunement to the badge hasn't ended.

As an action, the Duke can touch the badge and end your attunement to it, as he has been granted this power by Elturel despite not being a Hellrider himself.

Special

If you wish to take the Hellriders or Flaming Fist as your faction, you may do so. Additionally, this badge is made from the bones of Klysandral himself, counts as a holy reliquary, and may be used as a holy symbol of Torm if needed.

Despite its rarity, the *Hellrider's Badge* can be equipped by anyone that has it earned it via playing DDEP09-02 *Hellfire Requiem*.

Story Award: Marked by Bel

You agreed to make a deal with Bel or one of his minions. Your soul is now forfeit; if you die, you can only be restored to life via a *wish* or *true resurrection* spell, after which you can remove this award. Similarly, you regain hit dice at half the normal rate. However, Bel has granted you some special powers in exchange for this self-sacrifice:

Bel's Blessings

Cost	Benefit
1 Hit Die	Reroll a failed saving throw or an attack roll that missed its target
2 Hit Dice	You grow leathery wings and a flight speed of 20 ft. for 1 minute
3 Hit Dice	You may spend a bonus action to turn devils that are faithful to Zariel as if they were undead and you were using the Channel Divinity: Turn Undead cleric class feature. This has no effect on other creatures, or on devils that are devoted to an archdevil other than Zariel. You do not need to be a cleric to use this ability, nor do you need to wield a holy symbol—when you perform this profane rite, Bel's sigil materializes above your head and glows with purple light.
5 Hit Dice	Bel delivers one common or uncommon permanent magic item to you. This item does not count against your magic item limit, and you may use this item for one hour at which time it crumbles to dust as it is reclaimed by the archdevil.
8 Hit Dice	Bel delivers one rare magic permanent magic item to you, or one uncommon consumable magic item. This item does not count against your magic item limit, and you may use this item for one hour at which time it crumbles to dust as it is reclaimed by the archdevil.

Appendix F. Administrator Guide

This section provides guidance on running *Infernal Pursuits* as a D&D Epic™ event for your game day or convention.

Participants

The adventure requires the following participants.

Four or More Groups

A minimum of four groups is needed.

- Each group requires 3-7 players. All players in a group must belong to the same tier (i.e. level 1-4 at tier 1 or level 5-10 at tier 2).
- There's no limit to how many groups can participate, though this adventure functions best with 4-6 tables of each tier, as having fewer will lead to missed opportunities and having more may weaken the impact of the narrative.
- At least one group must represent each tier.

Dungeon Masters (one per Group)

Each table has one Dungeon Master. Dungeon Masters should read this adventure beforehand and prepare all encounters listed.

Guest Dungeon Masters (2)

The guest Dungeon Master runs special quests 1 and 2. It's possible that these quests may be run simultaneously, so having 2 guest Dungeon Masters is strongly recommended.

2 Administrators

The administrators adjudicate interactive events and answers questions posed by DMs.

- One administrator performs the role of the head DM (also referred to as Commander), tallying results as the table captains report them
- One administrator performs the role of Bel.

Setup

The following steps are important for ensuring the event runs smoothly.

Step 1. Prepare Headquarters

Headquarters (or "HQ") is an area set aside for the administrative staff.

- The commander needs a clock or stopwatch, a pen or pencil, and at least one copy of this adventure.
- A receptacle for collecting soul coins should be placed at HQ.
- The commander should have the **order of events** from the end of this appendix ready.

Step 2. Prepare Tables

One table is required for each group. All tables need a good view of HQ, so they can see and hear the commander's updates. Be sure to print one copy of the Orders handout in this section for every table, as you'll need to deliver this at the beginning of Part 3.

Step 3. Muster Groups

During muster, players are assigned to Dungeon Masters and tables.

Step 4. Play!

When play begins, the commander reads the briefing aloud to the assembled players (see "Order of Events", below).

Interactive Elements

As a D&D Epics™ event, *Hellfire Requiem* features several opportunities for players to interact with other tables. The administrative team must be ready to coordinate these interactive elements.

Special Quests

Two special quests are introduced throughout the event (see “Order of Events”). When a special quest is announced, the administrators call for volunteers from across the assembled tables. These volunteers leave their groups and move to a special table where a guest DM runs them through the encounter. The two quests on offer are detailed under “Special Quests”, below.

Table Tracking

Total # of Tables: _____

Tables at Tier 1: _____

Tables at Tier 2: _____

Tables in Part 2a: _____

Tables in Part 2b: _____

Tables in Part 2c: _____

Tables in Part 2d: _____

Tables in Part 3a: _____

Tables in Part 3b: _____

Interactive Results – HQ Tracking

Interactive Event	Result	Earned?
2a. Locate Renegade Cult Members	One-half of the requirements to unlock Quest 1	Y // N
2a. Return the Dagger	Builds Gogrin’s trust in Quest 1	Y // N
2b. Rescue Cult Prisoners	One-half of the requirements to unlock Quest 2	Y // N
2b. Recover Hellrider Badges	Divide the number of badges returned by the number of tables and hand them out with the orders in Part 3.	# _____
2c. Secure Klysandral’s Remains	The ghost of Klysandral approves of the characters. It can be summoned once per table during part 3; if it is, it eliminates the strongest devil or undead creature (CR 12 or less) present with a powerful divine smite.	Y // N
2d. Secure the <i>Demonwing</i>	If the characters secured the <i>Demonwing</i> , Emirikol is free to focus on protecting the mourners at the funeral. If they did not, only the the Hellriders and Flaming Fist survive to see the events of Part 3.	Y // N
2d. Destroy Hellwasps	The hellwasps interfere in Part 3 unless destroyed in Part 2d.	Y // N
3b. Destroy Pylons	If at least half of the pylons are destroyed, the characters can escape Avernus. Otherwise, they are stuck here at the end of the adventure.	Y // N
Quest 1. Dire Gears	If any dire gears remain, the area is stuck in Avernus—even if the characters escape.	Y // N
Quest 2. Negotiate with the Cult of the Dragon	If the characters secured the aid of the Cult, they summon a group of abishai to assist the evacuation in Part 3. These abishai have inflicted 30 points of damage to each of the pylons in Part 3b.	Y // N

Mission Tracking & Notes

Part 2a. Fortress Grounds

- **Primary Mission.** Locate and destroy the renegade members of the Cult of the Dragon. [all tables must complete]
- **Secondary Mission.** Return the dagger to Gogrin. [at least 1 table must complete]

Part 2b. The Temple

- **Primary Mission.** Rescue the Cult of the Dragon prisoners. [at least 1 table must complete]
- **Secondary Mission.** Recover as many Hellrider badges as possible. [record the number recovered; these are handed out in Part 3]

Part 2c. The Catacombs

- **Primary Mission.** Protect Klysandra's body. [at least half of all tables must complete]

Part 2d. The Caverns

- **Primary Mission.** Secure passage to the *Demonwing*. [at least 1 table must complete]
- **Secondary Mission.** Destroy the hellwasp nest. [all tables must complete]

Part 3a. Precious Cargo

- **Primary Mission.** None

Part 3b. Crowd Control

- **Primary Mission.** Destroy at least one pylon. [there are as many pylons as there are tables; at least half of the pylons must be destroyed]

Special Quest 1. Dire Gears

- **Primary Mission.** Destroy all four dire gears [all four must be destroyed by a single table]

Special Quest 2. Negotiate with the Cult of the Dragon

- **Primary Mission.** Identify the traitor to the Cult of the Dragon [the traitor must be surrendered to the Cult to complete this]

Handout. Orders for Part 3 (delivered by Commander)

Interactive Event	Result	Earned?
2b. Recover Hellrider Badges	Duke Ulder Ravengard deputizes those that receive these <i>Hellrider Badges</i> .	#_____
2c. Secure Klysandral's Remains	The ghost of Klysandral approves of the characters. It can be summoned once per table during part 3; if it is, it eliminates the strongest fiend or undead creature (CR 12 or less) present with a powerful divine smite.	Y // N
2d. Destroy Hellwasps	The hellwasps interfere in Part 3 unless destroyed in Part 2d.	Y // N
Quest 2. Negotiate with the Cult of the Dragon	If the characters secured the aid of the Cult, they summon a group of abishai to assist the evacuation in Part 3. These abishai have inflicted 30 points of damage to each of the pylons in Part 3b.	Y // N

Your group has been assigned to (circle one):

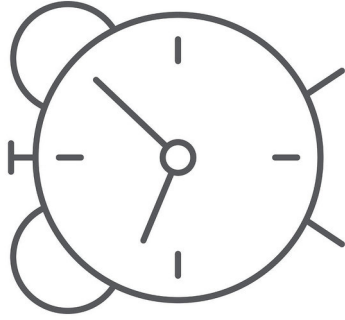
Part 3a. Precious Cargo

Part 3b. Crowd Control

Treasure

Be sure to give the potions to the characters!

Part 1
The Celebration



Part 1. 60 minutes
Interlude. 5 minutes
Part 2. 120 minutes
Part 3. 45 minutes

Interlude

Part 2a
The Fortress
Grounds

Part 2b
The Temple

Part 2c
The Catacombs

Part 2d
The Caverns

Part 3a
Precious Cargo

Part 3b
Crowd Control

Conclusion

Quest 1: Dire Gears

Occurs During: part 2

The area outside the cathedral is teeming with devils—you will need to destroy them and their infernal chains if you wish to escape!

Prerequisite. There is no prerequisite for this quest. It can be run any time during part 2.

Crossing the Battlefield

Once the characters decide to embark upon this quest, Duke Ulder Ravengard calls for them:

“What you are about to do is immensely dangerous. I need to stay with my people, but please, I beg you, take this for good measure.”

He smiles sadly and continues, “I will keep this half of the *sending stone*. If anything—*anything*—goes wrong, we need to know about it. Now go: destroy those vile things!”

The land surrounding the fortress is a strange mix of Faerun and Avernus—not entirely one or the other, but a dangerous mix of the two. Strange rubble has burst through the ground; some of this is composed of broken stones and useless chunks of armor or carriages, but several infernal war machines can be salvaged.

Treasure. The satchel holds a number of clanking vials. There are four vials of holy water and three potions (tier 1: *potions of healing*; tier 2: *potions of greater healing*). It also holds a single *sending stone*, as the Duke retains the other half.

No Metal, Only Flesh. Duke Ravengard can ensure that battle-trained warhorses are available if the characters prefer to not use the infernal war machines. If the characters choose to use the horses, they are affected by *Hellrider’s blessing*; this customized *bless* spell lasts for the duration of this quest or until the characters call for help—whichever happens first.

Salvage the Machines. Three **Devil’s Ride** infernal war machines can be unearthed from

the rubble. They have each suffered a mishap (see the **Mishaps** table and **Repair** sections of **Appendix C**). These machines must be repaired before they can be used. They each have enough fuel (lingering energy from an already-inserted *soul coin*) remaining to power the machine for three hours.

Getting to the Dire Gears. If the characters do not have access to the infernal war machines or if these machines are non-functional, they have one random encounter before arriving at each dire gear location. If they have the infernal war machines, they can bypass the encounter—but be sure to narrate what they see!

Avernus Battlefield Encounters

d4	Encounter
1	Tier 1: 1 hellwasp Tier 2: 1 bearded devil and 1 merregon
2	Tier 1: 1 merregon Tier 2: 2 or 3 erinyes
3	Tier 1: 5 nupperibos Tier 2: 1 or 2 chain devils
4	Tier 1: 1 or 2 bearded devils Tier 2: 3 hellwasps

Breaking the Chains

Infernal chains wind through terrible gears to bind the interior of the hellcyst to the grounds around the temple. If unbroken, these chains will drag everything permanently into Avernus.

A massive, clanking chain rises from what looks like a scab-covered conch shell, rising far into the air and anchoring itself in the wall of the hellcyst. Every few moments, one of the links grinds back into the shell and you can feel the entire area being dragged down into Avernus.

To complete this quest, the characters must destroy the chain and gear at their location. If

they finish early, they may move on to another chain (see **Traveling Between Anchors**, below) or into the levels below the temple.

Setup

Four massive, foul dire gears have taken root in the ground. From them extend infernal chains through the interior of the hellcyst and deep underground, piercing reality itself and dragging the area to Avernus.

Creatures/NPCs

Each chain location includes the following features:

- **Chain devils** (Tier 1: one / Tier 2: three)
- One **chain devil** overseer (both tiers: one chain devil, but increase its hit points to 100 and AC to 18)
- One dire gear with infernal chain

Infernal Chain. An infernal chain is an extension of Avernus itself. They have an AC of 14, 100 hit points, and only take damage from magical weapons or spells or magical effects that use force damage, and are immune to all conditions. However, a single application of holy water or a *bless* makes them brittle and removes the chain's damage resistance to non-magical weapons; once so-affected, a single point of damage will shatter the chain.

Dire Gear. A dire gear is a piece of fiendish machinery, cursed to function until all of its bonded chain devils (see Creatures/NPCs) have been destroyed. If there is no infernal chain attached to the dire gear, a new chain is spontaneously generated in 1d10 minutes (maximum of one per hour) and a new crew of bonded chain devils is summoned from Avernus. A dire gear can't be destroyed until all of its bonded chain devils have been destroyed.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak or Weak:** Remove one chain devil and add two imps.

- **Strong:** Add one chain devil.
- **Very Strong:** As Strong, and add either one complex trap (*Xanathar's Guide to Everything*) or grant the chain devils the **pack tactics** trait (the chain devil has advantage on an attack roll against a creature if at least one of the chain devil's allies is within 5 feet of the creature and isn't incapacitated).

A Plethora of Chains

Chain devils have the ability to animate chains of any length. It can be safely assumed that there are plenty of pieces of scrap chain in the vicinity, but be careful to overwhelm the characters—they should be challenged here, not disheartened. Even so, these chains could certainly be used to deter flying creatures with ease!

Traveling Between Dire Gears

If there is time, the characters are free to assault another dire gear. Traveling across the battlefield is not without its hazards, though—devils, hazards, and villains alike may challenge the characters. See the **Avernus Battlefield Encounters** table earlier in this Quest for details.

Fading Chances of Success. If it looks like the characters may not successfully destroy the dire gears, remind them that they can report back to the Duke through the *sending stone* and beg for another team to address the remaining gears. This may only happen once.

Treasure

The first chain devil overseer that the characters defeat carries a number of *soul coins* equal to the number of characters present. Each chain devil overseer after this carries a single *soul coin* and one item that you chose from the following list:

- (tier 1 or 2) *potion of greater healing*
- (tier 2) *spell scroll of blight* (DC 15)

Completing Objectives

The characters must destroy four dire gears in order to succeed on this Quest. If they called for the Duke's aid, his Hellriders destroy one of the dire gears but they all die in the process.

Quest 2: Negotiating with the Cult of the Dragon

Occurs During: part 2

Once the Cult of the Dragon survivors have been rescued and the fiendish dagger has been recovered, they may be more open about why they chose to attend Klysandral's funeral.

Prerequisite. This quest can be run any time during part 2, but only after the Commander announces that the dagger has been recovered. Characters of either tier can partake in this Quest.

Bound by Failure

The Cult of the Dragon strongly desires to bring Tiamat into the world, but recent defeats have taught them that this plan is not yet ready to be executed. They have been busying themselves with shoring up their power and re-amassing their hoards.

Unfortunately, the Red Wizards of Thay are keenly aware of this and have been taking steps to prevent the Cult from coming back into power. During this Quest, the characters will have an opportunity to learn what the Cult wants—and who here at the funeral is undermining not only them, but is responsible for sending the entire congregation to Avernus!

My Notes

- Gogrin Hagger is seeking a traitor to the Cult and believes that one of the 3 rescued people may be one of them
- Visarya Sijella believes that Gogrin is the traitor
- Emin, Luzia, and Paven are junior cultists but are quite dedicated to the cause.

Ultimately, Visarya is revealed as a member of the Red Wizards of Thay, and responsible for brokering the messages and ritual castings needed to bring this place to Avernus.

- Visarya can be sacrificed to Krull for a bonus

Introduction

Discuss with the Commander which Cultists are still alive, and edit the following as needed:

Gogrin, the dour dwarven warpriest and member of the Cult of the Dragon, has a broken smile splayed across his face as he addresses you.

"You've recovered my children, and I thank you for that. However, I'm certain that one among them is not what they seem—they would tear apart the Cult from the inside. Who, though?"

As the assembled people shuffle uneasily, Visarya Sijella steps forward and scowls at Gogrin.

"Truly, one of us is casting stones. Aim carefully, friend."

To complete this quest, the characters must determine which of the five members of the Cult of the Dragon is not what they appear to be. Creative use of spells and effects like *zone of truth* may bring this Quest to a quick end, which is absolutely fine—if this happens, feel free to extend the roleplay opportunity here or bring the characters back into the adventure's main action.

Setup

The five members of the Cult of the Dragon are extremely uneasy. The three prisoners from the Temple (Emin, Luzia, and Paven) are being accused of being traitors by senior cultist Gogrin—who is in turn being accused by Visarya.

Creatures/NPCs

The five cultists are summarized as-follows:

- **Emin Caulflame.** Emin is a new recruit for the Cult of the Dragon and hails from Baldur's Gate. He's heard tales of dragons all his life and chose to forego his family's treasures in favor of seeking a draconic hoard and a life of

servitude. He is smitten with Luzia and will follow her anywhere. He swears that he's a Cult member, but a DC 10 Wisdom (Insight) check confirms that to be a half-truth.

- **Luzia Dellentharr.** Luzia is a bitter woman from Baldur's Gate. She grew up on the streets and was briefly involved with Thalan when he first arrived in the city. He joined the Flaming Fist while she joined the Cult of the Dragon because of the tales that Paven shared with her. Despite her outer manners, she is a fierce defender of her friends. However, she doesn't trust Visarya as she's never met her before. She does trust Paven, though, despite only knowing him a few weeks. A DC 10 Wisdom (Insight) check confirms her tales.
- **Paven Grandellak.** Paven is a silver-tongued conniver, and a warlock in training, devoted to Tiamat. He "recruited" Luzia when he was in Baldur's Gate a few weeks ago by telling her that she would be welcome to accompany him on his journey to join the Cult of the Dragon. He staunchly believes that all races are "lesser" when compared to dragons. A DC 14 Wisdom (Insight) check confirms his stories.
- **Gogrin Hagger.** Gogrin has no time for lies or trickery, and prefers instead to use blunt truth in his speech. He is unaware of Visarya and claims that she can't be trusted, and that Emin, Luzia, and Paven are innocent bystanders, merely pursuing their faith. He adds that they haven't been fully inducted and are really just "children playing at war". A DC 10 Wisdom (Insight) check confirms this.
- **Visarya Sijella.** Visarya claims to be the lead recruiter for the Cult of the Dragon in this region. She has spent her life in servitude to an ancient black dragon ("I dare not invoke his name; as my patron, his might would dwarf the challenges we already face"). She has advantage on Charisma-based checks due to her deals with Asmodeus, and fidgets with an ornate dagger later in the conversation. This dagger is an exact match to the one that the characters found in Part 2a, and if Gogrin sees it, he flies into a rage, flinging accusations and

insults. A DC 16 Wisdom (Insight) check can confirm that she isn't telling the truth, and if appropriately threatened will admit to recruiting junior Red Wizards of Thay to cast the ritual that shifted the entire region to Avernus. She does not care if she lives or dies, as her plot is already in motion. When frustrated, she mutters "Tam's will!"

- **Thalan.** If Thalan is alive, he wastes no time begging for his life once Visarya begins speaking. He rolls up his sleeve and shows the sigil of Asmodeus, and he accuses her of being the archdevil's agent.

Interactive Opportunity

If your event has additional support personnel or a focus on costumes and immersive roleplaying, you may wish to consider having each of these NPCs played by a dedicated person. This will more appropriately communicate the tense stand-off that has developed here and will become a very memorable scene for your players!

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **The Players Don't Like to Roleplay:** Be ready to suggest that they use their skills to bolster their roleplaying abilities.
- **Red Wizards:** If one or more of the characters are affiliated in some way with the Red Wizards of Thay, they may already know that Visarya is one of their agents.
- **Kill 'em All!** Some characters are simply going to demand the elimination of all of the Cultists. The Hellriders here aren't necessarily opposed, but Duke Ravengard is the person in charge here and forbids such a sweeping action, instead demanding that "this mess get sorted out and quickly".

Hard Decision: What to do with Thalán and Visarya?

Once Visarya is revealed as an agent of the Red Wizards of Thay, the characters must determine what to do with her. Some options include:

- Surrender her to the Hellriders
- Surrender her to the Cult of the Dragon
- The characters could execute her
- Any other reasonable solution

Rewards

The Cultists have little to give, but if Visarya was given to the Cult of the Dragon, the Cult offers their full support in Part 3.

Completing Objectives

Regardless of whomever the characters determine is the traitor to the Cult of the Dragon, the Quest ends when the decision is made. Send the Table Captain to the Commander and report in with the group's decision!