



PIPYAP'S GUIDE TO ALL OF THE NINE HELLS



***HOW TO UNFRIEND DEVILS AND MAKE A LOT OF ENEMIES
PIPYAP, PROBABLY***



PIFYAP'S GUIDE TO ALL OF THE NINE HELLS





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*Information on soul coins can be found in
Baldur's Gate: Descent into Avernus*

ABOUT THIS BOOK

The idea for this book started at Origins 2018 as the Admins walked down a hallway with Chris Lindsay and Satine Phoenix. We were looking for a quiet place to play a game Satine was test running for the Admin's streaming characters, which was to debut later that year at Gamehole Con. We had a bag of cookies with us and someone asked for the cookie bag because they NEEDED a cookie. Secret Project Cookie Bag was born in that moment. What if there was a magical bag that could grant your fondest wish; give you what you want, even if it's not always the best idea? Well, for everyone's favorite, loveable imp Pipyap, it would be filled with endless cookies that if he ate them, would allow him to never have to go back to the Nine Hells again. We hope that as you peruse Pipyap's Guide to All of the Nine Hells, you find your fondest wish within; even if you are going to Hell...

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

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Disclaimer: Pipyap is not responsible for lost souls, bartered souls, traded souls, bruised souls, discounted souls, or let's face it, pretty much anything you choose to do, or tricked into doing, with your soul. After all, Pipyap doesn't have one of his own, so how could you expect him to look after yours?



CHAPTER 1: USING PIPYAP'S GUIDE

Pipyap's Guide is intended to be a companion to *Baldur's Gate Descent Into Avernus* that you can use to flesh out that campaign or make your own games, all while being useful for your D&D Adventurers League characters.

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure's level range, unless pregenerated characters are provided (*DDAL00-11a Reunited and It Feels So Good*).

PREPARING THE ADVENTURE

Before you start play, consider the following:

- You will need a *Monster Manual* or access to the free Basic Rules to run many of these adventures. Stat blocks found in the *Monster Manual* have not been reprinted.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battle maps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception) and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)



NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO THE ANNUAL STORYLINE?

<http://dndadventurersleague.org/storyline-seasons/descent-into-avarnus/>

https://dnd.wizards.com/products/tabletop-games/rpg-products/baldursgate_descent



Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether they completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.



ADJUSTING THIS ADVENTURE

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

DETERMINING PARTY STRENGTH

Party Composition	Party	Strength
3-4 characters	APL less than	Very weak
3-4 characters	APL equivalent	Weak
3-4 characters	APL greater than	Average
5 characters	APL less than	Weak
5 characters	APL equivalent	Average
5 characters	APL greater than	Strong
6-7 characters	APL less than	Average
6-7 characters	APL equivalent	Strong
6-7 characters	APL greater than	Very strong

CHAPTER 2: ALL OF THE NINE HELLS

PLANNING A TRIP TO THE NINE HELLS? Here is an overview of everything you might find there; from a look at the Lord of each layer, notable denizens, and key locations that enable you to bring your adventures to Hell.

AVERNUS, THE FIRST

Avernus is a stony wasteland littered with crushed bones, shattered armor and weapons, and ruined siege engines; debris from the eternal war waged in the Lower Planes between devils and demons known as The Blood War.

PIFYAP ON AVERNUS

OKAY, I KNOW I SAID THIS WAS A GLIDE TO ALL OF THE NINE HELLS BUT THOSE FOLKS AT WIZARDS OF THE COAST ALREADY WROTE AN ENTIRE BOOK ON IT AND WELL, I DON'T FEEL LIKE DOING IT ALL AGAIN. GO CHECK OUT BALDUR'S GATE: DESCENT INTO AVERNUS FOR THE LOW DOWN.





DIS, THE SECOND

Dis is a layer defined, and defied, by its presence: its city of the same name occupies nearly the entirety of the plane and a ring of impassable mountains lines its outer edge. A visitor's eye is constantly pulled towards the city, but the dizzying array of details clouds the secrets that this place contains.

Dispater rules this place, and in recent decades has made pointed efforts to both repair past relationships with his adversaries and to politely yet definitively distance himself from his allies. He sees potential betrayal everywhere and trusts no one.

The city of Dis reflects this by carrying out his commands for constant construction and fortification. Incessant noises pervade every corner and alleyway, including the sound of hammers meeting anvils, billows, and the screeches of the damned. Streets are laid and torn out in the same day, and buildings seemingly change shape, structure, and material overnight. The constant chaos becomes its own sort of law, in a strange and confusing way, and is accepted by the residents as a simple fact of life.

PIPYAP ON DISPATER

Y'KNOW THAT OLD PHRASE "ALL WORK AND NO PLAY MAKES YOU DULL"? WELL, THAT'S DISPATER TO. A. T. THIS GUY IS NO FLN. ALWAYS SCHEMING, ALWAYS SEEING SOME NASTINESS, IT'S AN INSPIRATION. HE GOT TO THIS POSITION THROUGH SAFETY, AND BY "SAFETY" I MEAN "SENDING OTHER DEVILS TO DO THE STABBING FOR HIM." I LOVE IT!

GOTTA HAND IT TO HIM: HE'S GOT A REALLY WRETCHED THING GOING. AND I MEAN THAT IN THE BEST WAY. DOESN'T MEAN I TRUST HIM, THOUGH, AND NEITHER SHOULD YOU.



THE LORD OF DIS

Paranoid to the extreme and wickedly intelligent, Dispater rules his fiendish land through subterfuge, espionage, and fantastically devastating weaponry.

He prefers to deliver his commands and decrees through enchanted, trapped imps to ensure that only the intended recipient can learn the message's contents. While he has a nearly unlimited number of these imps to choose from, he prefers a specific

trio as they have served him well during his reign: Bezo, Cheka, and Ump. Whatever sets these apart from the rest of their winged ilk is a fact known only to him, though some surmise that these imps were once infernal guides that harvested more secrets than can be counted.

NOTABLE DENIZENS

Many of the residents of Dis believe themselves to be notable, but it's as they say: it's all in the eye of the beholder.

THE STREET OF GODS

The Street of Gods is a brilliantly decorated avenue in the city of Dis. Unlike the rest of the city, it is brightly lit and in perfect repair. To the unprepared, it appears to stretch infinitely to the east and west simultaneously. While here, a creature is likely to run across any number of self-described "gods" from all manner of worlds. These creatures are powerful mortals, demigods, scheming fiends, or something else entirely, but they are all truly powerful creatures. Some potential samples include:

- Urz'll'tak'sta, deity of enunciation
- Minu, deity of perfect cookies
- Artellus the Inevitable, deity of entropy

ADVENTURERS
LEAGUE

ROLEPLAYING THE LORD

Ideal. Secrets. "There is no harm in harboring secrets—only in revealing them. Bury something deep enough and everyone becomes equal."

Bond. Secrets. "There is power in the unknown, and it is power that I control and channel. The path to the end of the game that is the planar order can only be gleaned through the acquisition of the secrets that power and drive the players."

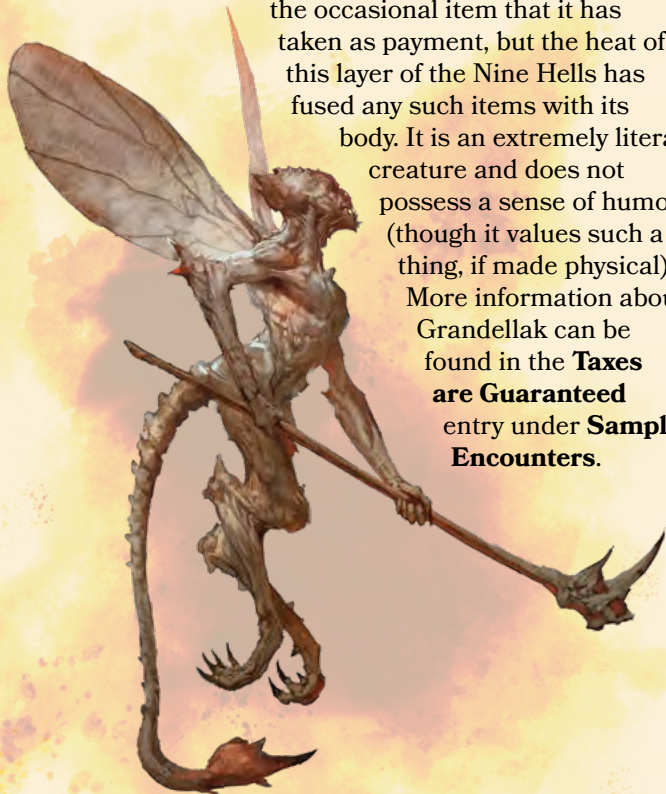
Flaw. Secrets. "Once I learn that something is truly hidden, I can't deviate from discovering its full truth."



GRANDELLAK

The tax collectors of Dis also serve as its guards. Known collectively as the Calbalkan, they are led by a **bone devil** known as Grandellak.

Grandellak has served Dispaten as the chief tax collector for decades, having replaced the previous chief tax collector due to undiscussed reasons. The bone devil's form is studded with coins, gems, and the occasional item that it has taken as payment, but the heat of this layer of the Nine Hells has fused any such items with its body. It is an extremely literal creature and does not possess a sense of humor (though it values such a thing, if made physical). More information about Grandellak can be found in the **Taxes are Guaranteed** entry under **Sample Encounters**.



KEY LOCATIONS

The surface of Dis is interrupted frequently by spiked walls, soot-belching factories, and dismal clouds of damned souls. It is by far the most industrialized area of the Nine Hells, and nestled away inside the warehouses, smiths, and delivery lanes are secrets from more races and worlds than can be truly counted.

THE CITY OF DIS

The staggeringly massive city of Dis comprises nearly the entirety of the layer of Dis. Visitors to this part of the Nine Hells are often confused by the shared name, but quickly realize that this is because Dispaten, the ruler of Dis, relies heavily on the trade of secrets to keep his position of power.

If outside the walls, the city appears to be perpetually on the horizon. Regardless of what direction or how long a creature might travel, the city never appears to be any closer—until the creature is simply engulfed by the city. This takes place without the traveler even realizing it; they

PIPYAP ON GRANDELLAK

YOU EVER SEE AN IRON GOLEM MADE OF BONES? HOW ABOUT ONE WITH WINGS AND A GREAT BIG STINGER AT THE END OF ITS STUPID TAIL? NO? WELL, YOU AIN'T MET GRANDELLAK

'OL GRAN - CALL IT THAT, F'R REAL, DO IT - IS A HOOT. I PROMISE. LOVES THE JOKES. SURE, IT'S A BONE DEVIL BUT WE'VE ALL HAD BAD DAYS, TOO. IT'S BEEN IN THE CALBALKAN FOR SO LONG AND IS SAID TO BE SO SUCCESSFUL THAT ONLY 1% OF YOUR WORDS WILL GET THROUGH TO ITS HEAD ANYWAYS. ALL THE INTENSE HEAT AND NASTINESS HERE HAS FUSED THE TAXES THAT ITS COLLECTED RIGHT TO ITS BONES, SO IT CARRIES ITS WEALTH WHEREVER IT GOES!

simply blink and they're amidst the utterly confusing urban sprawl, surrounded by pitted iron walls and sour-looking devils attempting to conduct their daily business.

Once inside, the city's nature is simple enough to discern; it harbors secrets. Trade is primarily composed of smelting, smithing, and forging, but using techniques that aren't commonly known to the mortal worlds. The streets are nearly impossible to map, as any cartographer that completes their task finds that their works are outdated by the time they finish. Work never stops as groups of devils work day-in and day-out, sweating and groaning as they attempt to finish their never-ending task list of building and repairing the perpetually crumbling and expanding infrastructure to meet Dispaten's increasingly paranoid demands.

The city has oddly found itself to be the destination for many planar travelers. Its strict adherence to the letter of the law combined with the rigid, militaristic mindset of the devils that dwell here often leaves the mortals with a standard expectation of how to proceed with their daily routines without running afoul of unexpected circumstances. Despite Asmodeus' decree that only Avernus can be teleported or plane shifted to, seekers of secrets often make their way here and eke out a relatively safe existence... so long as they abide by Dispaten's demands.



MENTIRI

Secreted away somewhere in the city of Dis lies Mentiri, Dispater's divine prison for those that oppose him.

Mentiri's physical appearance defies description, as every creature perceives it differently. For some, it's a house of worship on the outside that leads to a winding, unending labyrinth of complex theological choices; for others, it's a general stone-walled dungeon and torture complex, filled with the souls of the damned. Only those that are incarcerated to this place know its true form.

Mentiri's Form. Once remanded to Mentiri, a creature realizes the place's true form to be that of an infinite prison. Cellblocks stretch unendingly in every surreal direction, defying gravity and physics in an ever-expanding, dizzying array of torment. Devils of all types patrol the grounds, though bone devils and horned devils are the most numerous; they move from cell to cell, torturing the inhabitant until they declare their allegiance to Dispater and become lawful evil. Some theorize that Mentiri is an ancient creature or some primal power that predates Dispater, and that it's trapped here due to a contract dispute with the paranoid archdevil.

THE GARDEN OF DELIGHTS

In the center of the city of Dis lies a walled paradise: The Garden of Delights. This place is filled with lavish, colorful decorations, and features all manner of relaxations, from unending buffets of the choicest, rarest foods to piles of silk pillows to gently splashing waterfalls, the idyllic scenes are a welcome respite from the rampant smog and crushing feel of the fiendish city outside.

The residents of the Garden are presented as humans, elves, and other mortal races. Be they chef, minstrel, performer, or seneschal, these assistants are always ready to provide comfort and succor to a visitor. They always know the creature's favorite foods and drinks, making it clear that visitors are welcome to stay as long as they like for no cost.

Wise creatures wonder if these elements are too good to be true, and with a DC 24 Wisdom saving throw they realize that this place is simply an illusion; any creature with a passive Wisdom (Insight) of 18 or higher has advantage on this saving throw. This saving throw can only be attempted once per day. Attempting to leave requires a successful DC 30 Wisdom saving throw; those that know of the place's status as a series of interconnected illusions have advantage on the saving throw. A creature can be compelled to leave if commanded by a powerful devil, one of the efreeti that govern here, or are subjected to another

character's Persuasion check (opposed by their own Wisdom save or Insight check).

Corruption. The Garden is governed by a trio of malicious efreeti that seek to corrupt and pervert the souls of those that visit this place. Upon entering this place, and at dawn each day thereafter, the character's saving throws are all reduced by 1; this penalty is eliminated if they leave the Garden. Additionally, at dawn a creature must also succeed on a DC 12 Wisdom saving throw or succumb to the call of the Garden of Delights; should this happen, the character's soul is removed and turned into a *soul coin**, and the character is permanently retired from play unless that specific coin is acquired and Dispater, Mahadi, or another suitably powerful devil is convinced to bind the soul trapped in the coin back to the deceased's body.

SAMPLE ENCOUNTERS

The urbanized layer of Dis is more lawful than a traveler may initially expect, but true to its devilish origin it quickly becomes apparent that laws can be interpreted in several ways.

DARK CLOUDS

Clouds of **specters** silently gather in the skies and the low points of Dis. Often, these clouds sit silent and sullen, but on rare occasion one of those displeased spirits slide off and seek out the powerful mortals that come to this place. Those that do emanate powerful evil energy and have advantage on attacks made against living mortals.

Impenetrable Darkness. If a cloud of **specters** blocks a thoroughfare, not even darkvision can see through it. An effect like *daylight* or *sunburst* causes the cloud to break but results in at least 1d6 **specters** attacking whomever cast the spell.

IMPISH GUIDES

The characters are approached by a small group (1d4 + 1) of **imps**. These chattering, child-like winged fiends are sycophantic to the extreme but devious to their core. They only work as a group and require 3 gp per hour each. They can be bargained with, and with a successful Charisma-based skill check their fees can be lowered to 1 gp per hour. Each day that they work for someone (or a group), their fees double. They are utterly incapable of lying and proudly proclaim that they harvest souls for Dispater, even going so far as to say that the characters "would make excellent additions to his collection—but you're smart and powerful, and it probably won't come to that!"

Once their fees are paid, they gleefully provide insight on local customs (both in behaviors and legal fees), programs, neighborhoods, and persons or



fiends of interest. The imps' plots are far-reaching, though, and every honeyed piece of information that they share is wrapped around a nugget of vile truth: that time in Dis eventually corrupts their moral core, and that in time find that their souls become ripe for harvesting by Dispater and his agents.

If these **imps** are attacked, mistreated, or simply have their fees ignored, they attempt to flee using any means necessary. Given the chance, they seek out aid in whatever form they can; often, this means finding **horned devils** or **chain devils** in the vicinity, though there are other creatures or fearsome diabolical arcanists nearby as well.

TAXES ARE GUARANTEED

The many districts of Dis are patrolled by infernal tax collectors. These devils answer directly to Dispater and are responsible for ensuring that residents and visitors submit their taxes in a timely fashion—immediately. Collectively, these devils are known as the Calbalkan in honor of a previous tax assessor that was, as those loyal to Dispater put it, “ruthlessly slaughtered by someone’s callous disregard for municipal safety.”

The Calbalkan take many forms, though most of their agents are **horned devils**. They travel in groups of two or three, often closing off travel routes and demanding to see the identification papers, writs of passage, and declarations of cargo for all who happen to be in the area. Those that don’t, or won’t, provide this information are likely to be intimidated or shaken down, then charged a fee based on the devils’ assumed value of the individual’s belongings. Often, this equates to about 100 gp per character level, with each magical item with a rarity of legendary fetching an additional 500 gp fee. Failure to pay is viewed as an affront to Dispater’s rule, and those individuals are taken to Mentiri for sentencing. Often, the devils accept magical items in exchange for taxes, including granting tokens for the prepayment of those fees:

CALBALKAN TAX SCHEDULE

Magic Item Rarity	Value
Common	50 gp
Uncommon	100 gp
Rare	150 gp
Very Rare	225 gp
Legendary	375 gp

Recovering Surrendered Items. Items surrendered in exchange for taxes and other fees can be recovered by their original owner by paying twice the gp value listed above and spending 10 downtime days performing community service.

Seized Property Sale. Once every one hundred years, the Calbalkan purge any magical items that have been left in their storehouses for at least that long. This sale is typically comprised of near-useless, almost-depleted wands and staves, but sometimes contains more powerful items that have for some reason been left unclaimed. Word is that the next sale is to occur in five days and contains an *ioun stone of absorption* with a price of just five *soul coins*. However, it’s common knowledge that Grandellak, the **bone devil** in charge of the Calbalkan, desires this item.



ADJUSTMENTS TO GRANDELLAK’S STAT BLOCK.

Grandellak uses the **bone devil** stat block with the following modifications:

- **Favor of the Archdevil.** As Dispater’s appointed captain of the Calbalkan, Grandellak has maximum hit points and is immune to enchantment spells, as well as any spell or effect that would alter its form.
- **Adamantine Bones.** The oppressive heat of Dis has fused the taxes that Grandellak has collected to its bones. It is considered to be wearing adamantine armor and is immune to attacks from non-magical weapons.
- **Ill-Gotten Gains.** Grandellak has surrendered most every tax that it has collected, but even so, a significant amount has been fused to its body. When Grandellak is encountered, it has full use of two items from magic item table F and one item from magic item table G. These items can’t be removed from its body unless the characters subject Grandellak’s dead body to an antimagic zone and can succeed on a DC 16 (uncommon items) or DC 18 (rare items). Other items can’t be retrieved and aren’t unlocked, though a *wish spell* can undo this. Retrieving an item from Grandellak’s corpse results in the characters acquiring a rival as per the **Rivals** section in Chapter 2 of *Xanathar’s Guide to Everything*.

Grandellak has no desire to work above its station and revels in the wealth that it has acquired. It is a bully and possesses a keen mind for all things related to law and fiendish custom, seeking to acquire as many *ioun stones* as it can. Given a choice between certain death and survival, it might offer a writ of tax-free passage through Dis, or if properly motivated, peel off one of the magic items stuck to its body in a bizarre and grotesque display.

MINAUROS, THE THIRD

From a distance, Minauros appears to be a place of crumbling wealth and great history. Closer inspection, however, reveals the truth: the entire realm is a swamp, the city is sinking into the mud, and the workmanship is so poor that visiting mortals (especially dwarves) are generally offended.

Oily rains and thick black clouds pepper the air, with the only respite—if it can be called that—coming from the regular hailstorms that assault those that live here. The stench is nearly unbearable for most living creatures, and even some undead.

These things aside, Mammon, the ruler of this realm, is the most successful merchant in all the Nine Hells. He has amassed a significant amount of wealth and has hidden great caches around the plane, but he refuses to spend anything more than the bare minimum amount of coin to keep the realm in repair. It is said that he can identify the true value anything from a secret to a soul with a glance.

THE LORD OF MINAUROS

Few creatures truly understand the phrase “money is the root of all evil” as thoroughly and passionately as Mammon does. He and his devils are wont to wage war not through bodies, steel, and magic, but instead through subterfuge, banks, and the manipulation of the local economy. Nothing brings a mortal to desperation faster than the total collapse of everything they felt was safe and secure.

He refuses to spend coin unless it is explicitly necessary, choosing instead to provide only the minimum payment needed to secure a service or product. He is not generally concerned with the quality of a product unless that product benefits only him, so nearly all structures across the plane are eternally on the verge of collapsing into the stinking mire.

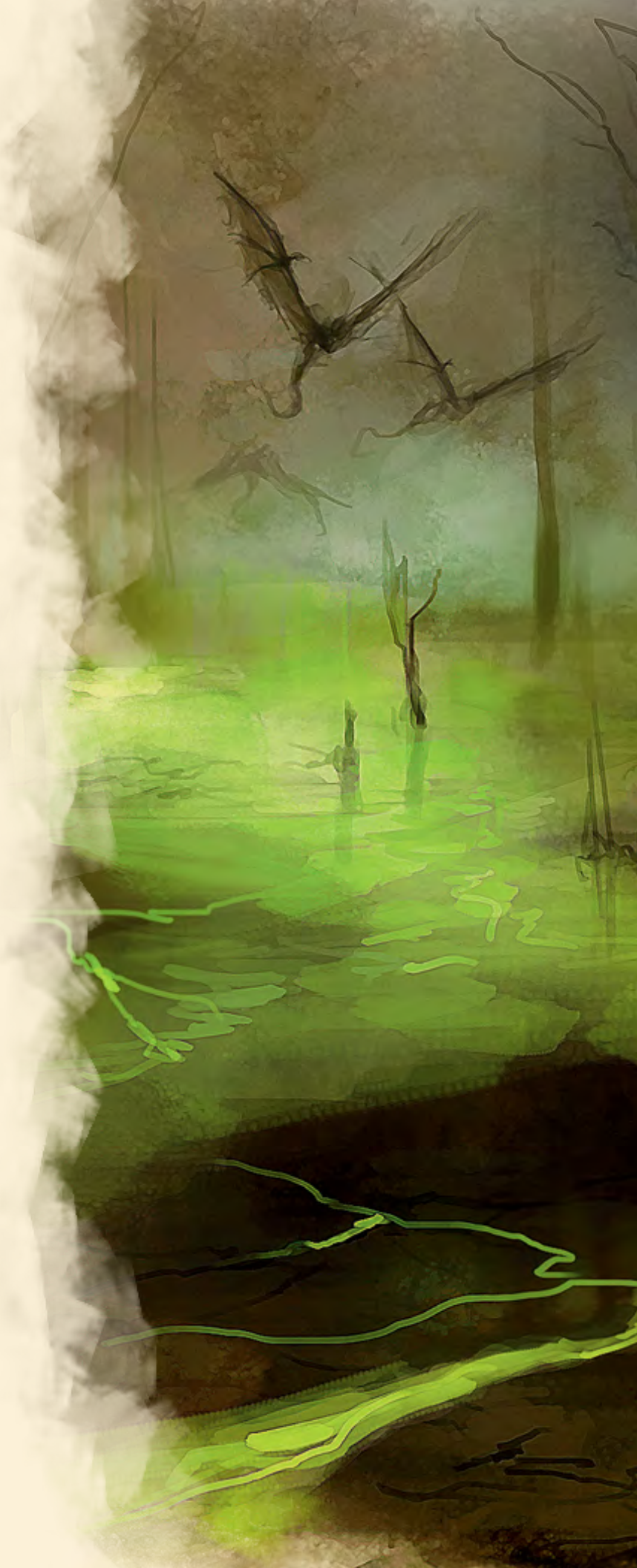


ROLEPLAYING THE LORD

Ideal. Loyalty. “All should be loyal, especially to me. Everyone’s got a price.”

Bond. Wealth. “The specifics of my financial accounting bring more benefit than any promise of loyalty.”

Flaw. Paranoia. “Everyone wants my wealth or my power. Probably both. I need to eliminate my allies before they weaken me by becoming my friends.”





PIPYAP ON... MAMMON

ONCE UPON A TIME - YEAH, YEAH, I KNOW WHAT YOU'RE THINKIN' - ONCE UPON A TIME I NEEDED A LOAN. SO I GOT TO THINKIN', RUBBING MY BRAINS TOGETHER AND ALL THAT. WHAT I NEEDED WAS PRETTY SPECIFIC AND MY USUAL PALS COULDN'T PROVIDE.

SO ALONG COMES THIS KYTON. CHAIN DEVILS, YOU CALL 'EM. SO ALONG COMES THIS CHAIN DEVIL, ALL COVERED IN GOLD AND SILVER CHAINS; "PRETTY EXQUISITE FILIGREE," I SAYS. THEY WEREN'T AMUSED, BUT THEY DID TELL ME THAT MAMMON WAS WILLING TO FRONT ME THE COINS I NEEDED, AND THEN THEY TELLS ME THE PRICE THAT HE WANTED.

I MEAN, NO, I AIN'T GOT A SOUL OF MY OWN BUT I DO HAVE STANDARDS. MAMMON'S GOT A REPUTATION, BUT SO DOES 'OL PIPYAP. I'VE BEEN TO MINAUROS; THE PLACE IS A STINKING SNOOZEFEST AND CLEARLY MAMMON'S NOT CONCERNED ABOUT APPEARANCES. I CAN'T DO THAT. APPEARANCES ARE IMPORTANT.

ANYWAYS, I TELL THE KYTON THAT I AIN'T INTERESTED. THERE'S A SNORT AND SOME LAUGHTER LIKE THEY THOUGHT I WAS DUMB OR SOMETHING, AND NEXT THING I KNOW THERE'S JUST THIS GREASY STAIN ON THE STONE LIKE THEY WAS NEVER THERE.

SO THE MORAL OF THE STORY IS THIS: "DON'T ACCEPT FREE MONEY, BECAUSE IT'S PROBABLY FROM MAMMON AND YOU'LL NOT ONLY GET KILLED, BUT YOU'LL BE GREASY AND STINKY FOREVER, TOO."

NOTABLE DENIZENS

Aside from Mammon and his chosen agents (see *Mordenkainen's Tome of Foes*), some interesting characters are found here from time to time:

MAHADI

Mahadi sometimes visits the merchant district in Jangling Hiter. He, unlike other visitors, does not require a sponsorship from a powerful devil. More information about Mahadi can be found in *Baldur's Gate: Descent into Avernus*.

SHADDON

Long ago, Shaddon (**chain devil**) was merely a torturer in Jangling Hiter. He excelled in his role, and his desire for more rewards led him to strike private deals with devils from other layers of the Nine Hells; he would torture the souls they brought him in exchange for a premium fee.

Eventually tales of his enterprise reached Mammon's ears. In a move that surprised everyone, especially Shaddon, Mammon promoted the chain devil to a more prestigious role: Shaddon now oversees the entire torturing operation of Jangling Hiter. His offices are located in the Fiend District, and he can sometimes be found in the city of Minauros for meetings, often centered on the speculation of soul futures.

KEY LOCATIONS

A small number of interesting places jut out of the fetid swamps of Minauros, and who knows what lies beneath the foul water and sucking mud?

CITY OF MINAUROS

This place is half-sunk into the mud, and the other half is too heavily taxed to properly present itself. The buildings are crumbling and thick mud oozes everywhere. Even so, it is home to the speculative trade of soul futures; a stock market of sorts, but a vile practice in the eyes of most mortals.

Mammon's chambers are somewhere in the city, though he often relocates once someone he does not trust—which is essentially everyone—discovers his whereabouts. Despite his wealth, his residences are not in any greater repair than the rest of the city.

The city is cold, the hail and rain are incessant, and the mud and water threaten to keep visitors forever. To say that it's an unwelcoming area is an understatement.



JANGLING HITER

The only other city on Minauros is Jangling Hiter, which is also sometimes referred to as the City of Chains. The vast majority of its residents are chain devils, and its main business is the torturing of souls. Dozens of huge “workshops” exist within the walls of the city; these buildings are often nearly vibrating from the screams and howls of pain from within.

Chains. A network of chains crisscrosses the space overhead. This provides some protection should the city be assaulted, but more commonly prevents visitors from escaping. The layer of chains is twenty feet thick and razor sharp. For every five feet of chain that a creature tries to pass through, they must succeed on a DC 20 Dexterity (Acrobatics) check; a failure results in 9 (2d8) points of slashing damage and the creature can't enter that space. Many dead bodies are entwined in the chains.

The Fiend District. Only fiends native to Minauros are welcome here. They identify outsiders quickly and generally attempt to chase (or throw) them into the chains overhead.

The Merchant District. Arguably the most accessible portion of the city, this district is often busy and full of the sounds of trade. Merchants from many planes and worlds can be found here so long as they first acquire the appropriate sponsorship from a powerful or rich devil. With the chief trade being in souls ripe for torturing, it's typically safe to assume that nearly all creatures present are evil.

The Visitors District. More commonly known as the Meat District, visitors to Minauros that lack the appropriate paperwork and writs of passage are often invited to stay here while “things are sorted out.” Few such people escape with their lives.

LABYRINTH OF TRUTHS

This place is home to a collection of records that would dwarf the contents of Candlekeep. Housed in boring, gray stone, this immense nine-story structure houses documents ranging from the mundane (such as every recipe present in Minauros) to near-artifact level (it's rumored that there's a heavily redacted file here detailing Acererak's rise to power). Nearly all the documentation is centered on Mammon's involvement.

A horde of devils staffs and guards the grounds and twisting hallways, and mortals are strictly forbidden. For each hour that a mortal creature spends in the Labyrinth of Truths, they must succeed on a DC 12 Intelligence saving throw or else be subject to the effects of *feeblemind*; a week of resting removes this effect.

SAMPLE ENCOUNTERS

During their journey across Minauros, travelers may encounter some or all the following:

CLEANSERS

The city of Minauros is home to all manner of devils, but a rare sight would be the presence of **Minauros lemures**. These pitiable creatures are devils that were long ago tasked with cleaning the streets; this broad, poorly framed command now sees them attacking anything and everything they come across. Devils can telepathically send them away, but visiting mortals are unlikely to have this ability.



MINAUROS LEMURE

A Minauros lemure uses the **lemure** stat block with the following changes:

- **Reckless Attack.** Minauros **lemures** always attack recklessly. This gives them advantage on melee weapon attack rolls using Strength during their turn, but attack rolls against them have advantage.
- **Mob Mentality.** While not expressly intelligent (they're still **lemures**, after all), they're prone to working in groups when faced with something that they can attack or consume.

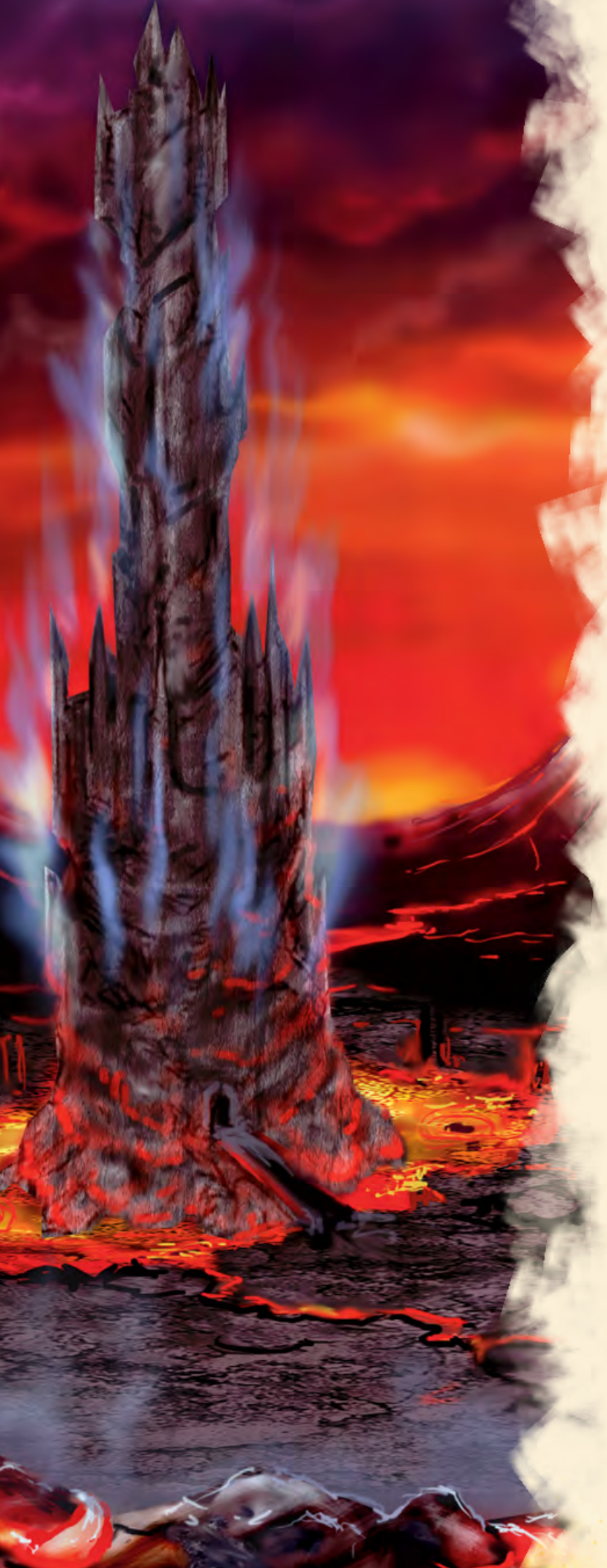
The residents of Minauros don't mind that the **lemures** are occasionally killed, but characters that do this face fines or other reprimands that they couldn't have known about beforehand.

THE WORM OF MINAUROS

The deepest part of the swamp of Minauros is home to a creature that is as old as the plane itself. Known simply as “the worm” (use **purple worm** stats), this beast crawls through the muck on a mission to devour any devil that Mammon has deemed fit for destruction or that happen to cross its path. It doesn't enter cities or other settlements.

Some devils maintain the rumor that the worm provides powerful fiendish gifts. In the past this was true, but no longer. Mammon has discovered that he can command the behavior of certain creatures, and while he does not have full control over the worm, he has been able to stop this untaxable gift from being given.

If the characters wish to fight the worm, they are free to do so. If it is slain, it simply reforms at the next dawn.



PHLEGETHOS, THE FOURTH

Phlegethos is the quintessential image mortals have when they picture the Nine Hells. The barren stone landscape is devoid of any natural life; everything is constantly blasted by tendrils of flame that erupt from fissures in the ground which lash and crack like a torturer's whip. The climate is one of stifling heat, and even the fiends who reside here seem uncomfortable at times. The entire plane is illuminated in a sinister red hue, as if an unseen sun was always moments from setting. Mountain ranges encircle this layer and rise beyond the horizon. Lacking snow-topped peaks, instead most are volcanoes in varying states of eruption: some are spewing lava that forms the great rivers of Phlegethos, others belch thick black smog that blankets the entire "sky." This maelstrom sometimes results in spontaneous lightning strikes which are simultaneously beautiful, frightening, and intensely lethal, which is an apt description of this layer of the Nine Hells as a whole.

Rising from the confluence of the never-ending lava streaming out of the nearby volcanoes is the only commercial center in Phlegethos: Abriymoch. The city is an archipelago of obsidian and steel separated by bubbling lava. Terrestrial creatures frequently take gondolas from island to island or use magic to move more quickly. Abriymoch houses many functions critical to all residents of the Nine Hells, including "steelworks", the Diabolical Court, and acts as a bustling logistical center for trafficking souls between the River Styx and the other layers.

THE LORDS OF PHLEGETHOS

The co-rulers of this layer are the only two individuals who seem comfortable in the heat of Phlegethos. Both take human forms with chiseled, statuesque features; the horns emerging from their foreheads are the clearest sign that these two are more than simply beautiful figures. Modesty is not a trait either possesses and both dress in a sensual, revealing manner meant to evoke awe and envy from the viewer.

For all their similarities and shared goals, the two are also unquestionably rivals. Each vies for control of the layer in their own way, with Fierna rallying support through her charm and Belial's schemes countering her, and vice versa. The two archdevils are paradoxically well suited to splitting the responsibilities of ruling since each has talents that cover for the other's weaknesses. If they could ever settle their differences and work together, the hierarchy of the Nine Hells could change



dramatically. Fortunately for the other rulers, Fierna and Belial's unbridled ambition unites them only in defense of their common interest: continued ownership of Phlegethos.

LADY FIERNA

Fierna relishes her role as the "face" of Phlegethos; corrupting mortals who seek a taste of her powers of persuasion. She also possesses a vicious cunning for finding and exploiting a creature's desires to her advantage. Fierna's vanity is one of her most notorious qualities so a clever negotiator can get much further with flattery than threats.



ROLEPLAYING THE LORD

Ideal. Ambition. "Belial has taught me well, but it is past time that Phlegethos has but a single lord: me."

Bond. Loyalty "My most loyal servants are to be rewarded after Belial is disposed of."

Flaw. Sadist "I am eager to cause suffering in others, even when it comes at a cost to myself."

BELIAL

A master administrator, Belial is the force that keeps the moving parts of Phlegethos operating at peak efficiency. He is impossible to surprise, having survived an uncountable number of attempts to have his realm usurped by ambitious dukes and lords.

If he has one weakness it would be that Belial spends too much time planning and not enough time following through.



ROLEPLAYING THE LORD

Ideal. Calculating. "Given enough time and planning, nothing is beyond my grasp."

Bond. Cognate "Fierna and I are forever intertwined, whether she appreciates it or not."

Flaw. Paranoia "I cannot trust anyone but myself. Every fiend's ambition is directed towards what I have earned."

NOTABLE DENIZENS

GRANNY GRAVEDIRT

Operating outside Abriymoch from a cave in the base of a volcano is a **night hag** known as "Granny Gravedirt." It's said she can obtain anything and have it quietly smuggled into Phlegethos, for the right price. Sadistic even by hag standards, her favorite payments are typically bringing another creature to ruin. Kings have witnessed kingdoms destroyed as fiends work to curry favor with Granny.

In reality, "Granny Gravedirt" isn't a single individual, but a coven of three **night hags** working together. They take turns posing as the infamous deal broker while the other two work from the shadows to fulfil requests. Belial is aware of the hags' scheme and supports it as long as he receives fifty percent of the payment and is kept aware of all deals the hags are offered.

KEY LOCATIONS

BRIMSTONE

Abriymoch is a noisy city. Listen closely, and over the rhythmic hammering of the smiths and cries of pain at the Lake of Fire, you can hear more curious sounds. Fiendish cheers of excitement paired with groans of despair emerge from one of Phlegethos' more unique sites known as Brimstone. Built inside the petrified remains of a colossal monster, Brimstone serves as a diabolical casino. Games of chance are played by devils of all types; the games are structured in such a way that fortunes are made (and lost) inside Brimstone frequently enough to attract gamblers but the house always gets their share.

The only currency to wager with is souls, making Brimstone an incredibly dangerous proposition for mortals who normally only have their own soul to offer as collateral. One bad hand of "five fiends" can leave an ambitious mortal damned for eternity. Cheating in Brimstone is dealt with harshly, stripping the guilty party of any winnings plus an agonizing stretch in the Pit of Flame is enough to dissuade all but the craftiest or desperate from trying.

PIT OF FLAME

Few places across the entire Nine Hells inspire fear in a devil the way mentioning the Pit of Flame can. This lake of boiling lava is hot enough to cause pain to devils normally immune to fire and heat. Spending time over the Pit of Flame is reserved for punishing serious offenses such as dereliction of duty or disobeying a superior. Chains and cages are used to contain devils sentenced to the flames, suspended by machinery operated by teams of **chain devils**.



FIERNA'S PALACE

Fierna's Palace stands out from the mountainous landscape as an incredible crystalline stronghold, which tapers into a single massive tower in the center. Blue flames race along the tower and fortification's walls, the source at the top of the tower's spire. The entrance is always guarded by a phalanx of horned devils who are commanded by a pit fiend. All who enter and exit are logged by this team, making it a valuable position for anyone interested in learning more about the scheming of Fierna and Belial.

The depths of the palace's dungeon are truly nightmares brought to reality. Fierna finds her greatest pleasure in the pain of others and is always interested in new devices and techniques to extract the most from her unfortunate subjects. Many of the cells are populated with her former lovers, cast aside when she tired of their ineffective attempt to please her.

Belial also occupies the palace, unmoved by the delight Fierna takes in the fact that devils have begun referring to it as "Fierna's Palace." He stalks a wing known as the Hall of One Thousand Sighs and Screams; constantly devising new schemes to take singular ownership of a layer of the Nine Hells for himself, whether that is Phlegethos or another layer. The traps he has surrounded himself with are deadly and creative, ensuring only the most motivated are able to make their way to him.

SAMPLE ENCOUNTERS

During their journey through Phlegethos, travelers may encounter some or all the following:

GRANNY, WHAT BIG PLANS YOU HAVE

A frantic tiefling runs up to the adventurers, slightly out of breath. "You! You're not from around here either! I need your help!" She introduces herself as Damaia and begins to explain.

Damaia's family passed down an amulet from mother to daughter for years, along with the lore that it was a gift bestowed upon the family from the Lady of Phlegethos herself, Fierna. Damaia had possession of the amulet until recently, when she discovered it missing – in its place was a note: "Thanks for keeping it safe for all these years. – Granny."

Through research, bribery, and guile, Damaia has determined that "Granny" is Granny Gravedirt, the notorious hag who lives on the outskirts of Arbiymoch. "I've tracked her down, but I can't face her alone! Will you please assist me in retrieving my family's amulet?"

Unbeknownst to Damaia, Granny has retrieved her family's heirloom at the request of Fierna as a means of drawing Damaia to Phlegethos. Fierna's blood flows in Damaia's veins, and together Fierna and Granny plan to draw Damaia into their fiendish world.

PAPERS, PLEASE

A **horned devil** of the City Watch, along with his faithful **hell hound**, rounds a corner in front of the adventurers and heads directly for them. Any character who succeeds on a DC 18 Dexterity (Stealth) check evades the notice of the guard, but those who fail are interrogated about their business in the city. A DC 18 Charisma (Persuasion) check convinces the guard that the group is not stirring up trouble. A successful DC 15 Wisdom (Animal Handling) check soothes the suspicious hell hound, which reduces the Charisma (Persuasion) check needed to convince the guard to a DC 15.

STRAY DOGS

It is not uncommon for packs of stray **hell hounds** to be found roaming the streets of Abriymoch. Always hungry and on the look out for weak prey, the characters run into 1d4+1 of the infernal dogs that try to chase any mortals into an out of the way alley where they might feast without being seen.





STREET FIGHT

A group of **efreeti** notice that the adventurers stick out on the city streets and come over to investigate the new arrivals. Instead of attacking or otherwise causing trouble, the **efreeti** begin to laugh while flexing their muscles and shooting showers of sparks above the heads of the party. Show offs! Characters who succeed on DC 17 Strength (Athletics), Dexterity (Acrobatics), Charisma (Intimidation), or Charisma (Performance) checks suitably impress the **efreeti**, who soundly clap the adventurers on their back before sauntering away. If the characters fail on their checks, nothing is wounded but their pride.

STREET MARKET

Vendors in the business district have set up carts to sell their wares:

An angular merchant entices the adventurers with low, low prices, but the potions he sells are murky, and the writing on the scrolls is smeared in some places. The merchant sells common potions as well as 1st and 2nd level spell scrolls at half of the standard price, but the items have a 50% chance to work as intended. Otherwise, they are useless.

A book vendor has stacks and stacks of volumes crowding her cart. The pages are fragile from the extreme heat in Abriymoch, but the names on a

few of the spines are still legible: *Contract Writing for Fun and Trickery*, *Torture Through the Ages*, *Training Your Hell Hound*, *How to Win Fiends and Influence People*. A character succeeding on a DC 20 Intelligence (Investigation) check finds an *enduring spellbook* among the stacks.

A lavish spread of dried meats and bits of cheese perches on one end of a cart, next to a sign that offers *Free Samples!* Characters have their choice of the following:

- Cured lavasnake (Upon eating, the character must make a DC 15 Constitution save or take 1d4 fire damage)
- Fire-roasted wererat (Upon eating, the character regains 1d6 hit points)
- Red dragon jerky (Upon eating, the character feels no effect)
- Gloamwing wings (Upon eating, the character must make a DC 15 Constitution save or suffer the poisoned condition for one hour)
- Worg's milk cheese (Upon eating, the character is cured of the *poisoned* condition)
- Leucrotta's milk cheese (Upon eating, the character must make a DC 15 Constitution save or take 1d8 acid damage)



STYGIA, THE FIFTH

The landscape of Stygia is anything but land: instead, it is a collection of jagged icebergs, massive in scale, floating in a sea of water so cold that it's said it freezes a mortal's soul solid in an instant. If that weren't foreboding enough, the River Styx winds its way through it all, carving a distinct path through the icebergs and even the chill sea; its currents roiling away into eternity.

The unending cacophony of crunching, crashing ice is pervasive throughout Stygia. The sloshing waters capture anything that falls away, be it an unknowably heavy chunk of ancient ice or an entire city that spent millennia atop an iceberg. What treasures might lie below the surface are unknowable, as the River Styx infects and draws from all water here, and any creature that comes into contact with it is subject to its mighty and terrible powers (more information about the River Styx can be found in *Baldur's Gate: Descent into Avernus*).

Some claim to have spied a figure, motionless yet terrifying, within one of the largest icebergs. Dread Levistus, ruler of Stygia, has been trapped here for crimes including declaring war upon the archdevil Geryon and other incidents that only Asmodeus remembers... but still, Levistus bides his time, drawing in his quota of souls, and plots.

In earlier days, Levistus and Geryon warred extensively over control of Stygia. In time, this drew the attention of Asmodeus who saw fit to end the quarrel by granting Levistus control of the realm by trapping him in an iceberg and sending Geryon away for other matters related to the great Blood War. Even so, agents of both archdevils skirmish against the other when possible, for their age-old hatred infects those that hold them dear.

THE LORD OF STYGIA

Levistus is trapped and immobilized within an iceberg of Asmodeus' creation. This prison can't be broken down or out of, and he can only be released when Asmodeus has decreed it. The iceberg changes course regularly, sometimes crashing into other chunks of ice or vessels, and sometimes veering away from them at the last moment. Whether this is because of Asmodeus' doing or that of Levistus, no one is truly certain.

Even so, Levistus has managed to turn the crushing loneliness of his predicament into a platform from which he can formulate and launch his plots. The ice grants him security against those that work against him with physical or arcane threats, and although it removes his ability to directly manifest his own reactions, it has done nothing to dissuade him from amassing an



PIPYAP ON... LEVISTUS

Y'KNOW THE OLD PHRASE "REVENGE IS A DISH BEST SERVED COLD"? WELL, NOBODY KNOWS IT LIKE GRAN'PAPPY LEVISTUS. I ONLY CALL HIM THAT BECAUSE HE'S, WELL, TRAPPED IN THE ICE AND ALL. 'OL GUY'S BEEN IN THAT ICEBERG SINCE THE DAWN OF TIME, I THINK ASMODEUS REALLY HAS IT OUT FOR HIM. THEY SAY THAT HE'S TRAPPED THERE UNTIL HE AND GERION STOP FIGHTING AND I GOTTA THINK THAT THAT'S JUST NEVER GONNA HAPPEN, WHAT WITH LEVISTUS BEING ALL "BIG PICTURE" AND GERION BEING PRETTY MUCH FOCUSED ON "NOPE, BLOCKED." THESE TWO ARE A REAL PIECE OF WORK.

LEVISTUS DESERVES WHAT HE GETS. ASMODEUS HAS CURSED HIM TO GRANT SAFETY TO THOSE THAT ASK FOR IT, BUT NOT HOW HE GRANTS IT AND THAT'S A REAL HOOT TO WATCH - IF YOU'RE NOT ON THE ASKING SIDE OF THINGS, I MEAN. HE TAKES OUT HIS FRUSTRATIONS ON THOSE POOR SADS SOMETIMES, AND OTHER TIMES... WELL, IT'S BEST TO NOT THINK ABOUT THOSE OTHER TIMES. THOSE ARE SOME REALLY SCARY WARLOCKS, IF YOU KNOW WHAT I MEAN.

impressive amount of arcane power. He plots and schemes from his near-banishment, gathering souls and warlocks indebted to him as he sets out to avenge his eons-long imprisonment.

NOTABLE DENIZENS

Much of the population of Stygia is transient, as devils are often summoned away by mortal casters or Levistus himself, to take on other projects across all of reality.

CODE ENFORCER GARIELTA

A vicious, vile **erinyes**, Garielta busies herself with seeking out lawbreakers around Stygia. From massive infractions such as one devil harming another to minor infractions like flying too fast, making eye contact with a senior devil, and so on,

ROLEPLAYING THE LORD

Ideal. Unity. "I seek to rule this place, for none are more capable than I. In time, all worlds will be one under my watchful gaze."

Bond. Safety. "Those that beg for safety deserve it. Those that demand safety have earned the respite that they receive. Everyone has earned the right to request this peace."

Flaw. Immutable. "My plans are of grander scale than you can comprehend. I cannot, will not, adjust my course simply because you fail to grasp the larger concept. One minor setback is nothing!"

she finds great joy in punishing those that refuse to acquiesce to her demands.

She can be convinced to disregard an infraction if given a *soul coin* but still files her activity report in Tantlin unless given a second one. She is known to travel with a cloud of a dozen imps who serve as her private scribes, tearing through stacks of parchment as she delivers her fines and writs day-in and day-out.

K'THAK'LAK

The lowest edges of some of the icebergs that float along the River Styx feature docks and ports for the rare boat that travels here from other realms and domains. K'thak'lak is a sauhaugin that sells her services as a guide, promising to take her customers safely between ports in exchange for large amounts of fresh, raw meat. She is a dedicated priestess of Sekolah (use **war priest** stats) and is often accompanied by four sauhaugin guides (use **veteran** stats); she says that this entourage is to ensure protection. What she does not mention unless specifically asked is that the entourage must be paid the same amount as her, or they attempt to destroy the traveler's vessel and devour them whole.

As with all sauhaugin, she has no interest in *soul coins*.



KEY LOCATIONS

The crashing of icebergs and their crumbling collapse makes cartography a near-impossible task in Stygia, but a few key locations are known to exist.

TANTLIN

The glittering city of Tantlin was home to Geryon and his legions before he was shattered by Levistus. Towers and buildings extend both above and below the ice, and devils of all types congregate here to engage in the trade of souls, *soul coins*, slaves, and worse. Everything here is made of ice, pulled from the dark waters below as well as places across the Material Plane.

Today, the city exists solely to ensure that no deed goes unrecorded in the Nine Hells. Nearly all of the buildings are stuffed full of ledgers, notes, journals, and records of events ranging from the skirmishes of the never-ending Blood War to the inventory of a single imp's pouches during its summoning to Amn.

TOMB OF LEVISTUS

Levistus floats along the waters of Stygia in an eternal prison. Though he can't physically interact with his domain, he plots and schemes in the hopes that his machinations bear fruit and result in his release. Some of his most faithful followers (**ice devils**, **erinyes**, and **warlocks**) patrol this iceberg, and in a few places his form can be seen through the ice. Even with the ice obscuring the full view of his body, those that witness him often refer to him as "a terrible beauty."

DUELIST'S CHASM

Stygia is layered with laws and wards that protect devils from directly harming one another, but as with any law there are potential allowances, and Duelist's Chasm provides one such method. A devil can apply here for a License of Lawful Combat and challenge some other creature to appear; if accepted, the devils are permitted to duel so long as the end result is death.

Stygia only restricts devil-to-devil dueling; there is no law or ward that prevents a devil from harming a mortal and vice versa. Acquiring a license is strongly suggested by the more senior devils in the offices of Tantlin whenever possible.

SAMPLE ENCOUNTERS

The surface of Stygia is home to many creatures, ranging from wolves and mammoths to packs of **ice devils** and platoons of **bearded devils**.

THE SCULPTOR

Harchura (an **ice devil**) fills its days with art—specifically, creating sculptures from icy debris and discarded body parts. Its creations can be tiny or colossal, but in every instance, they are exquisitely detailed. Close inspection reveals that each sculpture includes at least one frozen head, often from a humanoid creature.

If approached, its first reaction is to ask for an honest critique of its work. Attempting to deliver gentle feedback or to obscure one's words during this discourse incites Harchura to rage. In general,





it is a calm and collected devil, preferring to warn creatures of the ramifications of dishonesty or disrespect of its art.

Should it be forced to engage in combat, it uses the **ice devil** stat block with the following modifications:

- **Lair Action.** Harchura counts any space within 50 feet of one of its sculptures as its lair. Each round on initiative count 20 (losing ties), it can animate one of its sculptures.
- **Lifelike Sculptures.** Harchura's ice sculptures are terrifically realistic and take the form of any creature that it has seen so long as that creature possesses 15 or fewer Hit Dice. If the ice devil later animates this sculpture, it uses the stats for that creature, it can't be healed, and crumbles to useless, inanimate ice chunks after one minute.

ICEFALL

With a terrible groan and bone-rattling crack, a huge chunk of ice breaks from the ledges high above the heads of the characters. Each character must move at least 40 feet and make a DC 16 Dexterity saving throw or take 55 (10d10) bludgeoning damage and be pinned beneath the ice; succeeding on this saving throw reduces the damage by half and are not pinned. Anyone pinned by the ice can't move or speak and immediately begins suffocating. Anyone not pinned can see a trio of **ice devils** clinging to the side of the icewall above, cackling madly at the characters—clearly, they intended to kill as many of them as possible.

SEKOLAH, THE SHARK-FATHER

The near-frozen, briny deep has claimed an uncountable amount of treasure thanks to the ancient, crumbling icebergs. Over the eons, the sahaugin have claimed the deeps as their own and remain there, largely unchallenged by Levistus and his devils.

It is said that Sekolah, the Shark-Father, resides here. He patrols the deeps, constantly feeding on those foolish enough to brave the dark recesses of the under-ice in search of treasure. His form is that of a massive **great white shark** (use **tarrasque** stats and add a swim speed of 60 feet). Sekolah remains aloof even to his most faithful followers, preferring to engage only when he is personally motivated to do so. As he is not a devil, he has no use for *soul coins* and no desire to make any binding deals.

Those that can survive the freezing water and evade both Sekolah and his sahaugin discover a great many things that even the devils have forgotten. Rumor has it that the origin of the sahaugin themselves can be learned from the chaos on the ocean floor.





MALBOLGE, THE SIXTH

In a plane known for its dark, rigid order, no layer of the Hells has been as unstable as Malbolge. Its many usurping lords of recent memory have included: Beherit, Moloch, Malagard the Hag Countess, and most recently Glasya, the daughter of Asmodeus.

Even the land itself is changeable. Malbolge began as deep defiles and rocky slopes with constantly raining boulders. Massive sloped copper fortresses channeled the rocks away from the favored. When Glasya took the layer from Malagard, the daughter of the Lord of Lies used the Hag Countesses' body to recreate her layer out of the bloated mass of the hag's suffering body. She made her fortress, Ossiea, from the hag's skull, created a forest from her hair where she imprisoned her foes in oubliettes of Malagard's pores, and even created a network of tunnels from her bowels. It was a glorious and all-consuming torture for the night hag turned archdevil. But it was not to last. Within those caverns a rot started to boil up, corrupting the trees and poisoning the pools and infernal birthing pits so that even devils could no longer stand them. As the rot spread, Malagard's tortured flesh sloughed away until the rocky slope could once again be seen. Now the rumble of falling stone and the deafening clang of rock on punished metal again fills the air. Once more copper clad fortresses rise above the constant rockslides on pillars of adamantite, with prisoners found guilty in the infernal courts of Phlegethos languishing in hanging cages underneath, to face the constant onslaught. The inhabitants of Malbolge find shelter in the fortresses, hide in cliffside caverns, or scrap out existence in the tunnels that were once the intestines of the Hag Countess.

GLASYA, LORD OF THE SIXTH

If as stories say, Asmodeus fell furthest as the original rebel, his daughter did not fall far from her father. Glasya is cruel and cunning with a mastery of the law and its legal loopholes that exceeds any other devil but Asmodeus himself. Unlike other devils, Glasya is impulsive, looking to bend the rules and shock others who expect her to follow the spirit of any agreement or tradition.

While ostensibly the chief jailor of the Nine Hells, Glasya also runs the Hells' first crime syndicate known as the Coin Legion. She seduces mortals into offering their souls to her by offering them legal advice and manipulating loopholes in contracts. In particular, she delights in swaying mortals and infernals alike who have been pledged to another archdevil, thus strengthening her own position and weakening another Lord of the Nine at the same time.



ROLEPLAYING GLASYA

Ideal. Literal "The devil is in the details, and no one is better at exploiting them than I."

Bond. Kinship "Of course, I love my father. Without him, whom would I have to strive against?"

Flaw. Spiteful "You really need to be better about how you phrase things or someone might take advantage of you. If I don't teach you a lesson, who will?"

Glasya commonly adopts the form of an intoxicatingly beautiful woman with coppery skin, small horns, leathery wings, and a forked tail.

NOTABLE DENIZENS

With the frequent turnover of leadership in the Sixth and the purging that comes with such changes, it is not surprising that it hard for powerful devils to remain in the current lord's court. Many of the devils here have been swayed away from the courts of other archdevils. In particular, Glasya attracts **erinyes** and **pacliryons** (treat as an **erinyes** that has 300 hit points, 3/day can cast *dominate monster*, and exudes an intoxicating perfume in a 20-foot radius that forces mortals to succeed on a DC 15 Wisdom saving throw or be affected by a *bestow curse* that gives the victim disadvantage on Wisdom ability checks and saving throws).

HUNTERS OF THE SKY

Four of Glasya's most trusted erinyes prowl the skies of Malbolge looking for intruders, especially those who take to the air to avoid the tumbling scree. Baratum, Diorum, Metris, and Novolar attack from range and execute anyone who does not present proper travel paperwork. Particularly attractive trespassers might be taken alive, only to wake in Glasya's personal chambers with all new problems.

TARTACH, HIGH MARSHAL OF MALBOLGE

Formerly a legate of Baalzebul to the court of Moloch, Tartach was forced to return to his disgraced master during the reign of Malagade. It was there he was swayed to Glasya's side so that when she took power, he joined her once again in Malbolge.

The only Duke of Hell in Malbolge, Tartach is the Marshal of Malbolge and leader of the layer's forces. He is a master tactician who excels at moving his forces in the most advantageous position. He is notably cruel and takes great pleasure in learning through vivisection how his enemies tick.

While Tartach is well rewarded for his service, he wishes more for himself; service in Asmodeus' court or even a layer for himself. As such he considers whether it might be advantageous to support Moloch's return, or betray him to the Lord of the Nine in hopes for greater reward. Either way, he knows that being Glasya's favored servant is the final step on his path to the rewards he seeks.

KEY LOCATIONS

A few of the notable locations of Malbolge include:

OSSIEA, FORTRESS OF GLASYA

The largest fortress in Malbolge, Ossiea sits atop great buttresses and pillars with hundreds of cages hanging beneath it. While the great hall of Ossiea is created from the massive skull of Malagard, and the other chambers are built from the bones of those who have perished in her prisons, the fortress of Ossiea is an expression of decadence. All forms of pleasure and punishment are available here and, in the caverns, beneath.

GARDEN OF DELIGHTS

One of the many fortresses of Malbolge protects a flawless garden where succubi and incubi lounge in chilled pools, assuaging the hurts of prisoners and offering the sweetest fruits. But the garden serves as more than a respite. Glasya uses it break the will of those in her charge, trading time in the garden away from a prisoner's tortures for information, service, souls, or in some cases, the look on a prisoner's face when access to the garden is rescinded.

HAIR FOREST

Only a few sections of the densely packed forest grown from Malagard's hair remains. Against a tall cliffside protected from the rolling boulders, the gnarled trees formed from the Hag Countess' hair still sprout in white and flaky soil. The forest was once massive and trackless, making it the perfect place to hide and forget prisoners and treasures alike. Now that the forest has shrunk, it has become a destination for those looking to find valuables Glasya has discarded. While traveling the hair forest has become easier, the **hell lice** remain a danger.



LEGAL OFFICES OF BARZOON AND HART

This large fortress is one the only one that boasts no cages for prisoners hanging beneath it. Here a host of infernal lawyers work day and night on contracts, bargains, and other legal documents; both crafting ironclad documents and looking for loopholes in other's work. The managing partners of the firm, Barzoon (**imp**) and Hart (**Amnizu**) make certain that whatever the outcome, it benefits Glasya.

It is common to see the massive waiting room filled with long lines of mortals, devils, and other planar creatures who seek the legendary firm's expertise. No matter what they seek, the lawyers of Barzoon and Hart can get it - for the right price.

MOGGOTH THYG

The crevasses on Malbolge's slopes are deep, and it is said that some of them go so deep that they reach things meant to be forgotten; places where ancient evils from before even the coming of devils still slumber. Moggoth Thyg is one such cavern, burrowed into the side of an out of the way defile. A gray light that numbs the heart emanates from the cavern, and horrible screams that can only be heard by devils echo from its entrance. No one who enters has ever returned and the devils of Malbolge have stopped trying to learn what lies inside. Sometimes it is better to not know.





SAMPLE ENCOUNTERS

These dangers might be found while traveling Malbolge.

AIR PATROL

An **eryines** spots the characters from the sky and moves to investigate. If they show travel papers, she lets them pass. Otherwise she tries to take the prettiest character captive as a gift to her mistress Glaysa.

HELL LICE

While much of Malbolge's Hair Forest no longer exists, the gigantic **hell lice** that infested it have grown ever more ravenous. These unique threats are spreading out from what little remains of Malagard's corpse. They can be found throughout the layer, climbing columns to bedevil fortresses or delving into the deepest caverns.

Near what remains of the Hair Forest are four ravenous **hell lice** that are looking for a quick meal.



HELL LICE STATISTICS

A hell louse has the statistics of a **giant scorpion** with the following modifications:

- Remove the **giant scorpion's** multiattack and claw attacks.
- A hell louse is resistant to Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered; and immune to Fire, Poison, and the Poisoned condition.
- Add Devil's Sight and Magic Resistance.
- Add Bloody Feast.

Bloody Feast (1/day). As a bonus action, a hell louse can deal an extra 9 (2d8) necrotic damage to a target on a hit.

INFERNAL CLIENT

A **noble** with three **commoner** retainers are led by a **bearded devil** guide through a nearby ravine. They are traveling to the Offices of Barzoon and Hart. The noble is Faaiq al-Faahs of Calimshan who is hoping to get out of a deal he made with a **dao**. The **bearded devil** expects a commission for potentially delivering Faaiq's soul and does not take interference lightly.

KALABONS, FRAGMENTS OF MALAGARD

These devils bud off from the remains of Malagard's corpse. Formed of heaps of glistening flesh atop three stumpy legs and dozens of waving tentacles, they leak blood and puss from a dozen sphincters. As the Hag Countess' remains have slowly disappeared, the kalabons have begun to feed on each other, becoming rarer and rarer. Rumors persist however, that the more they consume each other, the less they hear the torturous screams of Hag Countess that fractures their minds, and the more they can resist the commands of the Lord of the Sixth. Even more the disturbing, some of the **kalabons** have begun to take on more of a female humanoid appearance with purple hued skin and a mane of white feelers that some say is reminiscent of the Hag Countess.

Six **kalabons** rush towards the characters, grasping for their meal.



KALABON STATISTICS

A kalabon has the statistics of a **choker** with the following modifications:

- They are CR 2 (450 xp).
- Change their type and alignment to fiend (devil), lawful evil.
- A kalabon is resistant to Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered; and immune to Acid, Fire, Poison, and the Poisoned condition.
- Add Devil's Sight and Magic Resistance.
- Their tentacle attacks do an additional 3 (1d6) acid damage.

ROCKSLIDE

Falling rocks are an ever-present danger, but a particularly bad rockslide harries the characters passage. Any character that cannot get to shelter or 30 feet above the ground is pummeled by rocks. For the next 1d6+1 rounds, scree pours down the side of the slope. Any creature in the open must make a DC 15 Dexterity saving throw each round to avoid the rocks. On a failed save, the creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is buried in the rocks, requiring a DC 20 Strength (Athletics) check as an action to escape.



MALADOMINI, THE SEVENTH

The ruined landscape of Maladomini appears to be an untamed, rocky desert from afar. Upon close inspection, though, it's easy to identify that the plane is a collection of massive, ruined cities. Industrial blight in the form of depleted strip mines and collapsed, rusted iron scaffolds dot the landscape. Where once bloomed great civilizations now only decay and rot remain.

Baalzebul is the scheming lord of the seventh layer of the Nine Hells. His current power, while tremendous, is but a pale shadow of what it once was; where he previously ruled both this location and Malbolge, he is now limited to only Maladomini as punishment for his refusal to participate in the Blood War and thereby endangering the entirety of the Nine Hells. Asmodeus has laid several curses upon Baalzebul to ensure that this punishment is lasting and personally painful (for more information, see *Mordenkainen's Tome of Foes*).

The Blood War waits for no one and never stops. But war is a standard experience, and needs not only troops, suppliers, and financiers, but also a steady supply of a lawful devil's favorite thing: bureaucracy. Baalzebul knows that he can no longer lie to another devil without turning from his current form into that of a hideous, slug-like being. Furthermore, any deal that he makes is destined to end terribly for the recipient; as a result, his ability to entrap and ensnare devils through clever deals has been severely diminished, but he has grown to master the art of manipulating mortals to do his bidding. The whole of the Nine Hells openly recognizes Baalzebul for his achievements while acknowledging his punishments, and there is no doubt that he is the center of bureaucratic intrigues in Maladomini.

THE LORD OF MALADOMINI

Baalzebul has spent millenia in his slug-like form, writhing his way around Maladomini. Much of the plane's current destruction is due to this, be it from his awful bulk crashing through buildings or the fact that in the throes of his great depressions he simply couldn't muster the energy to perform the necessary upkeep.

He is a consummate liar and schemer, and despite his inability to lie to another devil without feeling the effects of the curse that Asmodeus has lain upon him, he gathers mortals to his side at an astonishing rate. It is only when his second curse is realized that those that have petitioned him find that their deals are never going to have the payoff that they



want—though they certainly get the payoff that they deserve.



ROLEPLAYING THE LORD

Ideal. Aspiration. “The unfair ‘justice’ that has been leveled upon me will prove to be Asmodeus’ undoing. He is incompetent and I will demonstrate his flaws to the other archdevils, thereby ascending the throne myself.”

Bond. Order. “Through bureaucracy we find order, and through order we find opportunity. And opportunities are lost on mortals.”

Flaw. Details. “The finest details are among the most important, for a single grain of sand can bring the grinding wheel to a halt if not appropriately anticipated.”

PIPYAP ON... BAALZEBUL

I'VE NEVER HAD TO TELL SOMEONE THAT THEIR OPINION STINKS, BUT Y'KNOW... BAALZEBUL'S OPINIONS ARE AWFUL, AND IT WAS KINDA FUN TELLING HIM THAT ONCE. DID YOU KNOW THAT HE CAN'T LIE? I MEAN, HE CAN, BUT HE'LL TURN INTO A SQUIGGLY LITTLE WORM-THING AGAIN AND WE ALL KNOW THAT IT JUST PAAAAAIIINS HIM TO ADMIT THAT HIS IDEAS ARE BAD.

ANYHOW, THE REST OF MALADOMINI IS PRETTY BAD, TOO. IT'S ALL JUST A REFLECTION OF BAALZEBUL'S MOTIVATIONS. I THINK HE'S A PRETTY FOLL KINDA GUY-SLUG-DEVIL-THING. THE CITIES ARE ROTTING, HIS KINGDOM IS FOLLED OUT BENEATH HIS VERY FEET, AND THE DEVILS ARE JUST CHOMPIN' AT THE BIT FOR A CHANCE TO ACT IN THE BLOOD WAR.

BUREAUCRACY AT ITS BEST, AM I RIGHT? CAN'T LET HIM OUT OF HIS AGREEMENT, AND HE CAN'T PUSH AWAY FROM IT BECAUSE OF CONTRACTS. AIN'T NOBODY HAPPY, AND I LIKE IT THIS WAY. YOU SHOULD, TOO.

NOTABLE DENIZENS

The ruins of Maladomini are frequently patrolled by groups of bearded devils, erinyes, and spined devils. Places of lower elevation and the infrequent natural areas are often home to black puddings, gelatinous cubes, and ochre jellies.

THE STOP

Comprising the entire bottom of an empty quarry, the Stop is a **gelatinous cube** that has had nothing to do for thousands of years except to feed. Devils from across Maladomini have taken to disposing of their waste by throwing them into the Stop's unimaginably huge bulk. Some say that it has begun to show signs of intelligence, but this is often as they are being dissolved by the cube's acidic appendages.

No more than a small portion of the Stop is exposed to Maladomini at any one time. Indigestible debris has collected on top of it, giving it the appearance of firm ground until it begins to quiver and shake; it has sloughed out to completely fill the nearby tunnels. When it feeds, it sends forth massive acidic pseudopods or pushes a piece of itself into the air to consume larger objects whole.



THE STOP STAT BLOCK

The Stop uses a **gelatinous cube** stat block with the following changes:

- **Size.** The Stop is unable to reveal its full size. It can push a piece of itself through the ground so that it can interact with other creatures and objects, often to consume them. These pieces of itself can be up to colossal in size.
- **Brainless.** The Stop is notoriously difficult to destroy. It is immune to psychic damage and enchantments.
- **Tactile Communication.** The Stop has learned to deliver simple messages in its own language, which can only be understood by something that it is currently devouring.

GRAVELBOOT BRIGADE

The Gravelboot Brigade exists as Baalzebul's elite strike force. They train eternally, and while they know that Baalzebul will never allow them to participate in the Blood War, they hunger for combat. They can sometimes be found in Malagard, but mostly spend their time interacting with Offalio or patrolling the perimeter of Grenpoli. There are twelve **spined devils**, six **bearded devils**, and two **horned devils** in the brigade at any given time.



KEY LOCATIONS

The blighted surface of Maladomini hides many locations that adventurers might find interesting. Here are a few examples:

MALAGARD

The crumbling metropolis of Malagard serves as both the capital city of Maladomini and reminder to Baalzebul of his many failures. The city is degraded because of his lies and exists because of his power. After spending so many years in his hideous form, the damage done is irreparable, but he can't bring himself to pay for the needed repairs, nor can he justify tearing it all down as this would mean surrendering to the reality of his errors and mistakes.

Those that live in Malagard often do so out of necessity, not by choice. They are present due to compulsion from Baalzebul, contracted to the devilish bureaucracy, or perhaps they've just fallen prey to the pervasive, fatalistic melancholy that has infected the entire city.

Fatalistic Melancholy. Intelligence creatures that spend six hours or more in Malagard must make a DC 16 Wisdom saving throw in order to perform any action more strenuous than talking. Devils have advantage on this saving throw.

OFFALION

The structure known as Offalion is built of materials secreted by Baalzebul himself when in his slug-like form and is magically empowered to take on the general appearance of any city or location on the Material Plane. Cities, shops, and more can be imagined into existence, and despite the overpowering terrible stench, the place serves as a training ground for devils that wish to infiltrate or assault some part of the world outside the Nine Hells.

GRENPOLI

Grenpoli's existence in Maladomini occupies a curious role. While not especially safe, it is seen as an accidental sanctuary of sorts for those that find their way here. There are ancient, unbreakable wards here—possibly placed by Asmodeus himself, for even Baalzebul doesn't know—that prevent many common forms of aggression. Spells and abilities that inflict damage to hit points or ability scores simply fail to function or manifest, and summoning spells and rituals only produce a single, tremendously smelly lump of mud. The devils of Maladomini have gone one step further and have since banned the presence of weapons as well; any creature that touches or interacts with a weapon finds that it is immediately teleported away and into the hands of the Gravelboot Brigade.

These limitations are not entirely punitive, though; the School of Politics is located here as well. Due to the protections woven into the location, devils find that they can hone their verbal skills, duplicitous or otherwise, with little fear of immediate reprisal. This does not prevent a devil from being acted against at a later time due to their actions during an argument or rebuttal, though, and as a result there are large groups of creatures that have camped outside the walls of this compound. Some members of the horde are waiting for a specific devil to emerge, while others simply refuse to leave as they are hunted immediately if they do.

SAMPLE ENCOUNTERS

The filth of Maladomini hides all manner of creatures and hazards. Oozes, devils, pits, rare diseases, and more are all potential dangers.

THE ETERNAL MEAL

In life, Evariel Ma was a member of the Cult of the Dragon and venerated Tiamat above all deities. In battle he struck down foe after foe and nearly defeated his brother, Dar'lon Ma, a Red Wizard of Thay. This altercation led to Evariel's disintegration, but Tiamat rewarded his loyalty by transforming him into a **black abishai**.

Unfortunately for Evariel, this was outside of the standard devilish order and as such he was branded an agent of chaos and disorder. Asmodeus himself sent agents to intercept Evariel and cast him into The Stop where he could never again interfere in the affairs of either the Blood War or of mortals.

Now, both Dar'lon Ma and the Cult of the Dragon want Evariel to be recovered. Dar'lon seeks to learn how devils can be created without Asmodeus' permission, and the Cult simply desires to return a powerful agent of Tiamat to the Forgotten Realms. The characters must contend with a recovery group from both Thay (two Thayan human **blackguards**, an Thayan human **archmage**, and a Thayan human **war priest**) and the Cult of the Dragon (two human **archdruids** and two human **archmages**), all while determining how best to convince The Stop to give up the best meal its ever had.

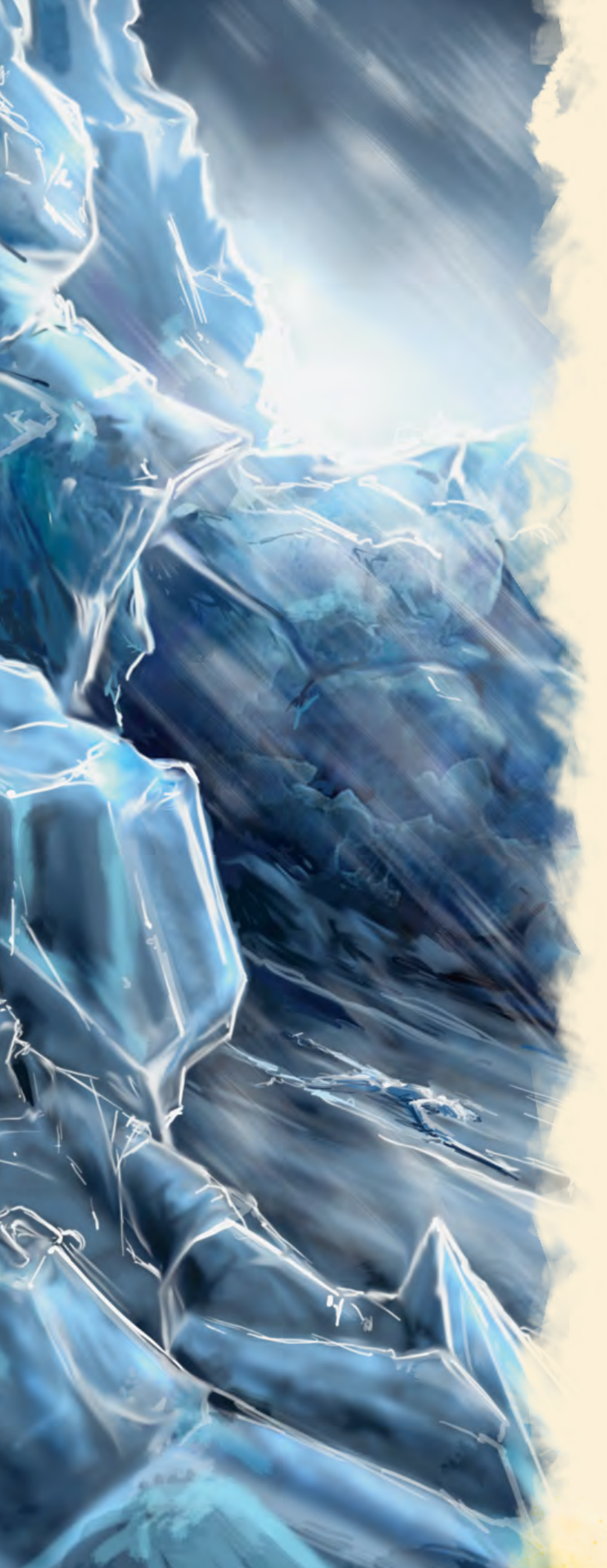
More information about Tiamat and the Cult of the Dragon can be found in *Hoard of the Dragon Queen*, *Rise of Tiamat*, and *Baldur's Gate: Descent into Avernus*. More information about Dar'lon Ma can be found in *DDAL00-01 Window to the Past* and *DDEP00-01 Red War*.

COUNTERFEIT SOUL COINS

Mahadi, master merchant and trusted ally of Fai Chen, has become aware of an influx of very convincing counterfeit *soul coins*. His own investigations indicate that they are coming from Grenpoli, and the characters are asked to intervene.

Yuri Millee (LE human female **bard**), a Lords' Alliance agent and master counterfeiter from Waterdeep, has taken up residence in the merchant camp outside Grenpoli. She is paranoid in the extreme and if captured, she claims that Baalzebul himself has forced her to mint the counterfeit coins.





CANIA, THE EIGHTH

Cania is an ice-covered hellscape lashed by brutal storms. Winds drive endless snows, making it difficult to see clearly in this dreary, frigid place. Massive glaciers grind against mountains tall enough to scrape the sky. The flesh freezing cold has buried cities and corpses alike.

Cania is a place of research as its lord, Mephistopheles, and his minions explore the mysteries of arcane power. Slaves toil to unbury ancient cities encased in ice, hoping to locate lost artifacts. Wizards who foolishly sold their soul search ancient tomes in endless silence. Loyal devils test the latest devastating arcane device. Almost all of Cania quietly works to uncover just one more arcane secret. The only portion of Mephistopheles' power not devoted to research are those who fulfil his duty to guard the only portal to Nessus.

MEPHISTOPHELES, LORD OF THE EIGHTH

The most powerful archdevil short of Asmodeus himself, Mephistopheles, rules Cania from the city of Mephistar as a brilliant researcher and Hell's foremost wizard. Known as The Cold Lord and The Lord of No Mercy, Mephistopheles rarely welcomes visitors to his court; meeting only those who offer information or arcane secrets. Others are disintegrated for daring their distraction. He can be quite pleasant and urbane when he needs to be or wants something, but he would rather be quietly working in one of his laboratories.

Cania has been relatively stable in its leadership, having had only one lord before Mephistopheles: Rimmon. The Lord of the Eighth has openly bragged to Asmodeus that he plans to take the throne of Hell for himself, but inexplicably the Lord of Hell granted Mephistopheles not only his pick of layers, but also placed him in charge of defending the only portal to Nessus. Finding Mephistopheles' honesty and naked ambition refreshing, Asmodeus seems to trust in Mephistopheles' advice; making Mephistopheles a powerful friend and ally at the same time. Jealous of his arcane might, this strength has drawn Dispat to Mephistopheles's side but alienates The Lord of Lies, Baalzebul. Mephistopheles hates Mammon who betrayed him in the past. Perhaps the most complicated relationship Mephistopheles reserves for Glasya, Lady of the Sixth and daughter of Asmodeus. Mephistopheles offers advice to Asmodeus' rebellious daughter as if he were a beloved uncle or godfather. Whether this is a favor to Asmodeus or the beginning of a plot to overthrow her father remains unclear.



Mephistopheles wishes to be worshipped as a god but does not have the massive soul harvesting operations that some other Lords of the Nine have built. Instead he specializes in locating and claiming the souls of talented wizards and sages so that when they make the journey to Hell, they are enslaved onto his research teams. Once in Cania, they are forbidden to communicate with others unless needed for their research. In Cania, little is heard but the howling wind.



ROLEPLAYING MEPHISTOPHELES

Ideal. Power "There is nothing that overwhelming arcane might cannot solve. "

Bond. Admiration "The only being in in the planes who might be able to deceive me is Asmodeus. I serve until the time he makes a mistake. Then the throne of Hell will be mine. "

Flaw. Focused "The path to power is through arcane research and I allow no distractions. Anyone who contacts me without being called is obliterated."

NOTABLE DENIZENS

Being one of the deepest levels of Hell, powerful devils are much more common than the dregs found in Avernus or Dis. Each of these devils is a significant power in their own right. United together behind Mephistopheles, they are an overwhelming threat to anyone invading Cania.

DUKES OF CANIA

Several unique devils serve Mephistopheles under Hutjin's watchful eye. Each of them is more powerful than a pit fiend and have several minions of their own. The Dukes of Cania include: Adonides the Steward of Cania, Baalphegor the Lord of Cania's Consort, Barbas the Chamberlain of Mephistar, Bele the Justicar of Cania, Bifrons who commands 26 companies of gleugons, and Nexroth who commands 26 companies of malebranches.

HUTJIN

Hutjin is a unique and powerful devil, likely the most powerful being in Cania short of Mephistopheles himself. While strong enough to challenge for the right to rule, Hutjin is loyal to The Cold Lord, and for now is content to run the layer in his master's name. In particular, he sees

to all of Cania's defenses, as well as guarding the portal to Nessus. Extremely organized, ruthless, and powerful, Hutjin particularly despises mortals and kills them painfully whenever possible.

PIT FIENDS

A number of pit fiends are in service to Mephistopheles. Bechard, Bulumech, Guland, Silarde, and Sphandor answer to Hutjin directly and serve as generals of Cania's armies which include two companies of other pit fiends. Unique among the pit fiends is Quagrem who has been made the dean of the School of Hellfire. Harried by the constant threat of Mephistopheles' displeasure, Quagrem has pushed those under his watch to develop powerful Hellfire weapons, estranging the many ice devils of Cania.

TUNCHETH

Some of the gelugons have been upset by Quagrem's focus on Hellfire and Hellfire engines as weapons of destruction. Unleashing massive blasts of devastating fire have even turned small areas Cania slightly less frozen. These ice devils have rallied to a gelugon named Tuncheth and fled to Mount Gelineth where they plot the pit fiend's downfall, careful not to complain about Mephistopheles.





KEY LOCATIONS

A few of the notable locations of Cania include:

CITADEL OF MEPHISTAR

The seat of Mephistopheles' power rests atop a mountain of ice known as Nargus. This glacier moves across Cania, seemingly at the will of the Lord of the Eighth. Though carved from ice, the city is warm and is one of the few places those who are not immune to cold can exist safely. The entire city is cloaked under a dense fog caused by continual arcane experiments that damage and melt the ice of the city. Some notable locations in this massive city are:

Mephistopheles' Court. The Lord of No Mercy rarely has time for his own court, instead preferring to allow Hutjin to take care of it while he continues with his own pet projects. When he must conduct business as the Lord of the Eighth, such as a high-profile execution, it occurs in his palace.

Frost Garden. Perhaps the most well-known location in Cania is the Frost Garden; a perfect recreation of a flowering garden, all sculpted from ice.

Academia Acania. A ninety-nine-story building made entirely out of steel; the Academia Acania School of Hellfire is the premier arcane weapons research institute in Cania. Surrounded by **hellfire engines**, the school is watched over by its Dean, the pit fiend Quagrem. Mortals that come here are asked to assist in the research and when they have provided all they can, they are executed so Quagrem can claim credit for their knowledge and discoveries.

Toxic Zone. The neighborhood downwind of the School of Hellfire is filled with toxic gases as a result of waste expelled from the school. Any creature not immune to poison dies in minutes if they venture here.

KINTYRE

The citadel of Kintyre lies under the T'chemox glacier, a testament of what happens to those who would hide their discoveries from the Lord of No Mercy. Now slaves, bound souls, and devils toil to excavate the city and locate artifacts hidden by another archdevil who defied Mephistopheles and the Lord of the Eighth and is now encased in the citadel and within a glacier. It is said that wards prevent anyone loyal to Mephistopheles from finding the lost artifacts, so sometimes Mephistopheles tricks adventurers into searching promising areas.

NEBULAT

The settlement of Nebulat clings to ice shelves that hang off the side of Mount Gelineth. A small group of disgruntled gelugons hide here, researching cold magic and plotting ways to disrupt Quagrem's plans. It is even money as to whether it's the possibility that their research might someday bear fruit, or that Mephistopheles is simply too busy to notice them, which has kept them alive.

PORTAL TO NESSUS

This deep crevasse is surrounded by huge numbers of Hellfire engines and all the massed armies of Cania, prepared to defend it against anyone who might attack it. Travelers need hellishly detailed travel papers signed by Hutjin or Mephistopheles to get access to the portal.

THE PIT

While not possessing a very imaginative name, The Pit is indeed aptly named. Measuring nearly a half-mile wide, it is a jagged wound on the surface of one of the glaciers not far from the base of Mephistar. This pit has extremely sharp, jagged spurs of ice that project from its sides and the initial drop of 1,000 feet ends abruptly in a lake of magical slush. Creatures entering the slush take 55 (10d10) points of cold damage per round; this damage negates resistances and immunities unless a writ is obtained from Mephistopheles or one of his approved agents for one *soul coin**. A half-mile below the surface of the freezing slush is a portal to Nessus, the ninth and final layer of the Nine Hells—and home to none other than Asmodeus himself.

The Pit is guarded by dozens of **ice devils**, and **snow cats** lair in the crooks and crevices created by the icy spurs.

SAMPLE ENCOUNTERS

The surface of Cania is inhospitable to a degree that the other layers of the Nine Hells can only dream of achieving. Howling snowstorms scour the surface clean of both buildings and creatures, and encounters are exceedingly rare.

COVERED CREVASSE

The terrain of Cania has many crevasses in the ice, but the snow frequently covers them. A successful DC 15 Wisdom (Survival) check notes the dangerous area. Those that walk across the snow break through if they weigh more than three pounds. A successful DC 20 Dexterity saving throw catches the side of the crevasse, but those that fall suffer 35 (10d6) bludgeoning damage as they

*: See *Baldur's Gate Descent into Avernus* for full details about *soul coins*.



plummet to the bottom. Devils and worse frequently lurk at the bottom.

INFERNAL SPY

The characters run across an **imp** named Zurful and an **archmage** named Thuun Mahat, both in the employ of the Lord of the Second, watching an arcane weapons test. If the characters can catch Zurful, any of Mephistopheles' minions would be very interested in interrogating the pair.

LOCALIZED CATAclysm

Cania's arcane research and regular weapons test sometimes catch travelers unaware. Any creature caught in the area (about one square mile) of such a test suffers 70 (20d6) fire damage and 70 (20d6) bludgeoning damage on a failed DC 20 Constitution save, or half as much damage on a successful one. In addition, weird effects often accompany the tests. One might find themselves irrevocably lost, taking ongoing acid damage, attacking their allies, or simply blinded.

PIERCING COLD

The cold of Cania is lethal for anyone not immune to its frigid temperatures. Any creature that is not immune to cold suffers 70 (20d6) cold damage and gains one level of exhaustion every round they are in Cania and not protected. There is no saving throw for this effect.

Mephistopheles, Hutjin, or any of the Dukes of Cania can sign travel papers that make a creature immune to the piercing cold when carried.

RUINS OF LORE

The landscape of Cania is dotted with frozen cities and frozen corpses. The characters run across one of these ruins, encased below five feet of solid ice. Who knows what lost lore, magical items, or frozen death awaits them?

SNOW CATS

Prowling through the snowy hellscape of Cania are occasional packs of hunting cats. The **ice devils** refer to them as "**snow cats**" and generally consider them to be little more than a nuisance. They couldn't be more wrong.

The snow cats hunt in packs of five to seven, with their weakest hunter generally being the first one visible. Even so, what that creature lacks in subtlety allows the others to profit greatly—they're savage combatants that typically begin by using their supernaturally-cold breath weapons simultaneously in a pincer maneuver. These packs can quickly take down a creature that is already weakened by the extreme cold of Cania in short time.

Rumors persist of the existence of a snow cat alpha. This creature is larger and more powerful, and hunters claim that it makes its allies nearly invisible in the stinging snow.



SNOW CAT STATISTICS

Snow cats use the **hellhound** stat block with the following adjustments:

- Snow cats are immune to cold, not fire.
- Replace fire breath with frost breath and change the damage type to cold.

Snow cat alphas have the following adjustments:

- All adjustments as above
- **Wrapped in Snow.** When a snow cat alpha hides itself in the snowy hellscape of Cania, it can also demonstrate its connection to that layer of the Nine Hells. After focusing for one minute, a dangerous snowstorm coalesces and affects an area one mile in diameter, centered on the alpha. Any snow cat in this storm cannot be detected by any means. The winds whip in such a chaotic fashion that ranged weapon attacks simply fail to find their mark, and magic is similarly affected in that ranged attacks are made with disadvantage and zone-impacting spells are reduced to a maximum of 10 feet across. This storm lasts for four hours and does not require concentration. Snow cats are unimpeded by the storm's effects, but other creatures find that their immunity or resistance to cold is negated while wrapped in the chilly doom.

ICE DEVIL CHAPLAINS

As one might expect, **ice devils** are plentiful in Cania. Those that prove their devotion to Mephistopheles find that they are rewarded with additional powers and abilities. In turn, they are expected to watch over a company of **ice devils** and serve as their commander while also providing their master with any sign of rebellion or unrest that might weaken or undermine Mephistopheles' pursuit of magical power.

These **ice devil** chaplains are fearsome creatures indeed, but thankfully since Mephistopheles trusts an extremely small number of individuals, they are exceedingly rare. One such fearsome creature has been given command over a force of forty ice devils in the area surrounding Kintyre.



ICE DEVIL CHAPLAIN STATISTICS

Ice devil chaplains use the **pit fiend** stat block with the following adjustments:

- They are immune to cold, not fire.
- They do not have wings but can still fly due to a permanent fiendish gift from Mephistopheles himself. This cannot be dispelled.
- They wield wicked glaives that deal the same damage as the pit fiend's mace attack but substitute the mace's fire damage for cold damage.
- Any creature in the ice devil chaplain's fear aura is vulnerable to cold so long as they remain in the aura; there is no saving throw for this effect. This is in addition to the aura's normal effects.

SCREAMING SNOW

The eternal blizzards that scout the surface of Cania aren't entirely natural phenomena. While they do include snow, hail, and sleet as an adventurer might expect, they often include congealed groups of damned souls that angered Mephistopheles in the past. These souls have gelled together in their anger and now seek out anything that can be destroyed on the surface of this layer of the Nine Hells.

Screaming snow is a terrifying sight to behold. In addition to the normal howling winds, the wails of the lost souls can be plainly heard. Mournful faces manifest in the blowing snow and these storms rarely leave survivors.

Caught in the Storm. Anything caught in a screaming snowstorm takes 55 (10d10) points of cold damage per minute and gains one level of exhaustion if it is capable of doing so. After one minute of exposure and each minute thereafter, an immunity to cold is downgraded to resistance; similarly, resistance is lost, and then becomes a vulnerability. The disembodied spirits exhibit a dire attraction for extradimensional spaces like Mordenkainen's magnificent mansion, destroying them after five minutes of exposure and causing anything held inside to be scattered across a 250-foot radius space thanks to the blowing winds. Creatures destroyed by screaming snow are added to the storm, and only Mephistopheles can release their souls. Damage suffered, levels of exhaustion gained, and effects modified from exposure to screaming snow can only be healed naturally; magical healing simply fails to function.

NESSUS, THE NINTH

From a distance, the ruined landscape of Nessus looks like a scab on the face of reality. Angry brown-red surfaces are cut by impossibly deep ravines and the coppery scent of blood lingers on the edge of a visitor's senses. Only two buildings stand here, and the journey between them is mere hours for some and weeks for others.

At a glance, Nessus appears devoid of life and home only to the angry, howling winds. At times the mournful howls of unseen infernal creatures are heard but it is only by stepping into this hellscape that a traveler learns what actually awaits them.

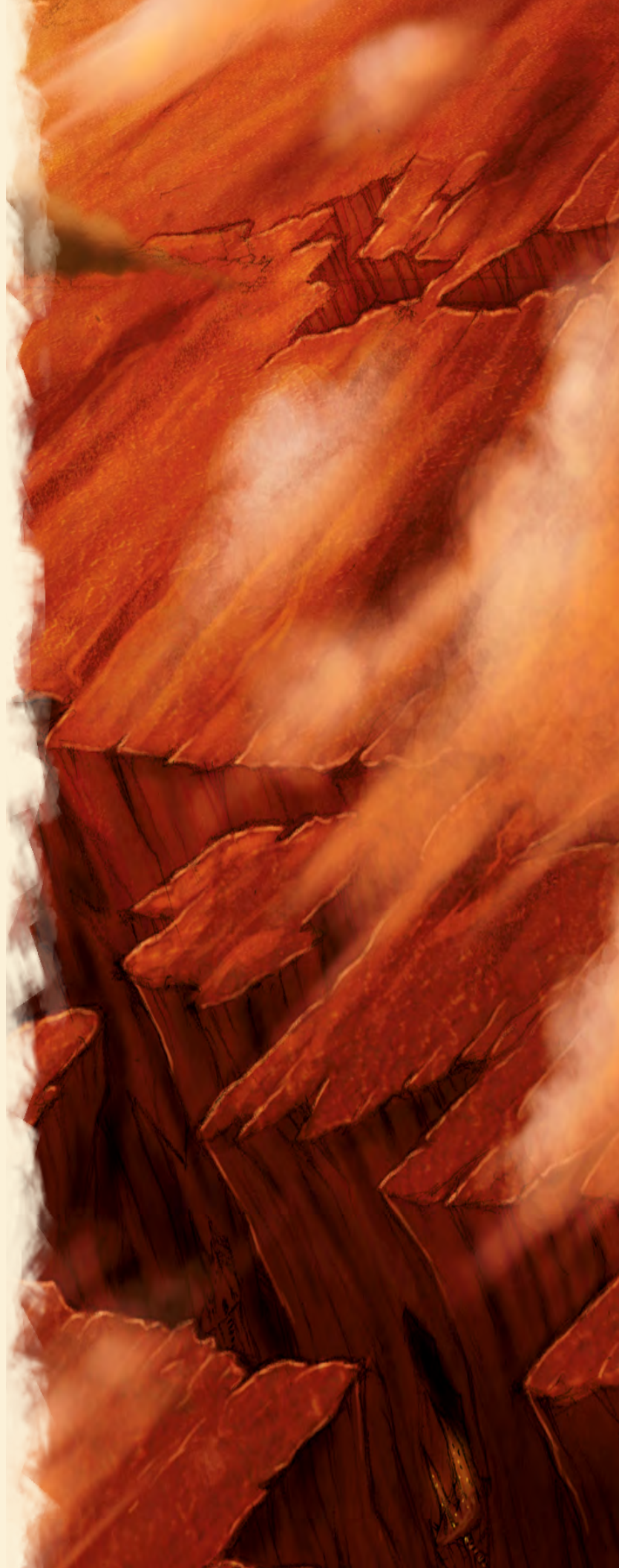
Before recorded time, Asmodeous was cast out of the heavens. His graceful form was twisted and blackened when it crashed into the location that would become the Nine Hells; each layer that he smashed through would become its own unique region, with his final resting place becoming the lowest of them all: Nessus. As he writhed around and healed, he created impossibly deep ravines – some leading to infinite rifts in the fabric of the multiverse itself; creatures that fall in them simply fall for eternity, never to be recovered.

It is from here that grand Asmodeous plots and schemes. He lovingly crafts infernal contracts that tempt the recipient with power, but that power comes at a cost that is often buried inside layers upon layers of legal wording and doublespeak. He gathers souls to his side and fills his fortress with the devils and warlocks that he finds unquestioningly loyal. He prefers to work through his agents and is rarely encountered in a true capacity; most that experience Asmodeous physical form rarely experience anything afterwards.

THE LORD OF NESSUS

Asmodeus is the consummate politician — flashy white smiles, honeyed words, and an understanding of the laws that bind the universe in such a way that even his staunchest foes respect. He is an orator without compare and has at his command the legions of Nessus in addition to the uncountable horde of creatures that he has contracted into his service over the millennia.

He has made excellent use of his time at the bottom of the Nine Hells. He plots and schemes, but not in the ways of the other Lords of the Nine; nay, Asmodeus more commonly seeks to entreat and tempt demigods and other such beings of planar power. As the first of the devils he understands the base urges of such powerful denizens of the multiverse and is more than capable of tempting them into considering deals that are decidedly one-sided — in Asmodeus' favor, of course.





ROLEPLAYING THE LORD

Ideal. Order. “All worlds are mine to guide into order. They’ll fall in line when the time is right.”

Bond. Law. “The letter of the law is at once respite, relaxation, reverie, and romance. In the embrace of law can be found both exquisite joy and unending torment, and the word of law is mine to command.”

Flaw. Arrogance. “My foes are inconsequential, mere pretenders to powers that they cannot possibly appreciate. I cannot be bothered with the pursuits of the mouse or maggot when such riches await me on the horizon.”

PIPYAP ON... ASMODEUS

THIS GLY? THIS GLY RIGHT HERE? DON'T LET HIM TALK TO YOU. HE'LL SELL YOU THE SHIRT OFF YOUR OWN BACK AND MAKE HIMSELF LOOK GOOD WHILE DOING IT - LIKE HE'S DOING YOU A FAVOR.

BUT F'R REAL, THOUGH, OLD AZZY IS A REAL HIT AT PARTIES. LET ME TELL YOU. KNOWS ALL THE RIGHT WORDS TO GET EXACTLY WHAT HE - AND YOU, AMIRIGHT? - WANT.

BUT WHATEVER. GIVE HIM SPACE, AND FOR REALS YOU DON'T WANT TO LOOK AT HIS RUBY.

NOTABLE DENIZENS

Asmodeus amuses himself by seducing powerful extraplanar entities into a life of servitude, indenturing them to both him and the Nine Hells in some fashion. He is wise enough to bring such beings to the Hells in a manner that sees them barred from his layer in short order, such as with his most recent major conversion: Zariel, a former angel who usurped control of Avernus, the first layer of the Hells shortly after her arrival in that terrible place.

THE GROUNDSKEEPER

Near the base of Fortress Nessus can occasionally be seen a translucent green humanoid shape. The being's shape is muddled and vague, though there are rumors that it bears the face of an elf cultist of Asmodeus that was caught in an act of betrayal. They say that where this specter roams, beautiful flowers and grasses spring from the ground – but where it looks, plants and small creatures wither and die.

Regardless of the spirit's origin, trails of vegetation can be seen around the base of the Fortress. Asmodeus has so far made no official comment on who or what “the Groundskeeper” might be.

XAK'THAR THE TWIN

The pit fiend known as Xak'thar the Twin is in fact two pit fiends that have been fused together. With an appearance quite like that of conjoined twins, Xak'thar rules the Gorge of Slaughter with an iron fist – or four.

KEY LOCATIONS

The flat plains of Nessus are occasionally interrupted by deep crevasses, and in rarer occasions actual land formations. A few key locations are detailed here but other places of interest exist beneath the crusty surface.

GORGE OF SLAUGHTER

This is a sort-of holy place for devils, especially those of lesser rank. Stretching nearly half a mile long and almost as wide, scores of shelves line its sides; these shelves are always crowded with devils of all types. They congregate here at the end of their divine pilgrimage and watch with blood-curdling glee as other devils tear into each other on the floor below.

Legend has it that that every devil can trace its lineage back to a single “parental” pit fiend, and the pit fiends that sprung forth from Asmodeus' bloodline can create new low-level devils simply by drawing blood in combat—or contract. How true this is remains to be seen, for few are brave (or devilish) enough to seek out this place of rage and seething hatred.

Mortals that are discovered in the vicinity of the Gorge of Slaughter are captured and tossed into the bloody games. Should they prove themselves capable, they have the dubious honor of facing Xak'thar the Twin—the greatest warrior that the gorge has ever seen.



SPECTER GORGE

Any mortal that dies in this place soon finds the reason for this name: their souls become lost and return as **specters** after 1d12 + 4 days. These specters are focused on attacking anyone that could be interpreted as having allowed the death to occur, be they friend or foe. Until such as time as the specter is destroyed, the mortal cannot be returned to life — *not even a wish spell* can prevent this, so powerful is the divine influence in this place.

FORTRESS NESSUS

Seemingly created of alabaster, marble, and polished bone, Fortress Nessus rises from the barren plains of Nessus like a stark arrow shaft. Its walls are flawless, and the grounds are smooth, unlike the rest of the area across this layer of the Hells. While there are a few patches and paths of beautiful flowers and grasses, most of the vegetation is dead and brittle.

The interior of the complex is more of the same: beautifully created, obviously well maintained, but devoid of life. No creature, devil or otherwise, takes residence here and the hallways seem to stretch on for miles when travelers find their way in. Every room is hauntingly empty, as if the viewer can almost feel that someone was just here but is now gone, simply leaving an old life behind and abandoning the bones of the past.

For every two hours that a mortal spends inside of Fortress Nessus, they lose 1 point of Charisma, Intelligence, and Wisdom unless they succeed on a DC 30 Wisdom saving throw. Failing this saving throw by 10 or more results in the loss of 1 point from each of their ability scores instead. The aching melancholy of the place acts as both a siren song and a death knell for unwary visitors, as any creature that has one or more ability scores reduced to 0 is trapped here for eternity and bound in service to Asmodeus. Only Asmodeus is able to release them from their servitude as not even a *wish* spell is potent enough to change this outcome. Ability scores lost in this way can only be healed upon leaving the Nine Hells entirely.

TABJARI

Inside the halls of this maze-like complex are a small number of creatures and an impossible number of traps. No fiend, devil, or demon is able to set foot here as doing so causes them to devolve into a lesser form. In a matter a minutes, a pit fiend

could find themselves demoted to imp or nupperibo status; if they remain here, such creatures are often devolved out of existence entirely as they become nothing more than a wisp of evil energy that quickly dissipates into the air, never to be seen again. Creatures are exceedingly rare to find in Tabjari as only the most devout worshipers of Asmodeus decide to come here—and only a small number of them survive the experience, as the numerous traps do not discern worshiper from invader.

In truth, Asmodeus crafted this place as part of his agreement to leave the heavens. Contained somewhere in these chambers is the 20-ton ruby that houses one of the three original copies of the divine contract that he wrote with the gods, in which the terms of his descent to the Nine Hells is found. Asmodeus knew that he would need a secure facility to house this artifact, and while it is impossible by divine decree for the ruby and contract to be destroyed, the very fundamental essence of law in the universe would be irreparably damaged if the ruby were removed from Tabjari — chaos would reign supreme as the contract would be out of alignment with the other two copies elsewhere in the planes.





SAMPLE ENCOUNTERS

During their journey across Nessus, travelers may encounter some or all of the following:

DEVILS OF NESSUS

Any devil that is native to Nessus is inherently more formidable than many of their kin while on this layer of the Hells. They have maximum hit points and one use of the legendary resistance trait. Once used, this trait cannot be used again until the creature completes a short or long rest; creatures that already have the legendary resistance trait gain one additional use of it, to a maximum of three uses.

GUILD OF BINDERS

Found inside Slaughter Gorge, members of the Guild of Binders offer their services for fees ranging from nominal to soul-rending. This quartet of **chain devils** speaks in sibilant tones and dresses in the most expensive finery from the worlds of Faerûn and beyond. They are part of the Souk and are beholden to no being but Mahadi — whether Asmodeous can direct them or is simply uninterested in them remains to be seen.

Knowing full well the dire nature of the games in the Gorge, they can offer infernal gifts for those that sign an infernal contract and pay the required fee of two *soul coins*. They have no interest in a direct conflict but are more than capable of defending themselves, as they have the following adjustments:

- Maximum hit points.
- Advantage on attacks made against non-devils.
- **Pack tactics.** 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 target and isn't incapacitated.

GUILD OF BINDERS INFERNAL GIFTS

Benefit	Hindrance
Resistance to weapon damage	Vulnerability to magic damage
Resistance to magic damage	Vulnerability to weapon damage
Advantage on saving throws	Foes have advantage when attacking you
Advantage on checks involving a single skill	Disadvantage on saving throws
Gain one extra spell slot of your highest level	Maximum hit points reduced by 50%

Any benefit gained from the Guild of Binders expires after one hour, upon death, when the characters enter Tabjari, or when they leave Nessus, whichever occurs first.

GUILD OF FLAYERS

The skies of Nessus are occasionally home to a flock of **bone devils** known as the Guild of Flayers. Some of the elder devils in the Nine Hells refer to them as brothers from an ancient order of assassins, though rumors persist of other, darker origins. One thing is truly known: they take immense glee in skinning their victims and wearing the disembodied skinsuits as a disguise. They use dark rituals to reinforce these costumes and insert themselves into the lives of their victims, sowing discord at every opportunity.

Why Asmodeous permits them to behave this way is a plot known only to him.

HELL HOUNDS

The plains of Nessus are home to numerous packs of **hell hounds**. What they feed upon is unknown, though it is surmised that their presence explains the lack of wandering, damned souls across the expanse. These feral, infernal beasts are a terrifying sight for travelers as they travel in packs of twenty or more, and their hollow baying can be heard for miles across the mind-numbing flat expanse of Nessus.



CHAPTER 3:

ADVENTURING IN THE NINE HELLS

AVERNUS: REUNITED AND IT FEELS SO GOOD

Estimated Duration: 4 hours

"There isn't a way things should be. There's just what happens, and what we do."

—Terry Pratchett, *A Hat Full of Sky*

D **DAL00-11a Reunited and It Feels So Good** is a tier 1 adventure by Travis Woodall, using pregenerated characters that takes place in the Moonsea and Avernus, the First Layer of Hell.

BACKGROUND

Some time ago, **LLIIRA** crafted a magic **COOKIE BAG** that would bestow its owner with a never-ending supply of the most delicious cookies anyone in **FAERÛN** had ever tasted. The **BISCUIT HERALD**, as the owner would come to be known, was charged by Lliira to wander the Realms in search of parties and other joyous events at which to share their gift.

But as it usually happens, someone had to ruin the fun. At some point, the last Herald (whose name is lost to time) was slain by bandits while traveling some lonesome, dusty road, and the bag was lost.

The bag has had several owners since then, the most recent being a man named **HON ARVID**. An adventurer, he and his fellows are in dire need of help. Help that comes—though not necessarily in the form that he expected...

EPISODES

The adventure's story is spread over three **story episodes** that take approximately four hours to play. These episodes are introduced by a **Call to Action**.

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

• **Episode 1: Rank and File.** The characters are lemures doing lemur stuff in Avernus when they're conjured to the Material Plane by an adventuring cleric. This is the **Call to Action**.

PIPYAP ON LLIIRA, OUR LADY OF JOY

SO, LLIIRA IS THE GODDESS OF HAPPINESS, DANCE, FREEDOM; ALL THAT NONSENSE. IF YOU'RE HAVING A GOOD TIME AT A PARTY, YOU'VE PROBABLY GOT HER TO THANK FOR IT — CREDIT WHERE CREDIT'S DUE.

HER BIG THING, THOUGH, IS THAT BEING HAPPY ISN'T ENOUGH — IF YOUR IDEA OF HAPPINESS IS MAKING OTHER FOLKS MISERABLE, WATCH OUT. FOLKS ON LLIIRA'S BAD SIDE (WORSHIPPERS OF LOVIATAR AMONG OTHERS) RUN THE RISK OF TICKIN' OFF THE SCARLET MUMMERS — ASSASSINS WHO HIDE THEIR KNIVES IN THEIR BOOTS. WORD IS THAT A "DANCIN'" MUMMER CAN STAB HER VICTIM A HUNDRED TIMES AND THEY'RE NONE THE WISER UNTIL THEY KEEL OVER DEAD.

• **Episode 2: Bound by Magic.** The characters find themselves conjured by the sole surviving member of an adventuring group whose commands they are compelled to obey. However, the fun begins with a chance meeting with an unexpected friend. This is **Story Objective A**.

• **Episode 3: Home Sweet Home.** Upon their return to Avernus the characters are promoted to imps, but the effects of the Cookie Bag have had an unexpected side-effect. After spilling the beans, Pipypap makes a parting request—that they sneak into Tiamat's lair and retrieve the soul of his former master, Halvin Graingle. This is **Story Objective B**.

PIPYAP ON PREGENERATED CHARACTERS

DUE TO THE INHERENT DANGERS IN TREKKING 'ROUND AVERNUS (OR REALLY ANY OF THE EIGHT OTHER HELLS FOR THAT MATTER) AS A LOW-LEVEL ADVENTURER, THIS ADVENTURE UTILIZES PREGENERATED CHARACTERS THAT YOUR PLAYERS WON'T HAVE THE INGRAINED INSTINCT TO PROTECT. WHAT'S MORE, THESE CHARACTERS ARE A BIT... UNUSUAL IN THAT THEY'RE FIENDS — SPECIFICALLY, LEMURES AND IMPS.

IN THE NINE HELLS, YOU CAN'T GET LOWER THAN A LEMURE; THEY'RE DUMB AS A SACK OF WET ROCKS AND NOT NEARLY AS GOOD LOOKING. BECAUSE OF THIS AND OTHER REASONS, IT'S PLAIN TO SEE THAT THEY DON'T MAKE PARTICULARLY GREAT ADVENTURERS. AS SUCH, IT'LL BE INCLINBENT UPON YOU TO DESCRIBE THE SCENE AS YOU WOULD TO SOMEONE WITH AN INTELLIGENCE OF 1.

US IMPS? WE'RE A LITTLE EASIER. WE'RE CLEVER, SNEAKY, AND CRAZY FUN TO BE AROUND. THE PROBLEM HERE IS OUR ABILITY TO FLY, SHAPECHANGE, AND TURN INVISIBLE. DON'T WORRY ABOUT ALL THAT — THE ADVENTURE KNOWS THAT WE CAN DO THAT.

ABOVE ALL, BE GENEROUS WITH AWARDDING INSPIRATION FOR YOUR PLAYERS ROLEPLAYING THEIR NEW FAVORITE CHARACTERS — ESPECIALLY IF THEY DO DEVILISH THINGS (TWIST THE MEANING OF WORDS, BETRAY THEIR PEERS TO GET A LEG UP ON A PROMOTION, ETC.). SOME MAY BE TEMPTED TO HOARD THEIR INSPIRATION, BUT IF YOU GIVE IT OUT OFTEN, YOUR PLAYERS WILL JUMP INTO THEIR ROLES!

IN OTHER WORDS, HAVE FUN. LOTS AND LOTS OF FUN.





EPISODE 1:

RANK AND FILE (CALL TO ACTION)

Estimated Duration: 15 minutes

SCENE A.

CLEAN-UP DUTY

Story Beat: The players meet their new characters and get a mission from the imp Pipypap.



AVERNUS, THE ETERNAL BATTLEFIELD

Avernus is a stony wasteland littered with crushed bones, shattered armor and weapons, and ruined siege engines—debris from the eternal war waged in the Lower Planes between devils and demons: The Blood War.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Avernus is an infinite plane of war and ruin—a rocky wasteland soaked in blood and rot. The ground is covered with shattered weapons, bones, and the wreckage of infernal siege engines, the worst of which create difficult terrain.

Lighting. The area is brightly lit by scattered piles of burning wreckage and the occasional fiery comet that blazes overhead. Clouds of terrible flies create pockets of light obscurement here and there.

The Blood War. The never-ending war waged between devils and demons rages constantly across the first layer of the Nine Hells and it occasionally spills into the area that the characters are tending to.

CREATURES/NPCs

Grazulkul (a **bone devil**) is here, monitoring the toils of the scores of lemures (which includes the characters) that trudge about the area.

Objectives/Goals. Grazulkul relishes in whipping lemures that he feels are working too slow (which is any lemure that he feels like whipping). The pile

PIPYAP ON THE INFERNAL HIERARCHY

SO, THE NINE HELLS. WHAT'S TO BE SAID ABOUT IT THAT YOU DON'T ALREADY KNOW? IT'S HOT, IT STINKS, AND IT'S FULL OF DEVILS. NOW, THESE DEVILS HAVE A PRETTY STRICT CHAIN OF COMMAND AND LOADS OF RULES. BREAKING THEM IS A GOOD WAY TO GET DEMOTED — OR WORSE — DESTROYED.

* **ARCHDEVILS.** THE ARCHDEVILS RULE OVER THE NINE LAYERS OF THE NINE HELLS, BUT THIS CATEGORY ALSO INCLUDES ALL THE LICKSPITTLE DUKES AND DUKESSES THAT THEY HANG OUT WITH.

* **GREATER DEVILS.** PIT FIENDS, ICE DEVILS, AND OTHER FIENDS ARE GREATER DEVILS THAT SERVE AND ATTEND TO THE NEEDS OF THE ARCHDEVILS AND COMMAND THEIR ARMIES. THESE FOLKS ARE BOOTLICKERS, TOO. AND JERKS TO BOOT.

* **LESSER DEVILS.** SPINED DEVILS, IMPS LIKE ME, BONE DEVILS — WE'RE ALL LESSER DEVILS. CONTRARY TO THE TITLE, THIS ACTUALLY ISN'T A BAD GIG; WHILE YOU'VE GOT OTHERS ITCHING TO HIT YOU WITH WHATEVER THEY HAVE IN-HAND, YOU'RE ALSO MORE OR LESS LEFT ALONE TO DO WHAT YOU WERE BORN TO DO — BE MEAN.

* **LEMURES.** THE WORST OF THE WORST. LIKE, LITERALLY THE WORST. I HATED BEING A LEMURE. I'M NOT GONNA LIE; IT SUCKED. BAD.



of garbage and debris they are currently working on has been accumulating for a while and the bone devil feels that his masters are going to be particularly pleased in the initiative he's displaying in finally getting it taken care of. The other lemures present exist only to demonstrate subservience and pick up trash.

What Do They Know? Grazulkul knows that working hard and following orders gets you promoted, and that's really all he cares about. The lemures know that being a lemure isn't great, and that getting whipped by a bone devil angry at you for not following orders is even worse. The lemures only know pain and torment.

PUT THAT PILE OF GARBAGE IN A PILE OVER THERE!

The **lemures** are toiling at moving piles of jagged metal and shattered bones—all while being whipped and harassed by their cruel taskmaster, Grazulkul.

At some point, the **bone devil** directs the characters to a particularly nasty-looking pile of refuse and bodies, instructing them to clean it up. Being **lemures**, the characters are really good at following instructions, but absolutely terrible at formulating plans. Grazulkul knows this and eagerly awaits an opportunity to punish the characters.

Have the characters describe how they undertake—and likely fail—at the task at hand. The DC of a given check should be between 11 and 15, and the ability used should reflect what they're doing to move the debris, such as Strength (Athletics) to push it over, (keep in mind that lemures aren't prone to fits of brilliance or ingenuity). Reward players that immerse themselves in their role with inspiration; it'll help them avoid the whip. Those that fail are punished severely!

CALL TO ACTION

Without warning, however, strange motes of pale blue light dance around the characters, and distant, ethereal chanting fills the area. One by one, each character vanishes in a puff of smelly yellow smoke.





EPISODE 2: BOUND BY MAGIC

Estimated Duration: 1 hour

SCENE A. A LIGHT IN THE DARKNESS

Story Beat: In this episode the characters find themselves conjured to the Material plane by an adventurer whose expedition into an ancient temple has taken a turn for the worse.

PREREQUISITES

This episode is used once the characters receive the Call to Action in **Episode 1**.

STORY OBJECTIVE A

Serving Hon and encountering Pipypap is **Story Objective A**, though the latter only occurs once Hon is killed by the **skeletons**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The cavern the characters find themselves in is large with an unusually flat ceiling, floor, and walls. Faded sheets of red cloth hang from the roof of the cave, emblazoned with a symbol that is unmistakable to a **lemure**: an inverted triangle formed of three, smaller triangles—the symbol of Asmodeus. A large, square boulder sits on a raised section of the floor at the far end of the room.

Lighting. The area is well lit by the torches that some of the other creatures carry. One of them carries a long stick topped with a glowing crystal. Motes of light dance around the walls behind the boulder—cast by something shiny atop it.

Altar. The same symbol embroidered into the cloth has been engraved into the face of the boulder, atop which is a gem-encrusted golden goblet.

Fiends within 60 feet of the altar are empowered by Asmodeus' blessing and gain the following:

- **Resistance** to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- **Regenerate** 1 hit point at the end of each turn, even if reduced to 0 hit points.
- Make melee attacks with advantage and deal an additional damage die on a hit.

CREATURES/NPCs

Three strange creatures lie on the ground while a fourth, Hon Arvid, (a **mage** with only 10 hit points remaining) interposes himself between them and five **skeletons** bearing down on them.



ADVENTURERS
LEAGUE

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Weak:** Remove a **skeleton**
- **Strong:** Add a **skeleton**

Objectives/Goals. Hon has conjured the characters as a last-ditch effort to save his life and those of his companions. The **skeletons** seek to destroy any living creature they see.

What Do They Know? Hon and his allies came to the temple to plunder it for its riches, but



inadvertently roused the temple's dead occupants from their graves. After a pitched battle, he's alone, wounded, and scared, largely because he was expecting more than **lemures** to be summoned by his conjuration spell. But hey, magic is fickle sometimes.

PLAYING THE PILLARS

Consider the following guidance:

Combat. The **skeletons** are mindless, but then again, so are the characters. The **skeletons** set upon the characters with old shortbows and rusted shortswords. Characters reduced to 0 hit points are knocked unconscious and dying (though they regain 1 hit point if they're within 60 feet of the altar).

Exploration. There is little to interact with in the room except the tapestries hanging from the walls, the altar, and the goblet, each of which act like a normal wall hanging, altar, and goblet.

Social. Hon issues his commands in Infernal, wasting no time in ordering the characters to destroy the **skeletons**. **Lemures** that even think about disobeying his commands or attacking him must succeed on a DC 11 Wisdom saving throw at the end of their turn or take 3 (1d6) psychic damage.

SCENE B. A DARK IN THE LIGHTNESS

The battle is over. Unknown to the characters, Hon unfortunately took an arrow to the face during the fray, killing him. A few moments after the **skeletons** are destroyed, a terribly obese imp fades into view.

CREATURES/NPCs

Hon (a dead **mage**) is on the ground—quite dead.

An imp wearing a broad grin appears before you out of thin air. He grabs the dead creature's satchel and slings it over his shoulder with a satisfied look on his face and says "Man, I keep losing this thing...Oh, whadda we got here?"

Objectives/Goals. Pipyap has but one goal: to retrieve his cookie bag from the jerk that stole it (the dead **mage**) - and he doesn't give a wet slap about anything else. Ever crafty, he cast *counterspell* on Hon's conjuration spell and used *summon demon* to call the characters here from Avernus without Hon being any the wiser. He's crazy clever like that.

What Do They Know? Pipyap's been following Hon and his group for a tenday and his moment finally arrived. However, now that the characters are here, he's struck with an epiphany—since the

characters are here (and bound to go back to the Nine Hells), he may as well kill two birds with one stone. He really misses his former master, Halvin Graingle, and this is a rare opportunity to reunite with him.

PIPYAP ON DEVIL SUMMONING

WHEN ALL IS SAID AND DONE, I'M STILL A DEVIL-AT-HEART — NO MATTER WHAT OTHER FOLKS MIGHT TELL YOU TO THE CONTRARY. AND OVER THE YEARS, I'VE GAINED A FEW ABILITIES HERE AND THERE — AMONG WHICH IS THE ABILITY TO SUMMON OTHER DEVILS. SOMETHING USUALLY ONLY MORE POWERFUL DEVILS ARE ABLE TO DO. ONCE A DAY, I CAN SUMMON 274 LEMURES OR IMPS FOR 10 MINUTES. IT DOESN'T SOUND TOO GREAT, BUT IT HAS ITS BENEFITS.

LLIIRA'S GIFT

Pipyap knows that precious few moments remain before his hold over the characters lapses, so he cuts right to the chase. He rifles through the bag (now slung over his shoulder) and crams a cookie into each of the characters' mouths in turn.

Upon eating the cookie, the **lemures** are assailed by waves of unusual feelings: specifically, feelings. In their wake, the characters are each imbued with the freedom-bestowing presence of Lliira and gain the following modifications:

- **Alignment:** Any (character's choice)
- **Ability Scores:** Intelligence and Charisma 10 (+0)
- **Languages:** Common, Infernal

What's more, they are gifted with the same sense of self-awareness and autonomy as Pipyap and should choose a name. Once they've done so, Pipyap asks each of them in turn what their name is. Make a note of those who don't give their name to Pipyap, who **highly recommends** that they do so but doesn't tell them exactly why: "Trust me!"

TREASURE

Pipyap doesn't allow the characters to take Hon's bag (or Pipyap's depending on how you view the subtle nuances and concepts of possession). He responds with a shocking display of violence if any of them attempt to do so, though he doesn't kill the characters; he's got other plans for them.



THE ASK

Pipyap wastes no time letting the characters come to terms with “waking up.” He presses two things into a random character’s hand: a cookie and a folded-up piece of paper (see **Treasure**). He then gives the characters a quick run-down on the situation.

“Ok, you used to be a stupid **lemure**, now you’re a slightly less stupid **lemure**. Don’t ask how; there ain’t no time. You’re about to go back to Avernus and with luck, you’ll eventually get promoted. Do me a solid, though. Go to Tiamat’s prison, find Halvin Graingle, and give him this cookie! Here’s a picture that’ll help you find him. Oh, and DON’T TELL ANYONE I...”

PROCEEDING TO THE NEXT SCENE

Mid-sentence, Pipyap’s sway over the characters lapses, and with a pop they vanish in a puff of foul yellow smoke and find themselves back in Avernus.

TREASURE

If the characters manage to end up with Pipyap’s cookie bag when they teleport, they arrive in Avernus (see **Scene C**) without it.

Otherwise, Pipyap gives the group:

- A cookie wrapped in a stained handkerchief.
- A hand-drawn picture of Halvin Graingle (**Chapter 6**).

SCENE C. PROCESSING

Poof! The characters appear right back where they started: in Avernus. Specifically, in front of a very, very angry Grazulkul who begins tearing into them in a torrent of curses and admonishments at which Asmodeus himself would cringe.

GET BACK TO WORK!

Grazulkul wastes no time in ordering the **lemures** to get back to work, lashing out with his biting whip at those who he feels aren’t demonstrating the proper sense of urgency in following his demands. This is an opportunity for the characters to stretch their newly found freedom. However, they must be careful to avoid notice; Grazulkul kills any **lemures** that display any undesirable qualities such as intelligence, free-will, independence, etc.

The characters must perform their menial tasks properly if they wish to avoid the whip, but not too well so as to arouse Grazulkul’s suspicion; the **bone devil** destroys them if they give him cause to think that something is truly amiss. And then they would have eaten that cookie all for nothing. What a waste.

Let the players have fun exploring and developing their new identities here; let their roleplaying guide their successes and failures rather than their rolls. If one of the **lemure** dies, the others are welcome to wait around until their dead pal’s *Hellish Rejuvenation* kicks in.

WHAT ABOUT PIPYAP’S COOKIE?

I KNOW WHAT YOU’RE ASKING YOURSELF; HOW ARE A BLINCH OF SMELLY, NAKED LEMURES SUPPOSED TO HIDE A COOKIE AND A DRAWING? TWO WORDS: MOLTHER POUGH (JUST DON’T CHEW)! OK, THAT WAS FIVE; GIMME A BREAK.

PROCEEDING TO THE NEXT SCENE

Provided the characters don’t spill the beans and get whipped to death by the **bone devil**, they’re eventually summoned to the domain of a powerful **erinyes** called Jezricka. It’s promotion time!

SCENE D. DING!

The characters find themselves in the domain of Jezricka (an **erinyes**): an imposing female figure bearing a pair of blood-red feathered wings. Jezricka is flanked by a pair of **bearded devils**.

AREA INFORMATION

Jezricka’s hall has the following features:

Dimensions & Terrain. The imposing hall is approximately 70 feet wide and 100 feet long. A raised section at the end houses a throne of bone and jagged black stone. Wide sheets of tattered purple silk hang from iron rods behind the throne. The ceiling above is lost in the darkness and clouds of buzzing flies. Large, regularly spaced windows look out onto the wastelands of Avernus.

Lighting. The hall is brightly lit, though the area is sparse on sources of light. Despite this, occasional clouds of flies lightly obscure areas within the hall.

Smells and Sounds. Sulphur, burning flesh, rot. Whispered voices, distant screams of pain.

Denizens. A number of lesser devils meander about, most looking to ask Jezricka for stuff. Jerks.



CREATURES/NPCs

Jezricka (an **erinyes**) is here, holding a whip of purple fire. Two bearded devils stand beside her.

Objectives/Goals. Jezricka is an ambitious devil who is constantly scheming against her rivals, specifically Grealorn, a horned devil in the service of Tiamat. She wishes to promote the characters to **imps** for two reasons: first, she wants to know why the characters were summoned to the Material plane and trying to get answers out of a lemur is an exercise in futility; second, she knows exactly where Grealorn lairs and plans to send the newly-promoted characters to spy on him. The **bearded devils** are here to protect their charge at the behest of a more powerful devil (as well as to keep a close eye on the **erinyes**' dealings, though she doesn't know it).

What Do They Know? Jezricka knows that the characters were conjured to the Material plane and is curious as to why. More concerning is that she suspects Grealorn of preparing to move against her. She knows exactly where Grealorn lairs and plans sends the imps there as her spies. She doesn't know that the characters have been visited by Pipypap or that they've been gifted by Lliira.

HAZING IS BAD

The promotion process is truly horrible to behold.

A dismissive gesture of Jezricka's hand causes waves of exquisite agony to course through your body. Without warning, the numerous devils in the hall converge on you—rending your flesh from your body by the fistful in a bloody frenzy. After what seems like an eternity of pain, the assembled host backs away from you.

The occasional piece of shredded skin still hangs from your gore-covered body, but it's different now. What was once a shapeless mass of flesh is now slender with spindly limbs, two leathery wings and a tail ending in a barbed stinger.

PROCEEDING TO THE NEXT EPISODE

The promotion experience is harrowing and Jezricka grants the characters little in the realm of time to recover before providing the characters with their first assignment as **imps**. Clever imps think to scavenge the battlefields for weapons to augment their new-found abilities. An imp succeeding on a DC 15 Wisdom (Perception) finds a dagger or two, a few arrows, or a lockpick, but not much beyond that.

ADVENTURERS
LEAGUE

JEEZ, SOMEONE SPILLED THE BEANS!

Someone'd have to be a real dunce to spill their guts to Jezricka. I mean, what sort of a...wait, someone blabbed?

If someone blabs there could be many reasons why Jezricka doesn't hear them so as to give a chance to avoid catastrophe: one of Jezricka's lackeys may have leant over to whisper praises in her ear or a court musician may have struck a particularly discordant note on their devil-harp.

If someone's particularly keen on telling Jezricka about the cookie and/or Pipypap, the other characters hopefully think to stop them before too much gets out. If not, this is the time to try. **Lemure** fight! If they still insist on telling her, Jezricka wastes no time in destroying the aberrant **lemure**—and narrowing her eyes suspiciously at the rest.

If the entire group wants to betray Pipypap, Jezricka makes them an interesting offer: find Halvin and return him to her before giving him the cookie (see **Wrap-Up**).

ADVENTURERS
LEAGUE

THE PETER PRINCIPLE

Give each character a **pregenerated imp character** and have them create a new name fitting of their new and slightly-more-imposing form. In addition, each character randomly receives one of the gifts found in **Chapter 6**. You can copy this appendix and cut them into cards and allow the characters to choose one or assign them randomly. No more than two characters can receive the same gift. The characters should choose mannerisms that reflect their new benefactor:

- **Fierna:** Seductive, manipulative, corrupt
- **Glasya:** Deceitful, stealthy, defiant
- **Mephistopholes:** Charming, power-hungry, unstable
- **Zariel:** Merciless, blood-thirsty, calculating

Expertise. The character's proficiency bonus (+2) with the listed skills is doubled for ability checks made these skills.

EPISODE 3: HOME SWEET HOME

Estimated Duration: 2 hours, 30 minutes

THE TEMPLE OF TIAMAT

The manner in which the multiverse moves is unusual and in an infinite plane, sheer will alone can often move you faster than your legs or wings. Oddly, no matter which direction the characters seem to go once within the Temple, their path leads them here from **Scene A** as if some outside force were changing the temple itself to take them directly to where they needed to be.

The temple is set atop an immense, jagged-peaked mountain in the center of a wide valley surrounded by low hills and pock-marked with wide, shallow pools full of larva, swept into the Nine Hells by the River Styx. Dozens of chromatic dragons perch and circle around the upper peaks of the mountain.

The entrance to the temple itself is carved into the face of the mountain—a dominating, structure of terrible beauty and razor-sharp volcanic glass. The ground within the temple is hewn and largely level, while the walls and ceilings are rough and uneven.

Prerequisites

This episode can't be pursued until the characters complete **Story Objective A**.

STORY OBJECTIVE B

Getting promoted, infiltrating Tiamat's lair, and finding Halvin Graingle is **Story Objective B**.

Lighting. Within the temple itself, regularly spaced torches set into wrought-iron sconces shed bright, albeit eerie, pale light, that dance in the five colors of chromatic dragons.

Smells and Sounds. The stench of rot and sulfur permeates the temple, inside and out. The ever-present drone of flies fills the air outside, while distant screams, roars, and laughter echo faintly within the temple's caverns.

Denizens. The temple is well-populated with Tiamat's minions; abishai, chromatic dragons of various size, and half-dragon fire giants—not to mention the Queen herself and her five consorts, each an ancient chromatic dragon.



PIPYAP ON LARVA

FORGET WHAT YOU KNOW ABOUT LARVAE; 'CAUSE THESE AIN'T THEM. THESE AREN'T THE THINGS THAT WIGGLE ON ROTTEN MEAT OR EAT ALL THE LEAVES ON YOUR FAVORITE PLANT. THESE POOR BUGGERS ARE THE SOULS OF THE DEAD THAT NO DEITY OR POWERS CLAIM. SURE, THEY LOOK SIMILAR, BUT THEY'RE A FOOT LONG AND IF YOU GET CLOSE ENOUGH TO LOOK AT ONE, YOU CAN SEE THEY WEAR THE SAME STUPID FACES THEY WORE IN LIFE. POOR, DELICIOUS BASTARDS.



PIPYAP ON TIAMAT'S LAIR

TIAMAT'S LAIR IS PRETTY MUCH WHAT YOU'D THINK IT WOULD BE — A HUGE CAVERN WITH A BIG PILE OF GOLD IN THE MIDDLE. ALL OF THAT IS SURROUNDED BY FIVE BIG PILLARS CARVED TO RESEMBLE EACH OF THE FIVE TYPES OF CHROMATIC DRAGONS IN NASTY, FEARSOME POSES. YOU KNOW, THE STANDARD STUFF. AND SMACK IN THE MIDDLE IS TIAMAT. PROTIP: GET OUT, LIKE, YESTERDAY.

WANDERING THE TEMPLE OF TIAMAT

While there are no demons to be found within her temple, Tiamat and many of her followers are chaotic evil and loathe devils. The characters encounter **two** of the following complications as the characters traverse the lair (though use more if time isn't an issue).

TIAMAT'S LAIR COMPLICATIONS

1d4	Complication
1	A red abishai notices the characters skulking about and gives chase. The abishai is way out of their league and they must flee. The characters must succeed on a DC 13 Dexterity (Stealth) group check or take 5 (1d10) bludgeoning damage—ignoring resistances. Note that even invisible imps can still be heard!!!!
2	The characters get lost in the dizzying network of tunnels within the Temple, and the characters must rush to avoid getting caught. Each character must succeed on a DC 11 Constitution saving throw or gain a level of exhaustion.
3	Two spined devils in Grealorn's service inquire as to the characters' purpose within the lair. If the characters fail on a DC 13 Charisma (Deception) group check the spine devils attack—each character takes 3 (1d6) piercing damage before the devils lose interest and stop chasing the characters.
4	The tunnel overhead collapses atop a random character. That character is restrained and must succeed on a DC 11 Dexterity saving throw or take 4 (2d4) bludgeoning damage. The other characters must dig the buried creature out by succeeding on a DC 9 Strength (Athletics) group check. Each time this group check fails, the buried character takes 2 (1d4) bludgeoning damage.

SCENE A. THE FOUNDRY

This room is abuzz with activity. This is where Tiamat's minions forge the tools that serve to keep the Queen of Chromatic Dragons content in her captivity, whether they be weapons and armor for her guards, tools that her underlings use to further her goals, or implements of pain with which they unleash upon her foes.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. Despite the walls and ceiling of the chamber being rough-hewn, the floors are smooth and level, though they descend as they progress into the depths of the mountain. The main chamber is approximately 40-by-50-feet in size with a 20-foot-tall ceiling.

Light. The area is brightly lit by a number of iron braziers, and torches set into iron sconces in the walls. A large forge on the southern wall sheds bright orange light throughout the room.

Sounds and Smells. Shouting, steel on steel, bubbling liquids. Burnt hair, rotting flowers, death.

CREATURES/NPCs

There are five **cultists** in this chamber supervised by Spernik (a **cult fanatic**). Shortly after arriving in Avernus, Spernik gazed a bit too longingly at Tiamat's hoard. His Queen burned his eyes away as punishment but gave him blindsight 60 ft.; he is able to perform his tasks but can no longer covet what doesn't belong to him. Dozens of **lemures** flop and scamper pathetically around the chamber.

Objectives/Goals. Spernik ensures that the studies and labors conducted here do so without interruption, even if he's not really sure what they are or what they're for. The **cultists** have been stripped of much of the passion that they felt in life and obey Spernik out of fear and the gratitude that they aren't **lemures**. Spernik is generally subservient to most fiends, but resents his current status, and takes out his frustrations on lower-ranking devils—such as **imps**.

What do They Know? Spernik and the **cultists** are generally unhappy with their fates; while they slowly forget the events of their previous lives, they'll always know that they were nothing but pawns to the Cult of the Dragon. For now, they focus on their work, hoping that through it their stations at least improve. They all know who Halvin is, though Spernik never particularly cared for him. They relate that he can be found in the Chapel, but nothing of his current state; they conveniently fail to mention that Halvin is a larva.



TREASURE

Any of the items found in the tables and lists found in Chapter 5: Equipment of the Player's Handbook are to be found here—including armor, weapons, adventuring gear, and the like.

PLAYING THE PILLARS

Consider the following guidance:

Combat. The cultists are prone to throwing themselves into combat with reckless abandon, hoping that it ends their torment (spoiler: it won't). Spernik prefers to use his breath weapon in the beginning of combat (consider "randomly" determining that it is fire to scare the players). The **cultists** grab strange vials from the benches and hurl them at the characters (roll on the Wild Magic Surge table in the Player's Handbook for effects). The **lemures** ignore the characters—**imps** outrank **lemures**, ya know?

Exploration. The workbenches are full of various alchemical reagents and components, while the shelves contain a number of different tomes on a wide variety of subject matters. Barrels full of weapons and armor stands are set all over the room. For those **imps** that are proficient in armor or weapons, this is a good place to find some. The forge burns with an intense, hellish heat. Any creature that enters the forge's fire or starts its turn there takes 7 (3d6) fire damage.

Social. Spernik laments being stuck in Avernus and yearns to return to life. It is possible for the characters to convince him to betray Halvin Graingle's location (whom he refers to as the dimwitted woodsman) with a successful DC 15 Charisma (Deception or Persuasion) check but doesn't reveal that Halvin is now a larva.

SCENE B1. THE CHAPEL

This room houses a great pit full of larva—greedily watched over by H'skkeir, a half-dragon **manticore**.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. This room's ceiling, floor, and walls are smooth-hewn stone. A portion of the chamber, however, has collapsed, covering the ground around it in rubble with rough natural stone floors and walls beyond it. Elevated platforms stand 10 feet from the ground in two corners of the chamber. The ceiling

extends 40 feet overhead. The floor is recessed 20 feet below the doorway.

Light. The area is lit by a number of torches set into iron sconces in the walls, but a dense acrid fog blankets the hallway and any part of the room beneath the elevated platforms.

Décor. Large tapestries of red, green, blue, and black hang from black iron rods set into the walls.

The Pit. The entire floor is a 20-foot deep pit below the entrance—filled to the brim with writhing larvae. The larvae within the pit pose a serious threat for those that fall in. A creature that enters the pit or who starts their turn in it take 3 (1d6) piercing damage from the biting larvae. Large or larger creatures take double damage. Escaping the pit requires no check.

Fog. Mildly acidic fog seeps from beneath the secret door revealing it to creatures within 10 feet.

Trapped Hidden Door. The door hidden behind the tapestry (see **Playing the Pillars**) bears a **trap** that is triggered if any creature that isn't a dragon opens it. Once triggered, a volley of **silvered needles** explodes in a 15-foot cone from the wall behind the green tapestry. Any creature in the area must succeed on a DC 13 Dexterity check or take 7 (2d6) piercing damage. Only creatures that search behind the tapestry notice the trap, and only if they succeed on a DC 15 Wisdom (Perception) check. Once located, it can be disabled with a set of thieves' tools and a successful DC 15 Dexterity check.





CREATURES/NPCs

H'skkeir (a **manticore**) is here. The pit teems with hundreds, if not thousands, of larvae, among which is **Halvin Graingle**.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Weak:** H'skkeir has 42 hit points and he can't use his legendary actions.
- **Strong:** H'skkeir has 76 hit points.

Objectives/Goals. H'skkeir isn't terribly bright but knows better than to abandon the larva he's been charged with guarding. He doesn't suffer intruders lightly, regardless of who they might be. The larvae don't have goals, but they're really good at being useless and delicious.

What do They Know? H'skkeir has no clue who Halvin is and doesn't particularly care. H'skkeir lairs in the room behind the secret door. The larvae don't know anything—especially that they're delicious. If they did, they would probably be more careful around strange devils. One of the larvae smells something in the air: the scent of an old, old friend.

FINDING HALVIN GRAINGLE

As was probably expected, Pipypap's picture isn't the slightest bit helpful at discerning which larva is actually Halvin Graingle. Thankfully, some teeny vestiges of the cultist still dwell within it.

All of the larvae writhe and wriggle mindlessly in the pit—all except one that has squeezed its way to the top of the pile. While the others flail and gape at random, one of them (the larva-formerly-known-as-Halvin) sniffs gingerly at the air, staring directly at whomever carries the cookie provided by Pipypap. Eventually, the larva undulates over its slimy peers and towards the character. If fed the cookie, proceed to **Wrap-Up: Concluding the Adventure**.

PLAYING THE PILLARS

Combat. If not engaged in melee, H'skkeir takes to the sky to use his tail spike attack without his target benefiting from cover. Alternatively, he prefers to position himself near the pit so he can shove his foes into it.

Exploration. A hidden door is set into the wall beside the green tapestry. Noticing it is easy but finding the catch that opens it requires a successful DC 17 Wisdom (Perception) check. The door is **trapped** (see **Area Information**, above).



H'SKKEIR

This **manticore's** form is a twisted combination of all five types of chromatic dragon types. H'skkeir has the following modifications to a standard **manticore**:

- **Senses** darkvision 60 ft., blindsight 10 ft. passive Perception 11
- **Damage Resistances** acid, cold, fire, lightning, poison
- **Languages** Abyssal, Common, Draconic
- **Challenge** 4 (1,100)
- **Legendary Resistance (3/Day).** If H'skkeir fails a saving throw, he can choose to succeed instead.
- **Legendary Actions.** H'skkeir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. H'skkeir regains spent legendary actions at the start of his turn.

Detect. H'skkeir makes a Wisdom (Perception) check.

Tail Attack. H'skkeir makes a tail spike attack.

Wing Attack (2 Actions). H'skkeir beats his wings. Each creature within 15 feet of him must succeed on a DC 13 Dexterity saving throw or take 7 (1d8 + 3) bludgeoning damage and be knocked prone. H'skkeir can then fly up to half his flying speed.

Social. H'skkeir can't be reasoned with; he's singular in focus—to destroy intruders to his lair. Like most of Tiamat's other underlings, he loathes devils with a white-hot passion. He relishes in tormenting them, going so far as to knock his foes unconscious so they can be tortured later.

SCENE B2. H'SKKEIR'S LAIR

H'skkeir, a half-dragon **manticore**, lairs here.

AREA INFORMATION

The area has the following features:

Dimensions and Terrain. The room is larger, but not quite so large as the chapel proper. It's in utter disarray, however. Refuse covers the floor, and a large pile of excrement lies in one corner. Opposite that is a pile of rotting straw, cloth, bones, and flesh that serves as H'skkeir's nest. Flies fill the room—swarming in clouds around piles of half-eaten larvae. While H'skkeir is supposed to be guarding the larvae, sometimes the **manticore** gets hungry.



Light. The room is completely dark—the only light that exists is that which the characters possess.

Sounds and Smells. The droning of billions of flies, and the thick, hot odor of rot and feces.

WRAP-UP: CONCLUDING THE ADVENTURE

Upon feeding the larva the cookie provided to the characters by Pipypap, the pathetic creature's body is wracked with agony. Its pulsating body swells and distends until it's the size of a large dog. Suddenly, it explodes in a shower of gore, pus, and other foulness. A naked man lies on the ground in the pool left behind—disturbingly gaunt, with straggly black hair and watery grey eyes: Halvin Graingle.

Once Halvin has been freed from his larvadam, Halvin's eyes grow wide as he slowly fades from view. What happens next to each character depends on whether they gave Pipypap their name.

- **Gave Their Name.** Almost immediately following, Halvin's disappearance, each of these characters hear a voice in their heads calling their name. It resonates in their heads and they feel a not-unfamiliar tugging sensation pulling them elsewhere. And then, that's precisely where they are. The characters find themselves once more before Pipypap in the Material plane. Beside him is Halvin—weak, naked, and exhausted. Pipypap thanks them each in turn for their great deed and after a moment's concentration, disappears along with Halvin in a puff of oily black smoke. Each **imp** that gave Pipypap their name is ordered to find a mortal (one of their actual characters) to receive the **Private in Pipypap's Legion** story award.
- **Didn't Give Their Name.** These characters hear nothing and watch as their friends vanish one by one in a puff of sulfurous yellow smoke until they're the only ones left. It's hard to summon specific devils without knowing who they are.
- **Everyone Spilled the Beans to Jezricka.** If all of the characters betray Pipypap, she asks the characters to bring the larva-that-is-Halvin to her before feeding it Pipypap's cookie. If the characters do this, Halvin is restored to his human form, but doesn't disappear. Instead, a rather surprised and very disappointed Pipypap appears in a puff of smoke. After spewing a string of rather obscene insults at the characters, he is dragged away in silver chains by one of the bearded devils. After lavishing the characters with praise, Jezricka thanks the characters for their service and promises that they'll do well serving her in the future.

REWARDS

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon **completing** this adventure, each player chooses a new or existing tier 1 character to gain 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

STORY AWARD

Some characters earn the following story award:

Private in Pipypap's Legion. Pipypap prefers to enlist wayward devils into his crew, but a devil you know did him a solid, and he didn't really have any other way of repaying them. As such, he's infused you with a bit of his own Infernal nature. You gain proficiency in Infernal. In addition, if you're hit by an attack, you can use your reaction to gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered until the end of your next turn. Once you use this ability, you can't use it again until you've completed a long rest. This story award may only be applied to the character who gained the level awarded above.

This boon isn't without cost, however. Pipypap may come calling and refusing his call may have dire consequences, indeed.

DUNGEON MASTER REWARDS

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.





DIS: WHEN THE DEBT COMES DUE

Estimated Duration: 2 hours

D **DAL00-11b** When the Debt Comes Due is a tier 1 adventure by Claire Hoffman and Greg Marks, optimized for 3rd-level characters that takes place in the Moonsea and Dis, the Second Layer of Hell.

BACKGROUND

DIS is a maze of canyons that separate sheer mountains rich in iron ore. Roads made of iron wander through the land, watched over from iron fortresses scattered about. All roads led to the City of Dis, where its lord, **DISPATER**, rules from his crimson throne. The largest metropolis in the Nine Hells is a place of commerce where planar travelers close deals with devils and the other creatures that chose to reside there, such as night hags. Of course, Dispater is enriched by each of those deals.

One such deal is about to become due. The imp **PIPYAP** owes a debt to the night hag **TAL'KANDELAGRAG**. He owes the hag eleven **EVIL SOULS**. Through Pipyap's own efforts and deals made with adventurers, he has collected eleven **SOUL GEMS** from the soul bags of hags without personally killing the hags that originally owned them. Now he just needs a group of non-devils to deliver them as he does not want to take the chance of using any devils to transport the chest with the gems. For reasons of his own he also does not want **CASSYT**, a cleric of Kelemvor, to transport them, though he has her help round up suitable adventurers.

EPISODES

The adventure typically takes place over one to three episodes that take approximately two hours each to play. These episodes are initially introduced by a Call to Action encounter.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 1: The Making of Bargains (Call to Action).** Cassyt hires adventurers and introduces them to Pipyap. He explains their task and they take passage to Dis.
- **Episode 2: Down the Iron Brick Road.** There are both physical obstacles and mental harassments as they journey to the city. Once in the city, creatures keep trying to delay the characters. Is

the hag trying to get both the souls and Pipyap's service? This is **Story Objective A**.

- **Episode 3: Show Me the Way to Go Home.** Depending on how events went, this might be a race against time to get back to the portal or trying to find and hitch a ride on the river Styx. Can they do so without sacrificing their companions or exposing the gateway? Returning safely to the Prime Material plane is **Story Objective B**.

EPISODE SEQUENCE

While there are choices within the episodes that might impact how long they have to finish their task, or how low their resources get, in this instance, logic requires that they be played in order.

ENCOUNTERS

Each episode takes place over two to five encounters that take anywhere from 30 to 40 minutes each to play through.



TEMPTING BARGAINS!

The characters are going to Dis, a place where devils make bargains between each other as well as with creatures from the Material Plane. If the characters are not known to you take a few minutes to find out their motivations, flaws, or favorite things.

The devils want souls. Some simply want to have a large number but others are looking for "better" souls; innocents or those who think they are good and have been tempted to evil, or those who have done great evil. The higher intelligence of the demon the trickier the bargain.

HOOKS

Work with each player to determine why the character is answering Pipyap's call for aid. Here are a few ideas of how you might involve the characters in Pipyap's schemes:

- **A Private in Pipyap's Legion:** Some characters may have the Story Award *A Private in Pipyap's Legion*. Such a character owes service to the plump imp and he has ordered them to attend him.
- **Heroes of the Moonsea:** Characters that have played previous D&D Adventurers League might have started to make a name for themselves and thus attracted Cassyt's attention.



EPISODE 1: THE MAKING OF A BARGAIN

(CALL TO ACTION)

Estimated Duration: 30 minutes.

The characters meet with Cassyt and agree in principal to take the job before Pipypap reveals himself. He then explains the details of the mission. Once all agree they travel to the portal.

SCENE A. THE BARGAIN

The characters have been traveling in the Moonsea region when they hear that the cleric Cassyt is in Elventree, an elven village on the edge of Cormanthor Forrest looking for adventurers for a task.

AREA INFORMATION

Elventree is mainly a home for elves, but those not always welcomed in the cities of the Moonsea also found haven here. The city is typical of many elven villages with homes and businesses located in trees and caves. Many rangers and more than a few Harper's are known to reside here.

Weather, sounds, and smells. This spring day has dawned sunny and warm. Aromas of fresh baked bread mix with fresh turned earth, while cheerful voices can be heard throughout the village speaking and singing in a mix of languages.

The tavern. Taking advantage of the nice day, the tavernkeeper has placed tables outside the entrance to entice customers to stop and partake of refreshment. Generally, at any time there are three or four elves that stop for a drink or pastry, but do not stay long as spring is a busy time in the village.

CREATURES/NPCs

When the characters arrive at the inn, it is nearly empty. Me'telar is cleaning up while Cassyt and a "raven" are picking at a meal.

ME'TELAR

Me'telar (non-binary moon elf) sees to the tavern's customer's needs. Efficient and competent, wearing soft green leathers with their blue hair pulled back in a long braid down their back.

What does Me'telar Know? Me'telar is aware that Cassyt arrived a few days ago and sent a call for adventurers. She has not spoken about what the task entails. She seems to have a companion, it might be the raven, or it might be a misshapen short creature hiding beneath a hooded cloak that she has been seen with.

Me'telar's Objectives/Goals. To serve and gain knowledge.

CASSYT

A human woman dressed in shades of grey sits with her back to the wall, assessing those who walk by as well as those who stop and sit. The holy symbol of Kelemvor, a skeletal arm holding a scale, hangs from a sturdy chain around her neck.

What does Cassyt Know? Cassyt knows that the task is a simple mission of delivering an item to a dangerous location. She is aware that the success of the mission is extremely important to the imp, Pipypap, who has helped the people of the Moonsea in the past.

Cassyt's Objectives/Goals. Cassyt is uncomfortable owing a favor to Pipypap, even though he has been a surprisingly good team member when they have adventured together. She wants this over quickly and is eager to be done with it. However, she also wants the adventurers to survive and aids weaker groups.

PIPYAP

Currently in the form of a fat raven, Pipypap perches on the table next to Cassyt pecking at a sausage roll in between glancing around.

What does Pipypap Know? Pipypap is not sure how dangerous the trip is, as humans and others travel to Dis to make deals all the time. However, the type of devil one meets also runs the gamut for the same reason. But servitude to the hag might cost him his cookie bag and would be unamusing so he risks it.

Pipypap's Objectives/Goals. Pipypap is worried about finding reliable people to take his payment to the night hag. He does not want to go to Dis himself, afraid he would never get back to the Material plane even if the hag is paid on time.

THE OFFER

Cassyt explains that she is present as a go between and would like to make an introduction between the characters and her employer who is looking to hire them. If the characters agree, she'll introduce them to their employer and have him explain the mission and payment in detail. At the minimum they each get one *potion of healing* for listening to his offer.

Once the characters agree, Cassyt looks to the raven saying "Well?" and the raven takes off and soon thereafter a short creature in a hooded cloak



approaches from around the corner. At first it seems its back maybe malformed, but when it sits down at the table and pull back the hood his true nature is reveal. Pipyap is an obese imp and is carrying a large bag.

So, it's like dis. I was not always dis wise. Did a few things, made some bad bargains. Payment for one of those bargains is coming due. Now I have the payment! I ain't trying to shimmy out of it. Hard to believe, but I have some enemies, so I want you all to take the payment to a night hag. Yeah. I said I made some poor decisions. She lives on Dis. You know Dis, the second layer of the Nine Hells.

Unfortunately, 'cause we need a somewhat safe way to get you there (he looks at Cassyt). Once there you have only less than a full day to get the bargain to the hag.

THE FACTS

- The payment is in a locked box enchanted so only the night hag, Tal'kandelagrag, can open it (*arcane lock spell*).
- When payment is accepted by the hag, a tattoo on Pipyap's leg disappears. At that point, a letter of credit is issued in each of the character's names.
- The box is made of iron, about a foot long, 5 inches wide and 4 inches deep. It weighs about 5 pounds.
- Tal'kandelagrag is a night hag and runs a shop called *The Wanderer* in the outer edges of the Dis metropolis. Pipyap gives the characters a detailed description of her.
- Before the party leaves for Dis, in addition to the potion, he gives them a bag of fresh meat (10 packages each contains 15 lbs of "meat" in a *bag of holding*) in case they need to buy their way into or out of something. Most devils don't especially care about gold, but everyone loves a fresh steak!
- Pipyap found a way for the adventurers to get to Avernus, and once there arranged for a ferryman to meet them at the Styx. Each character receives two ferry coins. The portal deposits them in Avernus and the river Styx flows in and out of all the levels of Hell so those with a coin can ride it into Dis from Avernus. The second coin could save their lives and get them out of Hell. If they can't make it to the portal, they can ride the river out of the Hells.
- The passageway is only active for the three nights of the dark of the moon with tonight being the second night, so the party can get back if they hurry.
- That's not the big problem. The real issue is once you arrive in Dis, you will only have about twelve hours to locate Tal'kandelagrag and deliver the

payment. She has recently opened a store in the city, but Pipyap hasn't been there in a long time and isn't sure exactly where. You'll need to ask around.

- Cassyt and Pipyap accompany the characters as far as the portal to Avernus.
- If any of the characters are barefoot or wearing just sandals, Pipyap tells them they need better footwear, the ground of Dis is hot; especially in the city.

GETTING THERE

Travel to the passageway is not without hazards, but even for novice adventurers these are no more than minor setbacks, such as a massive tree blocking the path forward. If you have extended time to play this adventure you can add in a random encounter at this point.

Characters with a passive Perception of 20 or higher notice that when Cassyt or Pipyap choose a path forward there are markings on the trees or rock. They are not carved but painted on and are not in Common. If the character understands Abyssal or Infernal, then they recognize the script as Infernal, though it might be written in code, or by someone who can't spell very well. It is unclear what they are beyond some sort of marker.

SCENE B. DOORWAY TO DIS

In this scene the characters arrive at the portal and meet their traveling companions.

AREA INFORMATION

Night is falling when the characters arrive in the clearing.

Terrain. The clearing is approximately a hundred feet across with broken paving stones mingled with spring wildflowers and stubby grass. In the center lies the ruins of circular stone building. Crumbling outer walls, twenty feet high in some places, three feet high in others, form the outer edge of the ruins. Seemingly unaffected by time, four archways bisect the walls at the cardinal points. As the sun starts to set, the space within the northern archway glows with a dull reddish light.

Pipyap checked that the portal worked yesterday. If asked, he explains that on the other side the ruins in the Nine Hells are similar but made of rusting iron not stone.

Light. Faint light filters through the trees and shadows lengthen as the sun is setting. As it is still early spring about half of the trees are without leaves, sending stripes of shadow across the glade.



CREATURES/NPCs

Upon arrival Pipypap explains that he is going to “*get you some buddies to travel with*” and summons several lemures (equal to the number of characters). Pipypap has them each eat a cookie from his bag. This advances their intellect and understanding such that when they go back to the Nine Hells, they are able to follow his instructions to find and aid the party. Allow each player to name their minion and describe the pile of flesh that is theirs for the duration of the mission. The lemures’ stay is only ten minutes long, barely enough time for each to eat a cookie, select a name, and be introduced to the characters. Once they find the characters in the next episode, the lemures follow their character’s orders, though if slain, it is demoted to a larva and the magic binding it to the character ends.

What do they know? At this point the lemures do not really know anything other than they feel smarter, they made a binding promise to Pipypap, and they have sufficient enough faculties to find the characters once everyone is in Hell.

Objectives/Goals. Find the characters in Hell and do what they say.

PIPYAP ON DIS

IT TENDS TO BE A BIT WARMISH, ESPECIALLY IN THE CITY. THE WHOLE MOAT OF LAVA KINDA SETS THE TONE. YA GONNA GET OFFERED DEALS, JUST REMEMBER THE DEVILS IN THE DETAILS AND IFF’N YOU DON’T FOLLOW THROUGH ON OUR BARGAIN MY TAIL IS GONNA BE IN A SLING. PLUS, YOU’D BE AN OATHBREAKER AND THAT CAN HAVE CONSEQUENCES THERE. JUST KEEP TO THE MISSION, TRY NOT TO GET IN ANY FIGHTS, AND DON’T GET MY NEW RECRUITS KILLED!

THE GATE (CALL TO ACTION)

Once more Pipypap goes over the details as he hands them the *bag of holding* with the meat packages, the magically locked iron box (which holds the soul gems), and the coins for the ferryman. Cassyt makes sure they have their *potions of healing* and casts *aid* as described below.



CASSYT’S AID

Depending on the strength of the party (see **Chapter 6** Dungeon Master Tips for calculating this), Cassyt offers to cast *aid* on the party members. The spell lasts 8 hours and each casting covers 3 characters. The characters can refuse this if they wish. You can assume the spell slots listed below are what she has left after ensuring the characters got here without expending any of their resources.

- **Very weak:** She casts the spell at 5th level (+20 max hp). She can do this twice and covers 6 characters. If there is a 7th character, she casts it a third time at 4th level (+15 max hp).
- **Weak:** She casts the spell once at 5th level (+20 max hp) and up to two times at 4th level (+15 max hp).
- **Average:** She casts the spell once at 4th level (+15 max hp) and up to two times at 3rd level (+10 max hp).
- **Strong:** She casts the spell up to three times at 3rd level (+10 max hp).
- **Very Strong:** She casts the spell once at 3rd level (+10 max hp) and up to twice at 2nd level (+5 max hp).

TREASURE

Each character is handed a *potion of healing* for listening to Pipypap’s request.



EPISODE 2: A SIMPLE DELIVERY

Estimated Duration: 2 hours.

The portal deposits the characters in Avernus, near the river Styx.

PREREQUISITES

Agree to Pipyap's deal and travel thru the portal.

STORY OBJECTIVE A

In order to complete **Story Objective A**, the characters must get to the night hag, Tal'kandelagrag, and complete Pipyap's end of their bargain before time runs out.



TIME IS NOT ON THEIR SIDE

The characters have several time constraints that they are aware of. The portal is only open for one more night (24 hours) and Pipyap's payment must get to the hag within 12 hours. Cassy's *aid* spell ends in 8 hours. They are not sure how long it takes to get to the city; at first it seems a long way off. But fortunately, space is fluid here on the planes.

Each scene has a time entry that gives the amount of time that it takes to complete it. You should adjust accordingly if the characters come up with a creative way to increase their pace, rest, or otherwise alter how long it takes them to complete a challenge.

SCENE A. IN THE RUINS

The red light of the portal fades and the characters are in a crumbling room that is a mirror of the building they entered, but one done in twisted and decaying iron. Rivulets of rust run down the sides like tears of blood.

AREA INFORMATION

Dimensions & Terrain. A roughly circular room 50 feet across and like the room they just left, it has four archways. However, two of those archways are filled with rubble and only one besides the one they entered through appears to lead anywhere. A successful DC 12 Intelligence (Investigation) check

determines that whatever caused the rubble to fill the doorways occurred recently.

The fourth archway opens onto a ledge 15-feet at its widest but tapering to 4-feet wide where it meets the side of the canyon. The ledge is midway down the canyon, 50 feet above the River Styx below. A bridge 20 feet above the characters crosses the 40-foot span of the canyon to a path that leads to a riverside landing. There are handholes and ledges that can be used for climbing up to the bridge with a successful DC 15 Strength (Athletics) check. If the characters have climbing gear, the DC is reduced to 5. A character that falls to the river below suffers no damage but is affected by a *feeblemind* spell. The DC of the Intelligence saving throw to resist the effect is 15.

Once the characters reach the bottom, a ferryman is waiting for them as Pipyap promised.

Lighting. Diffuse red light that seems to have no source, sometimes casting shadows in odd directions and sometimes not casting no shadows at all.

LEMURES!

The lemures arrive, babbling, bickering, and trundling down the path to the landing moments after the characters arrive. The silent ferryman stares at them blankly but does not change any extra for the "cargo."

The **lemures** are still confused by their new sentience and are just beginning to come to grips with having thoughts beyond hunger, pain, and not pain. If time permits give the characters a chance to interact with their lemures as the lemures ask questions about what it means to have thoughts and feelings. Of course, they're fiends and are predisposed to think of it in terms of their lawful evil nature and how they might best exploit their fellow lemures.

TIME

Travel from the portal to the Iron Road of Dis takes the characters 4 hours.



SCENE B. SPIRITS OF THE ROAD

The canyons grow taller and taller as the river winds its way deeper into the Nine Hells. Eventually the canyon walls become punctuated with veins of green infernal iron. Not long after, the ferryman pulls over to a landing similar to the landing at which they began their trip.

After climbing a set of stairs carved into the side of the rock face, they see a massive iron fortress about a mile away along the edge of another canyon. A road made of iron snakes leads to a bridge that crosses to the fortress. The city of Dis awaits.

This scene is freeform and intended to show the characters that Dis is a bustling metropolis and the lands around it are filled with those seeking its commerce. However, the smiles of fellow travelers hide a sharp blade and dangerous desires.

AREA INFORMATION

Dimensions & Terrain. Iron roads that twist through the desolate landscape with bridges over the canyons all heading to the distant city of Dis.

Lighting. Lava flows through several of the canyons, shedding a red glow on the bottom of thick black clouds of coal smoke.

Heat. The iron road absorbs the heat, making it dangerous to the unprotected. Those walking on the road must succeed a DC 10 Constitution saving throw or suffer 2 (1d4) fire damage. Creatures with durable, closed footwear attempt this saving throw with advantage.

CREATURES/NPCs

The characters are not alone on the road. Wagons of ore from the mines, interested buyers of infernal weapons, and even the dead plague the roads through this desolate place. Seeing the characters walk the road in the company of a pack of lemures, most of the travelers assume the characters are petitioners of Hell or buyers from the Prime looking to acquire infernal weapons.

Wagoner's. **Bearded devils** drive wagons of iron ore to the city from the canyon mines. Some of the wagons are pulled by **skeletal warhorses**, others by **lemures**. The wagoner's want to inflict as much pain on whatever creature is pulling the wagon as they can, while still making their way to the city. If a character tries to intervene, the **bearded devil** tries to trick them into taking the creature's place. They are largely violent brutes and not subtle enough to pull it off, but it doesn't stop them from trying. The **bearded devils** can be tricked into allowing the characters to ride in their wagon.

Specters of Dis. These were creatures who truly realized the harm they did too late to repent or receive a second chance. Dispaters gain energy from the **specters'** despair and thus allows them to roam the roads. The **specters** torment those on the road, looking to alleviate their suffering if only for a few moments. The **specters** want the comfort and empathy of non-evil creatures and approach with arms reaching out. They attack any creature that offers them comfort. If the characters try to avoid socializing with the devils, one of the specters becomes curious and attacks them.

Other travelers. The character can observe other travelers of many different species also traveling to Dis, but as these creatures are intent on making or keeping evil bargains. The specters do not bother them and they show no interest in the characters. If the characters try to interact with them, the travelers warn them to mind their own business.

PLAYING THE PILLARS

There are many opportunities for the characters to learn more about Dis by interacting with their fellow travelers.

Combat. The **specters** might incidentally attack the characters, unable to stop their nature but the greater threat comes from interactions with the **bearded devils**. If a character shows weakness, such as showing concern from the devil's beast of burden, the devil tries to trick the character into taking its place. If not careful, they could easily end up fight with a devil!

Exploration. The characters can easily observe that the **specters** leave the wagons alone. Walking next to one of the wagons is a quick way to avoid being attacked.

Social. The **specters** leave evil creatures alone. One of the waggoneers named Bagaz, bargains however. Bagaz wants (in order of preference): a soul, a *soul coin*, a secret, to cause a character pain, to humiliate a character, or food. If the characters manage to win over Bagaz, it can tell them about Dis and Tal'kandelagrag.

- Dis, the second layer of the Nine Hells, is a labyrinth of canyons wedged between sheer mountains rich with iron ore. Iron roads span and wend through the canyons, watched over by the garrisons of iron fortresses perched atop jagged pinnacles. The flow of iron to the fortresses is key to the planar economy and creation of weapons used in wars throughout the cosmos.
- Dis takes its name from its lord, Dispaters. A manipulator and deceiver, the archduke is the foremost arms dealer of the Nine Hells, and perhaps the greatest weapons supplier in all the



planes. His crimson throne stands in the heart of the Iron City of Dis, which is just up ahead.

- Dispatser places great value in uncovering secrets, so it is a popular pastime in the city, with citizens looking to uncover secrets on each other to blackmail or to sell to the highest bidder.
- Planar travelers come here to conspire with devils and to close deals with night hags, rakshasas, incubi, succubi, and other fiends.
- Dis is a dangerous place, watch out for the roaming packs of hellhounds. They are vicious.
- Tal'kandelagrag is a night hag who traffics in favors, souls, and hard find items. She has a store, but it is mobile and it really doesn't have any inventory. It's more a place where she meets clients. Bagaz doesn't know where her store is now, and given that she very dangerous, they are not especially interested in finding out.

TIME

Travel to the fortress metropolis of Dis takes the characters 1 hour by foot or 30 minutes if riding in Bagaz's cart. Characters with a passive Perception of 13 or higher notice they are moving faster than they should be.

SCENE C. THE GATES OF DIS

The walls of the city loom over the surrounding landscape, ringed by a moat of lava. At the center of the immense metropolis rises the Iron Tower. Its shape seems to change almost by the hour and a cloud of red haze swirls around it.

AREA INFORMATION

Dimensions & Terrain. An iron bridge covered in barbs spans a moat of lava 20 feet wide to the gateway. A portcullis made of sharp pointed iron bars is raised above the gate. Heat radiates out of the city in addition to the lava.

Lighting. The glow of the lava sheds bright light.

CREATURES/NPCs

The characters find themselves in line with others seeking entrance to the city. A group of devils is questioning travelers and inspecting cargo. Three imps flutter behind of the characters in line, chattering with other travelers.

KAX AND THE GATE GUARDS

Kax is a **barbed devil** that is stuck commanding the gate guards. Kax is not bored with the duty as it gives it a chance to enrich itself, but Kax feels the job is beneath them.

Sak and Paow are two **bearded devils** that stoically stand on gate duty, each with a **hell hound**

companion. The **bearded devils** are bored and are looking for an excuse to fight.

Kax's command also includes three **spined devils** that fly overhead watching for trouble.

Objectives/Goals. Information is a commodity, though souls are superior. The guards are not trying to stop anyone from entering but merely noting information about travelers of interest that they might sell to more powerful devils.

In order to get through the gates unremarked, the party either needs to succeed on a DC 15 Charisma (Deception) check, or a DC 10 Charisma (Perception) check along with a suitable gratuity such as 50 gp or three packages of meat.

What do they know? The guards know that it would be foolish to attack the city, so they are not worried about violence. Instead they desire to learn the party's goals.

BEZO, CHEKA, AND UMP

A group of "helpful" imps flutters just behind of the characters, seeking travelers to ingratiate themselves to as a mean to learn their secrets.

Characters with a passive Insight of 14 or higher realize that the imps are up to something.

Objectives/Goals. The imps want to thwart travelers in order to gain access to their secrets. If they hear the characters mention the name Pipypap, they realize they have hit the jackpot and immediately offer to act as guides through the city.





What do they know? The imps know of the bargain between Pipypap and Tal'kandelagrag, and that Pipypap has somehow become more powerful without having to come back to the Nine Hells. They wish to aid the hag, putting her in their debt, by delaying the characters. If allowed to help, they take short cuts that quickly get the characters lost as they travel around the outer edge of the city through the forges. The characters lose 1 hour and must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Characters with resistance or immunity to fire gain advantage on this saving throw.

If asked about Pipypap and his cookie bag, Ump replies *"Cookies are for chumps. Scones are where it's at."*

TIME

It takes the characters 30 minutes to navigate the line. If they take the imps' help, they lose an additional hour.

SCENE D. STREET WORK

Once the characters arrive in the metropolis of Dis, they still need to locate Tal'kandelagrag without getting distracted. Unfortunately, there are many distractions.

AREA INFORMATION

The characters have a number of interactions as they try to navigate the streets of Dis. The area is hot and bustling.

Dimensions & Terrain. In spite of being the largest city in the Nine Hells, the streets feel narrow and claustrophobic. All surfaces are made of iron and are very warm. Anyone touching an iron wall requires a DC 12 Constitution save or takes 2 (1d4) fire damage.

Lighting. There are oddly shaped poles, that give off 30 feet of red glow throughout the city. They are infrequent but evenly spaced, causing areas of dim light occur every 60 feet and lasting for 40 feet. These dim areas are also slightly cooler, so it is not uncommon to see ice devils or other visitors from Stygia, Cania, or even the Prime Material plane resting in these places of shadow. The poles themselves are extremely hot, inflicting 8 (2d4+3) fire damage to anyone who touches them. A successful DC 15 Constitution save halves the damage.

Crowds. The streets of Dis are filled with devils and planar travelers. Yugoloths sell their swords to infernal war leaders while a group of duergar purchase Hellish smithing techniques from a kyton. In general, the devils try to avoid outright confrontations, instead hoping to trick visitors

into selling away their souls, or at the very least breaking some law so the devil can capture them and turn them in for a reward. The characters must tread carefully. Characters with the Watcher's Eye background feature are particularly adept at figuring out the rules of Dis.

LOCATING TAL'KANDELAGRAG

In order to locate the night hag, the characters must succeed on three group checks. Each character may use Charisma (Persuasion) or Intelligence (Investigation), and in order to count as a success half or more of the characters must succeed on a DC 12 check. Characters with a relevant background feature receives advantage to the check. Likely background features include: All Eyes on You, City Secrets, Court Functionary, Cultural Chameleon, Ear to the Ground, Hospitality, Mercenary Life, and Safe Haven; though others might apply depending on how the characters utilize them.

Creative uses of magic or class abilities result in an automatic success for that character at the DM's discretion. Well thought out plans or liberal uses of gold or meat also provide advantage on checks.

Every time the party attempts a check, they use an hour and encounter a random event from the list below. If you roll the same event more than once, reroll or choose another. The DM is discouraged from using both combat events if possible. If the characters have experienced all six events, proceed to **Scene E**.

STREET ENCOUNTERS

d6	Event
1	Ravenous Hell Hounds! (combat)
2	Malebranche Merchant (social)
3	Lost Coin (exploration)
4	Overheard Conversation (exploration)
5	Looking for Protection (social)
6	Death from Above (combat)

Ravenous Hell Hounds! A pair of hungry **hell hounds** cross the party's path on a less traveled street. The hounds begin following the characters for a block or two to make sure the characters are not the property of some nearby devil. Any character with a Passive Insight of 13 or higher recognizes their predatory hunting behavior and that the hounds are likely to attack. Unless the characters somehow get aid from a more powerful devil, the hounds attempt to devour them. One of the hounds is wearing a ruby studded collar.

No devil on the street pays the struggle any mind unless a character offers them a soul, in which case a helpful bone devil chases the hounds off.

Malebranche Merchant. Hamatriel is a **horned devil**, hawking metal wares from a small stall.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **hell hound** and decrease the other's hit points by 5, -1 AC, and decrease the DC of their fire breath by 1.
- **Weak:** Remove one **hell hound**.
- **Strong:** Both **hell hounds** have 5 extra hit points, +1 AC, and increase the DC of their fire breath by 1.
- **Very Strong:** Add one **hell hound**.

Seeing innocent humanoids, she senses an easy mark and tries to sell them some wicked looking infernal weapons. Her goods are made from green infernal steel and covered in extra spikes but otherwise normal. Any metal weapon from the *Player's Handbook* can be found, at normal prices. Hamatriel is particularly lazy and not interested in confrontation, but if the characters let on that they are trying to find Tal'kandelagrag, she offers to help them for a price. Of course, she wants a soul, or a *soul coin* and in exchange she gives them a short cut to the night hag's store that allows the party to automatically succeed on their next group check and trim the time it takes to 30 minutes. A successful DC 15 Charisma (Persuasion) check bargains her down to taking a permanent magic item. If a character makes a successful DC 18 Charisma (Persuasion) check, she takes a consumable magic item. Hamatriel is not interested in helping them for coin or meat.

Lost Coin. While walking down the street, one of the characters is bumped into by a grumbling bearded devil coming out of an alley. The devil angrily shoves the character down and continues on his way in a hurry without looking back. The devil left a bloody handprint on the character's chest. As the character is getting up, they notice that the alley is awash in blood.

If the characters investigate the scene, they find corpse of a human man. A ripped open, empty backpack lies next to the body. A successful DC 13 Intelligence (Investigation) or Wisdom (Medicine) check confirms that the man has very recently been murdered. Characters looking at the scene and succeed on a DC 15 Intelligence (Investigation) check note that the rubbish to either side of the alley looks disturbed. Looking through the garbage and succeeding on a DC 13 Wisdom (Perception) check finds a small wooden box hidden under a pile of discarded rags. The lock of the box is trapped with a poison needle covered in serpent venom. If the needle is not found with a successful DC 15 Wisdom (Perception) check and disarmed with a successful DC 15 Dexterity (Thieves' Tools) check,

anyone attempting to open the box takes 1 point of piercing damage and must succeed 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. Inside the small velvet lined box is a *soul coin*.

Overheard Conversation. While gathering information, the characters overhear an erinyes and a **chain devil** talking at a café and the name Pipypap carries to their ears. The devils are clearly whispering to each other and trying to avoid talking to anyone else. A character listening needs a plan to get closer such as nonchalantly walking by (Charisma (Deception)) or sneaking closer (Dexterity (Stealth)). You can play it out or require a successful DC 15 check. If they manage to get closer, some of the conversation they catch:

"Did you hear that traitorous runt Pipypap owes Tal'kandelagrag a debt?"

"What did he do this time?"

"I don't know but I hear she's not happy about how he's repaying her and she'd be more than happy if the imp's errand mortals were delayed or killed."

"She sure has been busy lately. Didn't she trick the Dark Sun's goat loving girl into a Malabolgian prison cell?"

"That was genius. Giant infernal goats! A little on the nose..." Both speakers begin laughing uproariously.

Looking for Protection. The characters cross paths with a young half-elven girl named Belsome. Belsome is dehydrated, sweating profusely, and terrified. She begs the characters to take her to a nearby garden with friendly mortals. She is desperate to get the characters help and tries to pull on their heart strings with details of her plight trapped in Dis. She claims her father was taken by a devil and she accidentally got snatched as well. She has been hiding without food or water for three days. If the characters follow her to the garden, they lose a half hour walking out of their way. Once there, she tries to convince the characters to come in with her. A character with a Passive Insight of 15 or higher realizes that something is off with her story.

Belsome is actually a steam mephit, polymorphed into a half-elf and tasked by the effriti of the Garden of Delights into tricking mortals into the garden. Anyone going inside the garden receives lavish treatment and easily waste time or their soul.

If Belsome is found out, she sneers at the characters, assumes her true form, and flies away looking for less observant suckers.



Death from Above. Two **spined devils** have gotten word that Pipyap's minions are in Dis. Pipyap has previous wronged them and they want to repay him by killing his delivery agents. They have been looking for the characters and just found them. They attack immediately. Any **spined devil** reduced to five or less hit points tries to fly away. One of the devils carries a *potion of healing*.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **spined devil**.
- **Weak:** Decrease the hit points of both by 5 and each has only four tail spines.
- **Strong:** Add one **spined devil**.
- **Very Strong:** Add one **spined devil** and each has an additional 5 hit points.

TREASURE

Depending on the events the characters encounter, they might have retrieved valuable items.

- A Ruby studded collar worth 20 gp from a **hell hound**.
- A *soul coin* from a wooden box in the alley.
- A *potion of healing* from a **spined devil**.

TIME

Each event the party encounters takes them one hour. If the characters dealt with Hamatriel the Malebranche, they saved 30 minutes.

SCENE E. TAL'KANDELAGRAG

When the characters finally find *The Wanderer*, it appears as little more than a tiny, run down, windowless shack crammed between two larger buildings. A shingle hangs in front, depicting a sole cloaked humanoid walking a featureless red plane.

Inside the building are six **commoners**, four **guards**, and one **mage**, all dressed as staff members in matching uniforms. They are all bound to Tal'kandelagrag's service through a *geas* spell as part of deals struck with the night hag.

AREA INFORMATION

The Wanderer is in fact a demiplane controlled by Tal'kandelagrag and travels throughout Dis as she closes one entrance and opens another.

Dimensions & Terrain. The inside of her shop is somehow larger than the outside. Any character with a Passive Perception of 13 or more notices

that there is at least five feet of extra space in each direction. This effect applies in every room. The ceiling is 20 feet high.

Lighting. Globes of blue and green light hover near the ceiling.

Goods and Offers. Tal'kandelagrag has nothing so mundane as display shelves. She specializes in obtaining rare items and creatures, using a cadre of servants controlled by *geas* spells. The sales floor looks more like a lounge where servants of various interplanar races wait on the customers' needs, serving drinks, food, or other intoxicants. Eventually the night hag emerges from the back to see what the customer seeks and negotiates her price for procuring it.

CREATURES/NPCs

Tal'kandelagrag the night hag plays the host, but a thick layer of condescension covers her interactions as she not so secretly enjoys tormenting the characters, implying she knows much more than the characters. She especially enjoys opening the box and showing the characters all the lovely souls. Inside there are eleven gems, all with the ghostly image of a mortal inside.

Objectives/Goals. The more souls Tal'kandelagrag collects, the less hassle she gets from the greater devils for allowing her to set up shop in Dis. That said, she might part with some of the souls if she could indebted the all of adventurers to her. If the characters are late, she offers them the same deal but instead it is to honor her bargain despite Pipyap's minions having violated it.

What do they know? For each soul she forgoes, each character owes her a year of service per soul. During this time, the characters owe a *weregild* of one *soul coin* per year each and are be required to go on missions for Tal'kandelagrag. She conveniently fails to remind the characters that the souls in the gems are incredibly evil souls collected by other night hags.

If any of the characters agree to make a deal with her, Tal'kandelagrag warns them that once they leave her shop, Pipyap's many enemies are likely to come for them. They need to be prepared and she offers them the chance to take a short rest within the safety of her shop. If they have not made a deal with her, she requires payment for them to linger here, such as a *soul coin*.

TIME

Dealing with Tal'kandelagrag takes an average of 30 minutes.



EPISODE 3: EXIT STAGE RIGHT

Estimated Duration: 30 minutes.

Having delivered the package, the characters need to flee back to the Prime Material plane. Unfortunately, by this time they have attracted significant attention, and souls are always in demand. Without the protection of Tal'kandelagrag, they are fair game for Pipypap's many enemies.

The characters have to run for their lives but depending on whether they are making for the portal or miss it, they have additional troubles!

PREREQUISITES

Complete mission to give Pipypap's soul gems to Tal'kandelagrag.

STORY OBJECTIVE B

In order to complete **Story Objective B**, the characters need to return to the Prime Material plane.

RUN!

As soon as the characters exit Dis and make their way down the road, they realize they are being chased by devils in the service of Pipypap's enemies, devils just looking for a free soul, or some just looking for a little fun. While the characters flee, the DM should play up the cinematic chase - there are hordes chasing them in the distance. They cannot stop to rest or they are overwhelmed.

WAVE ONE – ROAD FROM DIS

Shortly after exiting the city gates, Shokelys (use **firenewt warlock of Imix** but Shokelys is a LE tiefling instead of a firenewt), a warlock

of Asmodeus, stands in the road with four **nupperibos**. Shokelys gives the party one chance to surrender themselves to infernal slavery before ordering his minions to attack. Their goal is to claim the characters for their souls or as slaves.

Shokelys orders his **nupperibos** to take the characters prisoner, but if a character is slain accidentally, any **nupperibo** not being attacked stops to consume the corpse. If all the **nupperibos** are killed, Shokelys runs.

TREASURE

Shokelys carries a *stone of good luck*.

WAVE TWO – THE RUINS

When the characters make it back to the portal in the ruins, two **imps**, two **fiendish flying snakes** (as flying snakes but their poison does fire damage and they are resistant to fire), and a **spined devil** have flown ahead and are already waiting for them. These devils have a bone to pick with Pipypap and thus want to pick over the characters' bones!

The devils want all the characters dead and attack them whether they are climbing up to the portal or fleeing on the Styx.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **imp** and both **fiendish flying snakes**.
- **Weak:** Remove one **imp**.
- **Strong:** Add two **fiendish flying snakes**.
- **Very Strong:** Add two **fiendish flying snakes** and one **imp**.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three **nupperibos**.
- **Weak:** Remove one **nupperibo**.
- **Strong:** Add two **nupperibos**.
- **Very Strong:** Add two **nupperibos** and Shokelys has an additional 5 hit points, knows the spell *shatter*, and increases their spell save DC and to hit with spell attacks by 1.

WAVE THREE – ON THE STYX (LATE)

If the characters missed their chance to use the portal and are forced to flee via the Styx, they are found on Avernus by a group of fiendish hobgoblins in Zariel's service. Not recognizing the characters of part of the Hellish armies, they attack. Their leader, Luudik, is particularly tainted by the Nine Hells (except that he is a **tiefling**) using statistics of azer). He is accompanied by four fiendish **hobgoblins** (as **hobgoblins**, but resistant to fire). They seek some fun, but don't give chase if the characters flee.



WRAP-UP: CONCLUDING THE ADVENTURE



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three **hobgoblins**.
- **Weak:** Remove one **hobgoblin**.
- **Strong:** Add one **azer**.
- **Very Strong:** Add one **azer** and one **hobgoblin**.

When the characters eventually return, Pipypap is suitably happy if they succeeded or worried if they failed. In the end, he is happiest that he didn't have to go to the Nine Hells. That place sucks.

REWARDS

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.



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

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items:

- *Stone of Good Luck:* This foul-smelling chunk of cooled brimstone is inscribed with the unholy symbol of Asmodeus.
- *Potion of Healing*
- *Soul Coin*

STORY AWARDS

During this adventure, the characters may earn the following story award:

Debt to Tal'kandelagrag. You have agreed to serve the night hag, Tal'kandelagrag. For every year of service that you agreed to, you owe her one *soul coin*. While in her service, she can compel you to undertake missions for her.

DUNGEON MASTER REWARDS

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.



PHLEGETHOS: I'VE SEEN FIRE AND I'VE SEEN PAIN

Estimated Duration: 3 hours

D *DAL00-11c I've Seen Fire and I've Seen Pain* is a tier 2 adventure by Amy Lynn Dzura, optimized for 8th-level characters that takes place in the Moonsea and Phlegethos, the Third Layer of Hell.

ADVENTURE PRIMER

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action.

BACKGROUND

For untold years, **PIPYAP** has been in possession of a magic **COOKIE BAG**, which supplies him with his favorite treats on demand. Unfortunately, Pipyap seems to have misplaced his cookie bag, so Pipyap has tasked a group of adventurers to travel to the Nine Hells – specifically the fourth layer of the Hells, **PHLEGETHOS** – to retrieve a bottle of his favorite wine (that pairs particularly well with his favorite cookies) to soothe his frazzled nerves.

Of course, this is not an easy task. The adventurers must navigate **ABRIYMOCH**, the capital city overrun with molten lava, to find the sommelier, **SHIRVASA**, while evading the numerous devils on guard patrol who question the appearance of mortals in their fiery city. Above all, they should not attract the attention of rulers, **LADY FIERNA** and **BELIAL**, who preside over Phlegethos from their crystalline palace.

EPISODES

The adventure is comprised of **three episodes** that are played in sequence and take approximately **three hours** to play:

- **Call to Action:** Pipyap recruits a party of adventurers to infiltrate Phlegethos and bring back his favorite vintage.
- **Episode 1:** The adventurers must make their way to the business district of Abriymoch with the help of the local gondoliers. Once in the business district, the party needs to find the sommelier, Shirvasa, to collect for Pipyap.
- **Episode 2:** Shirvasa probably isn't what the adventurers were expecting, and he has rules they must follow if they want anything from him.
- **Episode 3:** Why did it have to be cultists? The party needs to locate the cultists and find out what these ones are up to before reporting back to Shirvasa.

EPISODE SEQUENCE

This adventure uses a linear narrative, so the Episodes need to be played in order.

PIPYAP ON THE BALMY WEATHER

A WORD OF WARNING: PHLEGETHOS IS HOT! YOU'VE GOT FIRE FALLING FROM THE SKY AND LAVA FLOWING ALL AROUND YOU. NOT A LICK OF SHADE OR RAIN EITHER. MAKES A TERRIBLE CLIMATE FOR FARMING, WHICH IS ALRIGHT BECAUSE NOTHING GROWS IN GROUND FULL OF ROCKS ANYWAY.

RUMOR IS THE FLAMES ARE SMART, LIKE, IN A WAY THAT OTHER FIRE ISN'T. IT'LL CHASE YOU DOWN LIKE A DRAGON GOES AFTER MEDDLESOME ADVENTURERS. LOCALS THINK IT'S FUNNY, BUT I DOUBT YOU'LL FEEL THE SAME. MY ADVICE: DON'T RUN! IT STINGS FOR JUST A SECOND, PLUS THE LOCALS HAVE A GOOD LAUGH AT THE RUNNERS.

SO BE PREPARED — IT'S GOING TO BE HOT IN THERE. HOT LIKE AN OVEN. AN OVEN THAT YOU COULD BAKE COOKIES IN.

GREAT. NOW I'M HUNGRY...



EPISODE 1: CALL TO ACTION

Estimated Duration: 45 minutes.

Pipypap the imp has been living, mostly happily, on the Material plane ever since he was the familiar to wizard Halvin Graingle. Pipypap is no ordinary imp – a strange sort of power emanates from him, as if he's a fairly powerful spellcaster in his own right. Since Halvin's disappearance, Pipypap has stayed as far away from the Nine Hells as he can. He's become accustomed to an easy life away from the Hells and does what he can to avoid going back. Occasionally this means enlisting eager adventurers to do some work for him.

Pipypap has recruited such a group of adventurers. He's promised them fame! Glory! Brushes with death! (Though he mumbles that last part when explaining what he's looking to hire the party for.)

Pipypap leads the adventurers into the alley behind the tavern where he meets them for breakfast. He explains that he can't – no, won't – go back to the Hells if he can help it, and this is where they come in. He's got an arrangement with a local businessman; an old friend named Shirvasa. Shirvasa the sommelier curates a collection of the finest wines in all of the Realms and he owes Pipypap a favor. Pipypap is sending the party to collect on that favor and retrieve a bottle of wine.

"I don't have much in the way of gold to offer you, but Phlegethos is a lawful evil kind of place, and Finders Keepers is a law - kind of. And you're mortals! Travelling to the Hells isn't something your sort gets to do every day. Think of the stories you'll get to tell when you get back! If you do everything right, you won't get into too much trouble. If you do get into trouble, kill it – but not in public, and definitely not in front of the City Watch. They'll take you over to the Diabolical Court, and if you thought spending time in the Nine Hells was bad, the bureaucracy of the Diabolical Court is worse. Anyway. I'm going to give you a spell scroll of sending, just in case. Use it if you need me. But don't need me."

Pipypap fusses with a small box that he pulls out of his pocket (a *cubic gate* that he got from who-knows-where) before pushing a button. As soon as he does, a portal opens in the alley in front of the adventurers.

"This'll put you right on the outskirts of the city of Abriymoch, the capital city of Phlegethos, fourth of the Nine Hells. From here, you'll need to make your way to the business district. Shirvasa's well known, just ask for directions and someone will set you on the right track."

As soon as they step through the portal, a burst of heat threatens to overwhelm the adventurers. Some notice that their skin begins to tighten and crack from the blistering environment. They have arrived on a sizeable strip of solid land surrounded by fiery molten lava. There are several lengths of stone protruding into the lava, next to which gondolas bob as the magma ebbs and flows. Devils stand in their infernal steel gondolas, balancing with their long oars as they heckle each other and barter with potential customers.

CALL TO ACTION

Before the portal closes, Pipypap shouts instructions: "Find Shirvasa and tell him that I've sent you to collect. And see if he'll give you TWO bottles!"

PIPYAP ON ADVENTURERS

THERE'S NOTHING LIKE GETTING A CREW OF PEOPLE WHO LIKE TO GO AFTER TROUBLE TO DO YOUR DIRTY WORK FOR YOU. ADVENTURERS ARE A STRANGE LOT. THEY ALL HAVE DIFFERENT REASONS FOR WANDERING AROUND IN THE WORLD, BUT USUALLY YOU CAN PROMISE THEM SOMETHING SHINY IN EXCHANGE FOR DOING SOMETHING STUPID AND THEY'RE ALL FOR IT. TYPICALLY, I'LL PUT A SIGN UP IN A TAVERN, PROMISING A HOT MEAL AND DRINK, AND I GET A SWARM OF THRILL-SEEKERS LINING UP TO HEAR WHAT I HAVE TO SAY. I DON'T ALWAYS HAVE MUCH TO OFFER THEM, BUT THE RIGHT ONES WILL GO OFF ON A CRAZY QUEST WITH NOT MUCH PRODDING. OH LOOK, HERE'S MY LATEST GROUP OF SUCKERS NOW...



SCENE A: TICKET TO RIDE

OBJECTIVE

The adventurers need to hire a gondola to take them into the business districts of Abriymoch.

LET'S MAKE A DEAL

The **barbed** and **bearded devils** who work as gondoliers attempt to sweep their new passengers into their gondolas before setting a rate; being lawful creatures, once they agree to a rate, they honor it, but being evil creatures, they'll try to extort anyone they can.

The rate for gondola service is intentionally absurdly high; the gondoliers taunt and tease the characters for being clearly "new in town." All the gondoliers present at the docks are in on this scheme, so the adventurers cannot play the gondoliers against each other in a bidding war. The typical rate for the locals is between 5 and 10 silver, but the gondoliers begin their negotiations at 100 gold. In the end, the characters should not pay more than 1 gold each.

If the adventurers do not negotiate the rate before they board, the gondoliers idle in the middle of a lava lake on the way to their destination and attempt to hustle the passengers for a higher-than-average fare.



WHAT A RACKET

The devils who work as gondoliers all know that they provide a vital service to anyone who wants to get around the lava-filled city quickly and take advantage of this fact by attempting to charge their passengers absurd prices. Longtime residents know that the devils settle for a rate of 5 to 10 silver per trip; new customers are asked to pay 100 gold each. Allow the players to try and talk down the rate; characters who succeed on DC 16 Charisma (Intimidation) or Charisma (Persuasion) checks are able to talk their gondolier into lower rates. A DC 15 Wisdom (Insight) check alerts the characters that the gondolier is taking advantage of them.

I'M ON A BOAT

If the party refuses to negotiate while in the middle of the lake, the devil dives off the gondola and swims through the magma to a rocky shore. If the party initiates combat with the devil instead of negotiating, the devil dives off the gondola on his second turn in initiative. In either case, the party

must then complete a short series of skill checks to steer and propel the gondola using the long oar.

Suggested skills the party can utilize include Strength (Athletics) to propel the boat or Wisdom (Survival) and Intelligence (Nature) to spot troublesome lava bursts and alert the party to avoid them. Characters proficient in Water Vehicles make the Strength (Athletics) checks with advantage. Any character that fails a DC 17 check takes 3 (1d6) fire damage from the lava bubbling around the gondola; successful checks mean that the party avoids the most treacherous parts of the lake and heads directly for the city's shore.

I FOUGHT THE LAW

Whether the characters pass or fail their skill checks, they are soon interrupted in their attempts to navigate the lake by members of the Abriymoch City Watch, who row up alongside their gondola to ask for their Passenger Conveyance Permits. Much more corrupt than their counterparts in cities like Waterdeep, these watchmen can also be bribed or negotiated with.

PLAYING WITH FIRE

If the party sets a rate before boarding at the docks, or comes to an agreement while on the lake, their devil gondolier exchanges pleasantries with them while steering them across the lake to the city. As the party continues their trip, the lava around the boat begins to bubble a little more than usual and from the magma emerges a lavasnake (use **young remorhaz** statistics). The gondola cannot proceed or return to its point of origin until the beast is defeated or driven off.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **lavasnake** has 53 hit points and does 13 (2d10 + 2) piercing damage plus 3 (1d6) fire damage.
- **Weak:** The **lavasnake** has 73 hit points and does 15 (2d10 + 4) piercing damage plus 7 (2d6) fire damage.
- **Strong:** Use a **remorhaz's** statistics for the **lavasnake**.
- **Very Strong:** Use a **remorhaz's** statistics for the **lavasnake**.



CREATURES/NPCs

A variety of devils (**bearded devils**, and **barbed devils**) work as gondoliers in Abriymoch – even though the locals are immune to the effects of fire, they don't pop swim in the lava to get around town.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. As far as the eye can see, molten lava bubbles around obsidian stone and red-hot rocks, making most travel by foot or by mount impossible. Heat shimmers from the ground as fire erupts from fissures in the stones and magma flows around rock structures. The city of Abriymoch rises in front of the adventurers to the north, and in the distance, no matter where they look, they can see the twisted stone spires of the palace of Lady Fierna and Belial, rulers of Phlegethos.

Lighting. There is no day or night in Phlegethos, only an oppressive bright orange haze that is accented by bursts of bright fire from rifts in the stone.

PLAYING THE PILLARS

Combat: If the party initiates combat with the devil gondolier instead of negotiating, the devil dives off the gondola on his second turn in initiative. If they encounter the lavasnake, they must fend it off.

Exploration: If the party finds themselves without a gondolier, they must complete a series of short skill checks to steer and propel the gondola using the long oar.

Social: If the party sets a rate before boarding at the docks, their devil gondolier exchanges pleasantries with them while steering them across the lake to the city.

SCENE B: I STILL HAVEN'T FOUND WHAT I'M LOOKING FOR

OBJECTIVE

The party has reached Abriymoch and they must find the sommelier that Pipypap has told them about. It won't be easy in the hustle and the bustle of the city, especially for tourists, but maybe they can convince some of the friendlier devils to help.

WHERE DO WE GO FROM HERE?

The characters need to ask directions for navigating the streets of the city. Any devils they manage to stop, point them to the artisans' district. The lane is full of confusing buildings with brightly

colored awnings, and none of the shops have signs designating the name or trade of the establishments.

The party can continue to ask the passersby on the street for information: being lawful creatures, the devils provide truthful clues, but being evil, they'll only provide circular answers. It is up to the adventurers to put the clues together to determine which building to enter.

The devils in the Artisan's District offer the following clues when asked how to find Shirvasa the sommelier:

- The jeweler works next to the building with the white awning.
- The fiend in the building with the yellow awning drinks ale.
- The fiend with a pet skeletal mouse works next to the fiend with a crag cat.
- The cordwainer works in the first building on the left.
- The fiend in the building with the white awning drinks whiskey.
- The translator works in a building with a blue awning.
- The building with the yellow awning is to the right of the building with the white awning.
- The sommelier has a pet death dog.
- The fiend who works in the building with the red awning keeps a crag cat.
- The fiend in the middle building drinks tea.
- The scholar drinks seltzer water.
- The cordwainer works next to the building with the green awning.
- The fiend with a nightmare drinks tea.

The answers to the puzzle are provided in **Chapter 6: Handout A: Solutions from the Helpful Devils**. The characters can find the sommelier in Building 4, with the white awning.



CLUE ME IN

As the DM, provide one clue at a time for the first several devils that the players question, and then give the players the handout in **Chapter 6** that contains all thirteen clues.

This is a version of Einstein's Riddle. All information that the players need to solve the puzzle is contained in those clues – they just might need some time to work through them. If the players are stumped, provide them with two additional clues:

- The fiend with the death dog lives next to the building with the blue awning.
- The cordwainer drinks wine.



EPISODE 2: A BOTTLE OF RED, A BOTTLE OF WHITE

Estimated Duration: 60 minutes.

Having successfully determined which building to enter, the adventurers meet Shirvasa the sommelier, a rakshasa, and request a bottle (or two!) of Pipypap's favorite wine.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The shop is larger than it appears from the outside, comprised of a 20-foot by 60-foot tasting area and a smaller office in the back.

Furnishings. Finely made shelves and cabinets house wines, forming an incredibly varied collection. Finer glasses and dining ware are neatly organized on shelves eight feet off the ground, out of reach of the clumsy **lemures** but easily accessible to the flying **imp** or the **rakshasa's** *mage hand*.



Lighting. Light from magical globes brightly illuminate the entire shop.

Today's Samples. The party is offered three samples as they interact with Shirvasa, who offers insight into what makes each unique. There are no consequences to the characters when they drink the wine. Feel free to embellish and channel your best wine snob impersonation:

- "Fire wines from the City of Brass - caution: highly flammable."
- "A dry red made from grapes aged on the plane of Arcadia. This isn't a big seller here, for *obvious* reasons." (Arcadia is a lawful neutral/lawful good plane).
- "Gorgondy wine. Pairs well with gnome."

CREATURES/NPCs

Upon entering, the adventurers are greeted by the imp, Adara, who flaps over and welcomes them to Unearthly Delights. She is overworked and cranky, but as "polite" as the job requires. She gives them **Handout 2: Etiquette Rules for Unearthly Delights**, which explains the etiquette requested by the master sommelier while they are in the shop. She pleads that the characters study and obey the rules "for everyone's sake."

Fumbling around the shop are five lemures, doing their best to clean and organize the storefront.

Shirvasa, a **rakshasa** in natural human/tiger form, is farther back in the shop. This gives the characters the opportunity to read the handout before they are called back to speak to him.

Objectives/Goals. Shirvasa deals not only in exotic vintages, but – like most fiendish residents – also in information. Nothing is ever free in the Nine Hells, so after he learns the characters need something from him, he exchanges a bottle of Pipypap's wine for a small favor.

ANGER ISSUES

Shirvasa is the epitome of smug, high class snobbery. His manners are impeccable, until an instance of a breach of etiquette on **Handout 2: Etiquette Rules for Unearthly Delights**, which causes him to be momentarily enraged. He channels his rage by systematically taking out his anger on one of the lemures scuttling



around the shop, killing it instantly. This happens until all five of the **lemures** have been destroyed and he is forced to control his temper.

The imp, Adara, and the characters are never on the receiving end of his anger, but if the characters try to protect the **lemures** from harm, Adara tells them, “Oh, don’t worry, they’ll be back to work by this time next tenday.” Seeing that the adventurers do not approve of his treatment of his employees, Shirvasa clenches his claws, bares his teeth, and is barely polite as he attempts to hold his temper. He wouldn’t want to lose a customer, after all.

A FAVOR

The arrival of the adventurers is well timed, because Shirvasa just happens to have a bottle of Pipyap’s preferred vintage to part with – if the characters can take care of a problem for him first. Shirvasa has gleaned the meeting place of a group of cultists loyal to another archdevil. He doesn’t know exactly what they’re doing on Phlegethos, but it can’t be good for business! Cultists usually manage to stir up some sort of trouble, and if his customers are busy chasing down cultists, they’re too busy to enjoy the finer things in life – namely, his wares.

He asks the characters to investigate and either deal with the cultists themselves or gather enough evidence of wrongdoing that the fiendish city watchmen can be trusted to deal with the interlopers. In exchange he parts with a bottle of Pipyap’s favorite wine.

PLAYING THE PILLARS

Combat: Shirvasa is exceptionally more powerful than the party who are likely incapable of harming him in a meaningful way. Combat in this scene is strongly discouraged, but if it takes place, Shirvasa leaves the characters alive in exchange for completing his task. No wine is offered in this scenario.

Exploration: Strange, rare bottles line the shelves here. Each is valuable enough that it is immediately noticed if stolen.

Social: Shirvasa is cordial and talkative until etiquette is broken, but he still offers to trade the wine for taking care of his cultist problem. The lemures merely shuffle about the shop, while Adara does her best to avoid her master’s wrath; switching between groveling, hiding, and blaming others as necessary.



ABOVE THEIR PAY GRADE

Shirvasa might not know their plans, but he does know the cultists are devotees of Levistus, the Lord of Stygia. He does his best (without outright lying to them, though lies of omission are strongly encouraged) to convince the adventurers to act like followers of Geryon (who are fierce rivals of the Levistus cultists) in hopes this escalates the encounter to violence. Manipulating the characters into killing the cultists is a better resolution for Shirvasa, who then claims direct credit for the cultists’ destruction versus the credit being diluted through fiendish bureaucracy. He doesn’t reveal the cultists’ true patron because Shirvasa is concerned the adventurers might not want to knowingly harm the followers of an archduke of Hell.



EPISODE 3: I'D KILL FOR A DRINK

Estimated Duration: 75 minutes.

The streets of Abriymoch are a dangerous place and the characters will have to fight to get Pipypap's wine.

SCENE A: I'LL BREAK AWAY TONIGHT

While the adventures are headed to the last known location of the cultists that Shirvasa has directed them to, they encounter a pack of devils who have escaped from their torture at the hands of the Pit of Flame.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The encounter takes place on a quieter city street – more residential than business. Passersby stop and stare but do not intervene. They do, however, cheer on the fight.

Lighting. There is no day or night in Phlegethos, only an oppressive bright orange haze that is accented by bursts of bright fire from rifts in the stone.

CREATURES/NPCs

A motley crew made up of **bone devils** and **merregon** approach the adventurers, looking for a fight. They've just escaped from their captors while being transported to the Pit of Flame to serve their time for their transgressions. The devils hope to redeem themselves and reclaim some glory by finishing off these adventurers, who are clearly tourists.

STREET FIGHTERS

There is no negotiating with the devils, there is only fending them off. Having just escaped certain torment, the devils are fueled by adrenaline and bloodlust and cannot be talked out of ambushing the characters.

On the second round of combat, a group of chain devils race towards the fight, but as they draw close, they do not join the fray. Instead, they wait for the fight to finish, and approach the party members (if they are successful). The chain devils are employees of the Pit of Flame who thank the characters for assisting with "their little escape problem." They mutter amongst themselves about the paperwork they would have faced if they'd lost the escapees; instead, now they'll be home in time for dinner.

TREASURE

One of the chain devils has a *soul coin* that the characters can take if the devils are defeated.

PIPYAP ON THE PIT OF FLAME

IT'S A PIT! THERE ARE FLAMES! WHAT A NAME, RIGHT? HEY, THAT PLACE IS NO LAUGHING MATTER. PHLEGETHOS IS SO HOT AT ITS CENTER THAT THE FIRE CAN BURN OUR TOUGH FIENDISH HIDES.

OPERATING THE MACHINERY THAT HOISTS YOUR FELLOW DEVILS OUT OVER THE FIRE IS A TERRIBLE JOB THAT NO SENSIBLE, UPWARD-THINKING DEVIL WANTS. WE FIENDS HAVE EXCELLENT MEMORIES FOR THESE SORTS OF THINGS AND PLENTY OF TIME TO WORK ON OUR REVENGE.

IT'S A RARE OCCASION, BUT SOMETIMES A BIG TOUGH GUY CHAINS HIMSELF UP AND ASKS TO BE HOISTED OUT FOR A STINT. IT'S ALL MACHO, TOUGH GUY POSTURING THOUGH, BECAUSE MOST OF THEM COME BACK MOANING AND CRYING LIKE A BRAND NEW NUPPERIBO.

HAVE I EVER TAKEN A SWING OVER THE PIT? NO, OF COURSE NOT. I'M MUCH TOO CLEVER TO GET CAUGHT DOING ANYTHING UNSAVORY ENOUGH TO END UP IN THE HOT SEAT, BUT I'VE GOT PLENTY OF ENEMIES WHO WOULD LIKE TO WATCH ME TAKE A DIP INTO THAT LAVA.

SCENE B: SATURDAY NIGHT'S ALRIGHT FOR FIGHTING

OBJECTIVE

Navigating through the city of Abriymoch to the hideout Shuvasa described, the adventurers must learn what the cultists are up to. Layout of the



warehouse where the cultists are plotting can be found in **Map 1: The Cultists' Warehouse**.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The abandoned storehouse has one large open room and many smaller side rooms. The ceiling is 20 feet high in the main area, 10 feet in the smaller rooms. The foundation here has begun to buckle and crack, resulting in dangerous lava fissures breaking up the room. Two major fissures glow with bubbling magma and inflict 4 (1d8) fire damage to any creature that begins or ends its turn within 5 feet of the fissures. Four minor rifts are present in the room where the lava has not yet broken through the floor, but they crack open and inflict 4 (1d8) fire damage if a creature attacks with thunder or bludgeoning damage in the immediate vicinity.

Furnishings. The main area is empty save for a stack of crates acting as a table toward the back of the room, while the side rooms have sleeping cots and basic supplies for the cultists.

Lighting. The light from the lava fissures dimly illuminates the room.

CREATURES/NPCs

An **assassin**, two **cult fanatics**, two **cultists**, and one **salamander** spend their time here plotting on behalf of Levistus, Lord of Stygia. More **cultists** are on guard inside the front door and treat anyone who approaches with open hostility and suspicion.

OBJECTIVES/GOALS

The cultists are led by the drow **assassin**, Shyntinidia. The **cultists** are suspicious of any scheme the adventurers come up with to infiltrate the building; they are not expecting "new recruits" since no one is supposed to know why they are here. A character can attempt a DC 17 Charisma

(Deception or Persuasion) check to convince the cultists not to attack immediately.



MODIFICATION FOR SHYNTINIDIA

Unlike a normal **assassin**, Shyntinidia is wearing studded leather *armor of resistance (fire)* and so is resistant to fire damage.

Shyntinidia wears around her neck a shard of ice that never melts. If the characters somehow convince her that they are fellow cultists, she shows it to the party and asks them to pledge fealty to Levistus. The **assassin** considers this a priceless artifact and does not part with it under any circumstances; it is a token from Levistus that represents the bargain that she struck with him in exchange for his aid in escaping drow society.

Mentioning Geryon (as Shirvasa suggests) makes the **cultists** appear to let down their guard, but in reality, it causes them to begin plotting the characters' abrupt and painful deaths. A DC 15 Wisdom (Insight) check during future conversations with any **cultists** allows the character to determine something is amiss with their behavior.

WHAT DO THEY KNOW?

The **cultists** are scheming and attempting to research whether the heat from the Pit of Flame is hot enough to melt Levistus from his frozen captivity.

The **cultists** can't be convinced to betray the **assassin** because they are aware there is no punishment the adventurers could inflict upon them that is worse than what awaits them for failing Levistus.

TREASURE

Once this combat is defeated, the characters find on Shyntinidia studded leather *armor of resistance (fire)*. The leather of the armor is reinforced with rivets made of unmeltable ice, and steams faintly when the wearer is hit with fire attacks.

PLAYING THE PILLARS

Combat: Combat against the cult is straightforward, with the **cultists** and their **salamander** attempting to surround one or two adventurers and take them down through cooperation. The **assassin** uses her Sneak Attack every chance she gets.

Exploration: The shard of ice worn by the **assassin** is proof of the **cultists'** loyalty, since any devil can detect the mild aura of Levistus around it.



ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **cult fanatic** and one **cultist**.
- **Weak:** Remove one **cult fanatic**.
- **Strong:** Add one **salamander** and one **cult fanatics**.
- **Very Strong:** Add one **salamander** and two **cult fanatics**.



If the characters take this to Shirvasa or any other devil, a task force is assembled, and the **cultists** are rounded up and dealt with.

Social: Although uneasy at first, if the characters pass the initial check to assuage the **cultists** and do not mention Geryon, it is possible the **cultists** could speak with them. The **cultists** are paranoid, and their nascent plan requires an exceptional amount of planning, meaning they are not an immediate threat to Phlegethos.

WRAP-UP: CONCLUDING THE ADVENTURE

MISSION ACCOMPLISHED

When the adventurers return to Shirvasa's shop, he lets out a low chuckle with a small, toothy smile as they relate their tale and the information they have acquired.

He presents them with two bottles of Pipyap's wine, and each party member further receives a voucher for free travel by gondola when in Abriymoch.

Shirvasa invites the adventurers to use his personal portal in the back room of his shop to return them to the tavern where they met Pipyap.

LET'S GET OUTTA HERE

If the adventurers do not return to Shirvasa, they can use the *scroll of sending* to contact Pipyap in order to be transported home. However, this method takes the risk that the message does not reach him, and they might be stuck in Phlegethos for longer than they'd planned.

As a token of appreciation, Pipyap begrudgingly parts with a small bottle of fire wine (*potion of fire breath*) for each character from his own collection.

"I'm so glad you made the trip safely! I was worried!" It may take the characters a few moments to realize that Pipyap is talking to his wine, and not to them.

REWARDS

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

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
2	30 gp	240 gp

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items:

- *Armor of Resistance (Fire)*: This studded leather armor is reinforced with rivets made of unmeltable ice, and steams faintly when the wearer is hit with fire attacks.
- *Soul Coin*
- *Potion of Fire Breath* (1 each)
- *Spell Scroll of Sending*

STORY AWARDS

During this adventure, the characters may earn the following story award:

Ticket to Ride. You've successfully completed the task that Shirvasa the sommelier has set for you, and in exchange he provides you with a voucher for travel by gondola within the Abriymoch city limits. Present it to any gondolier and not only do you ride for free, but the devilish gondoliers treat you as one of Shirvasa's associates - only with more respect. More information can be found in **Handout 4: Story Award**.

DUNGEON MASTER REWARDS

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.



MALBOLGE: THE LOVE TRIANGLE CONTRACT

Estimated Duration: 2-4 hours

“Dishonorable people do not honor their arrangements. A bill of sale only requires payment, a contract only requires completion, and/or a debt merely requires a payment.”

- Akutra-Ramses Atenosis Cea, Spidersilk

D **DAL00-11d The Love Triangle Contract** is a tier 2 adventure by Greg Marks, optimized for 8th-level characters that takes place in the Moonsea and Malbolge, the Sixth Layer of Hell.

BACKGROUND

Previously, the imp **PIPYAP** discovered an artifact dedicated to **LLIIRA**, the goddess of joy, which for the imp, adopted the form of what he most desired: a bag of cookies. Unfortunately, Pipyap lost the bag, again.

Since losing the **COOKIE BAG**, Pipyap was contacted by the disgraced archdevil **MOLOCH**, former Lord of the Sixth. Moloch claims that he has the cookie bag and can trade it for a favor. Since Moloch was (in Pipyap's mind) a rival for the affections of the now deceased **MALAGARD THE HAG COUNTESS**, he's not sure he can trust Moloch. So, Pipyap has arranged a meeting on the sixth layer of Hell **MALBOLGE**, where Moloch is cursed by **ASMODEUS** to assume the form of a lowly imp.

Moloch has heard of the cookie bag and actually hopes to find it, so he can use it to get his heart's desire: a return to his full power in the Nine Hells. He doesn't actually have it, but he has an idea how to get it. One of his greatest trackers **MOGDRIN THE VENATOR**, an orthon devil, has been imprisoned in Malbolge ever since Moloch's fall. He believes that Mogdrin could track down the artifact for Moloch, as well as many of the scattered forces he hasn't been able to find since his fall during the **RECKONING OF HELL** and the later destruction of his former consort Malagard. He has no intention of honoring the deal, however, and has taken steps to ensure loopholes.

The whispers of the cookie bag found their way to Moloch via **NARIAH**, an erinyes minion of **GLASYA**, the daughter of Asmodeus and current Lord of the Sixth. She knows that Moloch is weaker while on Malbolge and is using the rumor of the cookie bag to lure him back. She wishes to capture Moloch in order to end his threat to Glasya's rule.

EPISODES

The adventure's story is spread over five **story episodes** that take approximately 2 hours to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits, that are introduced anywhere in the adventure.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 1: Favors and Contracts.** The characters are recruited by Pipyap to see what his old buddy Moloch wants to trade favors over. This is the **Call to Action**. If playing **Bonus Objective A**, Pipyap also asks them to pick up a few things while in Hell. But in order to get to Hell, Pipyap directs them an old friend, Jeny Greenteeth, who is also a font of useful information. Jeny can open a gate for them to pass through using the remains of the Hag Countess that persist in Malbolge. If playing **Bonus Objective B**, Jeny also asks them to look for a missing friend: Elisande. Finally arriving in Hell, the characters broker a deal with Moloch to rescue Mogdrin in exchange for the cookie bag.
- **Episode 2: Breach of Contract.** The characters try to break Mogdrin out of the oubliette where he is trapped. This is **Story Objective A**.
- **Episode 3: Break Down of Contract Negotiations.** The characters return with Mogdrin, only to find Geilna waiting for them. It's a trap to catch Moloch, Mogdrin, and the PCs. Even if Moloch isn't there, the characters are fine bargaining chips against Moloch's future plans. Mogdrin tries to escape in the melee. Preventing Mogdrin's escape is **Story Objective B**.

BONUS OBJECTIVES

This adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Shopping Trip.** This bonus objective adds scenes to episodes 1 and 2 where the party attempts to recover some needed ingredients for Pipyap. This bonus objective is found in **Chapter 6**.



- **Bonus Objective B: Lost Girl.** If the characters agree to find Elisande for Jeny Greenteeth, they find her in the same prison as Mogdrin, further complicating episode 2. This bonus objective is found in **Chapter 6**.

EPISODE SEQUENCE

Depending on your time constraints, play style and environment, this adventure takes approximately two-to-four hours to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **two hours**. However, if you wish, you can provide a longer experience for your players by utilizing the bonus objectives.

Story Objectives Only. To complete the both adventure story objectives, the characters play in Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. These objectives branch off Episode 1 and 2.

HOOKS

Work with each player to determine why the character is answering Pipyap's call for aid. Here are a few ideas of how you might involve the characters in Pipyap's schemes:

- **A Private in Pipyap's Legion:** Some characters may have the Story Award *A Private in Pipyap's Legion*. Such a character owes service to the plump imp and he has ordered them to attend him.
- **Old Acquaintance Not Forgotten:** It is likely that some characters have met Pipyap in previous D&D Adventurers League adventures but owe the imp no fealty. In this case, Pipyap calls on their shared history and offers promises of favors to be paid later.
- **A Chance Meeting:** Some characters might not know Pipyap at all, or if they do, not be inclined to assist him. Such characters could be traveling the Phlan Path and stopping over at the Crossing. Capricious fate has delivered them right where Pipyap needs them to be.

PIPYAP ON MY RIVAL MOLOCH, FORMER LORD OF THE SIXTH

YEAH, SO THIS GUY'S EYES WERE ALWAYS BIGGER THAN HIS STOMACH, AND YOU CAN TRUST ME, I KNOW SOMETHING ABOUT STOMACHS. SO MOLOCH WAS A GREAT WARRIOR FOR HELL AND KICKED A BLINCH A' DEMONS OUT SEE. SO, THE BIG BOSS ASMODEUS PROMOTES HIM TO RUN THE SIXTH AFTER BEHERIT THE PREVIOUS LORD GETS EXECUTED FOR BREAKING THE RULES ON WHO GETS PROMOTED.

ANYWAY, MOLOCH NEVER HEARD A SCHEME HE DOESN'T LIKE AND TRIES TO RUN PLAYS ON ALL THE OTHER ARCHDEVILS, MAKING HIM NO FRIENDS EXCEPT THE BIG BOSS WHO LIKES HIS CAPTAINS SQUABBLING WIT' EACH OTHER SO THEY DON'T MOVE AGAINST HIM. BUT SEE THIS TOTAL BABE MALAGARD STARTS WHISPERING IN HIS EAR, TELLING HIM THAT HE COULD TAKE THE BIG BOSS. THE THING IS, HE ALMOST PULLS IT OFF. JUST BEFORE HE IS ABOUT TO PULL THE TRIGGER, HE RUNS OFF TO THE PRIME TO GRAB UP SOME ARTIFACT WEAPON, BUT WHILE HE'S THERE, SOMEHOW A GROUP OF NOSEY ADVENTURERS, NO OFFENSE, GRAB HIM UP. WITHOUT HIM TO LEAD THEM, HIS ARMY IS CRUSHED AND HIS PLAN FALLS APART. WEIRD THING, ASMODEUS PROMOTES MALAGARD TO TAKE OVER. I WONDER WHO TOLD THOSE ADVENTURERS WHERE TO FIND MOLOCH?

ONE LAST NOTE, BOTH ME AND MOLOCH HAD A THING WITH MALAGARD, SO WE'RE NOT ON THE BEST OF TERMS. HE ALWAYS UNDERESTIMATES THE LITTLE GUY, SO IT'S IRONIC THAT ASMODEUS CURSED HIM SO THAT IF HE EVER COMES BACK TO HELL, HE'S DEMOTED ALL THE WAY DOWN TO IMP.



PIPYAP ON MY EX-GIRLFRIEND MALAGARD, THE HAG COUNTESS

OKAY, SO I'VE ALWAYS BEEN SWEET ON MALAGARD. I'M MEAN, I'VE NEVER SEE SO MANY BOILS ON SUCH DEEP PURPLE SKIN... AND HER WILD WHITE, BRITTLE HAIR, LIKE THE EXPLOSION OF A PALADIN SENSING EVIL IN THE HELLS. TRUTH BE TOLD, I THINK SHE WAS SWEET ON ME TOO, BUT OF COURSE WHAT WITH HER BEING MADE LORD OF THE SIXTH AND BEING A NIGHT HAG AMONGST ARCHDEVILS, SHE COULDN'T RECIPROCATATE MY LOVE BY SHOWING HER TRUE FEELINGS. YOU KNOW, 'CAUSE SHE DIDN'T WANT TO ENDANGER ME BY MAKING ME A TARGET FOR ARCHDEVILS LOOKING TO TAKE A SHOT AT HER.

IT WAS A SAD DAY WHEN GLASYA, THE REBELLIOUS DAUGHTER OF ASMOTELUS, MELTED MY GIRL AND TEMPORARILY MADE HER PART OF THE PLANAR STUFF THAT MAKES UP THE LAYER. THAT'S ANOTHER GOOD LESSON, EVENTUALLY DADDY'S LITTLE GIRL WINS, NO MATTER HOW STRAINED THEIR RELATIONSHIP.

YOU CAN STILL FIND A FEW PARTS OF HER MIXED WITH MALBOLGE, BUT MOST OF IT HAS ROTTED AWAY.

PIPYAP ON DEVIL JAIL (MALBOLGE)

OKAY, SO DON'T TELL THE ADVENTURERS I AM SENDING, BUT YOU NEVER WANT TO GO TO MALBOLGE. FIRST OFF, IT'S A PRISON SO YOU KNOW IT'S NOT GOING TO BE ALL THAT NICE. THEN REMEMBER IT'S A PRISON IN HELL AND SO IT'S JUST ABOUT AS BAD AS IT CAN BE.

ONCE PRISONERS ARE FOUND GUILTY IN THE INFERNAL COURTS, THEY ARE SENT TO MALBOLGE WHICH IS BASICALLY AN INFINITELY LONG MOUNTAIN SIDE COVERED CONSTANT AVALANCHES. YOU CAN GET OUT OF THE WAY IN A FEW PLACES: CAVES, RAVINES, TUNNELS, AND THE DEVILISH FORTIFICATIONS THAT RISE UP ON ADAMANTINE PILLARS. IF YOU ARE REALLY UNLUCKY, YOU'LL FIND A LITTLE SHELTER BUT NOT QUITE ENOUGH AND YOU HAVE TO PICK WHICH LIMB TO LEAVE STICKING OUT EXPOSED TO THE CONSTANT RAIN OF BONE-BREAKING ROCK. BASICALLY, THIS PLACE SUCKS AND EVERYONE HATES IT UNTIL THEY ARE PLUMMELED FLAT AND NO LONGER HATE ANYTHING.



EPISODE 1: FAVORS AND CONTRACTS

(CALL TO ACTION)

Estimated Duration: 20 minutes

SCENE A. A FAVOR TO ASK

Story Beat: The characters receive the Call to Action from Pipyap, requesting they travel to Malbolge to deal with the devil Moloch and retrieve his cookie bag.

The adventure begins with the characters responding to a summons to meet at the Crossing Inn on the Phlan Path. When they arrive, it is a sunny day in the middle of the month of Eleint. Pipyap sits under a tree in the full blaze of autumn, on a picnic blanket surrounded by piles of food. Romsan Kal watches him nervously from the window of the inn.

AREA INFORMATION

This area features:

Dimensions & Terrain. The area is wild, with only the Crossing's buildings hinting at civilization.

Lighting. It is sunny with a light breeze rustling the autumn leaves.

CREATURES/NPCs

Pipyap the **imp** offers the group a toothy smile and welcomes them to join him for lunch. While his table manners are atrocious, he seems to have no end of food to share.

Objectives/Goals. Pipyap's goal is to convince the characters to take a quick trip to Malbolge and meet with Moloch. He knows it's very dangerous, but he's pretty desperate to find his missing cookie bag and is curious why Moloch would contact him.

What Does He Know? Pipyap knows everything in the "Pipyap on..." sidebars but downplays anything that seems likely to scare off the adventurers from doing what he wants. Between shoving handfuls of food into his gullet, Pipyap lays out his offer:

- Pipyap has received a message from an old friend and sometimes rival: a devil named Moloch. According to the imp, Moloch and Pipyap once both tried to win the heart of a now deceased hag named Malagard. In the name of that shared affection, Moloch has asked that Pipyap meet with him in Malbolge and hear a proposal.
- Pipyap is a little uncomfortable going back to Hell. He's decided that the Prime Material with all its

food and other luxuries is more his style, that and he no longer thinks he quite fits in there anyway. So, he is looking for some minion, agents, or friends to go in his stead.

- It interesting that Moloch choose Malbolge to meet. Not only is he a wanted infernal on that layer of Hell, Asmodeus cursed him that if he ever enters Malbolge, he becomes an imp. This means he's not really a threat, so he must want to deal really badly.
- Pipyap wants the characters to travel into the nearby Quivering Forest and find the hag Jeny Greenteeth. Jeny owes Pipyap a favor and should be able to open a portal for them into Malbolge. Once in Hell, meet with Moloch who claims to have a bag of Pipyap's favorite cookies. The characters should strike a deal with Moloch and get that bag! If they do, he rewards them greatly. He remains vague on the specifics of the reward.
- Pipyap gives the party a twisted, fire scarred dinner fork that he claims gets them where they need to be with Jeny's help. (It functions as a planar fork for the *plane shift* spell keyed to Malbolge.)
- **Bonus Objective A:** If you are using Bonus Objective A, Pipyap also asks the characters to pick up a few sundries for him while in Malbolge; things he can't get on the Prime now that he doesn't go to Hell anymore. Give the players **Player Handout 6**.

TROUBLESHOOTING

Pipyap is an imp and what he's asking might be a tall order for some, so it's possible that things go astray.

- More mercenary characters might want to have a clear payment. Pipyap offers to let them keep the planar fork and promises a significant favor when they succeed.
- If Pipyap is attacked or repeatedly threatened, he turns invisible and flees. You can still get the adventure back on track by having either Jeny Greenteeth or Romsan Kal express an interest in what the devils are up to and encouraging them to investigate.

CALL TO ACTION

Pipyap's request that the characters meet with Moloch and strike a deal to get back the cookie bag is the **Call to Action**. He suggests they call in a



favor that Jeny Greenteeth owes him to garner safe passage back and forth to Hell. Proceed to **Scene B: A Favor for a Friend** once the characters are ready to begin.

SCENE B. A FAVOR FOR A FRIEND

Story Beat: The characters meet with the hag, Jeny Greenteeth, and barter for safe passage to Malbolge.

The characters travel for several days through the Quivering Forest. If you are looking to expand the playing time of your adventure or your players are especially combat focused this is an excellent place for a wandering encounter. The **Forest Encounters (Levels 5-10)** table in *Xanathar's Guide to Everything* is a good place to start if you need ideas.

Eventually the party locates Jeny's cottage in the northern Quivering Forest. She comes out to greet them as they approach.

AREA INFORMATION

Jeny's home is in a large, hard to find clearing, with a break in the forest's heavy canopy allowing in some light.

This area features:

Dimensions & Terrain. Her small cottage is made of neatly stacked logs with a roof of tidily arranged shingles, grown over with moss. It is about twenty feet on a side. A large fire with an iron pot simmers in front of the cottage.

Lighting. The clearing is dimly lit with the fading light of dusk at all times of day or night. Even magical light struggles to raise the light level here.

CREATURES/NPCs

Jeny Greenteeth, an unusually powerful green hag, uses her *illusory appearance* ability to take on a form more likely to be trusted by the adventurers. She wears a simple floral-print dressing gown over a clear, lacy apron. Her hair is tied back in a neat bun held in place with a bone hair pin.

Objectives/Goals. Jeny helps paragons of good like adventurers because it puts them in her debt, and she enjoys twisting them to her own goals. To better succeed, she pretends to be a kindly grandmother, but makes a casual threat to drive home her point.

What Does She Know? While Jeny owes Pipypap a favor, she does not discuss what put her in the imp's debt beyond saying it was a trade of information. That said, while she uses the fork Pipypap has given the characters to open a portal to Malbolge, if they wish to have her reopen it when it is time to

return, they need to pay her. She takes one of the following:

- A child's favorite puppy.
- One of the characters' fingers; while the 1d4 slashing damage heals, the finger can never be regrown, even by powerful magic.
- A wedding ring.
- A song; any character that sings a song loses all ability to sing that song ever again.
- A happy memory; that character loses their Bond forever.
- If you are using **Bonus Objective B**, Jeny requires one of the above, and a favor while they are in Malbolge. A young girl named Elisande recently acquired a very large Chultan goat (events of *DDAL07-18 Turn Back the Endless Night*) and wandered into Hell. While there, she asks that the characters find and return her to Toril before she causes problems being where she shouldn't be. Characters who have never met Elisande but succeed on a DC 15 Intelligence (History) check have heard of her. She frequently appears at moments of great import, and some say she is one of the Chosen; representatives of the gods in the mortal realm.

If the characters refuse to pay her price, Jeny opens the gate, but the characters need to find their own way home.

Questions. If characters have treated her well, Jeny is happy to share further information if asked.

- She knows the basics about Malbolge from the Pipypap on Devil Jail sidebar, without Pipypap's colorful embellishments.
- Jeny knows well of the Night Hag Malagard who once ruled in Hell. Malagard was older and perhaps even more powerful than Jeny, something she is not embarrassed by. The Hag Countess made the mistake of trusting the King of Hell, Asmodeus. Never bargain with a devil smarter than you. If you are not sure who is smarter, it's not you. Even if you think you have the upper hand, you don't. Indeed, the passage the party takes is only possible because of Malagard.

THROUGH THE GATE

When the characters are ready to travel, Jeny brings a collection of jars and herbs from her cottage to a nearby tree. She pours a jar of blood and another of bile upon the bole of the tree, and then rubs purple comfrey blooms into the mixture before stabbing the fork into the bark, causing the tree to split in half and revealing a gore-soaked passage to Hell.

"Careful of the first step little doves, it's a long way down." Characters that pass through the dripping passage find themselves in **Scene C: Contractual Favors**.



PIPYAP ON "WAIT, I THOUGHT YOU
CAN'T PORTAL TO ANY LAYER OF
HELL BUT AVERNUS?"

BY DECREE OF ASMODEUS' POINTY BEARD,
THAT'S TRUE. SO, EITHER MALAGARD'S
INTESTINES WIND THROUGH ALL THE LAYERS
OF THE NINE HELLS AND THE WALK IS
LONGER THAN THE CHARACTERS' THOUGHT,
JENY'S TIME IN BAROVIA AND SUBSEQUENT
RETURN MADE HER MUCH MORE POWERFUL,
OR ASMODEUS WANTS THIS TO HAPPEN.
YOUR GUESS IS AS GOOD AS MINE BLB
AND THE AUTHORS AREN'T TALKIN', THOSE
SNEAKY JERKS!

SCENE C. CONTRACTUAL FAVORS

Story Beat: The party negotiates with Moloch to raid one of the forgotten oubliettes and free Mogdrin.

The party emerges from the blood-soaked passage into a cavern on the side of the great mountain that is Malbolge.

AREA INFORMATION

The characters have exited into an area still tainted by remnants of Malagard's body. In this case, one of her tear ducts, at the edge of the Hair Forest.

This area features:

Dimensions & Terrain. The cave and tunnel drip blood and salty tears onto a grey soil reminiscent of dead flesh. The cave is roughly 30 feet wide and 60 feet long. The ceiling is 30 feet up.

Lighting. The red light of the Malbolgian sky filters in through the cave entrance.

Sound. Rocks bounce past the entrance of the cave in a continuous stream, echoing like thunder and making Wisdom (Perception) checks that rely on sound to be made at disadvantage.

CREATURES/NPCs

Waiting for them is a **merregon** devil, carrying a bloody horned skull on a gore-soaked pillow. Like Pipyap, Moloch has chosen to not meet in person, instead sending a surrogate minion with an enchanted skull through which he can communicate. The merregon steps forward, raising

the pillow and presenting the skull which speaks with Moloch's voice. It is not clear where Moloch actually is, and he won't say.

Objectives/Goals. Like all merregons, the devil cannot speak and is simply a loyal soldier. All interaction needs to be done with the skull. Even though Moloch is obsessed with power and his scheme, he is supernaturally intelligent and does not easily fall for subterfuge offered by mere mortals.

Moloch has heard tale of Pipyap's cookie bag and more importantly, that it has resulted in an unusual rise to power for the imp; so much so that he has already begun to enter into soul contracts and attract followers despite his lowly status as an imp. Both desiring to acquire the cookie bag and knowing that Pipyap doesn't have it but seems to have access to many adventurers, Moloch has hatched a scheme to get it. He knows that Mogdrin the Venator is an orthon devil that is particularly skilled in tracking and locating lost items, even for his breed. Unfortunately, Mogdrin has been imprisoned on Malbolge since Moloch's loss of power and now he seeks his freedom, and he plans to use Pipyap's minions to do it for him.

What Does He Know? Moloch shares the following:

- Moloch is disappointed Pipyap didn't show up in person, as he would have liked to have seen him.
- Moloch has heard that Pipyap has lost something and he believes that due to a shared acquaintance they might be able to strike a deal. Many of Moloch's loyal minions are scattered across the planes and he would like to gather them back up. While he once had the perfect lieutenant for finding lost things, they were imprisoned during his disagreement with Asmodeus.
- Mogdrin the Venator is an orthon, devils that are skilled trackers who can hunt down anyone or anything. If Pipyap's minions can free Mogdrin, Mogdrin can find the cookie bag for the imp, and then return to Moloch to help him find his allies and seek vengeance against Glasya.
- Mogdrin is imprisoned in the Pit of Feirgbioff, a long-forgotten oubliette originally crafted out of one of Malagard's pores in what remains of the Hair Forest. He can give the party directions on how to locate the pit, and the area should be safer than most as the forest deflects the constantly falling boulders.
- He can't go himself, as his power is greatly constrained in Hell and his friends are few.
- His merregon waits here for them to return with Mogdrin and if they return, he orders Mogdrin to assist Pipyap before coming to Moloch and they return to their plane with the orthon.



- Moloch denies any idea that he and the imp were rivals or that Pipypap had any interaction with Malagard that he is aware of. Of course, Malagard was once his closest advisor so it's no surprise she would succeed him.

TROUBLESHOOTING

It's possible the characters might balk at working with Moloch or try to make things difficult for the archdevil. Here's some possible responses:

- Characters might try to enter into an infernal contract to bind Moloch. He is only too happy to sign one. Of course, since he's not actually there, his merregon signs in his stead; rendering it void.
- If the characters try to demand payment or need additional persuasion, Moloch appreciates their mercenary nature and accommodates them. He offers the party a *potion of greater healing* and a spell scroll of *summon lesser demons*.



EPISODE 2: BREACH OF CONTRACT (STORY OBJECTIVE A)

Estimated Duration: 80 minutes

Rescue Mogdrin the Venator (**Story Objective A**).

PREREQUISITES

Once the characters have been given directions to the nearby Pit of Feirgbioff from Moloch's talking skull, they can travel there quickly.

ROAD THROUGH HELL

For sake of time, it is assumed that the characters quickly travel through Malbolge to arrive at the Pit. If you are playing through this adventure in an environment where time is not limited and you wish to expand the experience, there are several options:



- **Hell Lice:** If you are using **Bonus Objective A**, the characters' arrival at the Hair Forest is a good opportunity for them to encounter some of the areas more unpleasant denizens.
- **Pactmakers:** The characters encounter a group of planar travelers looking to make a deal and coming in search of the best legal advice in the Hells. They warily ask the characters for directions to the Legal Offices of Barzoon and Hart. If the characters show themselves to be weak or lost, the group attacks, hoping to take captives that can be sold for further advantage in negotiating their deal. The group consists of a **warlock of the fiend**, a **priest**, and two **veterans**.
- **Rockslide:** Falling rocks are a constant danger on the Sixth. Perhaps the trip to the Hair Forest is not as safe as expected and they must deal with the endless rockslides. Refer to the description of Malbolge for what happens if the party is caught in a rockslide.

THE PIT OF FEIRGBIOFF

The Pit is located in the densely packed Hair Forest next to tall cliffside. A swarm of boulders sail overhead, their momentum launching them passed the oubliette and surrounding "trees." In the Pit are seven cells, where prisoners are left in their own private hells to be forgotten.

AREA INFORMATION

This area features:

Dimensions & Terrain. The 20' by 20' pit descends into the flakey white soil, its edges covered with a slippery oil. Seven archways can be seen scattered around the pit. Climbing the slippery walls unaided requires a successful DC 20 Strength (Athletics) check. It is 600 feet to the bottom.

Lighting. There is no light in the oubliette and the surrounding cells unless noted.

Doors. The stone doors (AC 17, hp 37, break DC 30, Open Locks DC 30, immune to poison and psychic damage) to each floor are affected by



an *arcane lock spell* using a 5th-level spell slot. Dispelling the *arcane lock* lowers the break and open locks DCs by 10.

Magic. Magic that would detect the presence of specific individuals does not function with in the Pit. Spells cannot be used to locate any of the prisoners. Spells that would allow any prisoner to leave the Pit also cease to function. This stipulation does not apply to any character ensnared by the traps in area C. All of these defenses are at the will of the Lord of the Sixth and not within the power of the characters to change.

SCENE A. KAZZINOTH THE GOREHOUND

The first archway is 20 feet from the surface and is the prison of Kazzinoth the Gorehound; a particularly vicious demon that lead an incursion to the Nine Hells over two centuries ago. Now Kazzinoth is trapped in an endless torture of tedium and order.

A1. TRAPPED HALL

The small entrance ends five feet at a door that shows a snarling dog-like face. A successful DC 15 Intelligence (Arcana) check recognizes it as a depiction of a **glabrezu**. If the result of the check is 20 or higher, the character notes the name of Kazzinoth the Gorehound inscribed into the circle and recalls that Kazzinoth is a particularly vicious follower of Yeenoghu who once led a somewhat successful incursion into the Nine Hells. The door is locked and the hallway behind it is trapped.

Acid Spray Trap. Opening or breaking the door arms the trap in the hallway beyond.

A2. REJUVENATION CHAMBER

A magical circle is etched in the center of this room and the walls are covered in hatch marks. A successful DC 15 Intelligence (Arcana) check recognizes it as a modified version of a circle for summoning and binding demons.

Whenever Kazzinoth is killed, ten minutes later he appears in the circle. Not even death is an escape from Hell. There are 2,862 hatch marks on the walls, each representing a time Kazzinoth has died.

Kazzinoth cannot damage the circle, but any character who does 10 points of damage to it disrupts its hold on the demon, allowing him to leave the Pit.

A3. SCRIPTORIUM

Kazzinoth the Gorehound, a **glabrezu**, sits at a writing desk next to a mound of books, slowly

ACID SPRAY TRAP

Complex trap (level 5–10, deadly threat)

Trigger. When any weight exceeding 30 pounds is on the floor in the hallway, a stone slab descends blocking the doorway and a stone portcullis closes off the end of the hallway.

Initiative. The trap sprays acid on initiative 20 and 10.

Active Elements. Once activated, a panel drops on the wall opposite the portcullis, revealing several tubes. On its initiative, the tubes spray acid into the hallway doing 22 (4d10) acid damage to anyone in the hallway. A successful DC 20 Constitution saving throw halves the damage.

Countermeasures. Before setting the trap off, the pressure plate can be deactivated with a successful DC 20 Dexterity (Thieves' Tools) check. Once it is active, the nozzles can be disabled with the same check, but the character must be next to them.

The slab and portcullis can be destroyed or lifted to allow those inside to escape (AC 17, hp 37, lift DC 25, immune to poison and psychic damage).

copying them by candlelight. Books include the exhausting practice of basic math, treatises on the hair color of halfling feet, a thousand ways to cook gruel, and other even less exciting tomes.

Three infernal monks watch over him, each holding a barbed whip that they use to flay the flesh from his back for every mistake he makes or pause he takes. If he stops to fight the characters or tries to leave the room, the monks whip him, doing 5 psychic damage to him per round at the beginning of his turn.

The monks are illusions and can harm no one but Kazzinoth. They ignore the characters and demand that Kazzinoth get back to work.

CREATURES/NPCs

Kazzinoth was once a particularly vicious **glabrezu**, but as time as worn on, Hell has somewhat broken him with endless tedium and order. His punishment is to copy all the books put in front of him, only the pile never ends. Whenever he makes a mistake or pauses, the monks whip him. No matter how he might attack them, his attacks pass right through them and they cannot be injured, and whenever he dies, he just reappears (room A1) in the circle to start his punishment all over. If he someone exists this level, he reappears in the circle.



Objectives/Goals. Kazzinoth is broken, having buried the rage that he once knew beneath a shallow veneer. He is desperate to escape from this prison and while at first he assumes the characters are just a new wrinkle in his torture if he realizes they are real, he demands they free him. If they do so, he flees without delay. If they do not, he attacks them.

What Does He Know? Kazzinoth was imprisoned by Malagard two centuries ago and is unaware of the changes to Malbolge above. He does know that one of the other prisoners is some kind of angel, but not what kind or how they came to be here. Occasionally he has heard a little girl singing further down the pit.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** The infernal monk images do 20 psychic damage to Kazzinoth at the beginning of his turn and the whips are so painful that his first attack is made with disadvantage.
- **Weak:** The infernal monk images do 15 psychic damage to Kazzinoth at the beginning of his turn.
- **Strong:** Kazzinoth has 15 extra hit points and +1 to hit.
- **Very Strong:** Kazzinoth has 30 extra hit points and +1 to hit and can cast one of his spells as a bonus action once per round.

SCENE B. BROKEN CELL

The second archway is 80 feet from the surface. The door to this cell appears to have been broken outward. Inside there are alcoves filled with broken statuary, nothing larger than a fingertip. It is impossible to determine what they once depicted. The entire level smells strangely of cinnamon.

At the end of the winding corridor is a cave in that blocks further progress. Before the rubble is a strange symbol, vaguely resembling a curling "X" surrounded by squares in each of the four corners. It is painted on the floor in offal.

SCENE C. CONFIDENCE

SNARE

The devils always knew that some would come to free the prisoners, and so they created a trap to ensnare those brave enough to plum the Pit.

The third archway is 110 feet from the surface. The door inside shows a human man in armor sitting sorrowfully amid piles of coins and books.

C1. THE NET OF GREED

The floor of this room is buried in thousands of gold coins heaped around a rock that has a longsword embedded in it. A column of moonlight shines down upon the sword, filling the room. The room radiates magic. If the sword is pulled from the stone, requiring a DC 15 Strength check, the moonlight is extinguished. The room is difficult terrain due to the coins.

Any character attempting to take the sword or any coins trigger a magical trap. One round after any creature picks up anything from the room, they are assaulted by a swirling whirlwind of coins that try to drive themselves down the character's throat. Each round that they are in this room or on the surrounding stairs, they suffer 22 bludgeoning damage and one level of exhaustion. A successful DC 15 Constitution saving throw halves the damage and negates the exhaustion. Creatures that do not breathe or eat do not suffer the exhaustion effect. If the creature that caused the effect leaves, entering C2, C3, or the entry way beyond the door, the trap resets with all coins returning to where they were.

TREASURE

While none of the coins can leave this room, the *moon-touched longsword* in the stone can be claimed.

C2. WRATHFUL AMBUSH

The doors to these rooms display a longsword crossed with a bloody claw. The doors are locked (AC 17, hp 37, break DC 20, Open Locks DC 20, immune to poison and psychic damage). Opening one door causes the other to swing open and immediately summons a **barbed devil** into each small room. The devils immediately attack.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **barbed devil**.
- **Weak:** Replace one **barbed devil** with a **bearded devil**.
- **Strong:** Add one **bearded devil** that appears in the entranceway to C1.
- **Very Strong:** Add one **barbed devil** that appears in the entranceway to C1.



C3. THOUGHTFUL QUAGMIRE

Two braziers hang from the ceiling, lighting the book-lined walls of this room with magical firelight. The room is perfectly spotless and radiates magic. The books detail the Nine Hells, giving the DM an excellent place to seed information or plot hooks or details for future adventures in the Hells. One book in particular appears to be a large spellbook.

Anyone reading from any of the books must make a DC 20 Wisdom saving throw or sit down to read, forgoing all other things: food, sleep, friends, everything. The victim attempts another saving throw each day, but they gain a level of exhaustion every day they are under the effect.

TREASURE

With the exception of the Infernal Spellbook, all of the books disappear if taken from the room. One can only worry at why the powers of Hell would let the spellbook be taken.

The Infernal Spellbook contains the spells: *1st—false life, ray of sickness, witch bolt; 2nd—Aganazzar's scorcher, mind spike, shadow blade; 3rd—bestow curse, life transference; and 4th—sickening radiance.*

SCENE D. ECROUTHİK DEATHWHISPER

Down 130 feet from the surface is a hallway that leads to the prison of Ecrouthik Deathwhisper, a human **necromancer** who had the temerity to slay and animate infernals without contract. For this crime, he has been imprisoned for 800 years.

There is no door to this cell, only an archway topped by an antlered skull.

D1. ANGRY MEMORIES

A statue of a robed human man stands in the center of this room. When any creature enters, it animates

and attacks. It has the statistics of a **sacred statue**, but with the following modifications.

- The statue is Medium sized.
- It is not inhabited by an eidolon and loses the *Ghostly Inhabitant* and *Inert* traits.

D2. THE HORRIBLE DEATH OF ULIVERRA LIFESBANE

Behind this locked door is a sarcophagus baring the relief of a frightened half-elven woman in robes. The lid was sealed with molten lead.

If the sarcophagus is pried open, inside are the skeletal remains of a woman with scraps of cloth that was once black robes. A successful DC 12 Intelligence (Investigation) check notes the scratches on the underside of the lid and broken fingernails, suggesting she was entombed alive.

What Does the Corpse Know? If the characters use magic to speak with the corpse or otherwise divine her fate, they can determine that Uliverra was an apprentice of Ecrouthik Deathwhisper who, once she gained in power on her own, attempted to descend into Hell and free her master. She was captured, and buried alive in his prison.

D3. SPLIT PERSONALITY

In four alcoves are fragments of Ecrouthik's soul, entombed in crystal coffins and trapped in a state of wakeful stasis; unable to move and driven mad by the passage of time. Through the transparent lids can be seen a translucent image of dark-haired human man in black robes wearing a silver necklace with an antlered skull pendant. The man bares a strong resemblance to the statue in area D1. If watched for a moment, the man's eyes flick back and forth as if he is watching the character.

Opening one of the coffins causes image to fly to the lower landing and stay motionless until all the coffins are opened; each time the next image merges with the last and the result becoming more solid. If all four fragments are allowed to join, Ecrouthik becomes solid. Crazed by his imprisonment he tries to kill all living creatures he can so he might animate them to begin his creation of a new undead army.

SCENE E. MOGDRIN THE VENATOR

The prison of Mogdrin the Venator lies 130 feet from the surface, across from that of Ecrouthik Deathwhisper. Like the other cell on this level, it bares no door, only a hallway that is surrounded in complicated scrollwork.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Decrease the statue's hp by 15, its damage by 5, and its to hit bonus by 1.
- **Weak:** Decrease the statue's hp by 15 and its damage by 5.
- **Strong:** Increase the statue's hp by 15.
- **Very Strong:** Increase the statue's hp by 15 and its to hit bonus by 1.



E1. ENTRANCE HALL

Three unremarkable alcoves jut off the long hall that ends in a stone door like others found in the Pit. The door is inscribed with complicated maze that looks vaguely like a brain. A successful DC 15 Intelligence (Investigation) check notices that the maze has no solution, simply ending wherever one starts.

Opening the door triggers the cell's waiting defenses. A **bone devil** appears just inside the room and three **spined devils** appear, one in each alcove. They fight to the death.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **spined devils**.
- **Weak:** Replace all of the **spined devils** with a **barbed devil**.
- **Strong:** Replace two **spined devils** with **barbed devils**.
- **Very Strong:** Replace all of the **spined devils** with **barbed devils**.

E2. LOST IN THE MAZE OF YOUR MIND

In the center of the room between two pillars, Mogdrin, an **orthon devil**, lies on a stone slab carved like a door. The slab glows with a faint light. A transparent image floats in the air above him, showing the devil tracking through a dark maze as if searching for a way out. Watching him, the characters see him read tracks, cast divination spells, or run for hours on end never resting. A successful DC 15 Intelligence (Arcana) check notes that **orthon's** are not normally spellcasters, so as Moloch told the party, he is unusually powerful. No power the characters possess can wake him without entering the maze.

THE PSYCHIC MAZE

Any creature touching the slab immediately collapses and their consciousness is transferred into the maze with Mogdrin. Mogdrin has not encountered anyone in the maze before, so he is wary, but realizes they may be key to his escape so he interrogates them to see if they are useful rather than fight.

Escaping the Maze: The psychic maze constantly rearranges itself so there is no exit. As Mogdrin searches for the exit, it moves or ceases to exist, remaining constantly beyond his grasp. There is no

way out, but there is a way in, so escape is simple: simply find the door in. Once the characters realize this, a glowing door like the one Mogdrin's body lies on appears around the next corner and touching it frees them.

If the players do not come to this solution themselves, they are welcome to search the maze in Mogdrin's company. Each day they do so, the place wears on them and they must succeed on a DC 15 Wisdom saving throw or gain a level of exhaustion. Each day they search you may ask them a hinting question:

- What was carved on the door to Mogdrin's cell? (a maze with no end)
- How many doors to the maze have you seen? (just one, the way in)
- How do you leave a room with no exit door? (the way you got in)



MOGDRIN THE VENATOR

Mogdrin is an **orthon devil** with the following modifications:

- He has 150 hit points.
- He has the *Innate Spellcasting* trait. When the characters find him, he has already used *plane shift* and *teleport* trying to escape the maze.

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

At will: *detect good and evil, detect magic*

3/day each: *hunter's mark, locate animals or plants, locate object*

1/day each: *detect thoughts, legend lore, locate creature, pass without trace, speak with animals, teleport*

1/week each: *contact other plane, find the path, plane shift*



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Lower the DC by 2.
- **Weak and Strong:** No change.
- **Very Strong:** Increase the DC by 2.



CREATURES/NPCs

Mogdrin is patient and loyal to a fault. He serves no one but Moloch and if the characters say they are here on behalf of his master, he listens. If nothing else, the conversation is an interesting diversion from the monotony of the maze.

Objectives/Goals. Moloch seeks to escape the maze that Glasya has imprisoned him in and return straight to Moloch to aid him in his return to power.

What Does He Know? Mogdrin is an expert tracker and hunter who specializes in finding that which is lost or hidden. He prefers to work alone. He is merciless and uncaring, focused only on that which advances his mission. He does not kill needlessly as it is a distraction, but murders out of convenience to enhance the chances of completing a bounty. While he won't say it, the characters are tools he discards as soon as they are no longer useful.

Mogdrin knows the story of Moloch and Malagard that is described in the sidebars. He remembers Pipypap as a mouthy imp that was always getting into trouble and probably liked mortals more than is healthy for a devil.

TROUBLESHOOTING

Once they have freed Mogdrin, the characters can explore as much or as little of the Pit as they desire but he pushes for a rapid exodus. If they claim a secondary mission, he agrees to aid them as necessary, only because he respects a promise to fulfill a bounty.

Once the characters are ready to leave, move on to **Episode 3**.

SCENE F. EMPTY CELL

This cell lies empty behind a locked door 150 feet from the surface. If you are using **Bonus Objective B**, Elisande is here instead.

SCENE G. ZAKIEL

180 feet from the surface is the final archway and inscribed in Celestial over the entrance are the words "All are welcome, at their own peril." This is the prison of the fallen angel, **Zakiel**.

Zakiel broods upon a throne at the end of an alcove lined hallway. Carved into the throne are images of chains. Six alcoves have a statue of a kneeling angel, head bowed, and a stone longsword laid before them.

CREATURES/NPCs

Zakiel is a genderless white skinned humanoid with golden wings and a muscular stature barely hidden

beneath a short, white toga. Zakiel remains seated as the characters enter and bids them to join in conversation.

Objectives/Goals. Zakiel has fallen from grace and believes in a perfect world run by rules that no one may break. The only way to make certain of that reality is the death of all sentient creatures with desires or independent thought. The angel tries to remain civil, but they want nothing more than to be freed of this prison and resume their genocidal life's work. Character's with a Passive Insight of 16 or greater realize that something is off with the angel and they are less friendly than they appear. If the characters act in a particularly chaotic fashion it is difficult for Zakiel to remain calm, decreasing the DC by 5.

What Does the Angel Know? Zakiel was captured millennia ago, and apparently no one has tried to rescue it in all that time. Zakiel knows that they are a powerful warrior against evil (and good, though that is likely to be omitted), and as such they hope to be freed. Whenever Zakiel tries to leave the chamber, chains shoot out from the throne and drag them back to the throne. The only way out is for someone to volunteer to take its place. Zakiel pleads for one of the characters to do so, but if all refuse and cannot come up with another plan, the angel decides to kill the rest of the characters and torture one of them until they agree.

Any character that takes the deal is stuck in Malbolge forever... or at least until they can convince someone else to take the same deal of their own free will.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Zakiel can use Summon Army of the Fallen and Legendary Resistance only 1/day each. Decrease its hit points by 30, AC by 1 and to hit by 1.
- **Weak:** Zakiel can use Summon Army of the Fallen and Legendary Resistance only 2/day each. Decrease its hit points by 15.
- **Strong:** Increase its hit points by 15.
- **Very Strong:** Increase its hit points by 30, AC by 1 and to hit by 1. Add the Legendary Action Lay on Hands.

Lay on Hands: The **angel** heals 25 hit points.



PLAYING THE PILLARS

Combat: Zakiel cannot leave their cell so their ability to use Flyby is limited. Instead they use Summon the Army of the Fallen as much as possible to limit how many characters can get close to them. If a character is knocked unconscious, Zakiel threatens to execute the character unless one of the other characters takes its place upon the throne of chains.

Exploration: The small side room contains a tiny non-descript altar where Zakiel once prayed. They have not gone in it for years, but a character searching it with a successful DC 15 Wisdom (Perception) locates a handful of feathers that have fallen behind the altar.

Social: Zakiel has two goal: escape the Pit and end all sentient life. They cannot complete the second until they accomplish the first and thus any attempt at negotiating with it always requires someone to take their place. It trades spellcasting services, feathers, and the lives of party members in exchange for their freedom.





EPISODE 3: BREAK DOWN OF CONTRACT NEGOTIATIONS

Estimated Duration: 20 minutes

Story Beat: In this episode the characters must fend off Glasya's minions who seek to claim Mogdrin, while also keeping him from escaping. Preventing Mogdrin's escape is **Story Objective B**.

PREREQUISITES

This scene occurs after the characters have rescued Mogdrin from the Pit of Feirgbioff and returned to the cave where Moloch's **merregon** awaits them.

AREA INFORMATION

The characters have returned to the same cave at the edge of the Hair Forest.

This area features:

Dimensions & Terrain. The cave and tunnel drip blood and salty tears onto a grey soil reminiscent of dead flesh. The cave is roughly 30 feet wide and 60 feet long. The ceiling is 30 feet up.

Lighting. The red light of the Malbolgian sky filters in through the cave entrance.

Sound. Rocks bounce past the entrance of the cave in a continuous stream, echoing like thunder and making Wisdom (Perception) checks that rely on sound are made at disadvantage.

CREATURES/NPCs

When the characters arrive, the **merregon** is standing in the center of the cave holding Moloch's communication skull. Once the characters have entered and begun to the handoff, Glasya's minions arrive at the entrance. Geilna the **erinyes** and two **barbed devils** plummet out of the sky blocking the exit back to Malbolge.

Objectives/Goals. Geilna demands the return of the prisoner Mogdrin and the forfeiture of the character's souls for their audacity at violating the laws of Hell. If they do not surrender immediately, she attacks.

Moloch orders the **merregon** to smash the skull so it cannot be used to find him before engaging the devils while Mogdrin escapes. As the **merregon** smashes the skull, he screams for Mogdrin to find him and the **orthon** turns to flee, leaving the characters to their fate.

What Does Geilna Know? Geilna is an enforcer for Glasya and knows she must recover Mogdrin

and the characters or suffer. However, a death in Hell is a permeant one for her, so she orders the **barbed devils** to their death, fleeing if badly wounded or success seems unlikely. Geilna wears an *ioun stone of protection*, increasing her AC by 1.

The **merregon** attacks one of the **barbed devils**. To speed up the combat, the DM can rule that they mutually annihilate each other as the combat ends. If the characters wish to involve themselves in that melee, their actions should determine who survives, though the **merregon** happily attacks the characters if they aid in Mogdrin's escape. It knows that Moloch gave it the skull while in Sigil but does not know where the archdevil now is.

Mogdrin does as his master suggests and tries to flee so he can find Moloch. He owes the characters nothing and only attacks if they try to restrain him, and then only to flee.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace both **barbed devils** with spined devils.
- **Weak:** Remove one **barbed devil**.
- **Strong:** Add one **barbed devil**.
- **Very Strong:** Add three **barbed devils**.

PLAYING THE PILLARS

Combat: The combat has the chance to be very dynamic with multiple sides. Use the variable numbers of devils to tailor the exact threat level to the characters. A particularly devilish tactic against melee heavy parties is to have Geilna fly out of the cave and snipe using her bow from the air, forcing characters to follow her into the rockslide if they wish to retaliate.

Exploration: If the characters made a deal with Jeny Greenteeth to open the portal for them, it opens during the fight. This allows characters a place to retreat to, but also allows Mogdrin another direction to flee.

As the characters fight in what remains of Malagard's tear duct, tears begin to form and



fall like rain. They make an area slippery (DC 10 Dexterity saving throw or fall prone) or offer concealment as they rain down.

Social: Geilna is under orders to recover Mogdrin and the characters but might make a deal for the **merregon** and Mogdrin if the characters agree to leave Malbolge. Of course, Moloch's minions are violently opposed to such a deal and Geilna is only too happy to require that the characters do the dirty work of subduing their former allies before they leave.

TROUBLESHOOTING

Complications can occur, but here are the likely possibilities and how you might deal with them.

Mogdrin Escapes: If Mogdrin successfully escapes the cave and you have time, consider giving the characters a chance to locate him. Escaping into Malbolge, he is on the run while trying to avoid the constant rain of boulders and find a way out. An encounter with a rockslide or the Pactmakers, both mentioned at the beginning of **Episode 2**, could slow him down enough for the characters to catch up. Note that with his *Invisibility Field* ability, he is hard to find.

No Way Home: If the characters did not bargain with Jeny to reopen the portal for them, they need to find a way home themselves. If they have such an ability, they can use it. Otherwise the characters must “walk” home. They wander randomly throughout the planes until they make it back to Faerûn—spending 50 downtime days in the process.

TREASURE & REWARDS

If defeated, the characters can claim Geilna's *ioun stone of protection* and the two *soul coins* she carries.

SHOPPING TRIP (BONUS OBJECTIVE A)

Estimated Duration: 60 minutes

Story Beat: The characters find three items for Pipyap.

This episode is split up among three different additions to Episode 2 or 3. The order in which they are completed does not matter, but if all three items can be recovered, the character successfully complete Bonus Objective A.

PREREQUISITES

These can be found in any order once the characters enter Malbolge.

SCENE A. HELL LOUSE ENTRAILS

Hell lice can be found throughout the Hair Forest, one doesn't even have to look very hard. After a short hunt, or as a wandering encounter before or after the Pit, the characters come across four **hell lice** in the forest.

AREA INFORMATION

This area features:

Dimensions & Terrain. The forest is dense and what appear to be white trees are actually Malagard's brittle hair; rough and with many split ends. Tight clumps of trees are everywhere, making it hard to move quickly.

Lighting. The red light of the Malbolgian sky is ever present.

CREATURES/NPCs

The lice are foraging for snacks when the characters arrive. They'll do.

Objectives/Goals. The lice are hungry and stupid and try to eat the characters. If a character goes unconscious, a louse spends its action each round eating the body (causing the character to automatically fail a death save).

What Does the Louse Know? Hunger.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one louse.
- **Weak or Strong:** No change.
- **Very Strong:** Add one louse.

HARVESTING THE ENTRAILS

Corpses of **hell lice** can easily be cracked open and the foul-smelling goo scooped out. Any creature doing so can't help but splatter the insides all over themselves. The stench is overpowering, and such a creature has disadvantage on Dexterity (Stealth) checks against creatures who have a sense of smell until the splattered fool spends at least 8 hours bathing.



SCENE B. SHAKE YOUR HELL FEATHERS

This scene requires little extra effort other than claiming a few feathers from either Zakiel (**Episode 2, Scene G**) or Geilna (**Episode 3**).

SCENE C. THE LAKES OF BILE

The characters can decide to follow Pipypap's directions to one of the mountainside lakes before or after stopping at the pit. Jalavillax, a **barbed devil**, supervises a **spined devil** and five **nupperibos** who are harvesting poisons from the Lake. The **nupperibos** draw from the lake using buckets which are brought over to the **spined devil**. The devil works at a table made of humanoid bones where it refines the liquid with a set of alchemical tools. When finished, the concentrated poison is loaded onto a hand cart.

AREA INFORMATION

This area features:

Dimensions & Terrain. The lake is dangerously poisonous to mortals. The area around the lake is slippery red mud and there are clouds of stagnant fumes all around.

Lighting. The red light of the Malbolgian sky is ever present.

Fumes. Foul fumes collect within thirty feet of the lake with natural effects similar to a *stinking cloud* spell (DC 12 Constitution saving throw negates).

Lake Water. The lake is dangerously poisonous to mortals. Any creature with a soul that touches it must succeed in a DC 15 Constitution saving throw or gain the Poisoned condition. While they have their Poisoned condition their Intelligence, Wisdom, and Charisma are set to 6. The character can attempt a new saving throw after completing a long rest. The water and the refined poisons lose this ability if removed from Malbolge.

CREATURES/NPCs

Jalavillax is in charge of concentrating the poisonous waters of the lake for Glasya's palace where it is frequently used on mortals to make them more pliable. The **spined devil** is a talented alchemist and serves as a messenger when necessary.

If the devils are attacked, the **spined devil** flies off for help. If allowed to escape, it returns ten rounds later with a **chain devil**. In any fight, the devils try to use their immunity to the lake's poisonous water and fumes to their advantage.

Objectives/Goals. Jalavillax wants to improve its standing the Lord of the Sixth, but it also is very greedy.

What Does Jalavillax Know? Jalavillax is well aware of what the lake waters and fumes do, and even shares that to begin a dialogue, but it stays close the fumes in case it needs to duck inside to stay away from swinging swords. It can be bribed if the deal is good enough, and it also knows several useful things:

- Jalavillax knows nothing about Moloch or Pipypap but can give general information about Malbolge.
- It has heard that the Pit of Feirgbioff is one of the lost oubliettes where prisoners were sent to be forgotten. It doesn't know who is in it or where it is.

If you are using Bonus Objective B: Jalavillax used to have twelve **nupperibos** but a strange human girl stopped to drink from the lake, which was allowed because it thought it would be funny. She didn't seem affected by the lake and asked for a slice of pie. When Jalavillax failed to produce pie, she killed several **nupperibos** with a kitchen knife as she left.

- If the characters are friendly, Jalavillax deals with them. He lets them fill Pipypap's bottle in exchange for 500 gp or a rare consumable magic item. If a character bargains him down with a successful DC 15 Charisma (Deception, Intimidation, or Persuasion) check he lowers his price to 250 gp or an uncommon consumable magic item. If the characters refuse to pay, he orders them to leave and threatens trouble.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove four **nupperibos**.
- **Weak:** Remove two **nupperibos**.
- **Strong:** Add another **barbed devil**.
- **Very Strong:** Replace two **nupperibos** with a **chain devil**.



LOST GIRL (BONUS OBJECTIVE B)

Estimated Duration: 60 minutes

Story Beat: The characters rescue Elisande.

Capturing Elisande, Chosen of Cyric, is no easy feat, unless she didn't realize she was a prisoner. Such is the wiles of Hell to make one blessed by the Prince of Lies believe the sweetest falsehood.

PREREQUISITES

If you are using this Bonus Objective, it occurs when the characters enter area F in **Episode 2**.

AREA INFORMATION

The prison of Elisande is a faux reality. Instead of the empty room depicted on the map, the characters find themselves on an island in Stormy Bay of the Moonsea. The scenes rapidly change and but behave as expected.

Characters who have played *DDEX01-03 Shadows Over the Moonsea* recognize it as an idealized version of the place where they found Elisande.

This area features:

Dimensions & Terrain. The island is partially forest and has a village in the center. It would take a little more than an afternoon to walk around the island.

Power of Belief. In the prison, Elisande is living an idealized life, what she could have had with better fortune and a different path. It is a prison of perfection, that adopts to the situation. The locals are friendly and despite a thick accent, not the inbred Tiamat worshipping cult she grew up with.

Prison Break. Once the characters enter her world, begin a real-world timer of 15 minutes. The scene changes four times, every 15 minutes during which the characters have a chance to role-play or investigate to their hearts content. While in the prison, Elisande believes she is just a little girl with a happy life and does not have knowledge of any of the powers or abilities that infuse her. If the characters wish to free her, they need to convince her to end it.

Each scene plays out for 15 minutes before the entire tableau resets and changes; Elisande and all the images in her mental drama forgetting all progress the characters have made. In order to wake her from her imprisoning dream, they need to succeed six times at disrupting her idealized life. No more than two successes can be earned per vision scene. Of course, as a child of the Dark Sun,

murder and lies are the quickest solution but they need to be done the right way (examples given for each scene). Simple lies such as "I'm wearing blue" when the character is where black, or senseless, meaningless murder should have little effect and is either laughed off as a game or terrifies her into flight. Style and tying them to the story around her have the most impact. The same trick or idea should not work twice.

If the characters fail to gain six successes, her mind rejects their efforts and they find themselves forced out of the room with a horrible headache. Nothing with the characters' power can open the room to them again.

CREATURES/NPCs

The imprisoned Elisande is a happy girl on a pleasant island in Stormy Bay with a healthy fascination for raising goats. However, the power of the Dark Sun is within her, struggling to get out. The more successes the characters accumulate, the more she wakes.

Objectives/Goals. At first Elisande is friendly but has no desire to leave. As the characters navigate her prison, she becomes more and more agitated at their disruption and eventually either sees through the lie and leaves or forces the characters out.

What Does Elisande Know? Nothing beyond happiness, until she is freed.

THE LIES WE TELL OURSELVES ARE THE EASIEST TO BELIEVE

Elisande is living through scene after scene of a perfect, happy life. Some characters might be hesitant to pull her from that joy, but remember, it is a trick of Hell.

The characters movement from vision to vision should be dream-like and confusing. This encounter is strongly intended to be role-playing heavy, and the DMs should reward creative role-playing. If the players are not up to it or wish to make skill checks, assume the DC is 15. With each passing scene



where they do not accumulate enough successes, the visions become more and more comforting to the characters, as though they might wish a gilded prison of the mind for themselves. If the characters spend more than 20 minutes without figuring out that they need to disrupt Elisande's idealized life in a way that resonates with her, give them a hint.

Religion: In any vision, the first time she is shown a holy symbol of Cyric, Mielikki, or Shiallia, (all whom have all had a hand her in past) allow the character to make a DC 15 Charisma (Persuasion) check to have her feel a connection to that deity. If the character does not have a holy symbol, they can make DC 10 Intelligence (Religion) check to describe it in sufficient detail to give them the same chance.

Breaking Through: As the characters accumulate successes, Elisande starts to remember things.

- **Two successes:** Elisande vaguely remembers past association with the characters: other adventures they have had or times they have met in her dream prison. It is not enough to force her awake, but progress is being made.
- **Four successes:** Elisande starts to become agitated with the characters and not as cooperative as when the party first arrived. She knows something is wrong and that the characters are making it worse but doesn't know what it is. When she looks away from her family, they become hazy and indistinct like her true memories of them.
- **Six successes:** Elisande remembers that she always knows a lie when uttered or portrayed. She instantly recognizes that the dream is a falsehood and wakes up.

VISION 1: BIRTHING SPRING GOATS

When the characters first enter, they find themselves approaching a barn. Elisande is in the barn with her younger brother, a lad of not more than eight winters named Eamonn. The boy is shy, quietly watching the goats as Elisande assists a nanny give birth. Elisande seems healthier than characters who have seen her before remember. She has a smile that bears no mischief and she is grateful for any help. The sound of villagers can be heard coming from behind the barn. Outside is a forest village of two dozen smart cottages and businesses. It is almost too perfect. Villagers doff their caps and welcome the outsiders to their home.

The following are things that might shock her out of her daze:

- **Gift of Goat:** If one of the characters has a goat and gives it to her, that resonates deeply.
- **Harming a Goat:** Elisande is very attached to her goats for a reason she doesn't know. If

the character offers to help in the birthing and intentionally makes sure one of the goats dies, it is deeply bothering to her.

- **Out of Place Locket:** A perceptive character might notice that Elisande is wearing a locket. Inside it are caricatures of her and a green korred woman (the angel Ausuriel who was once her protector). Elisande doesn't remember who that is, and not knowing why she wears it is troubling. This makes her especially question who Eammon is, as Elisande never had a brother, though she wanted one.
- **Village Lies:** The characters might go into the village with Elisande and spread some sort of lie to cause strife among the locals or with Eammon. Anything that causes the villagers to fight with or argue with each other is cause for success.

VISION 2: LAZY SUMMER FISHING

Elisande is sitting on the dock fishing with Eamonn. It is a hot, lazy day full of sun and relaxation. The raft that goes mainland is beached and the children offer a pole to those that would join them.

The following are things that might shock her out of her daze:

- **Drowning:** It is a hot, sunny day and the children could easily be convinced to go for a swim. Making sure Eammon drowns without being spotted would harshly disrupt the tranquil scene.
- **Mayhem:** General trickery, like putting a hole in the raft before the boatman goes out to sea or sabotaging the fishing nets are good ways to spread strife.
- **Stolen Fish:** Elisande has always been a rogue at heart. Stealing the children's pole, bait, fish or other belongings triggers something deep within her.

VISION 3: AUTUMNAL DINNER WITH FAMILY

The characters are outside the door of an idyllic cottage. Wind blows through the autumn leaves. Through the window, Elisande can be scene sitting down to dinner with her mother, father, and brother. The bounty of a year's labor fills the table and if they make their presence known, the characters are invited into dinner.

The following are things that might shock her out of her daze:

- **Goat Meat:** While the goats are a key staple in the village, slaughtering a goat for the meal, if done in a disturbing way, might be a difficult way to reach her. Checks related to this should be at disadvantage unless particularly good role-playing is involved.



- **Murder Most Foul:** Elisande's real parents died of a plague when she was six, so quietly assassinating the parents she dearly wishes to be alive would anger and shock her greatly.
- **Stealing Food:** If the characters pocket things to ruin the meal, or somehow heap blame for a less than pleasant dining experience on one of the family members and can get the family to argue over it, a success could be accrued.

VISION 4: BY WINTER'S FIRE

The characters are in a sitting room in the cottage. Snow falls against the glass window with winter moonlight illuminating the white landscape outside. The family sits around the fire reading, playing, knitting, or otherwise enjoying the company of family.

The following are things that might shock her out of her daze:

- **Fire:** Arranging for the fire to spread and damage the home, particularly toys or books, would disrupt her idealized dream.
- **Murder Most Foul:** Elisande's real parents died of a plague when she was six, so quietly assassinating the parents she dearly wishes to be alive would anger and shock her greatly.
- **Sickness:** Elisande's family originally died of a plague in winter, so abilities that spread disease or poison to her family would bring up those old scars.

FREEDOM

Once freed, Elisande thanks the characters and vows to return to Jeny. Her giant goat escaped her somewhere in Hell and there are no other friendly goats in Hell. After a hug, she steps into a shadow and disappears.

WRAP-UP: CONCLUDING THE ADVENTURE

Once the characters character's return to Pipypap, he realizes his mistake. While he didn't show up to the meeting so as to not have to sign a binding contract, Moloch has the same idea and was thus able to betray the deal. How Pipypap rewards the characters depends on if they managed to bring back Mogdrin or not.

Mogdrin's Escape Prevented: Pipypap is ecstatic that the characters managed to salvage the situation even though Moloch tried to weasel out of the deal. Each character earns the Pipypap Owes You One story award.

Mogdrin Escaped: Pipypap is thankful for the character's efforts, but a deal's a deal, and if they didn't come through for him, he doesn't expect to

be handing out favors to them. But hey they tried, so maybe he'll have a job for them in the future where they can try to do better? As a consolation, he gives the party a 50 gp credit at The Crossing. He recommends the pie.

TREASURE & REWARDS

In addition to the possibility of earning the story award, Pipypap gives successful characters the planar fork keyed to Malbolge.

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
2	30 gp	240 gp

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items:

- **Ioun Stone of Protection:** Made from a chunk of Malbolgian rock, the owner can command it to ignite with hell fire as an action. The fire is as bright as a torch and ignites flammable objects. While ignited the stone radiates evil.
- **Moon-Touched Longsword:** This elven made longsword is decorated with intricate scrollwork featuring a full moon shining down upon a glade of dancing elves.
- **2 Soul Coins**

STORY AWARDS

Characters playing the adventure may earn:

Pipypap Owes You One. You have done a favor for the imp Pipypap and now he owes you one. You can cash in this favor in one of three ways:

- Gain 150 gp.
- Gain one consumable potion or scroll from Table A or B in the Dungeon Master's Guide.



- Pipypap arranges for your body to be recovered when otherwise thought lost. It's best not to ask how he did it or where that strange smell came from.

This favor goes both ways. Now that you have accepted something from the devil, he might call on you in the future to further your alliance.

DUNGEON MASTER REWARDS

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.



CANIA: A FIRE GROWS IN CANIA

“The most powerful weapon on earth is the human soul on fire.”

—Ferdinand Foch

Estimated Duration: 4-6 hours

D **DAL00-11e A Fire Grows in Cania** is a tier 3 adventure by Lysa Penrose and Greg Marks, optimized for 13th-level characters that takes place near Waterdeep, Avernus the First Layer of Hell, and Cania, the Eighth Layer of Hell.

BACKGROUND

There's a fire growing in **CANIA**... and that's the problem. As the archduke of this icy wasteland, **MEPHISTOPHELES'** obsession with developing powerful, magical flame—called **HELLFIRE**—has chased his former minions, the ice devils, to the fringes of this arctic domain.

Many ice devils grumble and mope at their falling out of the archduke's favor, but one ice devil, **LANCHE**, has begun to plot. Hearing rumbles of an imp amassing a powerful army, Lanche is inspired to take action and correct her master's foolish behavior... with the adventurers' help.

At Lanche's behest, the party dupes, defeats, or creeps through a Cult of Mephistopheles base to enter Cania's **ACADEMIA ACANIA**, where they are instructed to run amok. It's time to destroy the school of hellfire! Well, Dean **QUAGREM** might have something to say about that.

EPISODES

The adventure's story is spread over three **story episodes** that take approximately **4 hours** to play. These episodes are introduced by a Call to Action Episode.

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Episode 1: Too Cool for School.** A group of ice devils prevail upon the imp Pipyap to help them gain the assistance of adventurers near Waterdeep. Led by Lanche, they offer the adventurers a deal: they'll provide a path to extraplanar treasure if the adventurers sabotage

the magical experiments they find there. This is the **Call to Action**.

- **Episode 2: Archduke's Phoenix Society.** A local club with an exclusive and distinguished members list turns out to be a Cult of Mephistopheles hideout. Characters must enter by any means to find the portal to Avernus, and from there eventually to Hell's most chilling layer, the icy Cania. This is **Story Objective A**.
- **Episode 3: School's Out Forever.** Trips through several portals land the adventurers in the heart of Academia Acania, Cania's School of Hellfire. The academy is full of hellfire experiments to destroy but is protected by fearsome devils, including the school's dean. This is **Story Objective B**.

EPISODE SEQUENCE

Depending on your time constraints, play style, and environment, this adventure takes approximately **four-to-six hours** to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **4 hours**. However, if you wish, you can provide a longer experience for your players by destroying additional five hellfire experiments in Episode 3 than Story Objective B asks for; doing this can add up to **2 additional hours** to play as Bonus Objectives.



EPISODE 1: TOO COOL FOR SCHOOL (CALL TO ACTION)

Estimated Duration: 30 minutes

SCENE A. THE FROSTY MUG INN

Our adventure opens in a quaint tavern five miles outside the city of Waterdeep. The bar is small and far enough outside the city that it is empty but for the characters who got caught in a sudden downpour on their way to Waterdeep and sought shelter within. As they huddle out of the rain, they have a chance to swap stories of their delves into Undermountain or their heroics going toe-to-toe with Waterdeep's gang lords. The chatter is interrupted when an imp and a mysterious group dressed in blue enter.

- **Heroes of Waterdeep.** If the characters have faced Season 8 adventures, *Waterdeep: Dragon Heist*, or *Waterdeep: Dungeon of the Mad Mage*, then they have their own stories to tell. Have each character share a story of their most heroic feat in Waterdeep, and roll Charisma (Performance) checks, with advantage at your discretion. When the mysterious group enters, Pipypap likes a braggart and they gravitate to the character with the highest roll.
- **Heroes of Hell.** If the characters have already traveled the depths of the Nine Hells by playing Season 9 adventures, then their clothes and armor are tinged with the sulfurous scent of Hell and they have made a name for themselves. Pipypap sizes them up right away as the best of the options.

- **A Private in Pipypap's Legion:** Some characters may have the Story Award *A Private in Pipypap's Legion*. Such a character owes service to the plump imp and he has ordered them to attend him.
- **Old Acquaintance Not Forgotten:** It is likely that some characters have met Pipypap in previous D&D Adventurers League adventures but owe the imp no fealty. In this case, Pipypap calls on their shared history and offers promises of favors to paid later.

AREA INFORMATION

This area features:

Dimensions & Terrain. The main section of the Frosty Mug is approximately 30 feet by 50 feet, with tables and chairs throughout. There is a bar along the west wall and, near the bar, a door leading to a small kitchen and stairs to the cellar.

Lighting. Torches and a roaring fire on the east wall keep the tavern well lit.

Frostiest Mug. The true frosty mug of this tavern is the apathetic bartender Joy Hultmark's blasé face. Her service could best be described as well-chilled.

CREATURES/NPCs

Pipypap, looking as his normal fat impish self, leads a group of five humans (ice devils in disguise) over to the character's table. The humans all walk stiffly and wear matching ice blue traveling clothes. They let Pipypap do the talking, but he also introduces

BACK FROM A GREAT ADVENTURE!

If this is the characters first meeting with each other, it might be worth artificing a party rapport, which can be a fun activity in itself. As each character introduces themselves to the table, ask them one of these questions:

- From what daring adventure has the party just returned?
- Who sent you all on this mission?
- What went terribly wrong... and who caused it?
- Who saved the day and how?
- What surprising fact did the group learn about you?
- How did your quest giver betray the party?
- How did the party react?

PIPYAP ON ICE DEVILS

ICE DEVILS, OR GELLGONS, ARE USUALLY FOUND IN STYGIA OR CANIA, ON ACCOUNT OF HATING THE HEAT FOUND PRETTY MUCH EVERYWHERE ELSE IN HELL. THESE GOONS LOVE THE COLD ALMOST AS MUCH AS THEY LOVE TORTURING ANYBODY SMALLER THAN THEM. IT'S PART OF THEIR INFERIORITY COMPLEX SEE. GELLGONS IS NEAR THE TOP OF THE HEAP, BUT YET THEY ARE FAR OUTCLASSED, IN BOTH POWER AND STYLE, BY PIT FIENDS AND ALL THE ARCHDEVILS. OH, AND WHEN I TELL YOU THEYS HAVE BUG EYES, I MEAN LIKE ACTUAL BUG EYES. LIKE A BUG, NOT JUST SOME UGLY LOOKING JOE.



their leader as Avah (who is really Lanche in disguise).

The devils are here to talk not fight. They know it's very likely that powerful adventurers see through their disguises but they take no aggressive actions. If the characters attack, they try to get them to parley, but if the adventurers refuse, they flee and seek help elsewhere.

Pipypap's Objectives/Goals. Pipypap has long since exceeded the power and reach of a normal imp. Driven further towards his goals by the cookie bag, he is starting to amass real power and he might just accidentally be using some of it for good—or at least less evil. Pipypap has three goals in sending the characters:

- Find out anything about where the cookie bag is. Pipypap keeps misplacing the darn thing. It's like it runs away on purpose.
- Hunt for this guy calling himself Lesser Pipypap and bring him back. You'll know him cause he's super handsome.
- Help the ice devils mess with Quagrem so they owe him one. It's always good to have a pack of greater devils in your pocket.

What Does Pipypap Know? Pipypap has been dealing with adventurers successfully for years and he expects that this won't be any different. He needs to tell them just enough truth to get them blundering on the right trail and it should all somehow work out from there.

Lanche's Objectives/Goals. Lanche, the gelugon's leader, hopes to recruit adventurers to enter Cania and destroy magical experiments. Although Lanche's group is disguised as humans, Lanche drops the disguise if it convinces the adventurers to help. Other than traveling using the assumed name of Avah, and hiding under illusions, the ice devils are being straightforward.

What Does Lanche Know? A nearby exclusive social club in Waterdeep is a front for a Cult of Mephistopheles, an archduke of Hell. The cultists are opening a series of portals today to the Wandering Emporium in Avernus and the from there eventually to Cania in order to deliver an experimental substance called "hellfire." Mephistopheles is obsessed with developing new forms of hellfire and gifting its power to influential persons. He's recruiting cultists now, but he'll harvest their souls later. Lanche stresses that they don't have lots of time, maybe a few hours at best, before the portal opens and the chance is lost. They certainly do not have time to come back tomorrow.

The portal in the Phoenix Society opens into Avernus, and then leads to a series of temporary portals that pop through each layer of Hell consecutively until culminating in Cania's school of hellfire: The Academia Acania. Destroying the school's hellfire experiments helps foil Mephistopheles' pet project. The adventurers can keep whatever items they find. There's bound to be

magic there! It's likely that the characters question the gelugon's motives, but she tells them that the ice devils do not approve of fire related research and more importantly, the Dean of the Academia Acania has been recklessly deploying it across Cania resulting in massive melts of the otherwise frigid layer. Hellfire is as much a danger to the ice devils' home as it is to mortals.

If characters press Lanche for more information with a successful DC 15 Charisma (Persuasion) check, she adds that the experiments themselves can be dangerous and not easy to destroy. With a successful DC 20 Charisma (Persuasion), Lanche divulges they should watch out for Dean Quagrem (a pit fiend).

If characters ask why the ice devils have asked Pipypap for help, Lanche admits that she has heard tales that the imp was amassing a legion, and if an imp can do that, she can return Cania to its former icy glory.

CALL TO ACTION

Lanche requires the following of the characters.

- Whether through force, trickery, or stealth, enter the Phoenix Society, find the portal, and step through it.
- Destroy at least three hellfire experiments COMPLETELY before returning the way they came.
- If you are using **Bonus Objectives**, the characters must instead destroy four hellfire experiments (+1 hour) or five hellfire experiments (+2 hours) before returning.

PIPYAP ON MAHADI AND THE WANDERING EMPORIUM

SO YEAH, ASMODEUS GAVE THIS TRAVELING BAZAAR TO A RAKHASA NAMED MAHADI AND DECLARED THE WANDERING EMPORIUM TO BE NEUTRAL GROUND. IT TRAVELS ACROSS AVERNUS AND ALL THE DEVILS CAN'T DO NOTHING TO STOP IT OR COME AFTER NOBODY THAT'S ON ITS GROUND WHEN THE TENTS ARE SET UP, OR ITS MEMBERS WHEN IT TRAVELS. THIS MEANS NO VIOLENCE OR SPELLS ON THE GROUND. ANYBODY THAT DOES FORFEITS THEIR SOUL IF THEY HAVE ONE OR GETS DEMOTED IF THEY DON'T. DON'T MESS WITH THIS GUY. HE'S BACKED BY THE FULL FAITH AND CREDIT OF THE LORD OF THE NINTH AND IT'S ALSO ONE OF THE FEW PLACES TO GET A DECENT MEAL IN AVERNUS — IF YOU CAN AFFORD IT.



EPISODE 2: ARCHDUKE'S PHOENIX SOCIETY

Estimated Duration: 1 hour 30 minutes

CASING THE CULT OF MEPHISTOPHELES

In this episode, the characters must break into the Phoenix Society to locate and access the portal to Cania. Lanche informs the characters the portal won't be open forever. They have time for one activity each to prepare for before enacting the party's plan. Here are some examples of what they might do:

- **Forging a Document.** Characters proficient with a forgery kit can attempt an Intelligence check with a forgery kit. The result of their roll is the Intelligence (Investigation) DC to realize the documents are forged.
- **Buying Equipment.** Characters can purchase anything listed in chapter 5 of the Player's Handbook.
- **Create a Disguise.** Characters proficient with a disguise kit can attempt a Charisma check with a disguise kit. The result of their roll is the Wisdom (Insight) DC to see through the disguise.
- **Gather Information.** See "Gathering Information."
- **Scout the Area.** See "Scouting the Area."
- **Magic and Such.** In addition to the listed action, characters can use magic or come up with other creative plans. Adjudicate based on the information provided below.

PREREQUISITES

This episode may be pursued after the characters accept the **Call to Action**.

STORY OBJECTIVE A

Whether through force, trickery, or stealth, they enter the Phoenix Society, find the portal, and step through it.

GATHERING INFORMATION

If a character makes a successful DC 15 Intelligence (Investigation) or Charisma (Persuasion) check, the character learns one of the following pieces of information:

USEFUL INFORMATION (SUCCESSFUL ATTEMPT)

1d6	Information
1	Phoenix Society members are identified by a golden card stamped with the emblem of a bird wreathed in flame. They display their cards to enter.
2	Members of the Phoenix Society greet each other with the words, "May your flame burn eternal."
3	The Phoenix Society boasts a beautiful garden, but the groundskeeper is rarely seen. Some say a tiny red creature tends the yard.
4	Once someone peeked through the windows of the lounge and saw someone walk through one door to the yard... only to immediately enter from the other!
5	An elderly man with a black beard spends a lot of time in the garden. He seems to keep a close, suspicious eye on anyone peeking into the yard.
6	The man who guards the front entrance loves sweets. Some say a sugary bribe can earn you entry and an hour in the Phoenix Society's warm, comfy lounge.

If a character fails this check, the character hears one of these false rumors:



FALSE RUMOR (FAILED ATTEMPT)

1d6	Rumor
1	Phoenix Society members are identified by a signet ring of a chicken wreathed in flame. They display their rings to enter. The most elite members know to do a chicken-inspired dance to gain entry to the secret back rooms.
2	Members of the Phoenix Society greet each other with the words, "May the fire engulf you and your family."
3	The Phoenix Society boasts a beautiful garden. Some have seen an elderly man with a black beard tending the yard. He must be the groundskeeper.
4	The garden's main feature is a beautiful phoenix-shaped fountain. It is customary to dip one's head in the fountain.
5	An elderly man with a black beard spends a lot of time in the garden, seemingly guarding it. There are rumors the garden's phoenix-shaped fountain hides a secret entrance if you can just find the lever...
6	The man who guards the front entrance is trying to watch his figure. Some say a helpful dieting tip or healthy snacks can earn you entry and an hour in the Phoenix Society's warm, comfy lounge.

SCOUTING THE AREA

Anyone deciding to case the area must make a Wisdom (Perception) check. The result determines the information they receive. The results are cumulative:

- **Result of 10 or higher.** Those entering the compound speak to a guard at the door. Windows to the front building reveal a lounge with a large fireplace and two doors on the east side of the building which lead to a garden. The back building seems to have no windows.
- **Result of 12 or higher.** The garden courtyard is walled by 20-foot stone and lush trees. There is a large phoenix-shaped fountain in the center and two doors to the east. You count three cloaked humanoids walking through the garden and entering the door to the north.
- **Result of 14 or higher.** A small window shows the room beyond the southeast door leading from the yard. It is a shed, with work benches, tools, and a small cot.

- **Result of 16 or higher.** An elderly man with a black beard is hiding behind one of the trees in the yard, suspiciously eyeing all passersby.
- **Result of 18 or higher.** The cot in the shed has a small lump underneath a blanket. A red pointed tail pokes out from under the blanket. As you stand by the window, you hear a thrumming noise coming from the other side of the wall to your east.
- **Result of 20 or higher.** There are magical runes worked into the mortar of the stone walls.



WHY CAN'T WE JUST GO TO THE AUTHORITIES?

Some characters might be tempted to just rat to the authorities, but that's not likely to work. First off, the members are all highly placed members of the Waterhavian social order, so accusing nobility of devil worship is something that is going to take some proof. Second, the party is on the clock. If they tip their hand or wait too long, the cult closes up any proof of their infernal activities and most importantly, not open a portal to Hell. In that case it might be possible to still plane shift to Avernus, but it doesn't get the party access to all the other portals to go from one level to the next. That means they are walking the long way through Hell, and that isn't likely to go well for them.

PLAYING THE PILLARS

Combat: It is possible to fight one's way through the Phoenix Society. If a fight breaks out in one room, enemies call out for help from their allies in adjoining areas. The one exception is the imp, Lesser Pipyap, who goes invisible and hides if awoken by such a call.

Exploration: Although not a key pillar to this episode, characters who take the time to explore should be rewarded with information to help them in other rooms. **Scene C** with Lesser Pipyap is a good example of how exploring an "unnecessary" room can impart information that helps later.

Social: It is possible to talk one's way through the Phoenix Society. To keep tensions high, require Charisma (Deception) or other relevant checks from scene to scene, but at your discretion, reward creativity or roleplay with advantage on such checks.



SCENE A. ENTRANCE/ LOUNGE

The entrance to the compound is exactly what the Phoenix Society claims to be: an exclusive club for the elite.

AREA INFORMATION

This area features:

Dimensions & Terrain. This square room is 40-feet on each side. It is furnished with rich wooden tables, lush leather seating, and decadent woven rugs with fire motifs.

Lighting. A large roaring fireplace washes the room with a warm glow and flickering shadows. The mantle of the fireplace is carved with the following words in Common: “PASS THROUGH FLAME.”

Trick Rotating Doors. To successfully pass through either of the doors on the east wall, leading to the yard, a character must say the words “PASS THROUGH FLAME” while passing through a door. Otherwise, stepping through one door causes the character to step back into the room through the other; if such a character is posing as a cultist, they must succeed a DC 15 Charisma (Deception) check to avoid suspicion if they use the doors without saying the correct passphrase.

A *detect magic* spell reveals an aura of conjuration magic around these doors. A successful DC 15 Wisdom (Perception) check notices miniscule infernal runes carved at the threshold of the doors.

CREATURES/NPCs

Barclay Hultmark (a **champion**) greets anyone who knocks on the front door of the Phoenix Society. Two cultists of Mephistopheles (**evokers**) are disguised as Phoenix Society members relaxing in the lounge. Combat in the lounge attracts the attention of Gilligan Emberdrench and the **water elementals** in **Scene B**.

Objectives/Goals. The cultists pay no mind to other members who enter the club if the characters appear to be members but challenge those who don't seem to belong. Barclay's job is to screen those who enter, permit only other cultists, and turn away anyone suspicious. However, Barclay enjoys sweets and allows outsiders inside the lounge in exchange for desserts; trusting in the rotating doors to keep nosy individuals out of the garden. Barclay is happy with his rotund figure and takes quick offense to those who judge him. If anyone suggests Barclay change his eating habits, they have disadvantage on Charisma checks with Barclay.

What Does He Know? With new cultists constantly joining their ranks, Barclay knows to

admit only those who display golden cards with phoenix emblems.

Barclay also knows the cultists have something special planned today, although he is unsure of the exact details. If he believes the characters to be cultists, he tries to get information from them, hinting questioningly at a “special delivery to the boss” and “new and improved experiments.” He takes a quick liking to those characters who share information, although Barclay has no way to verify if they're telling the truth.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **evoker**.
- **Weak:** No change.
- **Strong:** Add one **evoker**.
- **Very Strong:** Add two **evokers**.

SCENE B. YARD/GARDEN

The characters have a chance to discover the Phoenix Society's lavish garden is more than a front and more than a passage between buildings... It's a safety measure that's dangerous in itself.

AREA INFORMATION

This area features:

Dimensions & Terrain. The garden is surrounded by the compound's two buildings and fences in an area that is 30 feet by 40 feet. The plush lawn and willowy trees are well-maintained.

Lighting. Sunlit during the day, the garden is lit at night by lanterns set on stakes.

Fountain. A masterwork of masonry, the Phoenix Society's phoenix-shaped fountain is the jewel of the garden. Characters investigating the fountain find nary a loose rock in this stonework. However, creatures inside the fountain (see below) aren't thrilled with those poking around their home and attack if anyone enters the fountain.

Garden Wards. A continual magical field fills the garden with a *hallow* spell, modified to allow elementals and fiends to enter the area. Any creature that does not worship Mephistopheles can't move or travel into the area using teleportation or by extradimensional or interplanar means. In addition, any effects that grant invisibility are suppressed upon entering the garden.



Walls. The stone walls of the garden courtyard are 20-foot high and bars of green fiendish iron run through them, spaced every six inches. The bars prevent spells such as *move earth*, or *stone shape* from being effective, but a spell such as *passwall* still functions normally. The walls are relatively smooth and require a successful DC 15 Strength (Athletics) check to climb unaided. Anyone doing so is in full view of the street likely attracts a lot of attention.

CREATURES/NPCs

Gilligan Emberdrench (an elderly **conjurer** with a black beard) hides behind one of the garden's trees, observing all who pass through the yard. Any creature with a Passive Perception of 12 or higher spots him. He controls the four **water elementals** that reside in the fountain. Once he notices the adventurers, if he's not already spotted, Gilligan jumps out to question them.

Objectives/Goals. Unlike the other cultists in the Phoenix Society, Gilligan specializes in magical water, ever diligent should a hellfire experiment get out of hand. As such, he keeps an eye on all the cultists and is highly suspicious of anyone who looks to be hiding something. With a successful Charisma (Deception) check against Gilligan's Wisdom (Insight) check (+1), characters can convince Gilligan they belong, but they must repeat this check every time they do something suspicious such as walking into the shed or calling him the groundskeeper.

What Does He Know? If Gilligan believes the characters to be cultists, he shares bits of information, but he grows suspicious each time the characters press for more information, requiring an additional Charisma (Deception) check versus his Wisdom (Insight) check. Gilligan knows:

- The boss is waiting for everyone to assemble in the main room.
- The assembled cultists are in the midst of their service honoring Mephistopheles, and then they travel through the portal to Avernus and eventually to Cania. It's the usual chants. Gilligan's sure you're familiar.

- They better not touch the latest experiment, because Gilligan is sick of saving their butts.
- The main room is through the north door. How do you not remember that?
- Last time folks traveled to Cania, some new members weren't careful in the frost garden. Hoo boy! Don't like to talk about what happened then.

SCENE C. SHED

The imp groundskeeper who lives in this shed makes a deal with adventurers in exchange for information to help their mission.

AREA INFORMATION

This area features:

Dimensions & Terrain. This rectangular room is 35 feet by 20 feet. It is sparsely and poorly decorated compared to the rest of this luxurious establishment. Tools and workbenches line most of the walls. There is a cot pushed into the northeast corner.

Lighting. Except for sunlight that creeps through the one small window during the day, there is no lighting in this room.

CREATURES/NPCs

Lesser Pipypap—the Phoenix Society's gardener/groundskeeper and a spindly **imp** is sleeping in the cot when the characters enter. He looks exactly like the Pipypap that the characters know and love. That's because he is, after a fashion. As part of one of Mephistopheles research projects involving an alteration of the creation of legion devils, he tried the arcane cloning project on a sample of Pipypap that was traded to him by the hag Jeny Greenteeth (which she acquired during an incident in Malbolge) and some secret from Fai Chen (revealed in *DDAL09-05*), hoping to create super imps. It didn't work. All he got was a foul-mouthed imp with self-esteem issues. Not one to waste raw material, he gifted Lesser Pipypap to the Phoenix Society as a sign of his faith in them, or whatever.

Objectives/Goals. Lesser Pipypap wants more than anything to escape his existence as the lesser known Pipypap, and makes a deal to increase his infamy. He trades information for the following, in order of preference: one permanent magic item, 800 gp per adventurer, a promise to tell a fearsome story about this Pipypap to everyone they encounter for the next week, or a promise to spread bad rumors about the other Pipypap at the next tavern they visit. Under no circumstances is he interested in going to work for the other Pipypap who he believes to have ruined his life; though he could be tricked. If the characters bring up that they work for Pipypap or they want to



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **water elementals**.
- **Weak:** Remove one **water elemental**.
- **Strong:** Add one **water elemental**.
- **Very Strong:** Add two **water elementals**.



take him to Pipypap, Lesser Pipypap immediately tries to warn the cultists and has them slain or subdued.

What Does He Know? If Lesser Pipypap discovers the adventurers are not cultists, or the adventurers admit as such, he shares they'll need to participate in a Mephistopheles service to keep up their ruse when they enter the main room. If the characters make a deal with Lesser Pipypap, he shares the following tips to avoid suspicion:

- Greet other cultists with the words, "May your flame burn eternal."
- When asked, "From icy depths of glacial ire, from where does our power hail?" and answer, "Hellfire!"
- When asked, "Cania's lord, archduke of the freeze, who do we honor?" and answer, "The mighty Mephistopheles!"
- When asked, "Guard where secrets dwell and fires lit, what is the esteemed Quagrem?" and answer, "Fiend of the pit!"
- Do not look Cult Leader Sofia Feu in the eye. She doesn't like that.

SCENE D. CULTISTS' MAIN ROOM

The characters find themselves into the middle of a service honoring Mephistopheles and must either fight their way through or earn themselves an invitation to Cania.

AREA INFORMATION

This area features:

Dimensions & Terrain. This large L-shaped room is 35-feet by 15-feet before turning southward into a section that is 25-feet by 60-feet. Every inch of the room screams of the infernal with devilish statues and tapestries as décor.

Lighting. Fiery braziers line the walls. The room is ablaze with bright, hot light.

Large Brazier. A *detect magic* spell reveals an aura of illusion and conjuration around this brazier. Stepping into the brazier teleports a creature into the portal room in **Scene E**.

CREATURES/NPCs

Cult Leader Sofia Feu (a **war priest** with burn marks across her face) and three **warlocks of the fiend** are chanting in Infernal when the characters enter.

Objectives/Goals. If the characters are hostile, Sofia and the warlocks attack. Otherwise, Sofia welcomes the "new recruits" and invites them to join the service. She chooses three different

characters to ask the following questions (see **Scene C** for answers):

- From icy depths of glacial ire, from where does our power hail?
- Cania's lord, archduke of the freeze, who do we honor?
- Guard where secrets dwell and fires list, what is the esteemed Quagrem?

What Does She Know? Sofia immediately suspects characters who answer incorrectly, who do not greet her with the usual message, or who look her in the eye. Such characters must succeed a DC 15 Charisma (Deception) check to maintain the ruse and avoid an attack. If the characters complete the service successfully, Sofia bids the warlocks pass through the large brazier as emissaries to Cania.

She reminds the warlocks that their mission is to meet with Quagrem to learn of the latest hellfire developments and bring back a sample for testing in the Prime. They go to the Wandering Emporium first, where they are to contact the amnizu Fhet'Ahla, who has already been contracted and paid, to provide additional transport through the other layers of Hell to Cania. Remember, violence or spellcasting causes you to immediately forfeit your soul, so be on your best behavior!

I VOLUNTEER AS TRIBUTE!

If they've disguised themselves as cultists thus far, the characters might attempt to convince Sofia to let them join or replace this party. She scoffs at newcomers volunteering to enter Hell, but she offers this: If one of the characters can defeat a warlock in one-on-one combat, then she'll believe they're worthy and send the characters instead. No spellcasting or other interference by allies!

EVERYONE IS DEAD?

If the characters turn the Phoenix Society into an abattoir, they miss out on key information Sofia Feu could have shared, like where they are going and



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **warlock of the fiend** and one of the remaining **warlocks of the fiend** has used two of its spell slots already.
- **Weak:** Remove one **warlock of the fiend**.
- **Strong:** Add one **warlock of the fiend**.
- **Very Strong:** Replace warlocks with **evokers**.



how to get there. In one of the warlock's pockets, they find a flyer written on skin that says, "From Here to Avernus: Courier, Notary, and Spellcasting Services." Under the caption is a drawing of a smiling amnizu who the characters recognize as Fhet'Ahla when they met him in **Episode 3**.

SCENE E. PORTAL ROOM

Stepping through the large brazier into the main room leads to this secret room. This room is a demiplane and magically shielded so that there is no way to enter it except via the large brazier.

AREA INFORMATION

This area features:

Dimensions & Terrain. This room is 25 feet by 30 feet.

Lighting. Infernal runes pulse with a soft blue glow that dimly lights the room. A *detect magic* spell reveals an aura of conjuration magic around these runes.

Blue Devil Face. A blue devil face with large yellow eyes and a smiling mouth of pointy teeth is painted on the east wall. A *detect magic* spell reveals an aura of evocation magic around this painting. Touching the devil face causes a 25-foot cone of blue hellfire to erupt from the devil's mouth. Creatures inside this cone must succeed a DC 15 Dexterity saving throw or take 28 (8d6) fire damage, or half as much on a success. Creatures who worship Mephistopheles have Evasion while in this room. Creatures who fail the save also take an additional 3 (1d6) fire damage every hour. This effect ends after a long rest or by casting *greater restoration* or similar magic. The cone of flame also strikes the runes.

Portal. When the runes are struck with hellfire from the blue devil face, a swirling portal opens on the west wall. Stepping through the portal leads characters to **Episode 3, Scene A**.

PIPYAP ON CULTISTS OF MEPHISTOPHELES

OKAY, A COUPLE OF THINGS YOU SHOULD KNOW IF YOU WANNA IMPERSONATE THESE FOLKS. FIRST UP, THEY LOVE OVERWHELMING MAGIC. NEVER DO A THING YOU COULD DO EASILY WHEN YOU COULD CAST A SPELL, USE A MAGICAL DEVICE, OR ENSLAVE SOME EXTRAPLANAR JOE WHO'S MINDING HIS OR HER OWN BUSINESS. SECOND, THEY JUST WANT TO CRUSH THEIR RIVALS. OKAY, SO DOES EVERYBODY. MAYBE WE SHOULD JUST SKIP THIS ONE. THREE, OR IS IT TWO NOW? ANYWAY, THEY LOVE FIRE. FOR A GROUP THAT HEADQUARTERS WHERE HELL HAS LITERALLY FROZEN OVER, THESE GUYS LOVE FIRE. I MEAN, LIKE, THINK OF THE COLDEST PLACE YOU CAN IMAGINE, AND THAT PLACE WOULD BE LIKE A SUMMER HOME COMPARED TO CANIA. YOU WOULD THINK THESE PEOPLE WOULD BE PRO-COLD OR AT LEAST KIND OF DIG IT, BUT NOPE. IT'S ALL ABOUT THE BURNING. IF YOU WANT DEVILS TO THINK YOU WORK FOR MEPHISTOPHELES, YOU SHOULD PROBABLY SET YOUR ENEMIES ON FIRE. A LOT. AND PROBABLY SOME INNOCENT BYSTANDERS TOO. OH, AND ANYONE WHO MIGHT BE YOUR FRIEND, YOU KNOW, IN CASE THEY WAS GONNA TURN ON YOU LATER. IN FACT, JUST 'EM ALL.



EPISODE 3: SCHOOL'S OUT FOREVER

Estimated Duration: 2-4 hours

TO THE ACADEMIA ACANIA AND BACK

In this episode, the characters travel just short of the deepest depths of Hell under the guise of a clever rouse or use their own power and stealth. Either way, they are in Hell without permission and in constant danger.

PREREQUISITES

In order to begin this episode, the characters must have made it through the portal to Avernus in the Phoenix Society.

STORY OBJECTIVE B

In this episode, the characters must make it to the Academia Acania and destroy at least three of the Hellfire experiments.

BONUS OBJECTIVES

If you are using **Bonus Objectives**, the characters must instead destroy four hellfire experiments (+1 hour) or five hellfire experiments (+2 hours) experiments before returning.

SCENE A. MAHADI'S TRAVELING EMPORIUM

The characters exit the portal to find themselves in a large tent that is empty but for a faded and dust covered flyer tacked to the center pole. The clearly old flyer depicts a smiling human man of Shou descent. Most adventurers recognize Fai Chen of Fai Chen's Fantastical Faire.

Outside the tent, all manner of planar creatures, mostly fiends, mingle with creatures of the Prime as they browse wares at various stalls under a large sign that reads: "All are welcome here. No fighting! No Spellcasting! No exceptions!" Nine massive infernal war machines ring the encampment in a defensive horseshoe shape.

A quick glance notices a sign that says, "From Here to Avernus" over the tent across from the one they are exiting. A smiling amnizu barks at the crowd to take advantage of his services while dozens of imps fly in and out of his business.

CREATURES/NPCs

Fhet'Ahla the amnizu is expecting the cultists of Mephistopheles to be arriving via the empty tent any moment, so he is watching for them and waves them into his place of business where they can talk away from prying eyes.

Fhet'Ahla's Objectives/Goals. Fhet'Ahla has arranged a series of temporary portals for the cultists and wants to get them in and out of Cania before anyone else notices he might have been involved.

Of course, he'd also like to make a little additional profit on the side from unexpected minions. Before granting the characters access to the portal system, he asks if they brought a *soul coin* each to cover their payment. If they pay him, he takes it with a smile. If they are without payment he pretends to be offended, but takes 100 gp per character who doesn't have a *soul coin*. If any of the characters call him on his lie, claiming that all the charges have already been prepaid, Fhet'Ahla laughs it off as a joke.

What Does He Know? Fhet'Ahla believes the characters are minions of Sofia Feu, who herself is in thrall to Mephistopheles. He has arranged a series of portals, each taking the characters from one layer of Hell to the next, proceeding deeper until they arrive in the Academia Acania in Cania itself. They arrive directly at the School of Hellfire with



COMPLICATION

If you are playing at home, or in an environment where time is not an option, you might consider adding an additional complication. As the characters exit the tent into Maladomini, the Seventh Layer of Hell, they find themselves on a polluted riverbank. The second tent has sloughed into a slowly moving river of sludge and is sinking! To make matters worse, a **horned devil** and two **chain devils** have come to investigate the tents and upon seeing the characters demand to see their infernal travel papers! As soon as it is clear that the characters have none, the devils attack; looking to claim their souls!



permission of Dean Quagrem, however, the portals only last for ten hours so they must hurry back or be stuck in Hell. Appearing out of each portal, they find themselves in a tent in an out of the way corner of that layer. Another tent is pitched next to the one they arrive in. Simply leave the first tent and walk into the second tent to be transported to the next layer.

If asked about the flyer depicting Fai Chen, he refuses to speak of it, saying that is Mahadi's business and that the characters should not tread there. The tent is always empty now and so it makes a good place to hide things from time to time.

SCENE B. PORTAL INTO THE ACADEMIA ACANIA

Having traveled through the temporary portal network set up by Fhet'Ahla, the characters arrive on the 99th-floor of the Academia Acania: special research. It is here, surrounded by plates of green infernal steel frozen in blocks of ice, that the projects closest to fruition go through their final stages.

Fortunately, there is no one present when the characters arrive.

GENERAL AREA INFORMATION

Area throughout this episode features:

Dimensions & Terrain. The walls and floors of the Academia drip with moisture, making footing treacherous. The proximity of so much Hellfire has raised the temperature just above freezing and is melting the building. Any Dexterity or Strength checks that rely on sure footing in the Academia Acania are made at disadvantage. All ceilings are 20 feet high.

Lab Doors. The entrances to all labs (areas D, E, H, I and J) and Dean Quagrem's office (area F) are locked by doors made of green infernal iron. The doors can be unlocked by those proficient with thieves' tools if they succeed on a DC 20 Dexterity check. They can be forced by a successful DC 25 Strength check or battered down (AC 19, 50 hp, immune to cold, fire, poison, and psychic damage). Dean Quagrem has the keys to all labs.

Lighting. Except as noted there is no light in any room or hallway.

Noise. Screaming and explosions are frequent, so combat does not draw attention unless one of the devils calls for aid. Then there is a 50% chance a devil in a neighboring area (if there is one), comes to investigate.

Vokath Bloodfang. Dean Quagrem has a pet fiendish polar bear that roams the halls when not

resting in area F. There is a 10% that the characters encounter Vokath in any hallway. If they have not encountered her by the time they find area F, she is there instead. Not a huge threat by herself, Vokath roars loudly before attacking if she encounters any non-devil she doesn't know. This noise quickly draws Quagrem, who comes to see who has angered his pet.

AREA INFORMATION

This area features:

Portal. The characters appear in a ring of runes that are inscribed upon the floor. Those who succeed in a DC 15 Intelligence (Arcana) realize is a magical gate of some sort. Right now, and for the next ten hours, it is keyed to the tent in Maladomini. If the characters had the magical addresses of other floors in the Academia Acania or other places in Mephistar they could transport themselves there.

Unfortunately, the addresses are infernally long and complicated, so there is no way to change the address, and given that they do not know the address for the tent portal, it's probably for the best.

Signage. Three brass plaques covered in infernal script are embedded in the ice. The one to the north says, "Asteroath Beckon Efficiency Laboratory." The plaque to the east says, "Maion Alumni Meditation Chamber." The sign by the south exit says, "Mephistalar Frost Garden."

PIPYAP ON DEVIL SCHOOL, OR THE ACADEMIA ACANIA

DEVILS LOVE RULES AND DISHING OUT PUNISHMENTS, SO YOU CAN PROLLY GUESS THAT DEVIL SCHOOL IS ROUGH ON YOUR KNUCKLES, AND THE REST OF YOU. IN HELL THE RULER ISN'T MADE OF WOOD, IT'S A SIX-FOOT-LONG IRON PIPE, STUDDED IN SILVER SPIKES AND DRIPPING ACID. IT'S NO SURPRISE THEN THAT THE PROFESSORS HATE EACH OTHER JUST AS MUCH AS THE STUDENTS HATE THEM. THEY ARE CONSTANTLY TRYING TO ONE UP EACH OTHER, SABOTAGE THEIR RESEARCH PROJECTS, AND STEAL CREDIT FOR THEIR COLLEAGUES' SUCCESSSES. THAT MEANS THAT IF YOU WANNA LOAST THROUGH SCHOOL, YOU JUST GOT GET THE FACULTY FIGHTING EACH OTHER INSTEAD OF DOLLING OUT PUNISHMENTS TO YOU!



SCENE C. MEPHISTALAR FROST GARDEN

This room is colder than the neighboring areas and the characters can feel the temperature dropping as they approach. Ice recreations of plants, birds, and even insects fill the room, making a hauntingly beautiful garden. Even a handful of cloaked ice figures lounge around the garden, enjoying its frozen splendor.

AREA INFORMATION

This area features:

Dazzling Colors. If a light source is brought into the room, the ice refracts it, turning the garden into an amazing display of riotous color. It is enthralling, but also sad to see, frozen and unchanging forever. Any non-devil that sees the colors must make a DC 15 Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The magical effect ends for an affected creature if it is removed from the room or the light is extinguished. It does not end if it takes damage or even if someone else uses an action to attempt to shake the creature out of its stupor. Every round the colors are seen, any charmed creature in the room takes 14 (4d6) psychic damage.

Ice Rune. A rune is chiseled into the ice, three feet below the surface, making the room exceptionally cold. Living creatures in the room must succeed on a DC 15 Constitution saving throw every round or suffer 7 (2d6) cold damage. Any creature that dies here is turned to solid ice and requires a *true resurrection* or *wish spell* in order to be returned to life. The rune is a 7th-level spell for the purpose of effects that might dispel or suppress it.

Statuary. The statuary is perfect. Too perfect. A successful DC 15 Intelligence (Investigation) or Intelligence (Nature) check suggests that everything in the room was once alive and has been somehow

turned to ice. This check is made with disadvantage if the characters have no light source. None of the ice is magical, so the effect cannot be reversed by ending the magic of the ice rune. If the characters pick any of the flowers, they stay incredibly cold as long as they are Cania, and no power short of a wish can melt them. Once leaving the layer, they melt normally.

SCENE D. GERMAEL HYMENOPTEROLOGY LAB

This laboratory is devoted to the study of modified hellwasps as an infernal entomological weapon.

On top of one of the cages is a notebook, written in Infernal, that describes magical experiments meant to infuse the hellwasps with hellfire. In addition to extinguishing the hellfire here, this notebook must be destroyed to fully end these buggy experiments. The notebook contains scribbles by a bone devil named Lixx who notes that despite all their attempts, the hellwasps remain sensitive to cold, likely because of the hellfire bloom's vulnerability. Lixx is not in the Academia today.

AREA INFORMATION

This area features:

Cages. Five cages stand open on the walls. Big enough for a Large creature and a character going inside and closing the door gains cover from melee attacks. Unfortunately, the door also locks (DC 20 Dexterity with proficiency in thieves' tools).

Lab Door. The door to the room is warm to the touch, especially considering the cold of area C.

Hellfire Bloom. A flower of hellfire blooms in the center of the room and the wasps buzz angrily around it. Any creature touching it suffers 21 (6d6) fire damage. It can be extinguished by a dispel magic versus an 8th-level spell, doing 50 points of cold damage, or picking a frozen flower from the garden in area C and plunging it into the fire. Doing the later causes the fire to turn to crystalline ice with the flower trapped in the flame.

CREATURES/NPCs

Four **modified hellwasps** buzz around the room, angrily attacking anything they can perceive. They fight to death, but do not give chase to Area C if the party flees.

SUCCESSFUL DESTRUCTION OF THIS EXPERIMENT

In order to count as successfully destroying the characters must:

- Kill the **modified hellwasps**.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Decrease the saving throw by 1 and the damage of both effects by 3 (1d6).
- **Weak:** Decrease the saving throw by 1.
- **Strong:** Increase the saving throw by 1.
- **Very Strong:** Increase the saving throw by 1 and the damage of both effects by 3 (1d6).



- Burn the notes.
- Extinguish the hellfire bloom.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **modified hellwasp** and their hellfire spray recharges on a 6.
- **Weak:** Remove one **modified hellwasp**.
- **Strong:** Add one **modified hellwasp**.
- **Very Strong:** Add one **modified hellwasp** and their hellfire spray recharges on a 4-6.

TREASURE

On top one of the cages is a potion of poison that appears to be a potion of supreme healing.

SCENE E. OGULITH INFERNAL SYSTEMS ENGINEERING LAB

The infernal systems lab is devoted to creating infernal autonomous killing machines. Large, half-finished automatons are fixed in racks lining the walls and tools are placed neatly in drawered cabinets on the eastern wall. Each of the automatons looks to have a humanoid body on a tracked base. Its head has been replaced by a nozzle and hose assembly on a turret.

Trilmeiad's notebook describing his experiments is in one of the cabinets.

AREA INFORMATION

This area features:

Hellfire Batteries. In one of the cabinets is a large tube of metal, glass, and wires. This uncharged hellfire battery is charged off the hellfire spark and used to power a hellfire sprayer. A charged battery is highly unstable when not hooked up to one of the automatons and is easily overloaded. If violently smashed or attacked, the battery explodes in a 20-foot radius doing 10 (3d6) fire damage and 10 (3d6) lightning damage. A successful DC 15 Dexterity saving throw halves the damage.

Hellfire Spark. Any creature touching it suffers 21 (6d6) fire damage. It is extinguished by a *dispel*

magic versus an 8th-level spell, doing 50 points of lightning damage, or plunging an uncharged hellfire battery into the fire and allowing it to overload. Doing the later causes the fire to flow into the battery, which explodes (as above).

CREATURES/NPCs

Trilmeiad the **horned devil** works here, half-heartedly coming up with new designs. Three of his **hellfire sprayers** are functional, not that he has bothered to tell anyone. Trilmeiad is lazy and not likely to fight adventurers as long as they leave him alone.

Trilmeiad's Objectives/Goals. Ever since negotiating a particularly good tenure agreement with Dean Quagrem, Trilmeiad mostly hides out in his workshop tinkering and avoiding the Blood War. He just wants to be left alone.

What Does He Know? He has made a number of improvements to his design, and it is likely ready for deployment, but he's failed to file research reports for the last three centuries. That said, he needs to keep at least one working prototype in case Mephistopheles ever remembers that Trilmeiad exists and wants to see his progress. He lets the characters smash all but one of his prototypes. Nine Hells, he'll even let them burn his notes. He could





recreate his work anyway. If they try to destroy any of his work without signing an acceptable infernal contract, he and his **hellfire sprayers** attack. Trilmeiad calls for aid from Lullanne Nightwhisper in area J as soon as he acts.

Trilmeiad knows that area I is where unstable or currently tabled projects are. If the characters leave them in peace, he'll offer to tell them about areas J and I, and give them the key to area I.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **hellfire sprayers**.
- **Weak:** Remove one **hellfire sprayer**.
- **Strong:** Add one **hellfire sprayer**.
- **Very Strong:** Add two **hellfire sprayers**.

SUCCESSFUL DESTRUCTION OF THIS EXPERIMENT

In order to count as successfully destroying the characters must:

- Destroy all the functional hellfire sprayers.
- Kill Trilmeiad or otherwise erase his knowledge of how to construct hellfire sprayers.
- Destroy Trilmeiad's notebook.
- Extinguish the hellfire spark.

SCENE F. DEAN QUAGREM'S OFFICE

Dean Quagrem's (**pit fiend**) office is filled with floor to ceiling shelves packed with tomes on infernal magic and science. His desk and massive chair are in the center of the room facing the locked door. A bowl filled with human limbs is next to the desk; a snack for both the Dean and his pet Vokath Bloodfang, a **fiendish polar bear**.

AREA INFORMATION

This area features:

- **Desk.** One of the drawers in the desk is locked (DC 20 Dexterity with proficiency in thieves' tools to pick or a successful DC 15 Strength check to break open). Inside are the Dean's notes on each of the projects, including his concerns about the stability of each version of the project as well as reliability of each of the researchers. If the notes are read, a character receives advantage on Charisma (Deception and Persuasion) checks with any of

the staff of the Academia Acania. In addition, a character that can read the notes realizes the purpose of each laboratory's research and if they succeed on a DC 20 Intelligence (Arcana) check, they realize how the hellfire in a particular laboratory (area D, E, H, J, and K) might be destroyed.

Underneath the notes is a scrap of paper with "666" written on it (the answer to the puzzle in area G).

In an unlocked drawer is a journal that contains a record of a gruesomely detailed vivisection of a **pit fiend**. Amidst the many notes, one short passage is denoted as "*REMEMBER THIS*" *This specific sliver of the pit fiend's essence can be removed without any observable reduction in the fiend's intellectual or arcane capacities. Studies confirm that this action does require that the donating fiend be physically bolstered, though, a side effects appears to include a sudden and total failure of the pit fiend's control over their wings and legs. Secreting the sliver away into a mundane object can provide a brief moment of control over the fiend, should its true name be unavailable.* (**DM Note:** This is useful information to be used in the tier 4 adventure *Twice as Nice for Half the Price*.)

Paintings. Scattered among the bookshelves are several paintings. The number of devils in each are key to the puzzle in area G. The number of each type of devil is noted in parenthesis for the DM. Behind the painting of the pit fiend is a wall safe that can be opened with a DC 20 Dexterity check using proficiency with thieves' tools. Inside is a sack with 5 *soul coins*.

- A large portrait of the pit fiend Dean Quagrem himself wearing academic regalia. (1)
- A small framed sketch of two ice devils lowering a chained dwarf into freezing water. (2)
- A tome sized painting of three bone devils carving up several human victims with curved knives. (3)
- A large painting, though not as large as the painting of Quagrem, showing five horned devils flying over the battlefield of Avernus. (5)
- A watercolor showing a company of bearded devils in ornate armor, lined up in perfect rows. If counted, there are five rows of ten. (50)
- A dark oil painting showing a scrum of imps tricking various morals. The painting is very complicated and confusing with many of the imps hiding or looking similar to other creatures in the painting. A careful count notes that there are one hundred. (100)

CREATURES/NPCs

There is an 80% chance that Dean Quagrem the pit fiend is here unless called away by one of the



other researchers or his fiendish polar bear raises a ruckus. If the Dean is not here, he returns in twenty rounds.

Objectives/Goals. Quagrem is desperate to keep everything running smoothly. The price of being in charge is that Mephistopheles knows your name and if anything goes wrong, you are the one that he blames. Quagrem wants to make sure there are enough successful projects that the next time Mephistopheles shows, he is pleased.

What Does He Know? Quagrem is waiting for a group of cultists to arrive from the Prime to hand off a sample of hellfire to. The cultists are to take the hellfire to Sofia Feu where she can use it in experiments on the Material plane.

Quagrem knows all the researchers on the floor and what they are working on. Quagrem carries a ring of keys that unlock all the doors on this floor and the drawer of his desk. He also carries a metal flask that has a sample of hellfire within.

TREASURE

Dean Quagrem carries a *staff of frost* that the adventurers can claim if they defeat him. In his wall safe there is a bag with 5 *soul coins*.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Vokath Bloodfang is not encountered with Dean Quagrem and the pit fiend has left his staff mounted on the wall. Decrease Quagrem's hit points by 30 and AC by 1.
- **Weak:** Vokath Bloodfang is not encountered with Dean Quagrem. Decrease Quagrem's hit points by 30 and AC by 1.
- **Strong:** Increase Vokath Bloodfang's hit points by 30, to hit by 1 and damage by 3.
- **Very Strong:** Increase Vokath Bloodfang's hit points by 60. Increase Vokath and Quagrem's to hit by 1 and damage by 5.

SCENE G. MAION ALUMNI MEDITATION CHAMBER

A low bench is affixed to the wall, ringing the room. The floor of this room has a geometric design on the floor and a number of movable tiles that depict different devils. The puzzle can be found in **Player Handout 1**.

AREA INFORMATION

This area features:

Gate Puzzle. The floor has an alternating geometric design of recessed squares, x's and crosses. It is actually a simple mathematical puzzle that when solved, opens a gate of blue fire that leads to the Hellfire Generator in area K. Each tile has a mathematical value found by counting the devils in the paintings in Dean Quagrem's office (area F) and if placed in an order such that they equal "666," the gate opens. If all the squares are filled with a tile and it does not equal 666, the room fills flame and ice. Creature in the room suffers 21 (6d6) fire damage and 21 (6d6) cold damage. A successful DC 15 Dexterity saving throw halves the damage. If an incorrect solution is attempted, the tiles pop out of their resting places after the trap is sprung.

Each tile weighs 15 pounds and is made of stone. The tiles and the design all radiate magic. The magic can be suppressed for 2d4 rounds with a successful dispel magic against a 5th-level spell. While the magic is suppressed, the trap cannot activate, but the portal remains closed.



SOLVING THE PUZZLE

In order to solve the puzzle, the characters must realize that each of the devils has a numerical value, as found in the paintings in area F.

- Pit Fiend = 1
- Ice Devil = 2
- Bone Devil = 3
- Horned Devil = 5
- Bearded Devil = 50
- Imp = 100

The tiles must then be placed in an order that equals 666. There is more than one solution, but mathematical order of operation must be followed, so all multiplications are completed before additions take place.

One example solution is: Imp (100) x Horned Devil (5) + Bearded Devil (50) x Bone Devil (3) + Ice Devil (2) x Bone Devil (3) + Ice Devil (2) x Horned Devil (5)

$$\begin{aligned} 100 \times 5 + 50 \times 3 + 2 \times 3 + 2 \times 5 \\ 500 + 150 + 6 + 10 \\ 666 \end{aligned}$$



SCENE H. ASTERAOTH BECKONING EFFICIENCY LABORATORY



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Decrease the damage to 14 (4d6) fire damage and 14 (4d6) cold damage. Decrease the saving throw DC to 13.
- **Weak:** Decrease the damage to 18 (5d6) fire damage and 18 (5d6) cold damage.
- **Strong:** Increase the damage to 24 (7d6) fire damage and 24 (7d6) cold damage.
- **Very Strong:** Increase the damage to 28 (8d6) fire damage and 28 (8d6) cold damage. Increase the saving throw DC to 17.

A ball of hellfire wrapped in infernal iron chains floats inside a magical circle in the center of the room. A podium supports a large tome and various pots of inks, quills, and pieces of chalk. The room has everything needed to work typical conjuration spells.

AREA INFORMATION

This area features:

Hellfire Trap. While in this room, any caster using a conjuration spell to summon a creature makes concentration checks to maintain control with advantage.

Any non-summoned creature touching it suffers 21 (6d6) fire damage. It can be extinguished by a *dispel magic* versus an 8th-level spell, doing 50 points of damage from a summoned creature, or with a successful DC 20 Intelligence (Arcana) check to disrupt the circle containing it. If the circle is scratched out or damaged without care, it is destroyed, but causes the fire to flow aggressively out into the room in a violent explosion, damaging all creatures in the room as above. Also, any summoned creatures in the room are automatically dispelled.

CREATURES/NPCs

Sabriel (**chain devil**) and his two research assistants Edore and Mixea (human **conjurers**) are

working here, using hellfire to augment summoning and binding rituals.

Objectives/Goals. Sabriel seems his stint at the Academia as a stepping stone to his imminent promotion, and he works his two haggard research assistants to death if need be. As a Kytan, he believes the right path to success is in binding its power to imprison other creatures to fight for the Nine Hells. He has no sympathy for others. All are tools to help him get his promotion.

What Does He Know? Sabriel has been eyeing the **Hellwasps** that his rival Lixx has been working with (area D), thinking that he might be able to bind or destroy them. As such he knows quite a lot about **Hellwasps** and trades information about them and how to destroy the Hellfire Bloom in exchange for a binding promise to use it against Lixx. Of course, unless bound by contract, Sabriel reports the presence of the meddling characters to Dean Quagrem a few minutes after they leave his area.

Sabriel has a poor memory and relies on his research assistant to take notes in the book on the podium.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **conjurer** and the remaining has no 5th-level spell slots remaining.
- **Weak:** Remove one **conjurer**.
- **Strong:** Add one **conjurer**.
- **Very Strong:** Add two **conjurers**.

SUCCESSFUL DESTRUCTION OF THIS EXPERIMENT

In order to count as successfully destroying the characters must:

- Destroy the arcane circle.
- Destroy Sabriel's notebook.
- Extinguish the hellfire trap.

TREASURE

In the podium is a *potion of fire resistance*.



SCENE I. FAILED

EXPERIMENTS

This locked room is used to store hellfire that has been used in failed experiments in case they might be useful in the future. Unfortunately, the samples are highly unstable. Shelves are embedded in the ice, each within a crystal container marked with a rune. The lids on each are not sealed and can be simply lifted up. On the northeastern wall are shelves with red, yellow, and orange flames. To the southwest are shelves with green, blue, and purple flames.

On the wall there is a poster depicting a surprised imp with a scorched face and blast marks on the wall behind it, looking into an open jar. Written in Infernal, the caption reads “Safety First! Only trained personnel should handle or dispose of hazardous materials.”

SAFE DISPOSAL

Getting rid of the failed experiments requires the characters to carefully mix the opposing experiments. But sadly, it's not that easy. Magic cannot affect a jar or the hellfire within while it is on a shelf. The experiments are highly unstable and if picked up, the hellfire within begins to seethe and flare. The creature picking up any jar the character must succeed in a DC 10 Dexterity (Acrobatics) check or the lid slips and the hellfire within is exposed to the air. Creatures adjacent to the jar suffer 10 (3d10) fire damage. If the jar is not dumped into an opposing experiment within 1 round, or if it is mixed with the wrong experiment, it violently explodes filling the room. All creatures in the room suffer 21 (6d6) fire damage and 21 (6d6) necrotic damage. A successful DC 20 Dexterity saving throw halves this damage. Unmoved jars are warded and are not damaged by the explosion.

Rune	Language	Color	Opposite
Fruit	Draconic	Red	Green
Seed	Abyssal	Green	Red
Water	Primordial	Blue	Orange
Fire	Infernal	Orange	Blue
Dawn	Celestial	Yellow	Purple
Dusk	Undercommon	Purple	Yellow

SUCCESSFUL DESTRUCTION OF THESE EXPERIMENTS

In order to count as successfully destroying the characters must:

- Detonate or neutralize all six samples.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Decrease the saving throw DC by 2 and the damage by 5 each.
- **Weak:** Decrease the saving throw DC by 1 and the damage by 2 each.
- **Strong:** Increase the saving throw DC by 1 and the damage by 2 each.
- **Very Strong:** Increase the saving throw DC by 2 and the damage by 5 each.

SCENE J. GRINTOSALIMDUL ORPHEOMANCY LABORATORY

This laboratory is devoted to controlling creatures' perception by coloring reality with their dreams. A comfortable bed is next a large rotating orb. The orb is pierced by several star shaped holes, allowing the Hellfire within to cast flickering shadows and motes of light upon the walls. Inexplicably, many of the images do not match the holes in the orb.

AREA INFORMATION

This area features:

Comfy Bed. Any creature laying on the bed begins to daydream and can now hear no one but Lullanne, who starts asking leading questions. The dream projector creates infernal shadowy versions of their dreams. These hellfire dreams are hostile to everyone else. While a creature is in the bed, the doors to this room cannot be opened.

Hellfire Dream Projector. Any creature touching it suffers 21 (6d6) fire damage. It can be extinguished by a *dispel magic* versus an 8th-level spell, doing 50 points of psychic damage, or destroying the sphere with a hellfire dream. If the sphere is destroyed with a dream it gutters and snuffs out forever.

CREATURES/NPCs

Lullanne Nightwhisper (elf **enchanter**) has been trapped in the Nine Hells for over twelve centuries. Her contract with the Lord of the Eighth has required her to continue researching dreams and sleep until Mephistopheles accepts one of her research projects as useful for deployment in the Blood War or in capturing him more magical secrets. Unfortunately, Mephistopheles has forgotten about her.



HELLFIRE DREAMS

Complex trap (level 11–16, dangerous threat)

Shadowy dreams cast by hellfire dance menacingly across the walls and attack those in the room. The DM should flavor the shadows created based on the dreams described by the dreaming character. Lullanne makes every effort to direct the character to describe their worst fears.

Trigger. A creature lays in the bed and begins to describe their daydreams, causing the creatures and events of their imagination to appear.

Initiative. The trap acts on initiative count 20 and 10.

Active Elements. The creatures and dreams take on a foul and hostile countenance.

- **Dream Attack (Initiative 20).** Each creature in the room except the dreamer and Lullanne are attacked by a shadowy form. The shadowy form makes a +8 melee attack and does 55 (10d10) psychic damage if it hits.
- **Thunderous Roar (Initiative 10).** The shadowy creatures snarl and roar. All creatures that can hear must succeed on a DC 15 Wisdom saving throw or be frightened.
- **Constant Element – Swirling Stars.** At the start of a creature's turn, they must attempt a Wisdom saving throw. On a failed save, the creature becomes charmed until the beginning of its next turn. While charmed by this spell, the creature is incapacitated and has a speed of 0.
- **Countermeasures.** The Hellfire Dream Projector can be neutralized as described above, and the Hellfire Dreams can be mitigated or ended the following ways:
- **Awaken the Sleeper.** If the sleeper takes damage, or someone uses an action to shake or slap the sleeper, the sleeper makes a DC 15 Wisdom saving throw to waken, ending the effect.
- **Kill the Therapist.** If Lullanne is incapacitated or killed, the shadow forms make their attacks at disadvantage.

Objectives/Goals. Lullanne wishes to escape her contract but realizes that it's unlikely to happen anytime soon. She hopes that if she is very successful, or ingratiates herself to Dean Quagrem, the **pit fiend** will put a mention of her work in his regular reports to Mephistopheles. The best way to do that is to successfully use her research on the characters and capture them, or failing that, help her fellow research colleagues to capture one the characters.

What Does She Know? Lullanne knows about her fellow colleagues, but most of them ignore her. Trilmeiad the **horned devil** has been particularly unpleasant towards her. His lab is always dirty and noisy and not at all conducive to her sleep experiments. She tries to convince the characters to meddle with Trilmeiad's work and fights to defend her research.

TREASURE

Lullanne has a *potion of clairvoyance* and a *scroll of dominate person*.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Decrease the damage of the shadow forms by 11 (2d10) and their melee attack bonus by 1.
- **Weak:** Decrease the damage of the shadow forms by 5 (1d10).
- **Strong:** Increase the melee attack bonus of the shadow forms by 1.
- **Very Strong:** Increase the melee attack bonus of the shadow forms by 1 and damage by 5 (1d10).

SCENE K. HELLFIRE GENERATOR

This room contains the original source of Hellfire that all of the other hellfire in the laboratories were created from. Due to its value, it is stored in its own demiplane that can only be access via the puzzle gate in area G.

The room is made of the same plates of green infernal steel frozen in blocks of ice as the rest of the chambers previously seen. The demiplane's existence is powered by the hellfire generator and if it is slain, it rapidly collapses in a few minutes.



CREATURES/NPCs

The hellfire has corrupted the heart of the machine and it has begun to mutate it into a vicious construct that seeks to violently kill any life that enters its prison. It cannot be reasoned with in any way. It uses the statistics of a **hellfire engine** with following modifications:

- **Arcane Vulnerability.** The hellfire generator is susceptible to effects that disrupt magic. A successful dispel magic versus an 8th-level spell that targets one of its hellfire weapons causes that weapon to shut down for 1 hour. An antimagic field causes all of its hellfire weapons to be suppressed.
- **Death Burst.** When the hellfire generator dies, it explodes in a burst of five elements. Each creature within 10 feet of it suffers 11 (2d10) acid, cold, fire, lightning, and thunder damage each. A single successful DC 20 Dexterity saving throw halves each of the elemental damages.

Objectives/Goals. Destroy all life.

What Does It Know? That it must destroy all life.

WRAP-UP: CONCLUDING THE ADVENTURE

If the characters return successfully, Pipypap welcomes them with a grand meal, which to be honest, he has already mostly eaten.

- If they located any clues to the whereabouts of the cookie bag, he is very grateful and offers each character a potion of greater healing.
- If they return with Lesser Pipypap in tow, Pipypap is very curious to learn how he was made. He also thinks Lesser Pipypap is great, like a little brother or a puppy. Lesser Pipypap vows eternal revenge on the characters; but not until after he gets a meal.
- If the characters successfully destroyed the research projects as promised, the ice devils gift them with a huge chest of gold.





REWARDS

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

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
3	200 gp	1,600 gp

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items:

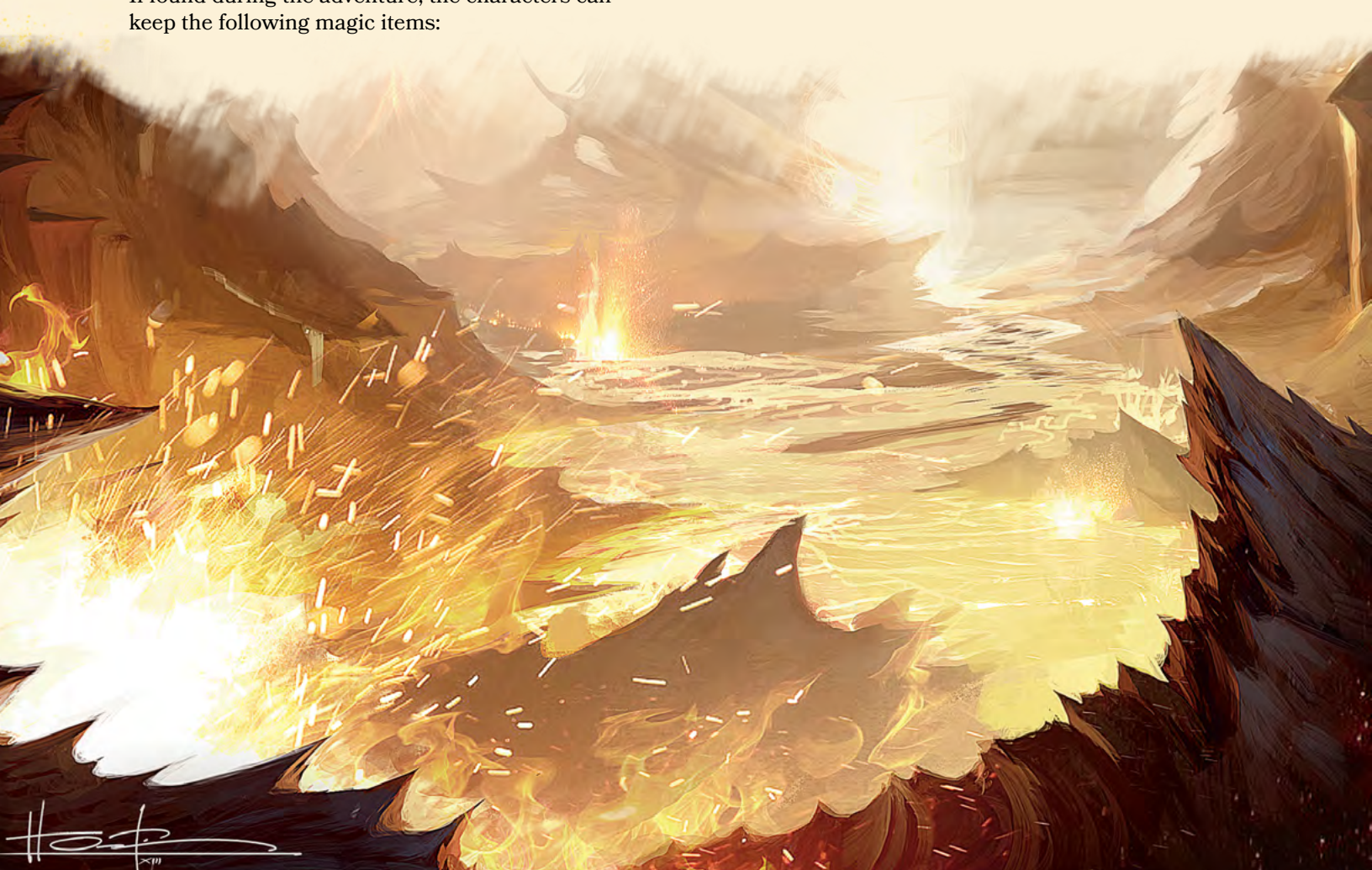
- *Staff of Frost*: This staff is covered in carvings of infernals reading various tomes. If placed atop an open book, the staff reads the book aloud with a deep, inhuman voice, using the language the book is written in.
- *Potion of Clairvoyance*
- *Potion of Fire Resistance*
- *Potion of Greater Healing* (1 each)
- *Potion of Poison*
- *Potion of Supreme Healing*
- *Scroll of Dominate Person*
- 5 *Soul Coins*

DUNGEON MASTER REWARDS

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.





NESSUS: TWICE AS NICE FOR HALF THE PRICE

"I call it 'truthful hyperbole.'"

—Donald J. Trump

Estimated Duration: 4-6 hours

D ***DAL00-11f Twice as Nice for Half the Price*** is a tier 4 adventure by Alan Patrick, optimized for 18th-level characters that takes anywhere in Faerûn and Nessus, the Ninth Layer of Hell.

BACKGROUND

The imp, **PIPYAP**, has long desired a promotion from his current role into something more suitable for his goals, and he's found tools to help him get there. The biggest problem is that his special goodie bag has once again gone missing.

Through much coercing, cajoling, and cashing in of favors, he's learned that the bag is currently held by a devil named **XAK'THAR**. Unfortunately, Xak'thar is deep within the hellscape of **NESSUS** and is considered by most to be an all-around sour individual.

Getting to Nessus isn't as easy as it used to be now that the lower Hells have been sealed off. Pipypap is currently unable to enter the Hells but has discovered that the merchant **FAI CHEN** holds a few select secrets, including the knowledge of how to travel through secret passages and lost labyrinths.

Pipypap knows that this is a significant gamble, sending mortals to the Hells on a quest to retrieve his trinket. Once they return, he has only a small window of opportunity to enact his final plan...

EPISODES

The adventure's story is spread over three **story episodes** that take approximately **4 hours** to play. These episodes are introduced by a **Call to Action**.

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Episode 1: So I've Got This Thing.** A visit to Fai Chen's caravan is nothing out of the ordinary—but receiving an impassioned plea for help from an imp is. This is the **Call to Action**.

- **Episode 2: Ordered Chaos.** The characters visit with Mahadi, who tells them how to reach Nessus. Once there, they must determine how best to enter and interact with the other creatures in the Gorge of Slaughter. This is **Story Objective A**.
- **Episode 3: Details, Schmetails.** As expected, Pipypap's explanation of the situation has left much to be desired. The pit fiend is a legendary creature indeed, central to the operations of not only the Gorge but is also a trusted agent of Asmodeus. This is **Story Objective B**.

EPISODE SEQUENCE

Depending on your time constraints, play style and environment, this adventure takes approximately four-to-six hours to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **4 hours**.



EPISODE 1: SO I NEED THIS THING (CALL TO ACTION)

Estimated Duration: 45 minutes

SCENE A. ALL SIGNS POINT TO HELL

The characters are celebrated adventurers, each with their own resources and contacts. Even so, it's hard to pass up a visit with the renowned merchant Fai Chen, for the trader often has goods from all over Faerûn that are otherwise impossible to obtain.

The merchant's caravan of wagons and assistants has grown, as it appears that life and trade have been exceptionally good of late. Rich, vibrant silks and bolts of cloth can be seen, and exotic, strange foods are available for free as snacks for "qualified shoppers" (such as the adventurers). The merchant has grown from operating his own wagon to managing a cluster of allied salesmen all in his employ.

The group should have a few minutes to explore the trading post before Pipypap approaches them.

AREA INFORMATION

This area has the following features:

Wagons. Numerous wagons, each with a salesman or merchant inside, await the next walk-up customer.

Lighting. Twinkling orbs of magical light float lazily between the wagons, providing bright light in a shimmering cascade of colors.

Smells & Sounds. Pungent spicy odors make the mouth water, mixed with the musty scent of long-folded clothes and parchments. Merchants call to each other, and to customers such as the adventurers, from their wagons. It's entirely feasible to set this in a carnival-type atmosphere with dozens of other people present.

CREATURES/NPCs

Two notable NPCs dwell here: Fai Chen and Pipypap. For more information about these individuals, refer to **Scenes B** and **C** respectively.

DEVELOPMENT

The characters are free to interact with the Trading Post as they see fit. Once they begin speaking with either Fai Chen or Pipypap, move to their Scene. The characters may move between **Scenes A, B,** and **C** as needed. Ultimately, they should either secure their own passage to Avernus or work out a deal with Fai Chen to get there.

SCENE B. SPECIAL IMP SECRETS

Once the characters have had some time to check out the Trading Post, Pipypap approaches them.

AREA INFORMATION

Refer to **Scene A**.

CREATURES/NPCs

Pipypap (an imp) has been hiding in this area, waiting for suitably powerful adventurers to arrive. It's entirely possible that he has interacted with these characters before, but in the case that he has not he is simply attracted to their raw power and "obvious display of, y'know, ability, AY!"

PIPYAP ON... TAKING DAMAGE

"I'M NOT, Y'KNOW, REAL KEEN ON BEING TOUCHED. NOT BY WEAPONS, NOT BY SPELLS, AND I CERTAINLY WON'T BE SHAKING ANY HANDS. NO, NO, NO, IT'S NOT BECAUSE I FEAR DEATH — I'D JUST GO TO AVERNUS — BUT BECAUSE YOU MORTALS ARE A STINKY, FILTHY LOT. YOU'RE NOT BAD, THOUGH. YOU JUST HAVE A SCENT."



Objectives/Goals. Pipyap has lost his bag, and he knows that although he pulls cookies from it, he's pretty sure that the bag can do a lot more. He shares that the bag is a source of power but honestly does not know the limits of its ability – just that it's potent and shouldn't be in the wrong hands. Losing the bag brings him a small amount of shame but doesn't seem to be a singular occurrence, as he freely admits to losing it on multiple previous occasions.

What Does He Know? Through his own scouting, Pipyap has learned that the bag is currently held by a devil by the name of Xak'thar. Unfortunately, Xak'thar is in Nessus and Pipyap can't go there, though he knows that Fai Chen can get the characters to Avernus (and thus, Nessus) if they can't do it themselves.

THE COOKIE BAG

Pipyap explains with great glee that his trusty cookie bag provides him with a never-ending supply of foodstuffs. In fact, it seemingly provides whatever the bearer requires – but the imp prefers cookies (of all types, he's not too picky). Even so, he openly admits to having an inkling that the bag might be able to do more than just make food, and he's does whatever it takes to convince the characters to get it back. He shares:

- “The bag is held by a devil named Xak'thar. Xak's a mean 'ol thing. Vicious. A real jerk.”
- “Do you want a devil to have unlimited power? Because this is how you give unlimited power to a devil.”
- “Did you know that if a devil gets unlimited power, Asmodeus comes in the night and takes your teeth? Well, that's false, because he won't. He'll be too busy DESTROYING THE WORLD.”

NESSUS

Feel free to summarize the general description of Nessus to the characters. Pipyap knows this much, and it's likely that the characters are also at least superficially aware of this layer of Hell. As the home of Asmodeus, it shouldn't be a secret or surprise that it's both incredibly hostile to mortals and home to many very powerful devils.

FAI CHEN

The imp has a strange sort-of respect for the merchant, going so far as to claim that, “He's more than he appears to be; real resourceful, that one. Always seems to be around.” If the characters have no way to get to Avernus, Pipyap lets them know that Fai Chen, “has the stink of planar travel on him like you wouldn't believe.”

TREASURE & REWARDS

Once the characters agree to Pipyap's request, he gives the characters a small doll with a pull-string protruding from its back. The doll appears to be a city guard from Waterdeep, complete with a halberd and tiny tin badge, and if the string is pulled it says:

“Halt yon, and 'ware the spicy mango!”

If asked what this means, the imp simply giggles and says that he's not sure but that it positively terrifies Xak'thar, “so you can, y'know, do what you need to with that.”

The item is not magical, though any character with at least one ninth level spell slot or that is proficient in both Arcana and Insight determines that this is a key phrase for a latent enchantment that is affecting Xak'thar. Casting a *legend lore* spell reveals that Pipyap has been cuddling with and drooling on this doll for at least a few years.

SCENE C. HAVE I GOT A DEAL FOR YOU!

Fai Chen, a Shou merchant, is eager to make a deal that could change the character's lives forever.

AREA INFORMATION

Refer to **Scene A**.

CREATURES/NPCs

Fai Chen (human Shou male, middle-aged) is a trader and merchant extraordinaire. He glides from wagon to wagon to check in on the progress of deals that might be made and to visit with customers old and new. He has a limp, white mustache that dangles past his chin and shiny white hair, combed smooth and gathered in a ponytail behind his head.

Objectives/Goals. Fai Chen desires to make deals as often as possible as he prefers to sell his entire stock cycle in a tenday.

What Does He Know? His trades are not exclusive to physical products, as he is knowledgeable in planar travel as well. Once per day, he has the ability to cast *plane shift*; when doing so, he requires no components and can only travel to Avernus.

THE TRADING POST

If you are running a public event that has been approved to run the Fai Chen Trading Post, each character present can immediately purchase a consumable magic item or trade for a permanent magic item (based on availability; check with the event administrators).



If not, each character present instead can purchase a potion or *spell scroll* using the prices shown in Appendix A of *Xanathar's Guide to Everything*, in the "Buying and Selling" section.

NESSUS

Fai Chen isn't expressly familiar with Nessus but does know that all planar travel to the Nine Hells must start with Avernus. Luckily, he's got a contact there: another merchant by the name of Mahadi. "Mahadi taught me everything I know, and even a few things that I've long since forgotten." Fai Chen can get the characters to Mahadi and Avernus if they so desire, but it costs them one or more magical items (consumable or permanent, it matters not):

- 1 legendary item; or
- 2 very rare items; or
- 4 rare items; or
- 8 uncommon items; or
- A total of 10 downtime days per character present (can be paid in any mix from any number of present characters), as a sign of work that they perform, "at a later date."

Fai Chen has no intention of claiming permanent ownership of those items, but requires these items be left behind so that he can study them for a tenday and potentially create arcane schematics of them for his upcoming sales events.

If a character seems attached to a specific item, consider having Fai Chen make a hard case for it though he can be convinced to take something else. If the characters surrender one or more items in this manner, be sure to let them know that they can have it back at the end of the adventure.

A successful DC 22 Charisma (Persuasion) check reduces downtime days needed by half or convinces Fai Chen to accept a single very rare item. This check is attempted one time only.

PIPYAP

The merchant is familiar with Pipyap. If asked, he simply says, "the rotund winged one has many secrets and deals equally in lies and explosive truths." He shares no further opinion on the imp.

THE COOKIE BAG

If the characters bring up the matter of the cookie bag with Fai Chen, he immediately becomes much more interested once they share any details. He offers to send the characters to Avernus (and thus, to his ally Mahadi) without requiring the surrendering of one or more magic items or downtime days on the condition that they bring the cookie bag back to him, "and I will pass it to the imp, yes, yes." He refers to this as, "a casual but binding verbal contract" and winks, a sly grin playing across his face.

CALL TO ACTION

Pipyap has tasked the characters with the following:

- Find Xak'thar somewhere in Nessus.
- Bring back the cookie bag to either Fai Chen or Pipyap.





EPISODE 2: ORDERED CHAOS

Estimated Duration: 90–180 minutes

WANDERING EMPORIUM

PREREQUISITES

The characters must have entered the portal to Avernus in **Episode 1**.

OBJECTIVES

The blasted landscape of Avernus, the first of the Nine Hells, holds the Wandering Emporium of the raksasha Mahadi. The characters must negotiate passage to Nessus with the merchant.

CREATURES/NPCs

The rampant chaos of Avernus has an underlying order if one knows where and how to look. Hordes of devils fly overhead while terrifying dreadnaughts can be seen in the near distance, but none of them come near Mahadi's Wandering Emporium.

Later, once the characters arrive upon Nessus they are faced with the Gorge of Slaughter. Devils of all kinds can be found here along with their minions; powerful undead and even terrifyingly well-equipped mortals are spotted. It is truly a magnet for all things that exist and persist in the Nine Hells. Xak'Thar the Twin rules the Gorge with four iron fists, and only emerges from its chambers to take on the current would-be champion.

AREA INFORMATION

The arid hellscape of Avernus is a sight to behold, but adventurers at this stage of their careers have likely been here—or somewhere worse—before. You are free to embellish as needed, so long as the focus remains on Mahadi's Wandering Emporium. No layer of the Nine Hells can be teleported in to or out of save for Avernus due to Asmodeus' decree.

The tradeways are a bit like walking along a Möbius strip; essentially, it's a travel path that exists in both two- and three-dimensional space. As a location that exists simultaneously in all of the Nine Hells, none of the Nine Hells, and somewhere in between, it is quite the fantastic location. Knowledge of its full capabilities is known only to Asmodeus and Mahadi, though safe passage can be secured for the right price.

PLAYING THE PILLARS

Combat: Mahadi is a crafty combatant, and as an agent of Asmodeus likely has more tricks than standard raksasha stat block would allow. He isn't keen to kill but loves a good challenge.

Exploration: Journeying through the tradeways is a very special trip, indeed. Play up the “alternate reality” experience of it and allow them glimpses of each of the other layers of the Nine Hells.

Social: Every devil in the Nine Hells has a price, and they all have something to offer or sell. Encourage the characters to interact this way, and don't shy away from a good deal!





TREASURE & REWARDS

Mahadi's Wandering Emporium has access to many fine wares, and it's likely that the characters discover a hidden cache during their journey through the tradeways.

SCENE A. THE RESOURCEFUL RAKSASHA

The characters have been delivered to Mahadi's Wandering Emporium on Avernus.

OBJECTIVES

Having been given direction from Pipyap and Fai Chen, the characters need to negotiate safe passage to Nessus with Mahadi.

CREATURES/NPCs

If you have access to *Baldur's Gate: Descent into Avernus*, you can use all the information in that adventure to flesh out the personalities that travel within Mahadi's Wandering Emporium. Otherwise, the only creature present is Mahadi.

Mahadi (**raksasha**) has a keen eye for business and a desire for the order that contracts bring. As an agent of Asmodeus, he can travel anywhere in the Nine Hells and can create soul-binding contracts as if he were an archdevil.

Objectives/Goals. Mahadi's goals are simple: to gather more souls, both for himself and Asmodeus. Be it through trade, contract, or asset recovery, Mahadi always comes out ahead.

What Does He Know? He can get the characters to Nessus via the hidden tradeways and he knows the challenges that they face when they arrive upon Nessus. If asked about Xak'thar, he explains that some **pit fiends** are worse than others, but, "Xak'thar may be of two minds. That one is thankfully unique."

DEVELOPMENT

Mahadi is always keen to see more intrepid champions in the Nine Hells, for strife brings opportunity—and as the preeminent merchant of this realm, more business is better. He listens to the characters should they engage in discussion with him about their task. References to Pipyap are met with an exaggerated eyeroll, while mentioning Fai Chen brings a smile to his face.

Respectful Interactions. If the characters interact with Mahadi respectfully, they are shown safe passage through the tradeways for the low cost of two *soul coins*. This can be negotiated down to a single *soul coin* with a successful DC 22 Charisma (Persuasion) check; this check can

only be attempted once. If the characters promise to surrender Pipyap's *cookie bag* to Fai Chen, he instead provides the information about the tradeways for free.

Antagonizing Mahadi. If the characters prove disrespectful, rude, or aggressive, Mahadi provides directions to the tradeways and charges them nothing. This is further developed in the **Path of Most Resistance** section, under **Traveling the Tradeways**.

THE WANDERING EMPORIUM'S WARES

Mahadi has access to all the resources of the Wandering Emporium as shown in Baldur's Gate: Descent into Avernus. If you do not have access to that adventure, he can offer the following in exchange for that character's eternal soul:

- **True Resurrection.** Mahadi arranges for a recovery team to cast *true resurrection* on a character, should they die.
- **One Legendary item.** Mahadi grants one character a single legendary item of their choice for the duration of this adventure. This item is not unlocked. Valid items to choose from: *rod of lordly might*, *defender* (greatsword), *scarab of protection*. These items are not available if the characters attack Mahadi, as they are magically whisked away elsewhere. This item is granted directly to the adventurer; it is not unlocked for anyone and can't be traded away.

Mahadi is clear in that this deal would transfer ownership of that character's soul to him. Should the character die again after resurrection or after accepting one of the listed items, they are permanently removed from play. This price can't be negotiated.

He also sells *soul coins*. These coins cost 40 downtime days of hard labor in Mahadi's service. These downtime days are spent at the end of the adventure. He sells only one soul coin to each character at this price.

TRAVELING THE TRADEWAYS

The tradeways are essentially the "back roads" that connect the Nine Hells now that Asmodeus has decreed that magical travel can't take place to anywhere except Avernus, the first layer of the Hells. As Nessus is the ninth layer, this path is winding and rife with possibility. The tradeways weave in and out of each of the layers of the Hells, and the **Tradeways Events & Complications** table provides suggested encounters by layer, though you could simply roll a d20 for a more random path.



Path of Least Resistance. If the characters were respectful in their interactions, roll a d20 twice (ignoring identical rolls) or choose two encounters from the **Tradeways Events & Complications** table as the characters travel to Nessus. Mahadi is powerful but is no fool and wishes to test the characters.

Path of Most Resistance. If the characters antagonized Mahadi, their path is perilous and fraught with danger. They arrive upon Nessus, but only after five days and having encountered significant opposition. The characters encounter every entry on the **Tradeways Events & Complications** table, in order, except for entries 19 and 20. If the characters attacked Mahadi, increase the saving throws by 2 and add one creature to each encounter. The characters arrive upon Nessus with no Hit Dice remaining as a result of their trials on the tradeways.

Resting. Mortals can't benefit from rests while they travel the tradeways. There are too many devils, and the eyes of both Asmodeus and Mahadi are always upon them.

STORY OBJECTIVE A

Story Objective A is assigned simply by virtue of discussion with Mahadi. It is successfully completed by surviving the journey to Nessus and having meaningful interactions along the tradeways.

TREASURE

An abandoned cache of goods is located at one point during the journey. It includes a tattered black robe, an unreadable book with dark blue covers and silver runes, a *soul coin*, a *potion of speed* in a lead vial, and a *spell scroll* of *maddening darkness* written on a leather sheet of curious, indeterminate origin.

TRADEWAYS EVENTS & COMPLICATIONS

d20 or location	Complication
1 Avernus	Three red abishai are embroiled in a debate about the nature of their mission for Tiamat. They spot the characters as they draw close.
2–5 Dis	Four devourers waylay the characters, springing from the rock and slaving for mortal flesh!
6 Minauros	Two characters chosen at random accidentally trigger a potent, <i>hidden glyph</i> (DC 28 to spot, DC 35 to disarm) and are affected by <i>feblemind</i> (Intelligence DC 24).
7–10 Phlegethos	The characters run afoul of a pair of venerable liches . They are also subjected to <i>mass suggestion</i> (Wisdom DC 24); failing this saving throw requires them to “offer their soul as collateral to the next devil that offers them a deal.”
11 Stygia	Ancient wards sputter and flare as a lost language, stuffed with apparating arcane symbols, gurgles from the very air. Each character is subject to <i>bestow curse</i> (Wisdom DC 24; Wisdom or Dexterity ability checks and saving throws, lasting until dispelled).
12–15 Malbolge	Mahadi long ago contracted a marut to patrol the tradeways, keeping the route free of travelers save for himself. It has been granted the ability to use lethal force if needed. It announces its mission loudly and is susceptible to illusions involving Mahadi.
16–18 Maladomini	The borders between the layers of the Nine Hells tear at the characters. They must each make a DC 24 Constitution saving throw. If all characters succeed, they emerge unscathed. If half or more of the characters fail, all characters gain two levels of exhaustion as they work together to escape the twisting energies and rending magical auras. Otherwise, each character gains one level of exhaustion.
19	Roll twice, ignoring rolls of 19 or 20
20	Roll three times, ignoring rolls of 19 or 20.



SCENE B. ENTERING THE GORGE

The coordinated chaos of the Gorge of Slaughter calls to those that witness it. Blood, rage, combat, and death await those that enter!

PREREQUISITES

The characters must have interacted with Mahadi and secured passage through the tradeways to Nessus.

OBJECTIVES

Now that the characters have made it to Nessus, they must make their way into the Gorge of Slaughter. They're close, but oh so far!

AREA INFORMATION

The Gorge of Slaughter is perhaps the most chaotic area in all the Nine Hells, though why Asmodeus permits it to exist is known only to him.

Bloody Fervor. For every hour spent inside the Gorge, a creature must make a DC 25 Wisdom saving throw. If they fail, they must attack the nearest creature in the Gorge that succeeded on the saving throw. This effect only ends when the creature leaves the Gorge for more than one hour. **Pit fiends** and archdevils are immune to this effect.

Blood Rock. The Gorge has been dug out from blood rock, a special type of stone that has been magically altered to increase and reward aggression. Attacks are considered critical hits on rolls of 18 or above, and any attack roll that is a natural 20 grants 1d10 temporary hit points to the attacker. These hit points stack with other temporary hit points.

Raging Crowds. Huge groups of visitors to Nessus are pouring into the Gorge. Many of them are devils, but tieflings, humanoid cultists, and worse can be spotted if the characters spend any time looking. Every visitor is assumed to have failed their saving throw against the *bloody fervor* effect.

DEVELOPMENT

The characters are free to attempt to gain entry how they see fit. Encourage them to describe how they earn their access — they could disguise themselves as wandering visitors or damned souls, purchase passage through the gates (the devils prefer the admission cost to be the sacrifice of a sentient being, but settle for a limb, a *soul coin*, a contract for their soul, or something similar). They begin this scene unnoticed but that won't last long!

If the characters treated Mahadi with respect during their earlier interaction, or if they overpaid

him, they find that a pitiful, melting **lemure** apparates from seemingly nowhere. This sad creature mimes out a short scene depicting the effects of *bloody fervor*, then offers each character a small piece of itself, indicating that they should consume it. If they do, they are immune to those effects for 2 hours and for the same duration are also subject to *Rary's telepathic bond*, which includes Mahadi. Dispelling the bond requires a DC 22 *dispel magic*, which also dispels the immunity. This immunity treats them as if they've failed the saving throw, which Mahadi explains gleefully as "just a little trick, nothing more, but tarry not."

Once past the gates, the characters can mingle with the crowd (if they can manage a way to deal with the *bloody fervor* effect, that is), visit the merchants near the bottom of the pit, or otherwise busy themselves while some of the exhibition fights take place.

Should the characters prove to be aggressive, they are overwhelmed in due time and cast down into the pit to fight for their freedom. They can be added to any of the exhibition fights, or if time is of the essence—or if they've committed some truly grievous offense—you can simply move to the fight with Xak'thar the Twin.

Xak'thar the Twin. Many of the visitors excitedly speak of Xak'thar's impending arrival. The **pit fiend** is known to be a brutal but fair combatant and is enjoying an undefeated streak that has now lasted for nearly a decade.

THE GORGE OF SLAUGHTER

Several areas of importance can be easily identified inside the Gorge of Slaughter.

Area 1; The Floor. Referred to simply as "the floor", the bottom of the gorge is often covered in blood and broken bodies. Numerous traps are thought to be present beneath the debris. The exhibition fights take place here, and any creature that enters this area is considered to have engaged in and agreed to this arrangement; per Asmodeus' will, there can be no escape (even via magical means) unless they are declared the victor.

Area 2; Merchant's Hall. Various devils hawk their wares here, from peddlers of thankfully unidentifiable meat to potions and scrolls (up to uncommon rarity; all 50 gp each). A few devils engage in the trade of damned souls that have been compressed into *soul coins*; these cost 20 downtime days and only one coin can be sold to any single character.

Area 3; Xak'thar's Chamber. The conjoined twin **pit fiends** live in this cramped space. The northern doors are always locked, but the secret doors to the east and west are discovered by extremely



skillful explorers—though finding one's way into the quarters of not one but two **pit fiends** is not the wisest idea. If encountered here, Xak'thar is a gleeful combatant and fights as long and as hard as possible. Pipyap's *cookie bag* is hidden away in one of Xak'thar's pouches and can't be acquired unless the **pit fiends** are defeated.

Area 4; Twisting Halls of Truth. These short passages are rumored to be affected by a permanent *zone of truth* spell. While the rumor is true, the real danger lies in the secondary, hidden enchantment: anyone that voluntarily utters a lie in this space finds themselves swallowed by the ground, then spat out below into the vast and empty nothingness that lies beneath Nessus. A creature that is sent to the nothingness is immediately and irrevocably dead, as only Asmodeus can retrieve them. A vicious **gynosphinx** named Kayelli prowls the area, trapped here by Asmodeus for some transgression; she relishes the opportunity to engage in wordplay with those that come near. If attacked, Kayelli prefers to manipulate time and make good her escape if possible; if destroyed, she simply reforms 1d10 hours later. Kayelli can be freed from Asmodeus' curse by crafting a joke that makes everyone laugh; however, as she has no sense of humor, she assumes that this is an impossible task—and she hates the archdevil for it.

Area 5; Trophy Hall. Every pillar in this hallway sports a grisly trophy. The visitors remark that these are the past champions of the Gorge, though if they're saying "past" or "passed" is uncertain.

Area 6; Recovery Rooms. The large exterior chamber houses a cloud of rapidly speaking imps that describe the entirety of **Area 6** as "recovery rooms"; a successful DC 20 Wisdom (Insight) check reveals that this description isn't entirely correct. Upon investigation, the four satellite chambers in **Area 6** can be locked from the outside, and when this happens the chamber is filled with acid. This causes 100 acid damage per round (20d10) and dissolves the occupant, leaving only their magical gear to be recovered and used by another fighter in the Gorge. Some of the visitors know this and share it if properly bribed. If the characters attempt to rest here, there is a 50% chance that a trio of **bone devils** attempt to lock them in and trigger the trap.

EXHIBITION FIGHTS

A series of exhibition fights take place at the base of the Gorge, with the winner moving forward. Each match only takes a few minutes, and after four rounds Xak'thar the Twin emerges to defend their title as the reigning champion. These fights serve as a backdrop as the gathered devils place wagers, shout obscenities, and throw debris (sometimes including smaller devils or those that can't prevent

themselves from being thrown) onto the field. Nothing prevents the characters from interfering with one or more of the fights, or even replacing one of the listed matches, but if they're caught trying to be sneaky, stealing from merchants, or something similar they are tossed into the pit to fight for their freedom. Fleeing the Gorge after having been thrown in draws the ire of not only the assembled patrons but also of Asmodeus himself; you need to create a way for the characters to complete the adventure or simply fail at your discretion.

Round One. The first match features a trio of red-robed **archwizards** (two humans and one dragonborn) facing off against a group of devils (four **chain devils** and two **bone devils**) and a **devourer**. The **devourer** wastes no time in making a grotesque demonstration of consuming one of the humans early in the match, demoralizing the others.

Round Two. Two dwarf **grave clerics** sporting the holy symbol of Tiamat enter the fray, accompanied by one **red abishai**.

Round Three. A trio of captured **mariliths** are unceremoniously dumped into the pit.



DWARVEN GRAVE CLERICS

The dwarven grave clerics using the normal statistics of a warpriest with the following additions:

- The dwarf grave cleric has 60 ft. of darkvision.
- **Dwarven Resilience.** They have advantage on saving throws against poison, and they have resistance to poison damage.
- **Path to the Grave:** As an action, the grave cleric chooses one creature it can see within 30 feet, cursing it until the end of your next turn. The next time it or an ally hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.

MOVING ON...

After three rounds are complete, move on to **Episode 3**.



EPISODE 3: DETAILS, SCHMETAILS

THE GORGE OF SLAUGHTER

PREREQUISITES

The characters cannot begin this episode until all the exhibition fights have been completed.

OBJECTIVES

Things were not as easy as Pipypap told them, but the characters still need to get the *cookie bag*.

CREATURES/NPCs

Xak'thar the Twin has emerged from its pod to face either the champion of the exhibition rounds or the characters. This **pit fiend** is two creatures — a conjoined twin! It moves with preternatural grace and has a palpable aura of evil and viciousness. Its heads speak in near unison but with just enough delay to ensure that its sounds utterly alien, as if struggling to speak; it prefers to use the Infernal tongue, but slides between that, Common, or some mix of the two. With four legs, four arms, and two heads, it is truly a terrifying sight.

Objectives/Goals. Xak'thar controls Slaughter Gorge and cements its reign through unmitigated aggression and bloody demonstrations of power. It has been tasked by Asmodeus to ensure that the weak are eliminated and to see that the strong and crafty are sent to the known worlds.

What do they know? Xak'thar knows that it serves at the pleasure of Asmodeus, and that the roaring crowds are the best indicator of its performance to the ruler of Nessus. It knows that defeat is an option, and although it has several layers of protections, it is confident that its reign is not eternal — but the battle that brings about its undoing will be glorious!

AREA INFORMATION

This episode is intended to take place at the bottom of the Gorge (see the map in **Episode 2**). Xak'thar is the lord of this part of Nessus, and as a reaction, summons one creature in the area to an adjacent space. There is no saving throw for this. Similarly, if Xak'thar determines that a creature can't leave the Gorge of Slaughter, they are bound to this place until they convince the **pit fiends** that they should be permitted to leave. You are free to determine if the characters have earned such pity.

PLAYING THE PILLARS

Combat: Fighting Xak'thar (or the fiendish alternate) should present a significant challenge. Feel free to add traps from *Xanathar's Guide to Everything* as needed if the characters are very powerful.

Exploration: The environment of Slaughter Gorge is rife with interesting terrain features. Pits, broken columns of stone, small fields of razor-sharp stones, and more dot the landscape. Encourage the characters to use this to their advantage.

Social: Xak'thar is brutal but is no fool. If the characters reason their way through and offer to face another powerful agent (or more), the **pit fiend** agrees to this. Send other creatures as needed and appropriate to the challenge the characters present.





DEVELOPMENT

If the characters are not in the pit when Xak'thar emerges, the fight is short and brutal. The assembled crowd falls silent, partly from the shock of the fight and partly out of respect for the glory that they just witnessed. Proceed to **Scene A**.

If the characters are in the pit when Xak'thar emerges, proceed to **Scene B**.

STORY OBJECTIVE B

Story Objective B is completed by simply surviving the face-off with Xak'thar.

TREASURE & REWARDS

Defeating Xak'thar yields Pipyp's cookie bag.

Special Rewards. The characters may earn access to the **Lord of the Gorge** story award.

SCENE A. I'M OF TWO MINDS BUT ONE GOAL

PREREQUISITES

The characters must not be in the pit when Xak'thar emerges.

DEVELOPMENT

As the heavy silence hangs over the crowd, the conjoined twins begin eagerly sniffing the air. After a few seconds, they lock eyes with whichever character is carrying Pipyp's doll as it bellows, "I SMELL THE SCENT OF THE DAMNED UPON YOU!"

That character is magically transported to the floor of the arena, whereupon Xak'thar is enraged and attacks immediately. For the remainder of the scene, Xak'thar has advantage on attack rolls that it makes against that character, and on saving throws made against spells and effects caused by that character.

COMPLICATIONS

Xak'thar is an evil creature but a lawful one and immediately summons devils from elsewhere in the Gorge that appropriately challenge the characters so that this is an even fight. Choose a number of devils of CR 14 or less equal to the number of characters minus one (as Xak'thar is already here); they roll initiative and join combat immediately.

Attempting to parley here is possible, but difficult. Charisma based skills checks are made with disadvantage as the devils—and Xak'thar in particular—are eager to spill blood. Xak'thar can't be intimidated.

Add one complex trap (*Xanathar's Guide to Everything*) to the floor of the Gorge.

PIPYAP'S DOLL

The characters are able to use the doll at any time. Pulling the doll's string requires an action, and doing so results in a deafening phrase to be uttered by the doll:

"Halt yon, and 'ware the spicy mango!"

When the voice stops, Xak'thar is immediately stunned for one round. Any creature within 100 feet of the doll must make a DC 20 Constitution saving throw or else be deafened for one minute; Xak'thar fails this saving throw.

SCENE B. THE LAW OF THE GORGE

PREREQUISITES

The characters must be in the pit when Xak'thar emerges.

DEVELOPMENT

Xak'thar's bloodthirsty gaze fixes upon the characters as both of its heads lick their lips. A roaring chant rolls off of the assembled crowd, "MEAT MEAT MEAT MEAT" as Xak'thar growls, "The law of the Gorge must be obeyed!" and attacks.

COMPLICATIONS

Every time Xak'thar is hit, takes damage, or is subject to a magical effect, it uses one of its reactions to summon a devil ally from elsewhere in the Gorge; up to equal the number of characters present. Each devil has a maximum CR of 14.



XAK'THAR'S STAT ADJUSTMENTS

Xak'thar is a special creature—in fact, it is two creatures! If the characters fight Xak'thar, use two **pit fiend** stat blocks with the following adjustments:

- **Dual Initiative.** Xak'thar is two creatures, and so gets two turns every round, each on a different initiative count.
- **Extra Reactions.** As lord of the Gorge of Slaughter, Xak'thar has two reactions per initiative (up to four reactions while both halves are alive).
- **Infernal Arcana.** Xak'thar's fear aura and spell saving throw DCs are increased by +3 (to DC 24).



Add one complex trap (*Xanathar's Guide to Everything*) to the floor of the Gorge; for very combat-focused groups, consider adding two complex traps.

PIPYAP'S DOLL

If the characters use Pipypap's doll, Xak'thar is enraged and all its attacks are considered to be made as if using the **reckless attack** barbarian class feature. It screams and curses, "that wretched, putrid imp—the sack is MINE!" as it attempts to cut down the characters.

SCENE C. RETURNING TO THE WORLD & WRAP-UP: CONCLUDING THE ADVENTURE

PREREQUISITES

The characters must have completed the trials of the Gorge of Slaughter and defeated Xak'thar.

LEAVING THE GORGE, OR NOT?

The characters can leave the Gorge of Slaughter if they wish.

Xak'thar is Dead. The devils implore one of the characters to stay behind and "Own the role of reigning champion! Salt and blood shall honor your lineage!" If they do, they are retired from D&D Adventurers League play for a year and a day (from today's date) as they spend this time lording over the bloody reality of the Gorge of Slaughter. Upon their release (ie: defeat), they are proficient in the Infernal language and have acquired a **lemure** follower named Xyllphtpml; this creature is fanatically devoted but entirely pitiful.

Xak'thar is Alive. The characters can still acquire Pipypap's cookie bag, though the **pit fiends** beg for the doll to remain behind. If the doll is handed over, their faces soften, and they begin murmuring sweet nothings to it while almost smiling. Should Pipypap be questioned about this, the imp freely admits to stealing it from the **pit fiends** some time ago, "because they were too mean to have toys, right?"

The Cookie Bag. If the characters so choose, they can attempt to pull something from the bag. Tieflings can pull out Nessus-inspired material goods such as weapons, armor, and so on, but all other races are limited to foodstuffs. Ask the characters what they want to pull from the bag or what they think is in it, and work that into the object; for example, if a human thought that the bag contains gold, they pull out a handful of raw golden

corn kernels. All objects so created crumble into useless dust in one minute.

JOURNEY THROUGH THE TRADEWAYS

The characters can make their way back to Mahadi's encampment, who summarily sends them to Fai Chen and Pipypap. The Shou trader is entirely surprised to see them arrive in a puff of brimstone, but the imp is beaming with excitement while squealing, "MY BAAAAAAG?!"

Surrendering the Cookie Bag to Pipypap. If the characters turn the bag over to Pipypap, the imp giggles with maniacal glee as it begins frantically pulling huge hunks of raw beef and the occasional chocolate chip cookie from its depths. After a few moments of this, it exhales heavily, smiles at the characters and belches out, "You done well, kids, good on ya." and vanishes in a puff of acrid-smelling smoke.

Surrendering the Cookie Bag to Fai Chen.

The imp's face screws up into a horrific scowl as it begins screeching incredibly foul things in Infernal at the party. The tirade becomes a tantrum as Pipypap falls to the ground kicking and screaming. In time he teleports away, but not before looking one of the characters in the eyes and growling, "I'll swallow your soul!"

Keeping the Cookie Bag. Pipypap is enraged by the audacity of the characters and begs them to reconsider. Eventually he resorts to taunts, and then threats before teleporting away in an angry, stinking huff. Some sample threats might include:

- 'Ol Xak ain't dead, and they'll come for you!
- That's one of Asmodeus personal toys, you know; you think you're ready to square up with the Lord of Contracts himself?
- That bag devours you whole! Just hand it over and nobody else gots to be hurt!

TREASURE & REWARDS

Defeating Xak'thar yields Pipypap's cookie bag.

Surrendered the Cookie Bag to Pipypap. Pipypap showers the characters with crumbs and other debris from the bag as he retrieves one *spell scroll* (conjuration only, and of 8th level or below) and one potion from magic item tables A through E. Each character chooses their own *spell scroll* and potion.

Surrendered the Cookie Bag to Fai Chen. Fai Chen is impressed by the characters and their decision to keep what may well be an artifact out of the hands of a power-hungry and quite irresponsible imp. The trader gifts each character with a unique miscible potion:



- Each character rolls for a random potion from magic item table C and another random potion from magic item table D, then:
- Consult the Potion Miscibility table in the *Dungeon Master's Guide*, rerolling results of 00–25, and:
- This potion is not unlocked and is simply added to the character's inventory.

Ioun Stone of Mastery. Pipypap has left behind a pale green icosahedron that appears to be a 20-sided die. This stone is eternally warm and always slightly damp, no matter what environment it's in.

REWARDS

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

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
4	750 gp	6,000 gp

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items:

- *Ioun Stone of Mastery:* Pipypap has left behind a pale green icosahedron that appears to be a 20-sided die. This stone is eternally warm and slightly damp, no matter what environment it's in. Your proficiency bonus increases by 1 while this pale green stone orbits your head.
- *Potion of Speed*
- *Soul Coin*
- *Spell Scroll of Maddening Darkness*

STORY AWARD

During this adventure, the characters may earn the following story award:

Lord of the Gorge. You defeated and killed Xak'thar the Twin, the ravenous conjoined twin pit fiends of the Gorge of Slaughter. You ascended to its place as lord of that pit, and for a year and a day your reign was bloody and brutal—until some meddling adventure defeated you! You are retired from D&D Adventurers League play for a year and a day from today's date, and upon your return you are proficient in the Infernal tongue and have acquired a **lemure** follower; this creature is fanatical in its devotion but is entirely pitiful. Downtime days can't be used to lessen this time spent in Nessus.

DUNGEON MASTER REWARDS

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

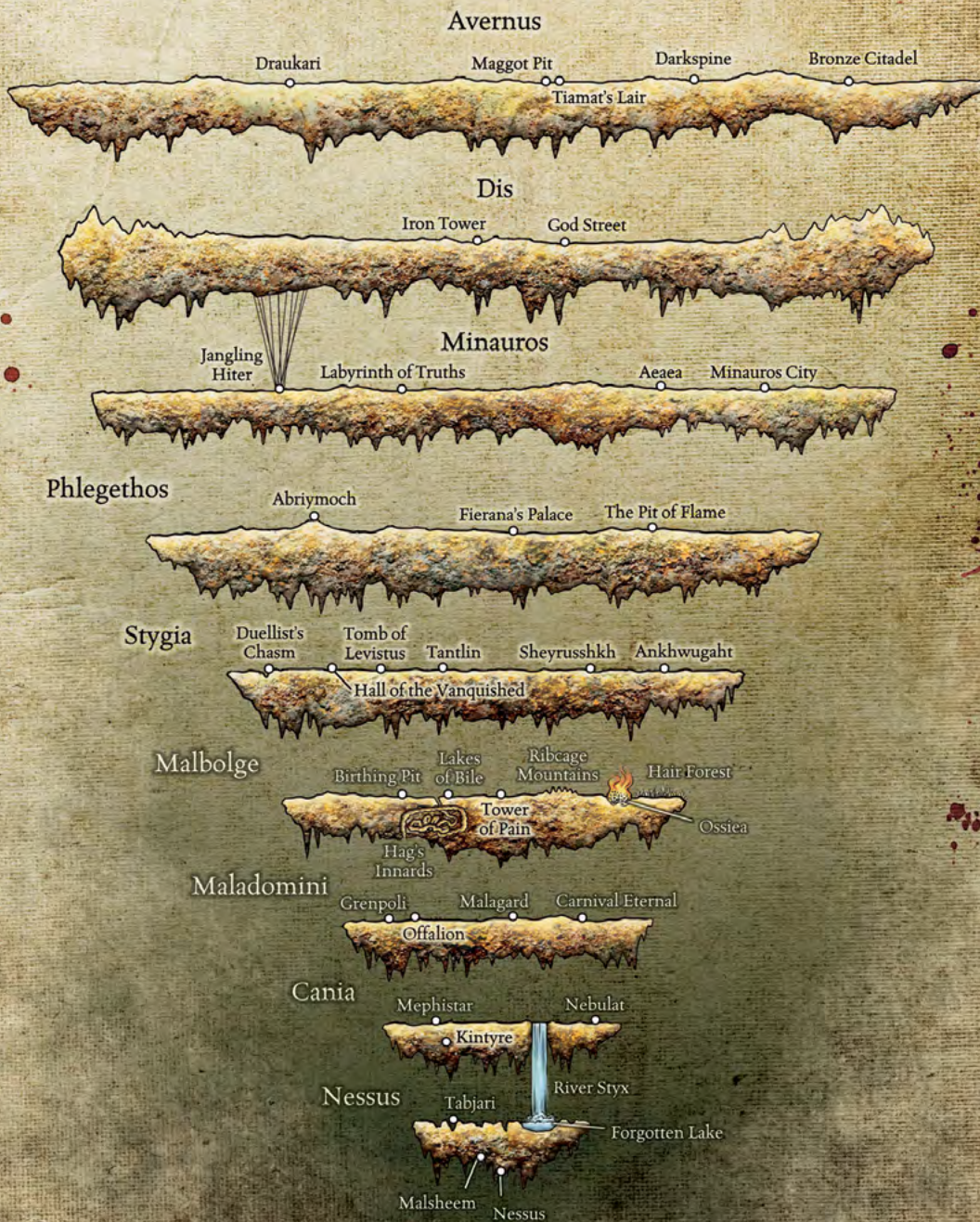
Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.



The Nine Hells

250
0 500 1000 2000 5000
miles





YOUR ADVENTURES IN HELL

The Nine Hells are glorious and brutal, and their adventures can't be limited to just these pages—you are invited to craft your own!

CREATING YOUR ADVENTURE

If you'd like to create your own content set in the Nine Hells for D&D Adventurers League play, the following rules elements are in effect:

RULES RESOURCES

- The core rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*)
- Dungeons & Dragons adventures listed in the Content Catalog for the Forgotten Realms campaign
- *Xanathar's Guide to Everything*
- *Mordenkainen's Tome of Foes*
- This book
- CCC Creation Rules

FITTING YOUR ADVENTURE TO THE CCC PROGRAM

If you wish to create an adventure that provides rewards for the D&D Adventurers League campaign, it must adhere to the concepts laid out in the CCC documentation. The following adjustments and clarifications are in effect:

- **Approval.** The D&D Adventurers League administrators do not need to review or approve your adventure until you choose to publish it.
- **Tier.** Each of the following levels of the Nine Hells has been assigned a tier and level range. Your content must be designed for this range.
- **Duration.** Up to 8 hours.
- **Magic Items.** Your adventure may offer permanent or consumable magic items, chosen from the specified tables from the *Dungeon Master's Guide*. You may exchange a single common magic item from *Xanathar's Guide to Everything* in place of one of your consumable items. You can't award a problematic item (see the *Content Catalog*), and plate armor and half plate armor may only be chosen at tier 3.
- **Location.** Only the indicated layer.
- **Story Award.** The only story award that may be awarded by your adventure is indicated in that layer's adventure description.
- **Downtime Activities.** None.

RUNNING YOUR ADVENTURE

You are welcome to run your adventure as you see fit. You may not share or transfer the file except to the D&D Adventurers League administrators, or otherwise distribute it. Only you are permitted to run this adventure until it is published.

This adventure is only valid for AL play when you run it, or when it is published as part of the CCC program. You can initiate this process by writing your adventure using the CCC template, then emailing it, along with your public event's details, to resource@dndadventurersleague.org.

PUBLISHING YOUR ADVENTURE

If you want to simply publish your adventure for the world to see, you are welcome to do so! There are plenty of templates and stock art samples available on DMsguild; format and lay out as you see fit, and upload it when you're ready.

If you'd like to publish your adventure as part of the CCC program, you need to work with the Adventurers League administrators to accomplish this. In the CCC rules documentation, we have established some special rules for Tier 1 CCCs that do not require approval—and your hellish adventure falls under that structure so long as you make sure to use the assigned rewards.

ADVENTURES IN HELL: MINAUROS

Minauros is a massive, sweltering swamp. Buildings fall into the muck and mire as often as new ones are built, with only minimal repair to sustain them.

Fitting Your Adventure to the CCC Program

Creating an adventure set in Minauros requires the following elements to be observed:

- **Tier.** Adventures in Minauros are appropriate for tier 1 (level 1–4) characters.
- **Duration.** Your adventure may be up to 8 hours in length.
- **Permanent Magic Item.** Your adventure may unlock a single permanent magic item chosen from magic item tables A, B, or C, but it can't change a character's stats.
- **Consumables.** Your adventure may include up to two consumable magic items that are common or uncommon.
- **Location.** This adventure takes place entirely within Minauros in the Nine Hells.



- **Story Award.** The following story award is the only one permitted for this adventure, and is must be applied during the adventure:



BANNED: MINAUROS

Mammon's baleful gaze is upon you. Perhaps you angered him directly, or perhaps your actions caused a disruption in his operations—whatever the case may be, he has elected to ban you from Minauros, the third layer of the Nine Hells, entirely. You can't participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Minauros.

ADVENTURES IN HELL: STYGIA

A frozen wasteland, Stygia, is curious even by the standards of the Nine Hells. It is a place of desperation for many from the Material Plane.

Fitting Your Adventure to the CCC Program

Creating an adventure set in Stygia requires the following elements to be observed:

- **Tier.** Adventures in Stygia are appropriate for tier 2 (level 5–10) characters.
- **Duration.** Your adventure may be up to 8 hours in length.



BANNED: STYGIA

The frozen, inhospitable wilderness of Stygia is home to many vile creatures as well as an uncountable number from the Material Plane. Desperate criminals and those condemned to death may pray to Levistus, the ruler of Stygia, for freedom; should he answer, they are transported here. For reasons known only to you and him, you are forever banned from setting foot within Stygia. Perhaps you redeemed too many souls, or maybe you were discovered to be in league with Geryon, the former ruler of this realm; regardless, Levistus has closed this layer of the Nine Hells to you. You can't participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Stygia.

- **Permanent Magic Item.** Your adventure may unlock a single permanent magic item chosen from magic item tables A, B, C, or F, but it can't change a character's stats.
- **Consumables.** Your adventure must include one or two consumable magic items. These items may be common, uncommon, or rare, though you are limited to one rare consumable.
- **Location.** This adventure takes place entirely within Stygia in the Nine Hells.
- **Story Award.** The following story award is the only one permitted for this adventure, and must be applied during the adventure:

ADVENTURES IN HELL: MALADOMINI

Pride and political corruption run rampant in Maladomini. Once-glorious cities crumble into ruin and ancient legal records rot away, eternally lost.

Fitting Your Adventure to the CCC Program

Creating an adventure set in Minauros requires the following elements to be observed:

- **Tier.** Adventures in Maladomini are appropriate for tier 3 (level 11–16) characters.
- **Duration.** Your adventure may be up to 8 hours in length.
- **Permanent Magic Item.** Your adventure may unlock a single permanent magic item chosen from magic item tables A, B, C, D, F, or G but it can't change a character's stats.
- **Consumables.** Your adventure must include one to three consumable magic items. These items can be common, uncommon, rare, or very rare, though you are limited to one very rare consumable.
- **Location.** This adventure takes place entirely within Maladomini of the Nine Hells.
- **Story Award.** The following story award is the only one permitted for this adventure, and is required to be applied during the adventure:



BANNED: MALADOMINI

Maladomini's prevailing theme is truth, and the truth is... you've violated the laws of this place. Whether you've done so knowingly or not, Baalzebul, lord of the seventh layer of the Nine Hells, has deemed you guilty of this transgression and has banned you from ever returning. You can't participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Maladomini.



CHAPTER 4: MONSTERS AND NPCs

AMNIZU

Medium fiend (devil), lawful evil

Armor Class 21 (natural armor)

Hit Points 202 (27d8 + 81)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	16 (+3)	20 (+5)	12 (+1)	18 (+4)

Saving Throws DEX +7, CON +9, WIS +7, CHA +10

Skills Perception +7

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

Damage Immunities fire, poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Common, Infernal, telepathy 1,000 ft.

Challenge 18 (20,000 XP)

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

Innate Spellcasting. The amnizu's innate spellcasting ability is Intelligence (spell save 19, +11 to hit with spell attacks). The amnizu can innately cast the following spells, requiring no material components:

At will: charm person, command

3/day each: dominate person, fireball

1/day each: dominate monster, feeblemind

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

ACTIONS

Multiattack. The amnizu uses Poison Mind. It also makes two attacks: one with its whip and one with its Disruptive Touch.

Taskmaster Whip. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 10 (2d4 + 5) slashing damage plus 33 (6d10) force damage.

Poison Mind. The amnizu targets one or two creatures that it can see within 60 feet of it. Each target must succeed on a DC 19 Wisdom saving throw or take 26 (4d12) necrotic damage and be blinded until the start of the amnizu's next turn.

Forgetfulness (Recharge 6). The amnizu targets one creature it can see within 60 feet of it. That creature must succeed on a DC 18 Intelligence saving throw or become stunned for 1 minute. A stunned creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target is stunned for the full minute, it forgets everything it sensed, experienced, and learned during the last 5 hours.

REACTIONS

Instinctive Charm. When a creature within 60 feet of the amnizu makes an attack roll against it, and another creature is within the attack's range, the attacker must make a DC 19 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including the amnizu or itself. If multiple creatures are closest, the attacker chooses which one to target. If the saving throw is successful, the attacker is immune to the amnizu's Instinctive Charm for 24 hours.

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.



CONJURER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

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

Cantrips (at will): acid splash, mage hand, poison spray, prestidigitation

1st level (4 slots): mage armor, magic missile, unseen servant*

2nd level (3 slots): cloud of daggers*, misty step*, web*

3rd level (3 slots): fireball, stinking cloud*

4th level (3 slots): Evard's black tentacles*, stoneskin

5th level (2 slot): cloudkill*, conjure elemental*

* *Conjuration spell of 1st level or higher*

Benign Transportation (Recharges after the Conjurer Casts a Conjunction Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

ACTIONS

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

DEVOURER

Large fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	13 (+1)	10 (+0)	16 (+3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, telepathy 120 ft.

Challenge 13 (10,000 XP)

ACTIONS

Multiattack. The devourer makes two claw attacks and can use either Imprison Soul or Soul Rend.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 21 (6d6) necrotic damage.

Imprison Soul. The devourer chooses a living humanoid with 0 hit points that it can see within 30 feet of it. That creature is teleported inside the devourer's ribcage and imprisoned there. A creature imprisoned in this manner has disadvantage on death saving throws. If it dies while imprisoned, the devourer regains 25 hit points, immediately recharges Soul Rend, and gains an additional action on its next turn. Additionally, at the start of its next turn, the devourer regurgitates the slain creature as a bonus action, and the creature becomes an undead. If the victim had 2 or fewer Hit Dice, it becomes a zombie. If it had 3 to 5 Hit Dice, it becomes a ghoul. Otherwise, it becomes a wight. A devourer can imprison only one creature at a time.

Soul Rend (Recharge 6). The devourer creates a vortex of life-draining energy in a 20-foot radius centered on itself. Each humanoid in that area must make a DC 18 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much on a successful one. Increase the damage by 10 for each living humanoid with 0 hit points in that area.



ENCHANTER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 5 (1,800 XP)

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

Cantrips (at will): friends, mage hand, mending, message

1st level (4 slots): charm person*, mage armor, magic missile

2nd level (3 slots): hold person*, invisibility, suggestion*

3rd level (3 slots): fireball, haste, tongues

4th level (3 slots): dominate beast*, stoneskin

5th level (2 slot): hold monster*

* *Enchantment spell of 1st level or higher*

ACTIONS

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

REACTIONS

Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st Level or Higher). The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses. The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.

EVOKER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 66 (12d8+12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): fire bolt*, light*, prestidigitation, ray of frost*

1st level (4 slots): burning hands*, mage armor, magic missile *

2nd level (3 slots): mirror image, misty step, shatter*

3rd level (3 slots): counterspell, fireball* lightning bolt*

4th level (3 slots): ice storm*, stoneskin

5th level (2 slot): Bigby's hand*, cone of cold*

5th level (1 slot): chain lightning*, wall of ice*

**Evocation spell*

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

ACTIONS

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



FIENDISH POLAR BEAR

Large fiend, lawful evil

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (–4)	13 (+1)	7 (–2)

Saving Throws Str +9, Con +4, Cha +2

Skills Perception +3

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

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

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

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

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

FIRENEWT WARLOCK OF IMIX

Medium humanoid (firenewt), neutral evil

Armor Class 10 (13 with mage armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	9 (–1)	11 (+0)	14 (+2)

Damage Immunities fire

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 10

Languages Draconic, Ignan

Challenge 1 (200 XP)

Amphibious. The firenewt can breathe air and water.

Innate Spellcasting. The firenewt's innate spellcasting ability is Charisma. It can innately cast mage armor (self only) at will, requiring no material components.

Spellcasting. The firenewt is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): fire bolt, guidance, mage hand, prestidigitation
1st-2nd level (2 2nd-level slots): burning hands, flame strike, hellish rebuke, scorching ray

Imix's Blessing. When the firenewt reduces an enemy to 0 hit points, the firenewt gains 5 temporary hit points.

ACTIONS

Morningstar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.



HELLFIRE ENGINE

Huge construct, lawful evil

Armor Class 18 (natural armor)

Hit Points 216 (16d12 + 112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	24 (+7)	2 (–4)	10 (+0)	1 (–5)

Saving Throws Dex +8, Wis +5, Cha +0

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

Damage Immunities fire, poison

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses darkvision 120 ft., passive Perception 10

Languages understands Infernal but can't speak

Challenge 16 (15,000 XP)

Immutable Form. The hellfire engine is immune to any spell or effect that would alter its form.

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

ACTIONS

Flesh-Crushing Stride. The hellfire engine 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 hellfire engine enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the hellfire engine's path. On a failed save, the creature falls prone and takes 28 (8d6) bludgeoning damage.

If the hellfire engine remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the hellfire engine. 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 hellfire engine and is no longer restrained.

Hellfire Weapons. The hellfire engine uses one of the following options:

Bonemelt Sprayer. The hellfire engine spews acidic flame in a 60-foot cone. Each creature in the cone must make a DC 20 Dexterity saving throw, taking 11 (2d10) fire damage plus 18 (4d8) acid damage on a failed save, or half as much damage on a successful one. Creatures that fail the saving throw are drenched in burning acid and take 5 (1d10) fire damage plus 9 (2d8) acid damage at the end of their turns. An affected creature or another creature within 5 feet of it can take an action to scrape off the burning fuel.

Lightning Flail. Melee Weapon Attack: +11 to hit, reach 15 ft., one creature. Hit: 18 (3d8 + 5) bludgeoning damage plus 22 (5d8) lightning damage. Up to three other creatures of the hellfire engine's choice that it can see within 30 feet of the target must each make a DC 20 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one.

Thunder Cannon. The hellfire engine targets a point within 120 feet of it that it can see. Each creature within 30 feet of that point must make a DC 20 Dexterity saving throw, taking 27 (5d10) bludgeoning damage plus 13 (2d12) thunder damage on a failed save, or half as much damage on a successful one.

If the chosen option kills a creature, the creature's soul rises from the River Styx as a lemure in Avernus in 1d4 hours. If the creature isn't revived before then, only a *wish spell* or killing the lemure and casting true resurrection on the creature's original body can restore it to life. Constructs and devils are immune to this effect.

HELLFIRE SPRAYERS

Medium construct, lawful evil

Armor Class 16 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	3 (–4)	10 (+0)	1 (–5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Infernal but can't speak

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The hellfire sprayer makes two slam or one slam attack and one hellfire splash attack.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage.

Hellfire Splash. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or 60/120 feet, one target. Hit: 15 (2d10 + 4) fire damage.

Hellfire Spray (Recharge 5-6). The hellfire sprayer emits a 30-foot cone of charged hellfire. Each creature within the area must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage and 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.



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 feet, 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.

MODIFIED HELLWASP

Large fiend, lawful evil

Armor Class 19 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	10 (+0)	10 (+0)	7 (-2)

Saving Throws Dex +5, Wis +3

Damage Vulnerabilities cold

Damage Immunities fire, necrotic

Senses darkvision 60 ft., passive Perception 12

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 make on a DC 13 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.

Hellfire Spray (recharge 5-6). The modified hellwasp sprays a 15-ft. cone of hellfire from its stinger. Each creature in that cone must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.



NECROMANCER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Damage Resistances necrotic

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

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

Cantrips (at will): chill touch, dancing lights, mage hand, mending

1st level (4 slots): false life,* mage armor, ray of sickness*

2nd level (3 slots): blindness/deafness,* ray of enfeeblement,* web

3rd level (3 slots): animate dead,* bestow curse,* vampiric touch*

4th level (3 slots): blight,* dimension door, stonewall

5th level (1 slot): Bigby's hand, cloudkill

6th level (1 slot): circle of death*

**Necromancy spell of 1st level or higher*

Grim Harvest (1/Turn). When necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

ACTIONS

Withering Touch. Melee Spell Attack: +7 to hit, reach 5 ft., one creature. Hit: 5 (2d4) necrotic damage.

NUPPERIBO

Medium fiend (devil), lawful evil

Armor Class 13 (natural)

Hit Points 11 (2d8 + 2)

Speed 20 ft.

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

Skills Perception +1

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

Damage Immunities fire, poison

Condition Immunities Blinded, Charmed, Frightened, Poisoned

Senses Blindsight 10 ft. (blind beyond this radius), Passive Perception 11

Languages understands Infernal but can't speak

Challenge 1/2 (100 XP)

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

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

ACTIONS

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



ORTHON

Large fiend (devil), lawful evil

Armor Class 17 (half-plate)

Hit Points 105 (10d10 + 50)

Speed 30 ft., climb 30 ft.

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

Saving Throws DEX +7, CON +9, WIS +6

Skills Perception +10, Stealth +11, Survival +10

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

Damage Immunities fire, poison

Condition Immunities charm, exhaustion, poisoned

Senses Darkvision 120 ft., Truesight 30, Passive Perception 20

Languages Common, Infernal, Telepathy 120 ft.

Challenge 10 (5,900 XP)

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

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

ACTIONS

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

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

- 1. Acid.** The target must make a DC 17 Constitution saving throw, taking an additional 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.
- 2. Blindness (1/Day).** The target takes 5 (1d10) radiant damage. In addition, the target and all other creatures within 20 feet of it must each make a successful DC 17 Dexterity saving throw or be blinded until the end of the orthon's next turn.
- 3. Concussion.** The target and each creature within 20 feet of it must make a DC 17 Constitution saving throw, taking 13 (2d12) thunder damage on a failed save, or half as much damage on a successful one.
- 4. Entanglement.** The target must make a successful DC 17 Dexterity saving throw or be restrained for 1 hour by strands of sticky webbing. A restrained creature can escape by using an action to make a successful DC 17 Dexterity or Strength check. Any creature other than an orthon that touches the restrained creature must make a successful DC 17 Dexterity saving throw or become similarly restrained.

5. Paralysis (1/Day). The target takes 22 (4d10) lightning damage and must make a successful DC 17 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6. Tracking. For the next 24 hours, the orthon knows the direction and distance to the target, as long as it's on the same plane of existence. If the target is on a different plane, the orthon knows which one, but not the exact location there.

REACTIONS

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



RED ABISHAI

Medium fiend (devil), lawful evil

Armor Class 22 (natural)

Hit Points 255 (30d8 + 120)

Speed 30 ft., fly 50 ft.

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

Saving Throws STR +12, CON +10, WIS +8

Skills Intimidation +10, Perception +8

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

Damage Immunities fire, poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 18

Languages Draconic, Infernal telepathy 120 ft.

Challenge 19 (22,000 XP)

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

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

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

ACTIONS

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

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

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

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

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

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

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

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

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, stonesskin

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.



SACRED STATUE

Large construct, any alignment

Armor Class 19 (natural)

Hit Points 95 (10d10 + 40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	19 (+4)	14 (+2)	19 (+4)	16 (+3)

Saving Throws WIS +6

Skills Intimidation +10, Perception +8

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

Damage Immunities cold, necrotic, poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 14

Languages the languages the eidolon knew in life

Challenge 0 (10 XP)

False Appearance. While the statue remains motionless, it is indistinguishable from a normal statue.

Ghostly Inhabitant. The eidolon that enters the sacred statue remains inside it until the statue drops to 0 hit points, the eidolon uses a bonus action to move out of the statue, or the eidolon is turned or forced out by an effect such as the dispel evil and good spell. When the eidolon leaves the statue, it appears in an unoccupied space within 5 feet of the statue.

Inert. When not inhabited by an eidolon, the statue is an object.

ACTIONS

Multiattack. The statue makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 43 (6d12 + 4) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60 ft./240 ft., one target. Hit: 37 (6d10 + 4) bludgeoning damage.

WARLOCK OF THE FIEND

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Damage Resistances slashing damage from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 11

Languages any two languages (usually Abyssal or Infernal)

Challenge 7 (2,900 XP)

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

At will: alter self, false life, levitate (self only), mage armor (self only), silent image

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

Cantrips (at will): eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation, shocking grasp

1st-5th level (4 5th-level slots): banishment, burning hands, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire

Dark One's Own Luck (Recharges after a Short or Long Rest).

When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

ACTIONS

Mace. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 3 (1d6 + 3) bludgeoning damage plus 10 (3d6) fire damage.



ZAKIEL, FALLEN ANGEL

Medium celestial, lawful evil

Armor Class 17 (natural armor)

Hit Points 162 (25d8 + 50)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	19 (+4)	20 (+5)	23 (+6)

Saving Throws INT +9, WIS +10, CHA +11

Skills Insight +10, Intimidation +11, Perception +10, Persuasion +11

Damage Resistances Necrotic, Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened

Senses Truesight 120 ft., Passive Perception 20

Languages All

Challenge 12 (8,400 XP)

Overwhelming Majesty. As a bonus action, the angel targets a creature that it can see within 30 feet of it. The target suffers 11 (2d10) necrotic damage and falls prone. A successful DC 19 Charisma saving throw negates both effects.

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

Legendary Resistance (3/Day). If the angel fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The angel's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The angel can innately cast the following spells, requiring no material components:

At will: command (as a 2nd-level spell), detect evil and good

3/day each: blindness/deafness, charm person (as a 5th-level spell), suggestion

1/day: wall of fire

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

ACTIONS

Multiattack. The angel makes two attacks with its scythe. It can substitute Summon Army of the Fallen for one of these attacks.

Greatsword. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 18 (4d8) necrotic damage.

Summon Army of the Fallen (3/day). The angel magically animates one or two statues it that it can see within 90 feet of it. While animated, the statue uses the statistics of animated armor. An animated statue acts as an ally of the angel. The statue remains animate for 1 day or until it dies; until the angel dies or is more than 120 feet from the statue; or until the angel takes a bonus action to turn it back into an inanimate statue.

LEGENDARY ACTIONS

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

Fly to Glory. The angel moves its fly speed.

Cleave the Weak. The angel makes one greatsword attack. If the target is bloodied, the attack does an extra 9 (2d8) necrotic damage on a hit.

Rally the Faithless (Costs 2 Actions). The angel uses Summon Army of the Fallen.





CHAPTER 5: DRAMATIS PERSONAE

Abriymoch City Watch (ab-ree-moke) The city watch is made of up devils who appreciate the bureaucratic aspects of life. They find joy in enforcing the mundane and archaic laws on the city books. For a modest fee, many of the watchmen might resolve any transgressions on the spot, instead of spending the day transporting the offenders to the Diabolical Courts for processing.

- **What They Want.** Complete and total order.
- **Everyone Is Breaking The Law.** Everyone is probably breaking a law; the watchmen just need to figure out which one. Trust no one! Everyone's a suspect.
- **Encountered In:** DDAL00-11c

Avah aka "Lanche" (Eh-vah). This ice devil has had enough with fire in Cania and is willing to betray Mephistopheles to ride the eight of hellfire.

- **What They Want.** Hellfire gone from Cania.
- **Nervous Liar.** Avah isn't an especially skilled liar, but she expects that adventurers might not be willing to help her, thus the fake identity and illusion to cover her appearance.
- **Encountered In:** DDAL00-11e

Cassyt (CASS-it). Born in Phlan and devoted to Kelemvor, she was an acolyte about to start her domain training when the dragon came. While she still enjoys gaining knowledge, she focused instead on the grave domain, where she felt her talents would be better utilized. The chaos and death of so many innocents of the past few years have worn away any optimism she had.

- **What They Want.** Cassyt hopes to protect the innocent and save those she can from an early meeting with Kelemvor.
- **Worn Down By Life.** The horrors she has witnessed as a young acolyte has aged her before her time. Her joy and optimism has been replaced with cynicism and the bottle.
- **Encountered In:** DDAL00-11b

Dean Quagrem (QUAG-rem). Quagrem the pit fiend is the dean of the Academia Acania where Cania's research into Hellfire is explored. While not directly responsible, Quagrem makes certain he can claim credit for all discoveries made in the Academia.

- **What They Want.** Quagrem is desperate to keep everything running smoothly. The price of being in

charge is that Mephistopheles knows your name and if anything goes wrong, you are the one that he blames.

- **Plagiarist.** Quagrem wants to make sure there are enough successful projects that the next time Mephistopheles shows, he is pleased and Quagrem gets all the credit.
- **Encountered In:** DDAL00-11e

Elisande (El-eh-Sahnd). Chosen of the god Cyric, Elisande is a 14-year old orphan human girl and troublemaker from a disturbing, isolated island village in the Stormy Bay. Her years of malnourishment make her smaller than other children her age and she is frequently mistaken for a younger age. She is fascinated with outsiders still, despite over a year of wandering beyond her village. She has few morals and due to her upbringing, no true concept of right or wrong. If she wants something, it should be hers. Elisande was encountered in several previous adventures, always managing to be wherever major events took place. Elisande has previously been encountered in several season 1, 2, 3, and 7 adventures. She refers to those not from her island as Outsides. She been trapped in the Hells by the Night Hag Tal'kandelagrag.

- **What They Want.** Elisande is all id. She wants to experience and is easily distracted. She especially likes goats.
- **You Aren't Real.** Elisande has trouble accepting that the feelings or desires of others have value or meaning. She's not malicious, she just doesn't realize others matter.
- **Encountered In:** DDAL00-11d

Fai Chen (FIE CHEN). A Shou man, apparently in his late 30s, Fai is well-known for the strange travelling caravan from which he barter and sells magical items and rarities. He will only trade for magic items, but will take coin for consumables and appreciates the value of a *soul coin*. He is always accompanied by his mule, Gary, and blue faerie dragon, Drandeldew

- **What They Want.** To offer everyone the best possible deal while still turning a profit. He seems to enjoy the hell-tinged banter and a contentious relationship with Mahadi.
- **Mysterious and Resourceful.** Fai Chen always seems to know more than he's telling, but never offers to share. When in a pinch though, he's



willing to lend a hand to those who need it, particularly for an underdog.

- **Encountered In:** DDAL00-11f

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Fhet'Ahla (FET-AH-la). This amnizu provides imps as couriers as well as a variety of spell-casting services for transmitting information over long distances. Additionally, Fhet'Ahla is also willing to pay 100 gp for a *soul coin* (minus 25 gp for each charge used from the coin) and acts as a notary for the signing of infernal contracts.

- **What They Want.** To make all the deals!
- **Kind of a Jerk.** All about the deal. Still has a tendency to be a jerk without being mean but zero social skills. There to do the job and go home.
- **Encountered In:** DDAL00-11d

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Geilna (GALE-nah). Geilna is an erinyes enforcer who owes fealty to Glasya, Lord of the Sixth. She is sent after those who would try to escape the prisons of Hell.

- **What They Want.** Geilna wants to impress Glasya and get promoted so she can eventually become an archdevil.
- **Me First.** Geilna looks out for herself, first and foremost. She never thinks twice about sacrificing a minion.
- **Encountered In:** DDAL00-11d

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Grazulkul (GRAHZ uhl kul). This bone devil is ambitious to the core—and does anything to get promoted. He's cruel and consumed by hate.

- **What They Want.** The bone devil wants to be promoted and strives to be the perfect embodiment of Hell: cruel and orderly.
- **Loves to Torment Others.** Grazulkul lives to torment others and takes great pleasure from inflicting pain. He is willing to take chances with his out safety if it leads to inflicting harm upon another.
- **Encountered In:** DDAL00-11a

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Halvin Graingle (Hal-VIN Grain-GUL). Though he's always been a bit vapid, Halvin is a husk of the man he once was. He is absent-minded and forgetful, and the years of imprisonment in Avernus have leached away his vitality. He's gaunt, sickly, and occasionally wracked with fits of hacking to the point of coughing up blood.

- **What They Want.** Once he is transformed from larval form, Halvin hopes to feel again. He has lost everything he was, and barely remembers his former life.

- **Melancholy.** Halvin feels like he his loyalty has been exploited and he no longer has the drive he once he, so he even has trouble caring about that.
- **Encountered In:** DDAL00-11a

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Hon Arvid (HONE AIR-veed). Hon is a young naïve man who began adventuring as a means of supporting his ailing mother. He's calm and measured, but his inexperience has gotten him into trouble in the past. The death of his fellows has shaken him to the core.

- **What They Want.** To live and bring back gold for his family.
- **Naïve But Loyal.** Hon hasn't really come to grips with the danger of the life he has chosen, but rather viewing adventuring as a way to support his family while making lifetime friends.
- **Encountered In:** DDAL00-11a

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Jeny Greenteeth (Jen-EE Green-Teeth).

Jeny Greenteeth is the living and breathing personification of hate and malice. She loathes humanity with every fiber of her being and lives to make it miserable. However, she is an exceptional actor and plays the sweet, doting grandmother without fail. Only when she is certain that her audience is not receptive to her act does she break character and reveal her true form and demeanor. In recent years, she has grown vastly in power since returning from Barovia. She is recognized as the most powerful fey creature in the Quivering Forest.

- **What They Want.** Jeny seeks power and enjoys playing the friendly grandmother in order to help adventurers and put them in her debt.
- **Secret Shame.** Jeny would never tell anyone, but she has grown to care for the people of Phlan, at least as much as its environs are her home and fiefdom.
- **Encountered In:** DDAL00-11d

.....

Jezricka (JEZZ-rik-kuh). A powerful erinyes who resides close to the Temple of Tiamat and is obsessed with stymying the plots and schemes of her rival—even when none exist. She's vain, haughty, and susceptible to flattery.

- **What They Want.** To be adored and worshipped by all of Hell.
- **Vainity Thy Name is Jezricka.** The erinyes believes herself a beauty without rival and all that do not see it must be blind. She is loyal to those who fawn over her and even loyal to faithful minions.
- **Encountered In:** DDAL00-11a



.....

Kazzinoth the Gorehound (Kazz-IN-oth the Gore-Hound). Kazzinoth is a particularly vicious glabrezu demon that lead an incursion to the Nine Hells over two centuries ago before being captured. A follower of Yeenoghu, he is given to furious rages, but Hell has since worn him down and he is desperate for relief.

- **What They Want.** Kazzinoth wants out of the Nine Hells, and if he can get that, he'll start to work on getting revenge.
- **Unbound Rage, Bound.** Kazzinoth is given to furious rages, but being trapped in the Hells have broken him. He makes foolish mistakes he is smart enough to avoid, due to his frustration with being trapped.
- **Encountered In:** DDAL00-11d

.....

Lesser Pipyap. Lesser Pipyap is an experiment; a type of clone of Pipyap. Lesser Pipyap is a foul-mouthed imp with self-esteem issues and none of Pipyap's power that he gained from the cookie bag. Lesser Pipyap has been enslaved to the Phoenix Society in Waterdeep.

- **What They Want.** To be more famous and powerful than Pipyap.
- **Self-Esteem Issues.** Lesser Pipyap can't stand that he is a lesser version of the real Pipyap and he acts out in negative ways due to his frustration and anger.
- **Encountered In:** DDAL00-11e

.....

Mahadi (MAH Ha dee). As the lord of the Wandering Emporium, Mahadi has found that his natural raksasha form serves him well. He is a crafty merchant and operates with the full blessing of Asmodeus, and for reasons known only to them has been allowed to traverse the tradeways between the layers of the Nine Hells despite Asmodeus sealing them off.

- **What They Want.** Serve Asmodeus, earn souls, turn a profit; in that order.
- **Always Looking For Soul Coins.** Everyone and everything has a price, and Mahadi looks to take it in souls.
- **Encountered In:** DDAL00-11f

.....

Mogdrin the Venator (MAWG-drin). Mogdrin, an orthon devil, was a hunter and finder of lost things for Moloch, former Lord of the Sixth. He tracked anything and anyone across the planes and no one escaped his patient pursuit. With the fall of Moloch, he was imprisoned in the Pit of Feirgbioff.

- **What They Want.** Mogdrin wants to escape imprisonment and get back to his place working for Moloch.
- **Amiably Patient.** Patience is the path to reward. Everything and everyone can be found if you look hard enough. Those you meet on the way to finding your goal are useful tools to help you find what you need.
- **Encountered In:** DDAL00-11d

.....

Pipyap. Pipyap is a mischievous imp and once-familiar of Halvin Graingle. He took a liking to the Material plane and is loath to go back to the Nine Hells—taking in with whomever he thinks is able to keep him out of trouble. He's a glutton and known for eating just about anything he can get his hands on.

- **What They Want.** To stay on the Prime and never, ever, go back to the Nine Hells.
- **Glutton for Everything.** Pipyap likes a snack, and a drink, oh and whatever that is that might be edible, or not.
- **Encountered In:** DDAL00-11a, DDAL00-11b, DDAL00-11c, DDAL00-11d, DDAL00-11e, DDAL00-11f

.....

Shirvasa (sheer-VAH-sah) The rakshasa is an indulgent, arrogant creature with a powerful temper, who expects to be obeyed. He's painfully polite to his customers but converses with lesser creatures in a condescending tone. Shirvasa doesn't bother hiding his true human/tiger form when in his own shop, and wears a hat tipped at a rakish angle along with an apricot-colored ascot tie.

- **What They Want.** Shirvasa deals in information as much as wine, and he is always looking for another useful piece of intelligence to deal.
- **I Deserve It.** Shirvasa enjoys the finer things, but only because he believes they are the just rewards for being smarter than everyone else.
- **Encountered In:** DDAL00-11c

.....

Shyntinidia (shin-TIN-ID-ee-ah) Shyntinidia made a bargain and pledged fealty to Levistus, Lord of Stygia, who is currently imprisoned in solid ice on the fifth of the Nine Hells. In exchange for his aid in escaping Shyntinidia's own personal Hell – drow society – she works to free Levistus from his frozen prison.

- **What They Want.** Shyntinidia treasure her freedom from drow society and will do anything to never go back.
- **Desperately Reckless.** The drow has a mission to complete in exchange for her freedom and



her panic to aid her master in order to keep that freedom leads her to take desperate chances.

- **Encountered In:** DDAL00-11c

.....

Sperrick (SPERR-nik). This former member of the Cult of the Dragon was instrumental in the cult's usurpation of Phlan by Vorgansharax and his underlings, the Tears of Virulence. He's a nervous man, but driven and prone to bouts of boasting. He was originally featured and arrested in DDEX1-5 The Courting of Fire and later encountered and slain in DDEX1-10 Tyranny in Phlan.

- **What They Want.** To rise in power and fame through service to Tiamat.
- **Its Only a Temporary Setback.** Sperrick is confident that he is going to pull it out in the end. Whatever may come is just one more step in his legend as the man that brings Tiamat's rule to Faerûn.
- **Encountered In:** DDAL00-11a

.....

Tal'kandelagrag (TAL-candle-ah-GRAG).

Tal'kandelagrag is a condescending night hag who believes herself smarter than those who seek to deal with her, all while pretending to be subservient. She is viscous and can't avoid any chance to torment those weaker than her. She has done a favor for Pipypap, arranging some things in Hell for him so he wouldn't have to return, and in exchange the imp agreed to give her eleven evil souls. She had hoped to get new souls, but Pipypap tricked her after a fashion. He stole the souls from other night hags with the help of the hag, Jeny Greenteeth. Now by accepting these souls, Tal'kandelagrag makes enemies of these other night hags and Pipypap is released from his obligation to her. She is not happy with this arrangement.

- **What They Want.** Tal'kandelagrag wants justice for the slight she feels Pipypap has given her, and so she hopes to twist events to get more than her due.
- **The Rules Exist For Me To Abuse.** Tal'kandelagrag pretends subservience in order to get what she wants. She hides behind the rules; twisting the spirit and stretching the letter for her own benefit.
- **Encountered In:** DDAL00-11b

.....

The Crossing Inn. The Crossing is a popular stopover on the Phlan Path between Phlan and Melvaunt, just east of the Trank River and next to the bridge the crosses it. Owned by retired Amnish adventurer Romsan Kal, the roadside inn in the wild is lively some nights, and virtually deserted others.

The inn boasts a kitchen, livery, barn, and riverside docks.

- **Center Of The Action.** Despite being in the middle of nowhere, major events in the Moonsea often seem to begin or end at The Crossing.
- **Encountered In:** DDAL00-11d

.....

The Quivering Forest. The Quivering Forest spreads south from Dragonspine Mountains to within a mile of Phlan. It's dark, fey-infested woods border the gray waste of Thar to the east and the River Stojanow to the west. Other than the elves of Greenhall, few venture within its borders.

.....

Xak'thar. Once two distinct creatures, Xak and Thar traveled with Pipypap for a time. During a major battle of the Blood War, the imp produced a vial of blessed sovereign glue and adhered the pit fiends to each other, "for glorious battle!" The divine nature of this concoction actually linked the two devils together permanently, and now they seek bloody revenge on Pipypap.

- **What They Want.** Revenge motivates Xak'thar, and the Gorge of Slaughter sustains him, but he still loves to put on a good show.
- **Of Two Minds.** The two minds of pit fiends being forced together, each believe they are superior, has resulted in some conflicting ideas. The one thing they agree on is hating Pipypap.
- **Encountered In:** DDAL00-11f

.....

Zakiel (Zak-EE-el). Zakiel is a genderless angel that has fallen from grace and believes in a perfect world run by rules that no one may break. The only way to make certain of that reality is the death of all sentient creatures with desires or independent thought. Zakiel was captured millennia ago by the powers of Hell and imprisoned.

- **What They Want.** Zakiel loves peace and order; but the silence of the grave is best. In order to build the perfect world, all mortal life must be extinguished.
- **Violence Is The Best Response.** For Zakiel, the quickest path to peace is to swing a blade.
- **Encountered In:** DDAL00-11d



CHAPTER 6: HANDOUTS

AVERNUS: PORTRAIT OF HALVIN GRAINGLE



HALVIN + PIPYAP
=
Friends

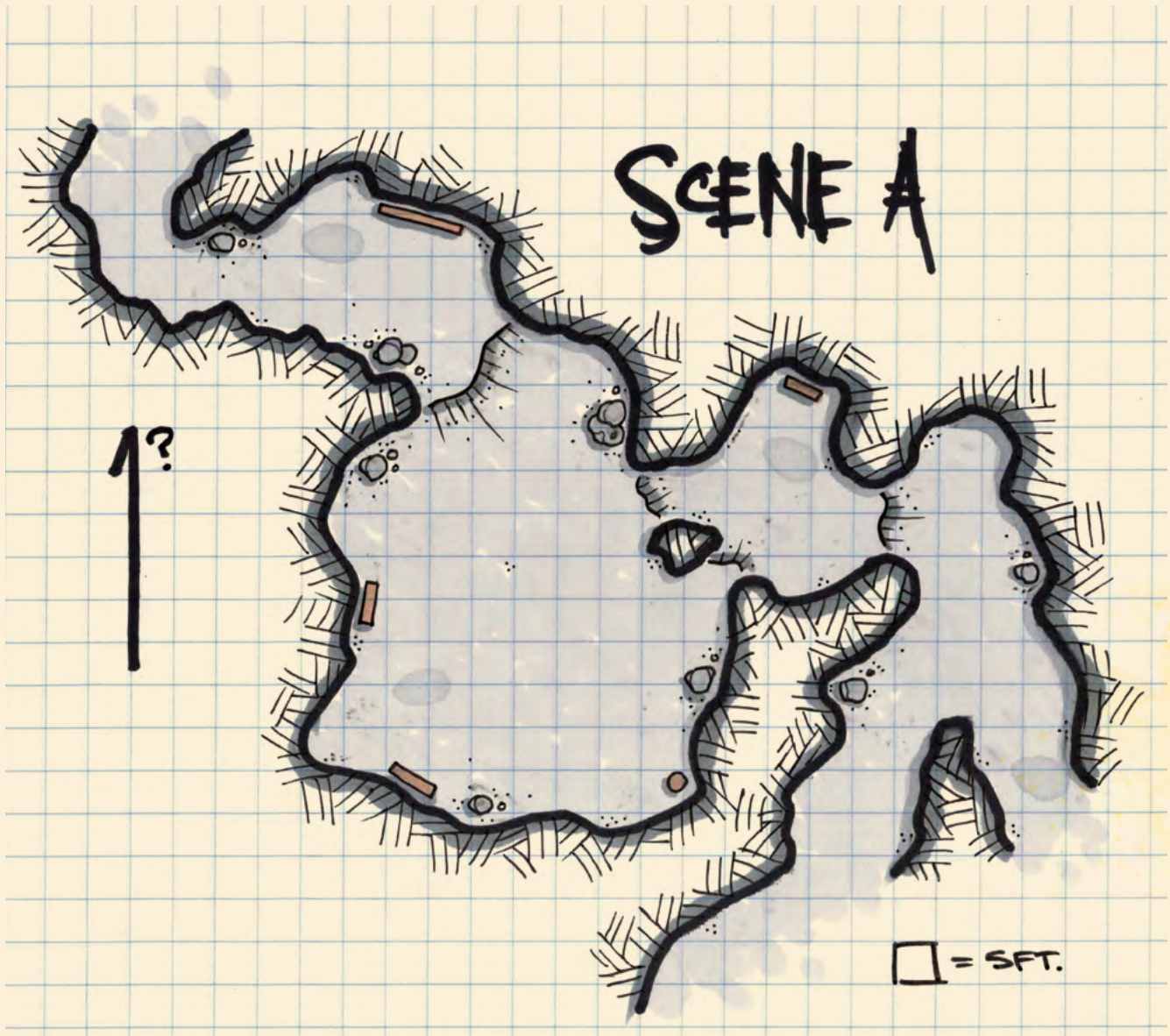


AVERNUS: EPISODE 2, SCENE A - A LIGHT IN THE DARKNESS MAP



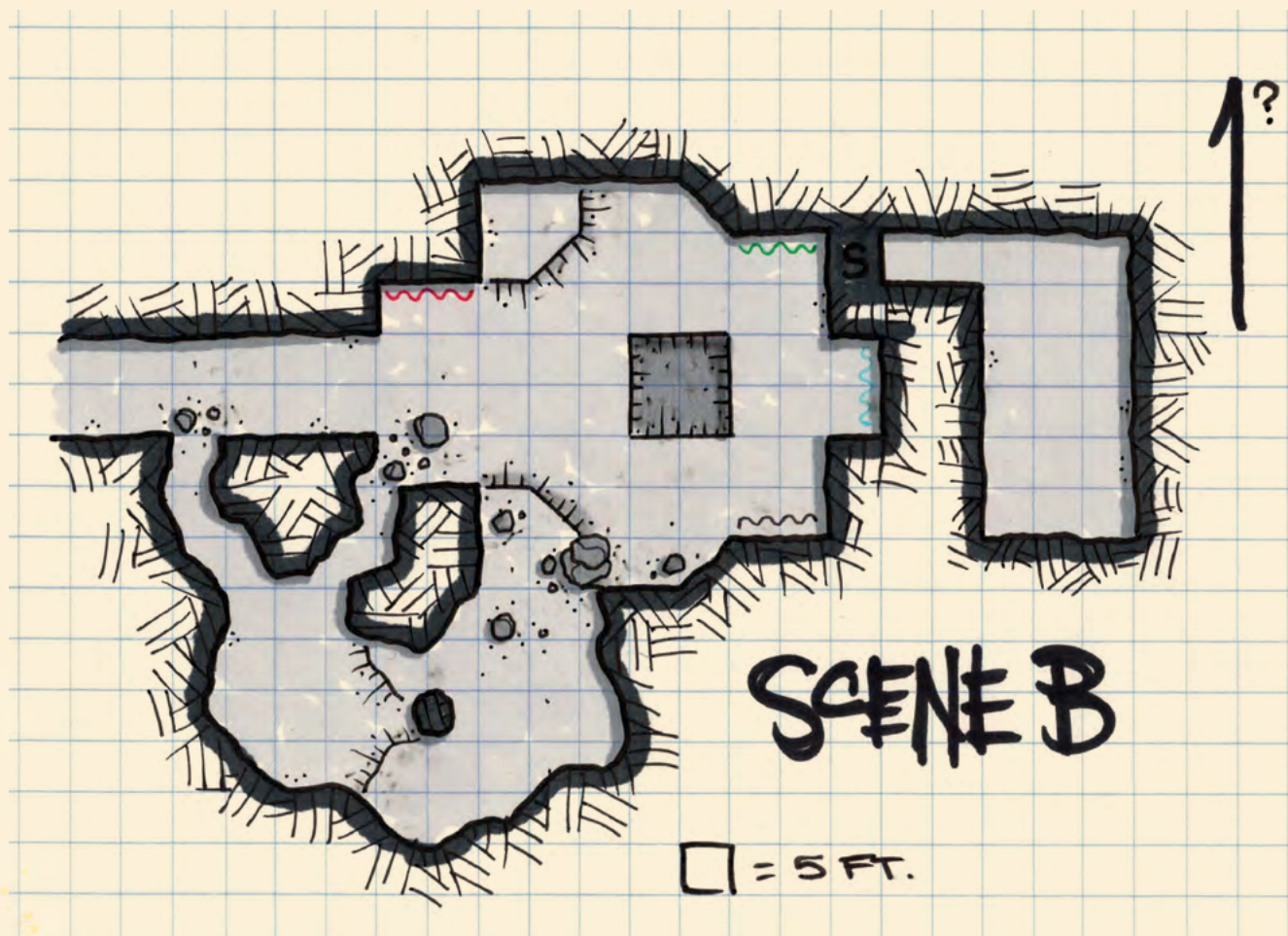


AVERNUS: EPISODE 3, SCENE A – THE FOUNDRY MAP





AVERNUS: EPISODE 3, SCENE B – THE CHAPEL MAP





HIDDEN HAND OF GLASYA

Expertise. Perception, Stealth, Thieves' Tools

Weapon Proficiencies. Simple ranged weapons

Cunning Action. You can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (Once/Turn). You deal an extra 3 (1d6) damage when you hit a target with your Sting or a ranged weapon and have advantage on the attack roll, or when the target is within 5 feet of an ally that isn't incapacitated and you don't have disadvantage on the attack roll.

MEPHISTOPHELES' ELDRITCH MIGHT

Expertise. Arcana, History

Armor of Shadows. You cast *mage armor* on yourself at will, without using a spell slot or material components.

Spellcasting. You're a 2nd-level spellcaster. Your spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). You recover expended spell slots after a short or long rest. You know the following warlock spells:

Cantrips (at will): *eldritch blast*, *minor illusion*
1st level (2 1st-level slots): *cause fear*, *hex*, *witch bolt*

HERALD OF ZARIEL

Expertise. Athletics, Intimidation

Armor Proficiencies. Medium armor, shields

Weapon Proficiencies. Simple and martial weapons

Fighting Style: Choose one fighting style:

- ☐ **Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons.
- ☐ **Defensive.** You gain a +1 bonus to AC.
- ☐ **Duelist.** While fighting with two weapons, you add your ability modifier to the damage of the second attack.

FIERNA'S GUILF

Expertise. Deception, Performance, Persuasion

Bardic Tactics. You can use the Help action as a bonus action to aid an ally in attacking a creature; the creature must be within 30 feet of you and see and hear you.

Spellcasting. You're a 2nd-level spellcaster. Your spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). You recover expended spell slots after a long rest. You know the following bard spells:

Cantrips (at will): *friends*, *vicious mockery*
1st level (3 slots): *comprehend languages*, *disguise self*, *faerie fire*, *healing word*, *Tasha's hideous laughter*



DIS: LEMURE MINIONS

One per Character

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.



LEMURE

Medium fiend (devil), lawful evil

Armor Class 7

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ACTIONS

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





DIS: TIME TRACKER

IMPORTANT TIMES

Cassyt's aid spell ends - 8 hours

Payment Due - 12 hours

Portal Closes - 24 hours

Encounter	Event	Time	Party's Time
Episode 2 Scene A	Travel from the portal to the Iron Road of Dis	4 hours	
Episode 2 Scene B	Travel to the fortress metropolis of Dis by foot	1 hour	
	Travel to the fortress metropolis of Dis by cart	0.5 hour	
Episode 2 Scene C	Navigate the city without the imps	0.5 hour	
	Navigate the city with the imps	1 hour	
Episode 2 Scene D (3 to 6)	Ravenous Hell Hounds!	1 hour	
	Malebranche Merchant (no deal)	1 hour	
	Malebranche Merchant (made the deal)	0.5 hour	
	Lost Coin	1 hour	
	Overheard Conversation	1 hour	
	Looking for Protection	1 hour	
	Death from Above	1 hour	
Episode 2 Scene E	Dealing with Tal'kandelagrag	0.5 hour	
Episode 3	Navigate the city	0.5 hour	
Episode 3	Travel from the fortress metropolis of Dis by foot	1 hour	
	Travel from the Iron Road of Dis to the portal	4 hours	



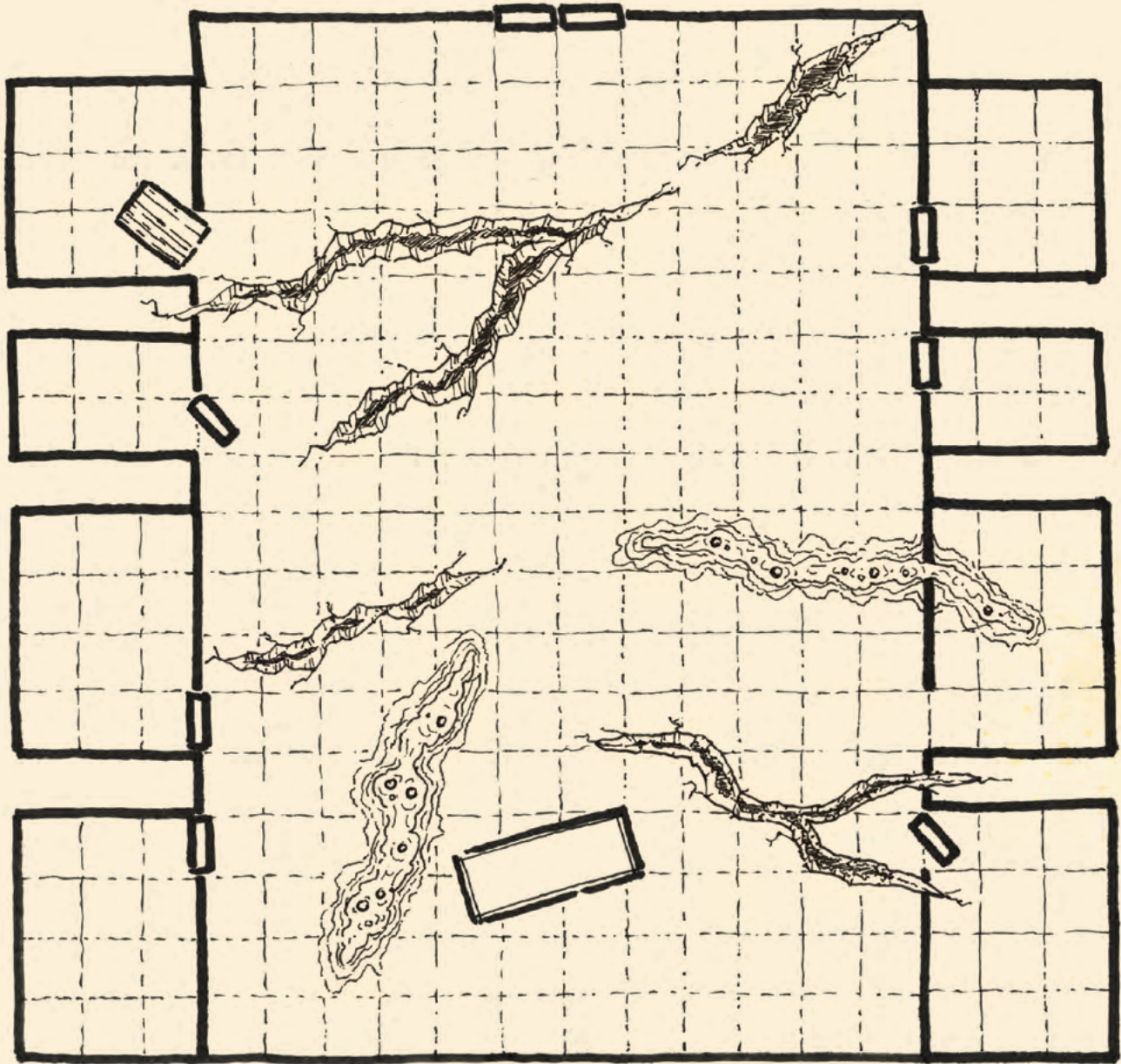
PHLEGETHOS: CLUES FROM THE UNHELPFUL DEVILS

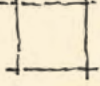
The devils in the Artisan's District offer the following clues when asked how to find Shirvasa the sommelier:

- The jeweler works next to the building with the white awning.
- The fiend in the building with the yellow awning drinks ale.
- The fiend with a pet skeletal mouse works next to the fiend with a crag cat.
- The cordwainer works in the first building on the left.
- The fiend in the building with the white awning drinks whiskey.
- The translator works in a building with a blue awning.
- The building with the yellow awning is to the right of the building with the white awning.
- The sommelier has a pet death dog.
- The fiend who works in the building with the red awning keeps a crag cat.
- The fiend in the middle building drinks tea.
- The scholar drinks seltzer water.
- The cordwainer works next to the building with the green awning.
- The fiend with a nightmare drinks tea.



PHLEGETHOS: THE CULTISTS' WAREHOUSE



 = 5 ft



TO ALL WHO ENTER THIS FINE ESTABLISHMENT:

WELCOME TO UNEARTHLY DELIGHTS!

WHILE PATRONIZING OUR FAIR STORE, PLEASE OBEY THE FOLLOWING SOCIAL ETIQUETTE TO ENSURE ALL PARTIES ARE TREATED WITH MUTUAL RESPECT AND TRANSACTIONS ARE AS SEAMLESS AS POSSIBLE.

STANDARDS FOR DECORUM, MANNERS, AND ETIQUETTE:

TASTE EVERYTHING OFFERED TO YOU BY THE SOMMELIER.

ADDRESS THE SOMMELIER AS “MASTER SOMMELIER”
OR WITH A SIMILAR HONORIFIC.

DO NOT MAKE EXTENDED EYE CONTACT.

DO NOT SHOW COMPASSION FOR ANY STAFF MEMBERS.

MAKE NO UNREASONABLE REQUESTS OF THE SOMMELIER.

ASK FOR NO MORE THAN YOU ARE OFFERED.

NEVER, UNDER ANY CIRCUMSTANCES, MENTION UNICORNS.

JOKES AND PUNS OF A FELINE NATURE
ARE STRICTLY PROHIBITED.

NO SPELLS OR MAGICAL ABILITIES ARE TO BE INVOKED
AT ANY TIME.

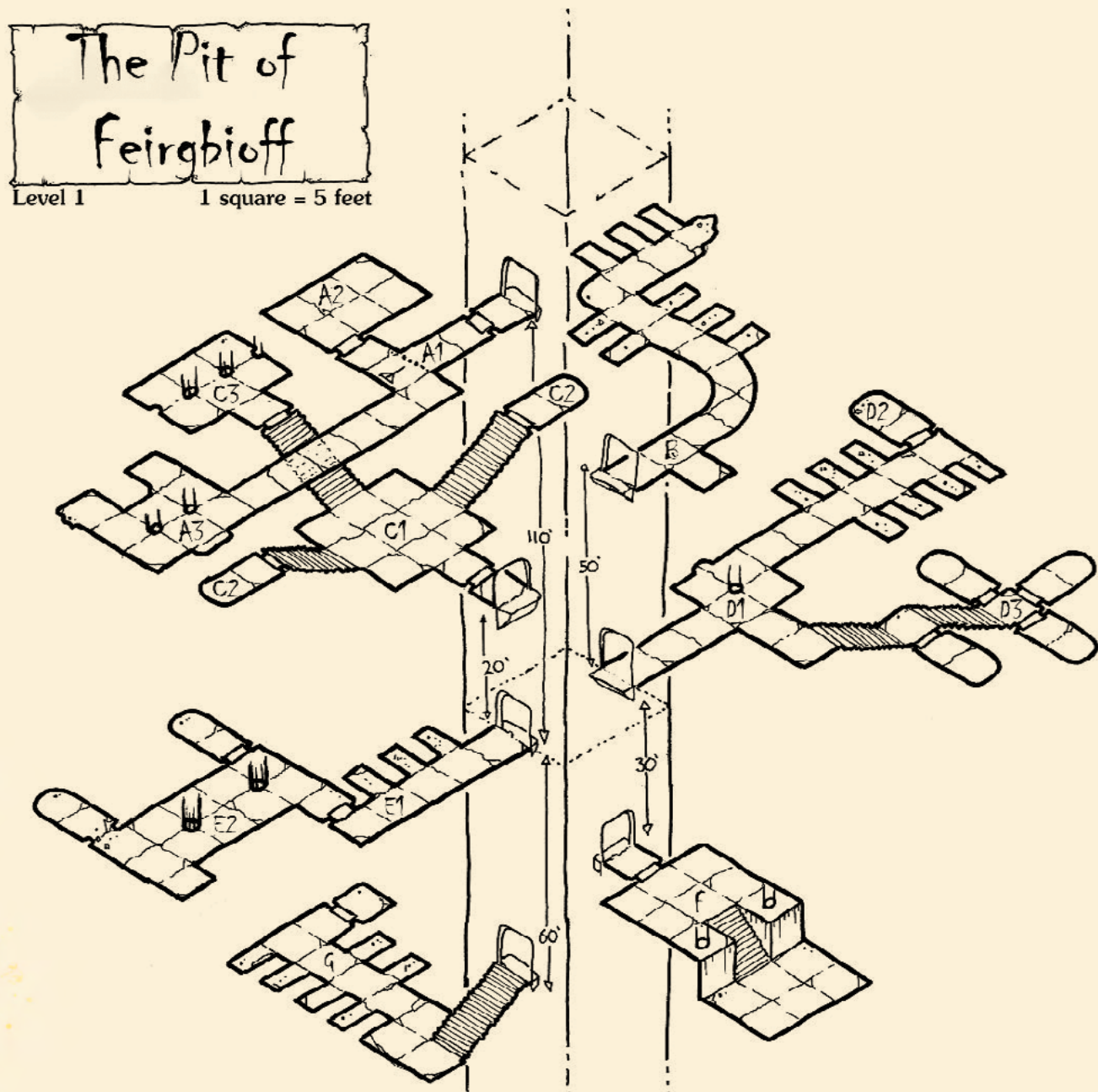


PHLEGETHOS: SOLUTIONS FROM THE HELPFUL DEVILS

	Building 1	Building 2	Building 3	Building 4	Building 5
Occupation	Cordwainer	Scholar	Translator	Sommelier	Jeweler
Awning Color	Red	Green	Blue	White	Yellow
Pet	Crag Cat	Skeletal Mouse	Nightmare	Death Dog	Riding Lizard
Preferred Drink	Wine	Seltzer	Tea	Whiskey	Ale



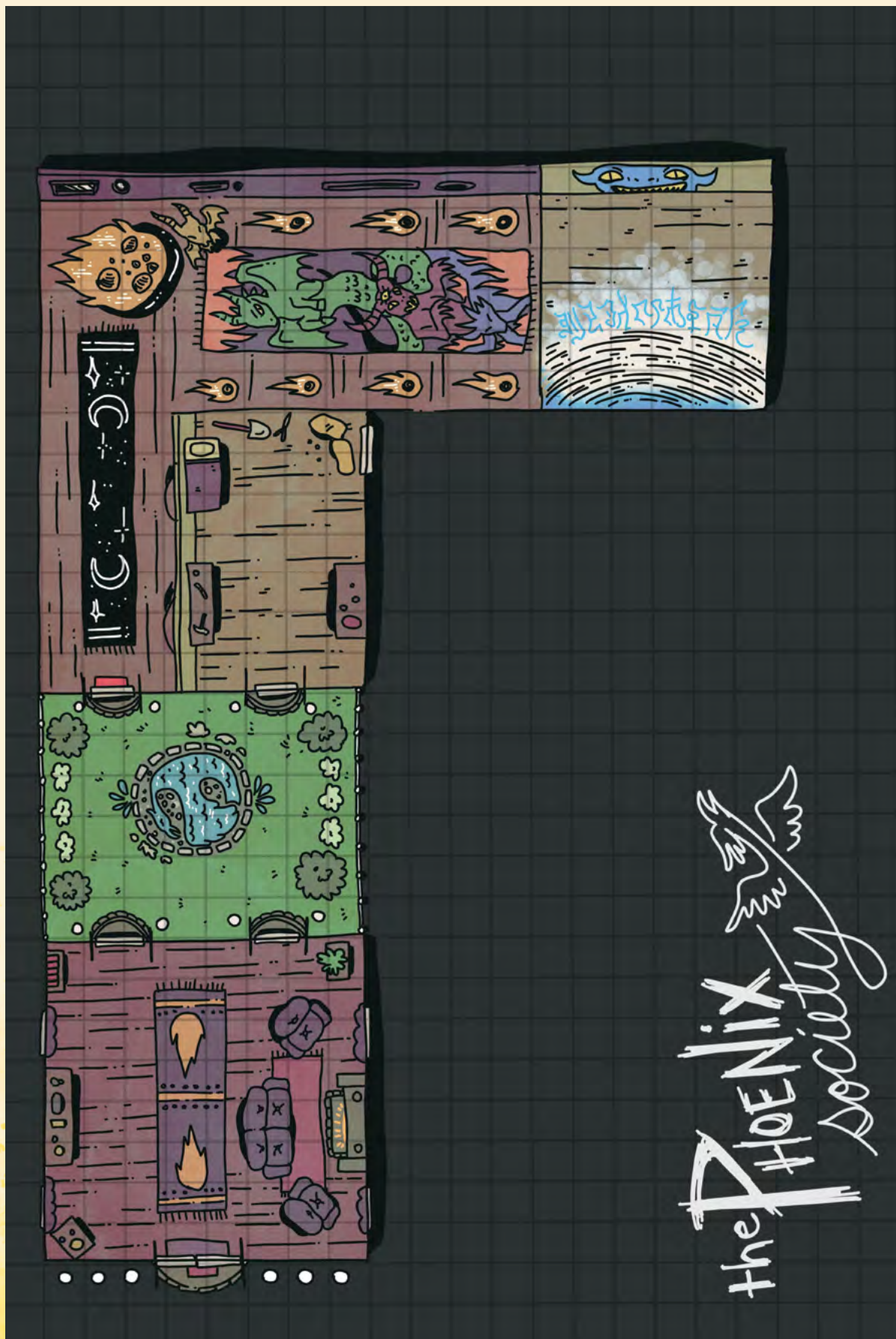
MALBOLGE: THE PIT OF FEIRGBIOFF

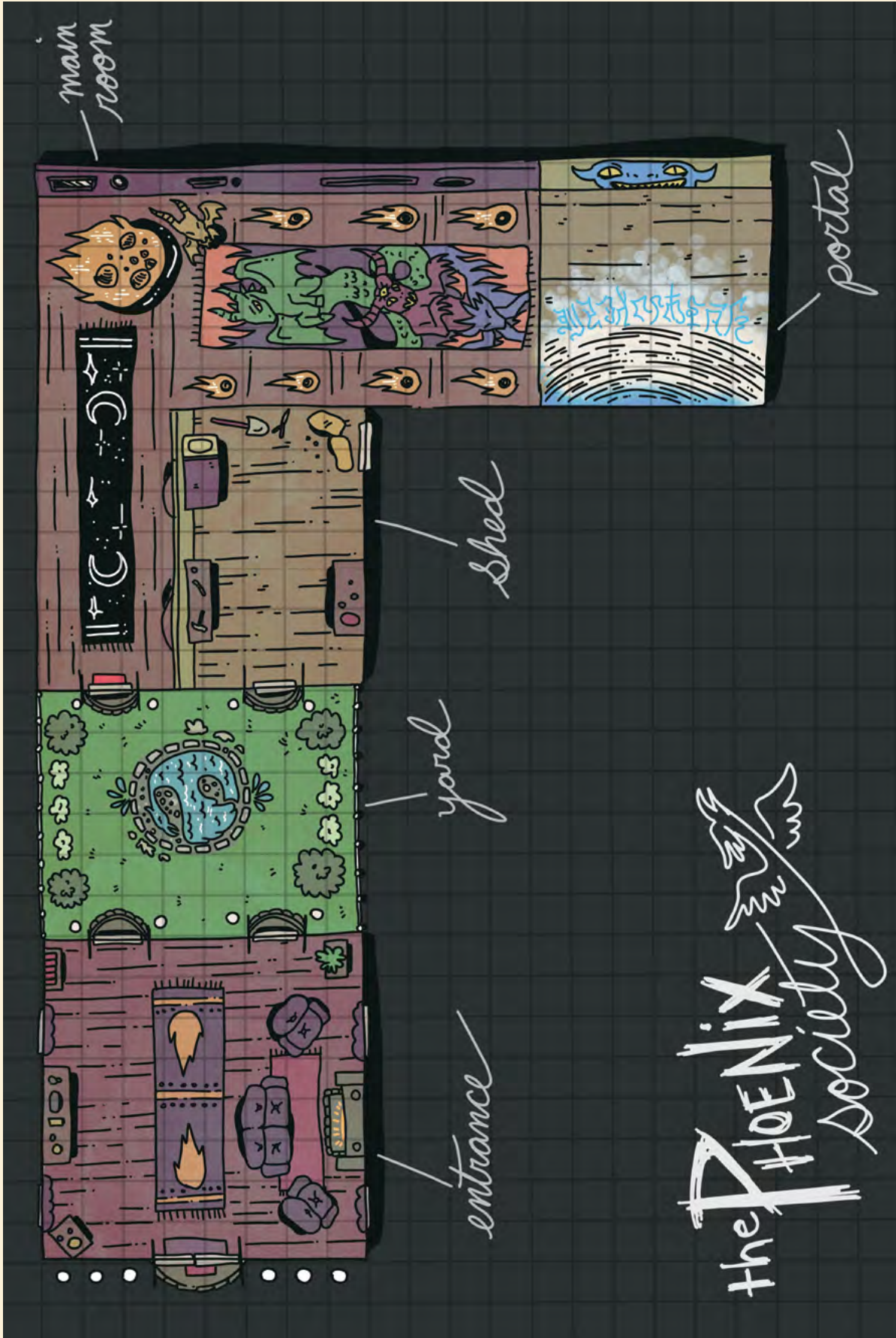




SO, IT'S HARD TO GET ALL THE COMFORTS OF HOME AROUND HERE. I NEED YOU TO PICK UP A FEW THINGS FOR ME WHILE YOU ARE HELL.

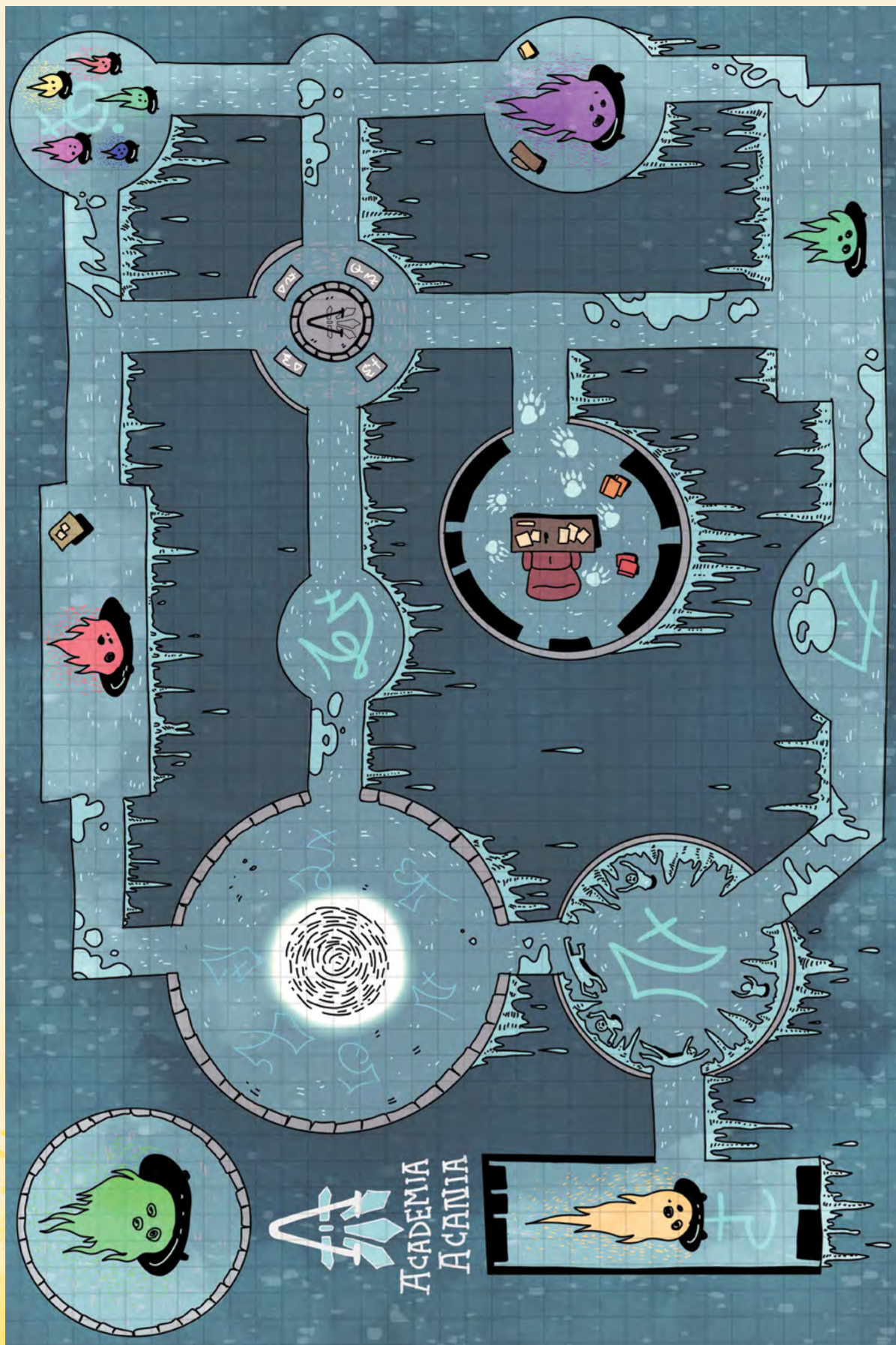
1. FIRST, I NEED YOU TO PICK UP ABOUT FIVE POUNDS OF FRESH ENTRAILS FROM A HELL LOUSE. ACTUALLY, BETTER MAKE THAT TEN POUNDS. IF YOU TRY THE STUFF, YOU CAN POWDER IT AND IT MAKES A SPICY SEASONING THAT YOU JUST CAN'T GET ON THE PRIME. YOU FOLKS USE PEPPER, BUT YOU HAVEN'T LIVED TILL YOU SPRINKLED SOME HELL LOUSE ENTRAILS ON YOUR STEAK AND EGGS!
2. SECOND, I NEED YOU TO GRAB A HANDFUL OF HELL-INFUSED FEATHERS. BASICALLY, ANYTHING WITH FEATHERS IN HELL IS APPROPRIATE. I AM SURE IN YOUR ABILITIES. I NEED QUILLS. NOT TO WRITE WITH. NO, I GET STUFF CAUGHT IN MY TEETH AND THEY WORK BEST FOR PICKING IT OUT, WHILE STILL HELPING ME MAINTAIN MY DELICATE DENTAL HYGIENE.
3. THIRD, AND THIS ONE IS THE DOOZY, SWING BY ONE OF THE LAKES OF BILE. I CAN GIVE YOU A MAP. IT'S NOT TOO FAR FROM WHERE YOU ARE HEADED ANYWAY, AND THEY ARE EASY TO SPOT WHAT WITH THE CHURNING GREEN POOLS SPEWING TOXIC FLAMES. FILL ME UP THIS BOTTLE AND DON'T ASK QUESTIONS. OH, AND YOU PROBABLY WANT TO HOLD YOUR BREATH.

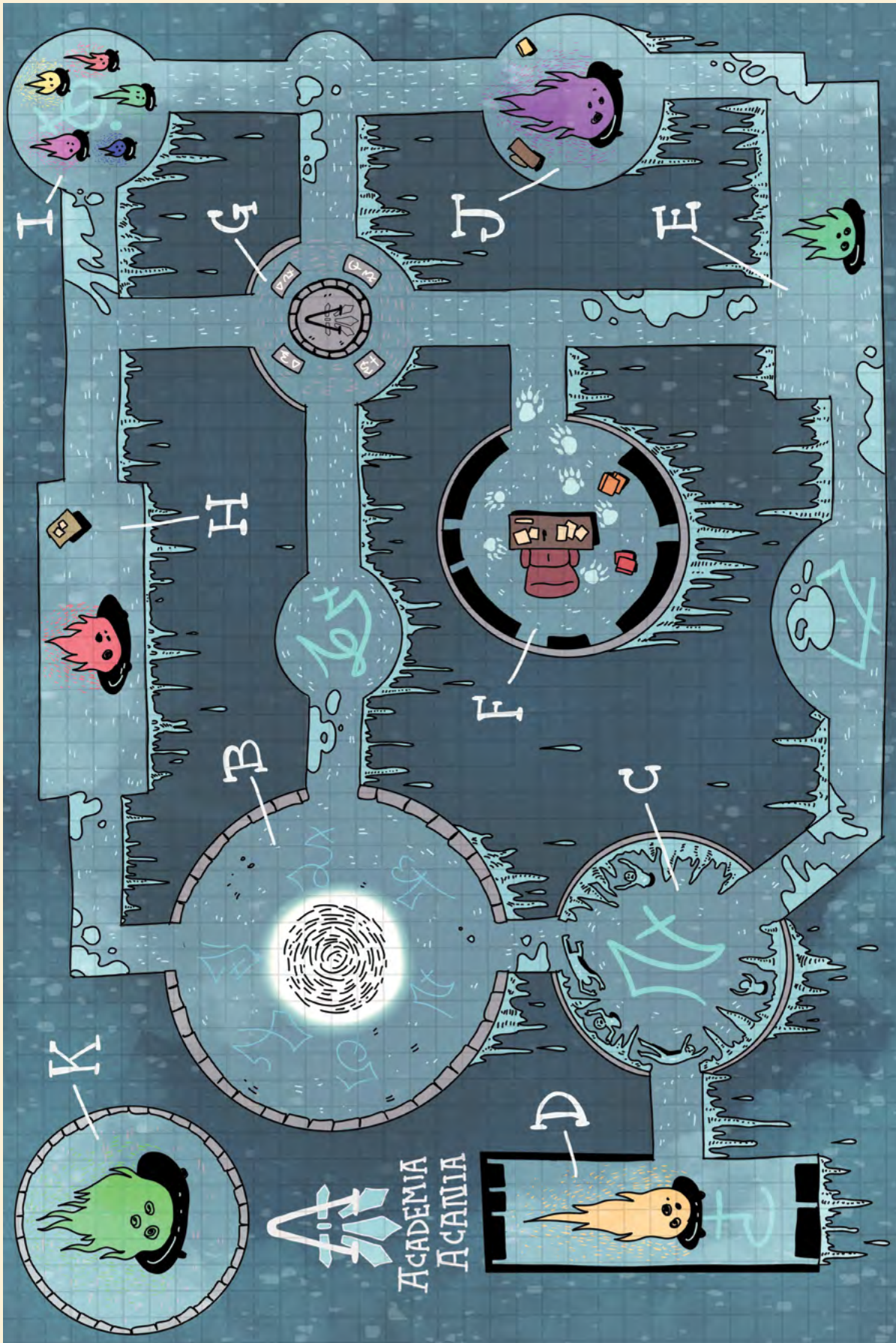






CANIA: ACADEMIA ACANIA

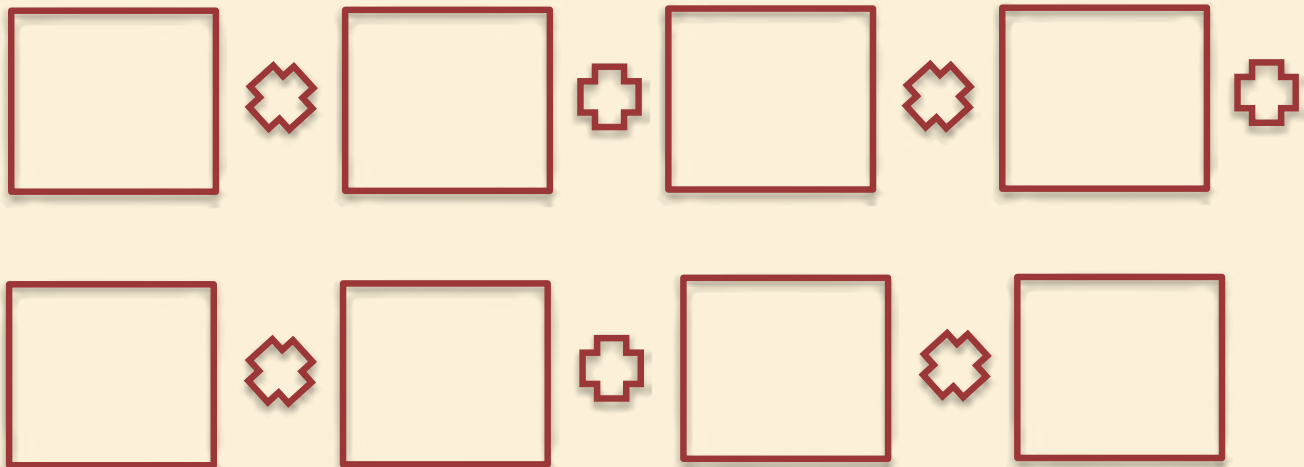






CANIA: MAION ALUMNI MEDITATION CHAMBER PUZZLE

The alternating symbols are form a single line.

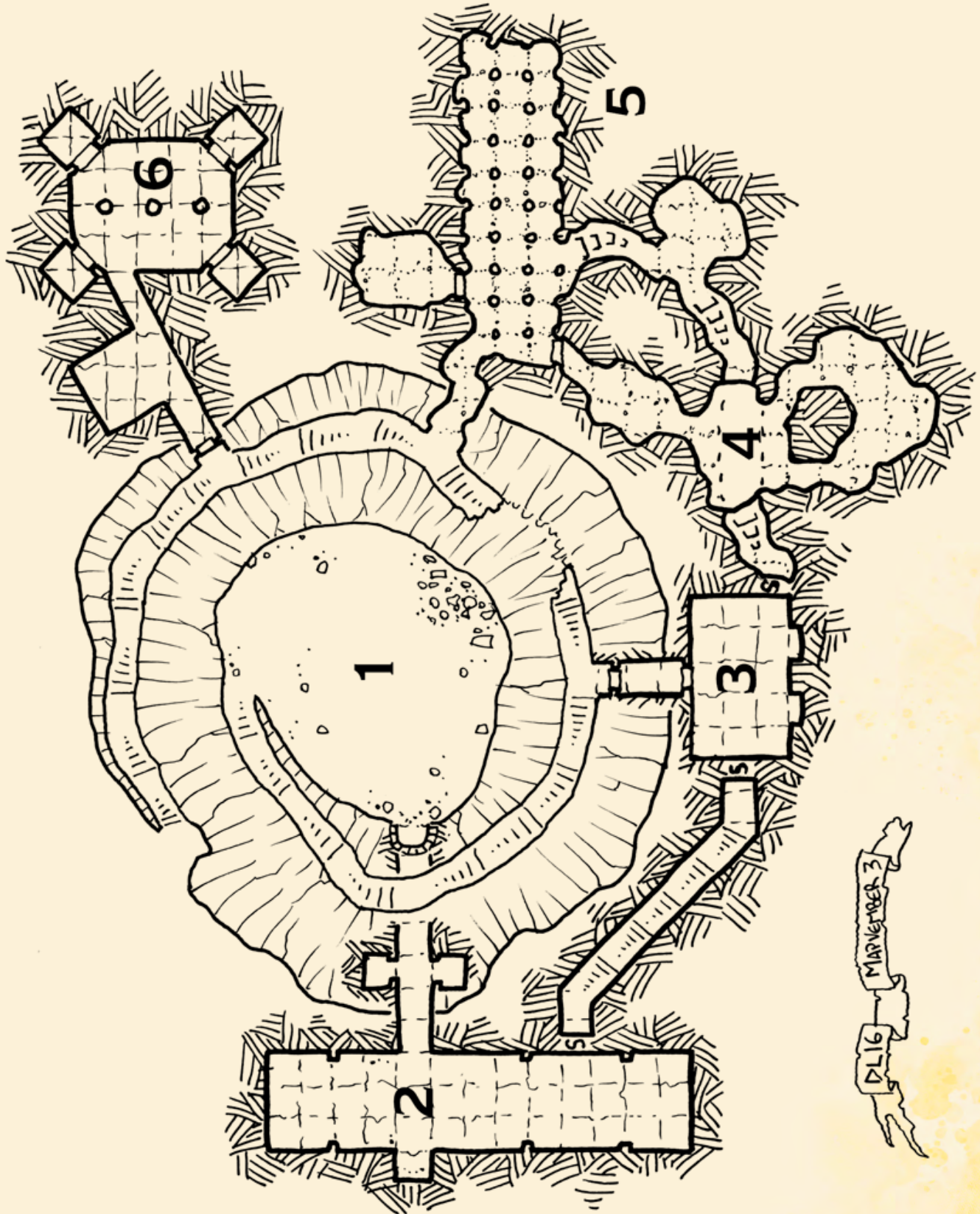


The following tiles are loose in the room.





NESSUS: THE GORGE OF SLAUGHTER



Imp

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Lawful Evil

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

-2

6

DEXTERITY

+3

17

CONSTITUTION

+1

13

INTELLIGENCE

+0

11

WISDOM

+1

12

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -2 Strength
- ☐ +3 Dexterity
- ☐ +1 Constitution
- ☐ +0 Intelligence
- ☐ +1 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +0 Arcana (Int)
- ☐ -2 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ +0 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +0 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +0 Nature (Int)
- ☐ +1 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +0 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

13

ARMOR CLASS

+3

INITIATIVE

20 ft., fly 40 ft.

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d4

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Sting

+5

1d4 + 3*

*piercing damage, and the target 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.

ATTACKS & SPELLCASTING

11

PASSIVE WISDOM (PERCEPTION)

Common, Infernal

OTHER PROFICIENCIES & LANGUAGES

n/a

EQUIPMENT

Shapechanger. 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 120' darkvision.

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

Invisibility. As an action, 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.

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

Damage Immunities: fire, poison
Condition Immunities: poisoned

FEATURES & TRAITS

Lemure

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Lawful Evil

RACE

ALIGNMENT

EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

+0

10

DEXTERITY

-3

5

CONSTITUTION

+0

11

INTELLIGENCE

-5

1

WISDOM

+0

11

CHARISMA

-4

3

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ -3 Dexterity
- ☐ +0 Constitution
- ☐ -5 Intelligence
- ☐ +0 Wisdom
- ☐ -4 Charisma

SAVING THROWS

- ☐ -3 Acrobatics (Dex)
- ☐ +0 Animal Handling (Wis)
- ☐ -5 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ -4 Deception (Cha)
- ☐ -5 History (Int)
- ☐ +0 Insight (Wis)
- ☐ -4 Intimidation (Cha)
- ☐ -5 Investigation (Int)
- ☐ +0 Medicine (Wis)
- ☐ -5 Nature (Int)
- ☐ +0 Perception (Wis)
- ☐ -4 Performance (Cha)
- ☐ -4 Persuasion (Cha)
- ☐ -5 Religion (Int)
- ☐ -3 Sleight of Hand (Dex)
- ☐ -3 Stealth (Dex)
- ☐ +0 Survival (Wis)

SKILLS

7

ARMOR CLASS

-3

INITIATIVE

15 ft.

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 3d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Fist

+3

1d4 bludg.

ATTACKS & SPELLCASTING

Devil's Sight. Magical darkness doesn't impede the lemure's 120' 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.

Damage Resistances: Cold
Damage Immunities: Fire, Poison
Condition Immunities: Charmed, Frightened, Poisoned

10

PASSIVE WISDOM (PERCEPTION)

Understands Infernal, but can't speak

OTHER PROFICIENCIES & LANGUAGES

n/a

EQUIPMENT

FEATURES & TRAITS



PIPYPAP ON THE AUTHORS

PIPYPAP ON AMY LYNN IZURA

NOW THIS ONE. YEESH. HER SOUL'S SO SPARKLY AND COLORFUL THAT I DON'T THINK I EVEN WANT IT. (WHO'M I KIDDING, COURSE I DO.) WE'VE GOT A DEAL WORKED OUT, THOUGH, ME AND HER: WHEN SHE'S BAKING FOR THOSE HUMANS OF HERS, SHE LEAVES A COUPLE EXTRA LITTLE SWEETCAKES ON THE COUNTER, AND I DON'T SHARPEN HER SPOONS OR FLAP AROUND TO ANNOY THAT CRAZY-LOOKING FAMILIAR OF HERS. WELL, NOT AS MUCH, ANYWAY.



PIPYPAP ON CLAIRE HOFFMAN

THERE'S THIS OLD CHICK. SHE KEEPS TRYING TO GIVE ME THESE TWO HALF-GROWN KITTENS SO SHE HAS MORE TIME TO ANSWER EMAILS BUT I HAV TA PROMISE NOT TO EAT THEM. WHAT'S UP WITH THAT?



PIPYPAP ON GREG MARKS

OKAY, LOOK THE REST OF THESE JOKERS ASPIRE TO EVIL, BUT THIS GUY, DON'T TRUST HIM; EVEN IF HE OFFERS YOU FROZEN CUSTARD. HE'S ALWAYS WRITING SOMETHING AND TRYING TO GET YOU TO READ IT BY WHISPERING "BECAUSE SCIENCE." LIKE I AM GONNA FALL FOR THAT "BY READING THIS YOU HAVE AGREED TO..." THING AGAIN. ALSO, I AM PRETTY SURE THAT HE IS ACTUALLY ASMODEUS' CAT IN A BIG MEAT SLIT.





PIPYAP ON ALAN PATRICK

SEZ HE GREW UP IN A ROUGH SPOT, BUT LEARNED HOW TO HUNT FOR DINNER AND CHOP WOOD SO I GUESS HE'S JUST AN EMBARRASSED DELUD OR SLIMPIN. WHATEVER. HAS A FAMILY NOW LIKE THAT'LL STOP HIM FROM WRITING ABOUT NIGHTMARE-INDUCING THINGS LIKE WORMS AND NIRVANA IN A MAJOR KEY.

PIPYAP ON LYSA PENROSE

LYSA'S AN EXAMPLE OF ONE OF THOSE JERSEY DEVILS. YOU WON'T HEAR THESE DEEP TRACKS IN MORDENKAINEN'S OR XANATHAR'S GUIDES. IT TAKES A REAL DEVIL LIKE ME TO TRAVEL TO THE LITTLE KNOWN TENTH LAYER OF HELL: NLH JERR ZEIGH. SEEMS LIKE SHE'S MAKING A MOVE FOR ARCHDEVIL IF YOU ASK ME. LEAVE SOME D&D COMMUNITIES FOR THE REST OF US INFERNAL FOLKS TO INFILTRATE! WAIT... THAT DOESN'T STAND FOR DEALS AND DOUGHNUTS? WHATEVER. WHAT A BLNCH OF WORK FOR NOTHING.



PIPYAP ON TRAVIS WOODALL

HE'S JUST THIS GUY, YOU KNOW? SURE HE AIN'T THE SHARPEST TOOL IN THE SHED (YOU CAN THANK THE CALIFORNIA PUBLIC EDUCATION SYSTEM FOR THAT), OR THE HANDBOMESEST GUY ON THE BLOCK (TOO MUCH HAIR, TOO MUCH BEER), BUT HE'S MORE OR LESS WHAT WE'RE STUCK WITH. HE'S GOT A WIFE (BOY, DID SHE HIT THE LOTTERY OR WHAT?) AND A COUPLE KIDS THAT HE OCCASIONALLY HANGS AROUND WITH WHEN HE'S NOT SLIMPED LIFELESSLY IN FRONT OF HIS COMPUETER. WHAT A CATCH, EH? ANYWAY, HE'S BEEN WHAT HE'S BEEN DOING FOR A WHILE NOW AND HE DOESN'T SEEM INTENT ON SLOWING. FOR GOOD OR FOR ILL? DON'T ASK ME.

THE REALZ TRUTH ABOUT ALL NINE HELLS!

HEY MORTALZ, THIS IS YOUR BEST PAL PIPYAP AND I HAVE THE WHOLE CHANT ON ALL OF THE NINE HELLS. I LIVED THERE A LONG TIME AND I KNOW WHERE TO GO (NOWHERE), WHERE TO AVOID (ALL OF IT), WHO TO TALK TO (NO ONE), AND WHO TO RUN FROM (ALMOST ALL OF THEM). OKAY, LOOK, IT'S THE HELLS. IT'S A PIT OF PAIN AND DESPAIR AND YOUSE AINT GONNA LIKE IT, BUT THERE ARE A FEW BRIGHT SPOTS. I MEAN, MOST OF ITS ON FIRE, SO... ANYWAY, LISTEN UP AND LET ME FILL YOU IN!

Within this book you will find updates to all the layers of the Nine Hells, details about its residents, six adventures legal for D&D Adventurers League play for characters level 1-20, and special rules for writing/running Community Created Content (CCCs) in the Nine Hells for season 9 of the D&D Adventurers League. Of course, all of this is complimented by helpful commentary by everyone's favorite imp, Pipypap.

For use with the fifth edition *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*.

