



LOSING FAI

An Avernus Rising Adventure

Fai Chen has gone missing from Mahadi's Traveling Emporium, and the merchant sends you a note asking you to rescue him. You'll have to do it without angering the master of the emporium, whose protection is crucial to your sacred mission. But in the Nine Hells, how much can you really trust someone you call friend?

A Four to Six-Hour Adventure for 5th through 10th Level Characters.

Optimized For: APL 8



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ADVENTURE PRIMER

"Mahadi can be a great friend, and a much worse enemy."

—Fai Chen

This adventure is designed for **three to seven 5th-to-10th-level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

This adventure takes place in Avernus, the first layer of the Nine Hells, where almost no creature can be trusted.

BACKGROUND

FAI CHEN, a well-known and respected purveyor of worldly and other-worldly goods with a connection to Avernus, helped a group of adventurers bring **DARA**, a **CHOSEN OF ILMATER**, on a holy mission to **AVERNUS**, the first layer of the Nine Hells. The adventurers followed Fai Chen to **MAHADI'S TRAVELING EMPORIUM**. Fai Chen has a previous (strained) relationship with Mahadi, but the adventurers found safety with the master of the emporium in exchange for favors. The adventurers have learned that Fai has made **COPIES** of himself, which is somehow responsible for how the merchant escaped Mahadi's service.

Fai is the only mortal to ever escape the rakshasa's service, and Mahadi wants to understand how the old monk gained his duplication powers. Fai's return to the emporium has given Mahadi a chance to engage in "research." He has directed **SU ZHEN KANG**, a former monk who sold his soul to Mahadi, to uncover the truth. Conveniently, Su Zhen and Fai were both members of the same **MONASTERY**.

OVERVIEW

The adventure's story is spread over **three parts** and takes approximately **four hours** to play. The adventure begins with a Call to Action. It also contains **two optional bonus objectives**, each taking **one additional hour** to play.

- **Call to Action: From Fai.** The characters are resting between missions at Mahadi's Wandering Emporium and get a message from Fai Chen asking for help.
- **Part 1: Hunt for Fai.** The characters investigate the disappearance of Fai at the emporium and learn that Su Zhen Kang took him to the ruined city of Ixeetoth. This is **Story Objective A**.
- **Part 2: Price of Success.** The characters search Ixeetoth to rescue the Fai Chens from Su Zhen Kang. This is **Story Objective B**.
- **Bonus Objective A: Demon Throw Down.** As the characters investigate in **Part 1**, Mahadi asks them to deal with demons headed for the emporium. This bonus objective is found in **Appendix 1**.

- **Bonus Objective B: Abishai Offer.** As the characters travel to Ixeetoth, they encounter Immiass, a black abishai in the service of Tiamat, who wants to make a deal. This bonus objective is found in **Appendix 2**.

ADVENTURE HOOKS

The Call to Action of this adventure does a good job of hooking the characters into the action. If the characters haven't played through previous season 9 adventures, don't know of Fai Chen or Mahadi, or need a refresher, give them **Appendix 5**, which summarizes the events they need to know for this adventure.

Fai's Client. If any of the characters have magic items, they may have purchased those items from Fai Chen. They remember the merchant being fair, kind, and friendly.

Fai's Friend. A character with the clan crafter, guild artisan or merchant, sage, sailor, or smuggler background may have done business with Fai in the past and might feel a kinship with the friendly merchant.

Stick It to Mahadi. If the characters have met Mahadi in previous adventures, they may want to stick it to the smug rakshasa, and saving Fai would be the perfect way to get under Mahadi's skin.

ADVENTURE FLOWCHART

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.





CALL TO ACTION: FROM FAI

Estimated Duration: 20 minutes

RESTING AT THE EMPORIUM

Ask each character what they are doing in their cramped tent as they recuperate from their latest adventure. The caravan has spent three days in its current location, which is not unusual.

AREA INFORMATION

The characters are resting in a canvas-covered wagon attached to Fai's giant infernal war machine.

Dimensions. The wagon is cramped, approximately 10 feet square, but has enough room for the characters to rest comfortably by Avernus standards.

Light. The harsh volcanic activity of Avernus filters through the canvas, filling the tent with dim red light.

Sounds & Smells. Outside, the wind howls, carrying the screams of distant Blood War battles. Volcanoes explode in the distance, releasing pungent sulfur into the air.

CREATURE INFORMATION

While the characters rest, Dara comes to them with a look of concern. As she whispers her tale to the characters, an imp emerges from her backpack, hands the characters a letter (**Appendix 6**), then leaves.

What Do They Want? Dara wants the characters to find the missing Fai Chens. The imp wants to deliver the letter and return to its work; Fai Chen paid the fiend to not speak of its job to anyone, even Fhet'Ahla.

What Do They Know? Dara begins by sharing what she knows. She hasn't seen a single Fai Chen since the emporium caravan stopped three days ago, so she asked around: everyone she spoke to acknowledged that Fai was gone, but no one seemed to show concern for the merchant. When Dara went to question Fhet'Ahla, an amnizu in charge of Mahadi's imp couriers, an imp climbed

into Dara's pack without Fhet'Ahla noticing and demanded that Dara take it to see the characters.

The imp knows it has a letter to deliver to the characters.

CALL TO ACTION: WHAT'S NEXT?

Dara gives the characters a few minutes to look over Fai Chen's letter before speaking up again. Even without seeing the note, she somehow (through her divine abilities) knows the contents. Dara begs the characters to take up Fai's quest and investigate the merchant's disappearance by searching the emporium for clues. She reminds the characters to keep their search secret, since—as the letter suggests—Mahadi may be behind Fai's disappearance.

Dara proposes that the characters avoid Mahadi and Infernal Rapture at all costs and start their search for Fai by investigating the following emporium members:

- **Burney the Barber**, a female Calishite human who offers healing service for gold.
- **Fhet'Ahla**, an amnizu devil who watches over the emporium'simps and serves as a notary for infernal contract dealings at From Here to Avernus.
- **Ellich**, a human transmuter who deals in demon ichor at Ichor's Aweigh.

DARA'S WARNING

Dara gives one final warning to the characters to remain careful in the camp: Mahadi has eyes and ears everywhere. She also warns them to remember the rules of the emporium: No fighting. No stealing. No spellcasting. No exceptions.

SHOPPING

The characters can take some time to shop at the emporium before they begin an investigation in earnest. If they wish to shop, they can buy any equipment found in chapter 5 of the *Player's Handbook*. When they are ready to begin investigating the camp, proceed to **Part 1**.



PART 1: HUNT FOR FAI

Estimated Duration: 1 hour 40 minutes

The sounds of Avernus continue in the background as the characters explore the colorful tents of Mahadi's Wandering Emporium. They witness devils, hags, and other infernal creatures trading items, money, and *soul coins* with the emporium's vendors. The characters can also smell the emporium's delicious food and scented massage oils coming from the largest tent, which houses Infernal Rapture, Mahadi's hospitality business.

STORY OBJECTIVE A

As the characters investigate the disappearance of Fai Chen, they should learn that Su Zhen Kang is holding Fai Chen in the ruined city of Ixeetoth. This is **Story Objective A**.

BREAKING THE RULES

The rules of the emporium are simple: No fighting. No stealing. No spellcasting. No exceptions. If the characters publicly cast a spell, are caught stealing, or try to start or participate in a fight, 1d4 rounds later a **barbed devil** leading a crew of **bearded devils** (one per character) arrives and asks the characters to cease any rule-breaking if this is their first offense. If the characters listen, the devils give them a warning. If the characters don't cease their rule-breaking or have already been given a warning, the devils ask them to leave the emporium. If the characters refuse, the devils attack, fighting until destroyed. If the characters destroy this band of devils, they can continue the adventure, but Mahadi does not allow them to re-enter the emporium once they leave, no matter their other actions (see **Fai-nal Plea** in **part 2**).

A character can cast a spell in public without being noticed by succeeding on a DC 15 Dexterity (Stealth) or Charisma (Deception) check. A creature targeted by a spell may still notice the casting per the spell's description and the DM's discretion.

DEMON THROW DOWN

If you have the time and wish to add **Bonus Objective A, Demon Throw Down**, to the adventure, it can occur at any point during this part of the adventure.

MERCHANT INVESTIGATIONS

The characters can investigate the three merchants suggested by Dara in any order they choose, using any method they like. After looking into all three merchants, the characters should have enough information to guide them to Su Zhen Kang's tent (see **Su Zhen Kang's Tent**, below).

Each merchant description has suggestions for how the characters might get access to the information the merchant knows about Fai's disappearance. These are not the only ways the information might be obtained, just the most obvious. Allow the characters to get creative, and reward clever ideas and roleplaying with success.

AREA INFORMATION

Each tent the characters visit has the following features.

Ceilings. The tents have 10-foot-high ceilings.

Light. The tents are filled with bright light from hanging lanterns.

Sounds & Smells. Outside wind howls, carrying the screams of distant Blood War battles.

Walls. The tent walls cannot be climbed, but the ropes and poles holding them up could be. Creatures can crawl under the tent walls. A 5-foot-square section of tent wall has AC 11, 5 hit points, and immunity to poison and psychic damage.

BURNEY THE BARBER

Burney, who appears to be a Calishite woman, is secretly an **ancient copper dragon** named Balarystul.

This simple canvas tent is filled with sweet incense and several strange animals in cages, including a tiny purple demon. A Calishite woman places a wet cloth on the head of a young boy lying on a cot, his veins bulging as sweat pours down his brow.

Burney greets the characters as they enter—asking them in turn if they're in need of her services. She never takes her eyes of the sick boy in her care, Zal Furden (a **commoner**).

What Do They Want? **Burney's** primary goal is to see to Zal's well-being. Knowing that the characters are in need of her assistance is a relief; she knows how to help the boy, but finding a selfless person in Avernus is...challenging. **Zal** is delirious with fever—he's unable to communicate aside from mindless rambling in Infernal. He currently has five levels of exhaustion; Burney is close to developing a proper cure, but she's concerned that he won't last the day.

What Do They Know? Fai's rescue is important to **Burney**, but not as important as saving the boy's life. She knows about Fai's disappearance, but doesn't part with what she knows unless one of the characters proves that they're good of heart by agreeing to take on Zal's disease. If the characters help **Zal**, Burney happily shares what she knows. Shortly before the Fais began disappearing, a Shou man in black robes named Su Zhen Kang visited Burney. While he requested only for a shave, the man asked several questions about the Fais—how many there were, where they spent their time, etc. Before he left, he also asked where he could find Ichor's Aweigh and From Here to Avernus (two other shops in the emporium).

Burney knows she's close to developing a cure to the disease using Zal's blood, but needs a more time to complete it—time that Zal doesn't have.

A SHEEP IN WOLF'S CLOTHING

Burney is an excellent healer and is treated as having the Healer feat and proficiency in herbalism and healer's kits with a +3 bonus. She's an equally skilled barber and offers traditional barber services, styling any race or gender with equal ease. She charges only 1 gp for these services. She also provides spellcasting services, though she charges more. The list of spells she can cast and their costs can be found in the *ALDMG*.

Burney abhors the use of *soul coins* and can sense which characters have used them. Any character who has spent 3 or more charges from one or more *soul coins* has disadvantage on Charisma checks made to influence Burney. However, a character that agrees to take on Zal's illness ignores this penalty.

Helping Zal. Zal is too young to survive the disease; the only thing Burney can do is comfort him and pray for someone willing to help. She possesses a ritual that can transfer the disease once to another humanoid—a requirement that precludes Burney from assuming the burden herself (if questioned why she can't, she lies that doing so would render her incapable of finishing the ritual to protect her true identity). **A character who is immune to disease can't take the transfer.** A character who accepts must stand within 5 feet of Zal as Burney chants softly; the disease moves from the child to the character, who immediately contracts the disease (see "Infernal Wasting").

Purple Quasit Cage. Burney keeps several animals that provide her with reagents for her talents in cages. Most recently she found a rare purple **quasit**—which Elliach (see **Ichor's Aweigh**) greatly covets. The cage's door is secured with rope. Burney is observant, so stealing the cage or the quasit without her noticing requires a successful DC 27



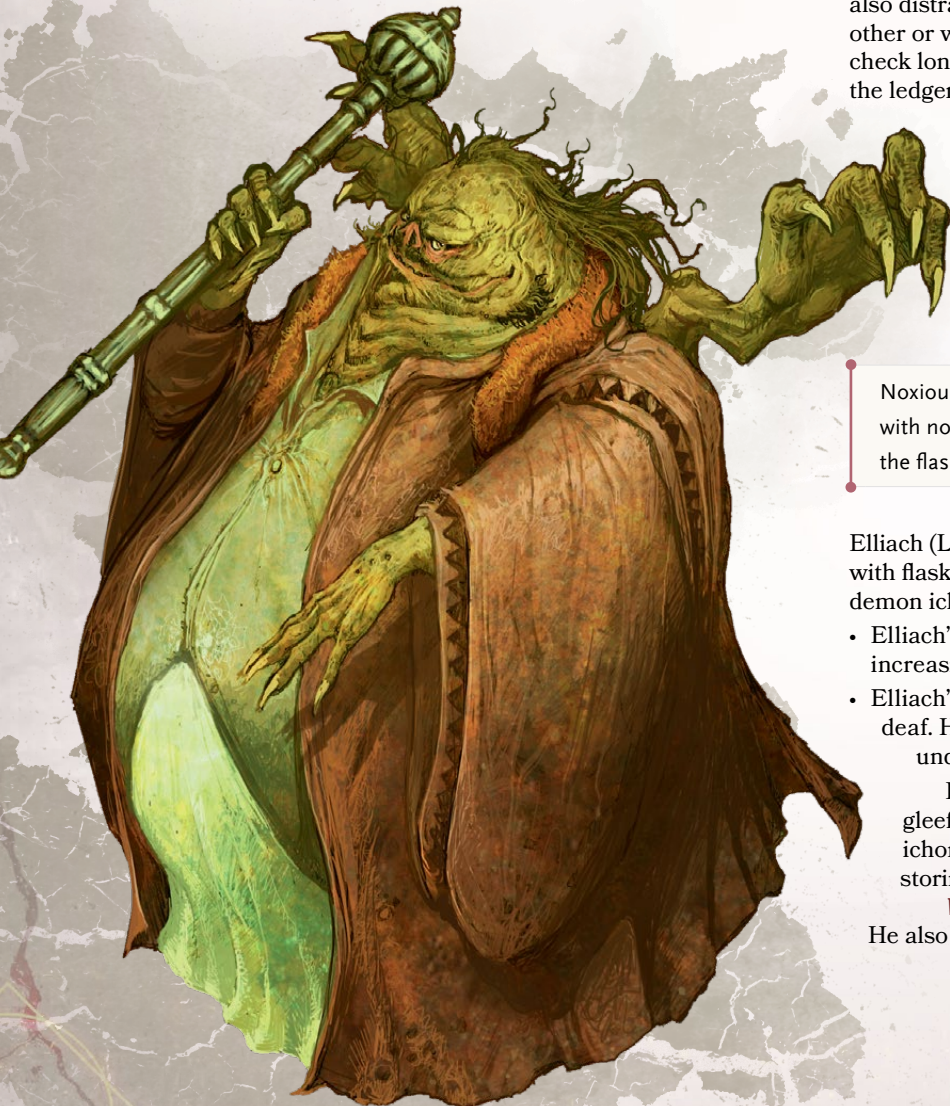
Dexterity (Sleight of Hand) check. However, a character who succeeds on a DC 17 Charisma (Deception or Persuasion) check could persuade Burney to step outside her tent to discuss something while another character steals the quasit. If Burney catches a character trying to steal the demon, she asks them politely to leave the quasit alone. If a character who takes on Zal's disease asks for the quasit, Burney gives it to them freely.

INFERNAL WASTING

A humanoid that contracts infernal wasting immediately gains a level of exhaustion that can't be removed except by succeeding on the saving throw made below. Those suffering from infernal wasting demonstrate symptoms such as bulging veins, constant sweating, fever, and nonsensical babbling in Infernal.

Infernal wasting can't be cured by spells or other magic such as a paladin's Lay on Hands feature. At the end of each long rest, an infected creature must make a DC 12 Constitution saving throw. On a failed save, the character gains another level of exhaustion. On a successful save, the character's exhaustion level is reduced by 1. If the infected creature's levels of exhaustion are entirely removed in this way, it recovers from the disease.

Any character who has infernal wasting at the end of the adventure automatically recovers from it as Burney uses Zal's blood to make a cure.



FROM HERE TO AVERNUS

An obese devil with small wings poking through its purple robes makes notes in a book as he places it back on his counter. Imps fly all about his tent, squabbling with each other over who is responsible for carrying the next letter.

Fhet'Ahla, an **amnizu**, is intelligent and loyal to Mahadi. The devil runs a courier service that uses fifty **imps** to deliver messages.

What Do They Want? Fhet'Ahla is loyal to Mahadi and won't willingly turn on the rakshasa for fear of being killed. The amnizu is always on the lookout for a reward; it doesn't answer any questions about Fai Chen and reports characters who ask about him to Mahadi (see **Being Reported in Part 2**).

What Do They Know? If a character attempts to casually bring up Su Zhen Kang and succeeds on a DC 11 Charisma (Deception) check, **Fhet'Ahla** reveals that Su Zhen Kang did business with the amnizu for a while, then suddenly stopped coming into the shop three days ago and hasn't been seen since.

Fhet'Ahla's Ledger. A character can steal Fhet'Ahla's ledger without the amnizu noticing with a successful DC 17 Dexterity (Sleight of Hand) check. A character could also distract Fhet'Ahla by provoking the imps to fight each other or with a successful DC 11 Charisma (Deception) check long enough for another character to look through the ledger to find any pertinent information.

The ledger—written in Infernal—indicates that Mahadi used Fhet'Ahla's imps to correspond with Su Zhen Kang six days ago. The ledger also notes that Su Zhen's tent is hexagonal.

ICHOR'S AWEIGH

Noxious fumes and colored smoke fill this tent. A man with no ears runs his elongated, tentacle-like arms along the flasks lining the many shelves in the tent.

Elliach (LE human **mage**) collects, sells, and experiments with flasks of demon ichor and *soul coins*. Exposure to demon ichor warped Elliach in the following ways:

- Elliach's arms are tentacles with fingers at the ends, increasing his reach by 5 feet.
- Elliach's ears sprouted wings and flew away. He is deaf. He relies on lip reading and hand gestures to understand others.

If the characters ask what Elliach is doing, he gleefully tells them he has uncovered a use for demon ichor: removing memories from one's brain and storing it in a potion.

What Do They Want? Elliach covets *soul coins*. He also desires Burney's purple quasit (see **Burney**

the Barber). If the characters ask about Fai, Elliach remembers his flask (see **Fai's Potion**, below) and offers to give it to the characters in exchange for Burney's purple quasit or for three *soul coins*. Characters who succeed on a DC 15 Charisma (Deception or Intimidation) check also get Elliach to hand over the flask for free.

What Do They Know? Elliach does know something about Fai's disappearance, though he took what he knew out of his brain and stored it inside a potion on his shelves (see **Fai's Potion**, below). If characters make it obvious that they are looking for information about Fai, Elliach reports the characters' investigation to Mahadi (see **Being Reported in Part 2**).

Fai's Potion. A character who searches Fai's shelves finds a flask labeled "FAI" with a successful DC 12 Intelligence (Investigation) check. A *detect magic* spell reveals an aura of illusion magic (which the other flasks don't have). The potion can be taken without Elliach noticing with a successful DC 11 Dexterity (Sleight of Hand) check. If Elliach notices the theft, he shouts for help (see **Breaking the Rules**, above).

A character who drinks the potion gains Elliach's memory of interacting with Su Zhen Kang and learns that Su Zhen's tent in the emporium is orange. This memory is contained in **Appendix 7**. When the Fais went missing, Elliach was afraid he learned too much during Su Zhen's visit and removed this memory from his brain to avoid Mahadi's suspicion.

A character who drinks the potion must also succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. While poisoned, the character gains the following flaw, "I am always hungry and have no control when it comes to food or drink."

Services. Elliach sells demon ichor for 100 gp a flask and buys it for 25 gp a flask.

SU ZHEN KANG'S TENT

After the characters investigate the merchants at the emporium, they should want to check Su Zhen Kang's tent for clues. If the characters are unsure where to go next, Dara could check in to see how the investigation is going and suggest searching Su Zhen's tent.

To find the tent without a problem, the characters must know two facts: that the tent is orange (see **Ichor's Aweigh**) and it is hexagonal (see **From Here to Avernus**). If the characters have neither of these facts, they raise suspicion with Mahadi's spies as they search for the tent: though they find it, they are reported to the rakshasa (see **Being Reported in Part 2**). If the characters only know one of the facts about the tent, they must make a DC 15 group Intelligence (Investigation) check. On a failed check, they find the tent but are reported to Mahadi. On a success, they find the tent without being reported.

AREA INFORMATION

The tent has the following features.

Dimensions & Terrain. The highest point of the ceiling in the tent is 10 feet high. Refer to the map in **Appendix 3** for the tent's other dimensions.

Light. The tent diffuses the red, volcanic light throughout Avernus. Dim reddish-orange light fills the interior.

Sound. Thanks to a magic privacy ward, sound does not leave or enter the tent. Combat can occur within without drawing the attention of Mahadi's forces (see **Breaking the Rules**). **Characters who can hear should immediately notice the lack of outside sound when they enter the tent.**

Walls. The walls of the tent are magically reinforced. Each 5-foot-square section of wall has AC 17, 27 hit points, and immunity to fire, poison, and psychic damage. If the characters publicly attack the tent from the outside, they break the rules (see **Breaking the Rules**). The walls of the tent are sewn into the tent's floor, so the characters cannot easily crawl through a flap.

Magical Auras. If viewed by a creature casting *detect magic*, the tent radiates abjuration and illusion magic.

T1. FOYER

The orange entrance foyer of the tent is a small, cubic enclosure with two humanoid skulls hanging from the ceiling, points of red light burning in their eye sockets.

When the characters enter the area, unless one of them is disguised as Su Zhen Kang, the skulls speak in unison: "Su Zhen Kang is not with you. Leave the tent now or die." The characters have one round to leave the tent. If they do not, the skulls animate, turning into **flameskulls**, and attack, casting *fireball* spells as soon as they are able. The flameskulls fight to the death once activated, but they do not pursue characters who leave the tent.

If a character knows what Su Zhen looks like (likely from witnessing Elliach's memory in **Ichor's Aweigh**), that character can use or instruct another character using a disguise kit to make any Medium-sized humanoid character look like Su Zhen. If a character enters the foyer in a Su Zhen disguise, the skulls say, "Welcome, Su Zhen Kang!" and unstitch the flaps between areas T1 and T2.

SNEAKING THROUGH THE TENT

Even if you tell the characters that the tent is entirely silent and sealed off from the outside, it may not be clear to them that they can battle inside the tipi without Mahadi noticing the violation of the rules. If they want to sneak through the tent, a DC 12 group Dexterity (Stealth) or Charisma (Deception) check gets them through without being noticed by the creatures in **areas T2 and T3**.

T2. GREAT ROOM

The two tent flaps that separate **areas T1** and **T2** are stitched together. The flameskulls can undo the stitches as detailed in **area T1**, or the characters can destroy the flaps (see **Tent Features**).

A cold brazier in the center of this hexagonal room holds charred wood and two fresh bricks of incense. Clear liquid smelling of paint is contained in a glass pot that sits atop an 8-foot-high wood ladder.

When the characters enter this room, two **wraiths** that look like Shou human monks materialize and attack, fighting until destroyed. The wraiths do not leave the tent to pursue characters. A character disguised as Su Zhen Kang can make a DC 17 Charisma (Deception) check as an action, convincing the wraiths to disappear and stop their attack on a success.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **wraiths** have 40 hit points each.
- **Weak:** The **wraiths** have 50 hit points each.
- **Strong:** The **wraiths** have 79 hit points each.
- **Very Strong:** The **wraiths** have 99 hit points each.

Brazier and Paint. A *detect magic* spell reveals that the brazier and clear liquid emanate auras of illusion magic. The clear liquid is an invisible paint. A creature that succeeds on a DC 15 Intelligence (Arcana) check understands how the brazier and paint work.

As an action, a creature with a torch or other fire-making implement or spell can light the brazier. If the brazier is lit with the incense inside, the paint on the walls of the tent is revealed in glowing green script, showing a story that Su Zhen Kang wrote in *Infernal*. If a character can understand *Infernal*, give that character **Handout 4**. The lit brazier also reveals the secret flap outlined in the paint.

Secret Door. A character who succeeds on a DC 13 Wisdom (Perception) check finds a secret flap that leads to **area T3**.

T3. SECRET HALL

The hall curves around the perimeter of the tent to a chest.

Crushing Trap. When a creature stands in this area at least 10 feet away from the secret door, the walls come together with surprising crushing force and each creature in the area must make a DC 13 Dexterity saving throw. Creatures with a speed of 40 feet or greater automatically succeed on this saving throw. Creatures that succeed are unharmed and outrun the crushing walls, ending their turn in **area T2** or near the chest at the opposite end of the hall. Creatures that fail take 11 (2d10) bludgeoning damage and are restrained by the walls.

A restrained creature can end the condition on itself with a successful DC 13 Strength (Athletics) or Dexterity (Acrobatics) check made as an action, choosing to end their turn in **area T2** or near the chest at the opposite end of the hall. A creature that remains restrained at the end of its turn takes 11 (2d10) bludgeoning damage.

A creature can force the walls of the tent apart with a successful DC 15 Strength (Athletics) check made as an action. A creature that fails this check takes 11 (2d10) bludgeoning damage and is restrained by the walls.

Opening the iron chest or carrying it through the hall to **area T2** deactivates the wall trap.

Iron Chest. A 1-foot-cubic iron chest sits at the end of the hall. A *detect magic* spell reveals that the chest radiates auras of abjuration and necromancy magic. The chest cancels the effect of the crushing trap in a 5-foot-radius around it.

The chest is locked and has AC 19, 27 hit points, and immunity to poison and psychic damage. The lock can be picked with a successful DC 15 Dexterity check using thieves' tools or forced open with a successful DC 20 Strength (Athletics) check.

If the chest is damaged or forced open by a character, or a character attempts to pick the lock and fails, that character must make a DC 10 Charisma saving throw. On a failed save, a burst of magic from the chest separates the character's soul from their body.

While a character's soul is separated from their body, their soul has the statistics of a **specter** except that the character retains their alignment, Intelligence, Wisdom, and Charisma scores from their previous form, and their body is effectively dead. A soul can be returned to a body with the *greater restoration* spell or similar magic. If the character's soul is not returned to their body by the end of the adventure, Dara herself restores the character's soul. Give **Handout 5** to any character who has their soul separated from their body.

Treasure. The chest contains various coins, a *potion of poison*, and a letter from Mahadi to Su Zhen Kang, contained in **Handout 6**.

TO IXEETOTH

When the characters find Mahadi's letter to Su Zhen Kang, they should know to search for the Fais in the nearby ruin of Ixeetoth. When the characters are ready, proceed to **Part 2**.

LONG REST CONSEQUENCES

If the characters take a long rest during this part of the adventure, word of their investigation reaches Mahadi (see **Being Reported** in **Part 2**).



PART 2: PRICE OF SUCCESS

Estimated Duration: 2 hours

The characters travel to Ixeetoth's temple of Asmodeus and must save the Fai Chens.

STORY OBJECTIVE B

Saving the Fais from Su Zhen Kang is **Story Objective B**.

BEING REPORTED

If Mahadi's servants, such as Elliach or Fhet'Ahla (though not Burney), discovered that the characters were looking for Fai Chen in **Part 1**, they ensure that Mahadi learns of this investigation, which has the following consequences:

FAI BOMB

As the characters travel to Ixeetoth, they see a bleeding Fai Chen staggering toward them, calling for help. A character who succeeds on a DC 14 Wisdom (Insight) check can tell that something isn't normal about Fai.

When the characters get close to Fai, they notice that his bloody robes are torn. A character with a passive Wisdom (Perception) score of 16 or higher can see Infernal runes carved into Fai's chest beneath his tattered robes. When a creature gets within 15 feet of Fai or casts the *dispel magic* spell on him, the runes glow red, then Fai explodes in a fiery burst. Each creature within 30 feet of Fai must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. Dealing at least 5 points of damage to Fai (AC 10) also causes him to explode.

INCUBUS DECEPTION

Teriz'al, an **incubus** in the service of Mahadi, approaches the characters in the guise of Terron Ferdun, father of Zal (see **Burney the Barber** in **Part 1**).

What Do They Want? Teriz'al appears gravely wounded and begs the characters for help, hoping to get the characters to use some of their spell slots on healing spells. The incubus asks to travel with the characters for safety, offering to fight with them if they help him find his son, whom he was separated from during their escape from Elturel. The fiend waits for a good time to charm a character, then orders that character to give it a useful magic item and to cover the incubus's escape by fighting the other characters as it flees.

What Do They Know? Teriz'al was sent by Mahadi to disrupt their quest and ensure the characters' failure to save the Fai Chens.

HAG HAGGLE

The windswept remains of an 18-mile stretch of ruined road that begins near the emporium lead straight to Ixeetoth. During their travel, the characters can experience the following encounter, plus **Fai Bomb** and **Incubus Deception** in the **Being Reported** section if their investigation was reported to Mahadi. Run this encounter only if you have the time to do so.

AREA INFORMATION

This area of the road to Ixeetoth has the following features.

Dimensions & Terrain. The broken landscape of Avernus is gravelly around the 50-foot-diameter tar pit.

Light. Volcanic activity fills the area with bright red light.

Sounds & Smells. The toxic scent of tar burns the air as the droning of hellwasp wings drowns out other background noise.

Tar Pit. The pit of hot, reeking tar has a 50-foot diameter and is 30 feet deep. It is mildly combustible, and the off-gasses from the tar are highly flammable; jets of flame spontaneously erupt into the foul air as gasses build up

within the pit and belch to the surface with sticky, bubbling pops. A creature that enters the tar pit must succeed on a DC 13 Strength saving throw or sink 1d4 + 1 feet and be restrained (escape DC 10 + the number of feet it has sunken into the tar). A creature that starts its turn in the tar sinks another 1d4 feet. A creature that is completely submerged in tar can't breathe (see the suffocation rules in chapter 8 of the *Player's Handbook*). Another creature can use the Help action to assist a creature that is restrained in this way; however, unless the creature is pulled out of the pit, it risks becoming stuck again. In addition, a creature that starts their turn within 10 feet of the pit inhales the fumes and must succeed on a DC 15 Constitution saving throw or suffer a random effect from the Tar Pit Poisoning table.

TAR PIT POISONING

d4	Effect
1	The creature bursts into fits of uncontrollable laughter as if affected by the <i>Tasha's hideous laughter</i> spell for 1 minute. The creature can make a DC 15 Wisdom saving throw at the end of each of its turns, ending the effect on a success.
2	The creature begins projectile vomiting and is poisoned for 1d6 rounds. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
3	The creature must succeed on a DC 15 Intelligence saving throw or see an illusion of its greatest love, which it is compelled to follow as the illusion leads it into the tar pit for 5 rounds. While affected, the creature is stunned, unable to do anything but move its speed.
4	The creature believes the tar is delicious food. For the next 5 minutes, the creature desires nothing more than to eat the tar. If eaten, the tar deals 7 (2d6) poison damage to the creature for each round it spends consuming it.

CREATURE INFORMATION

Four **spined devils** are trying unsuccessfully to push two **hellwasps** into the tar pit. Auntie Mouthrot (a **night hag**) is standing on the edge of the pit, yelling at the flying fiends above. When the characters approach, she calls out to them and waves them over.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **spined devils**; each **hellwasp** has 30 hit points.
- **Weak:** Remove a **spined devil**; each **hellwasp** has 40 hit points.
- **Strong:** Add a **spined devil**; each **hellwasp** has 70 hit points.
- **Very Strong:** Add two **spined devils**; each **hellwasp** has 88 hit points.

What Do They Want? Auntie Mouthrot tells the characters that her devils are failing at pushing the hellwasps into the pit. If the characters can get the hellwasps into the pit alive, Auntie Mouthrot can use the tar to make a special poison, which she tells the characters she can share with them. A successful Wisdom (Insight) check opposed by the hag's Charisma (Deception) check

shows that Auntie Mouthrot is lying. If the characters agree to take on the task, Auntie Mouthrot calls off her devils and lets the characters have at it. If the characters refuse to help the hag—or, after they get the hellwasps into the tar pit for her—she orders her devils to attack them. She needs their bodies in the pit as well to increase the potency of her potion. The hag flees if the devils fall in battle, and vice versa. The **devils** are only loyal to Auntie Mouthrot because she will kill them if they are not. A promise to kill the hag and a successful DC 15 Charisma (Persuasion) check made as an action convinces a devil to betray her.

What Do They Know? If both hellwasps are pushed into the pit, **Auntie Mouthrot** can use the tar to create a vial of midnight tears (see "Poisons" in chapter 8 of the *Dungeon Master's Guide*) in 10 minutes. A character who captures her and succeeds on a DC 17 Charisma (Intimidation) check gets the hag to make the poison and hand it over. She can only create one vial this way.

TREASURE

Auntie Mouthrot carries two *soul coins*.

BONUS OBJECTIVE B: ABISHAI OFFER

If utilizing this additional content, it should occur while the characters are traveling to Ixeetoth.

TEMPLE OF ASMODEUS

After the characters face the perils of traveling through Avernus, they come to the ruins of Ixeetoth. Read or paraphrase:

The broken obsidian road runs through a bone-strewn area that was once a city. While most of the ancient buildings have been torn down to their foundations by the Blood War, a windowless temple made of black stone remains untouched in the ruins.

AREA INFORMATION

The temple has a single entrance and the following features.

Ceilings. The ceilings in the temple are 40 feet high.

Light. Wall sconces with the *continual flame* spell cast on them provide bright light throughout the complex.

Sound. The occasional scream of a tortured Fai Chen can be heard throughout the temple.

CREATURE INFORMATION

Su Zhen Kang has been torturing the many Fai Chens on behalf of Mahadi to find out how the merchant split himself into many forms using ki. Unbeknownst to Mahadi, Su Zhen has uncovered Fai's secret and is now using it to make copies of himself so that he can also escape the rakshasa's service. Unfortunately for the Fais, Su Zhen plans to kill all the forms of his old friend, so that the secret of splitting one's ki into many forms stays safe with Su Zhen.

What Do They Want? The **Su Zen Kangs** want the Fais and the characters dead so they can escape Mahadi without anyone knowing their secret.

The **Fais** have been poisoned by Su Zhen Kang and are incapacitated; they cannot help the characters in any way until the poison wears off (after a long rest).

What Do They Know? A captured **Su Zhen Kang** relates the situation in the temple to the characters with a successful DC 17 Charisma (Intimidation) check. The **Fais** understand the situation in the temple and relay it to the characters if rescued.

A1. TEMPLE DOOR

An Infernal message carved on the locked iron door to the complex reads, “Only by devil’s hand and the word of Asmodeus may one enter this temple.” A character who understands the message and succeeds on a DC 13 Intelligence (Arcana) check suspects that the door will unlock when a devil touches it and says the name “Asmodeus.” The characters can unlock the door by touching it with any of the devil bones in the area and uttering Asmodeus’s name.

Detect magic reveals auras of abjuration and evocation magic. If the door is touched by a creature that isn’t a devil or a tiefling, a gout of fire erupts from the door. Each creature within 5 feet of the door must make a DC 15 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one. The door has AC 19, 50 hit points, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and immunity to fire, poison, and psychic damage. The door has no lock mechanism to pick, but can be forced open with a successful DC 22 Strength (Athletics) check.

A2. LAVA CHAPEL

A great heat washes over you as you enter a circular room containing a giant pool of lava. A cage full of Fai Chens crying for help is lowered from the ceiling toward the pool by a chain, guarded by several black-robed figures. Infernal symbols glow bright red on the walls.

Six **Su Zhen Kangs** work to lower the Fai Chens into the lava when the characters enter this area. One continues to work the crank that lowers the cage while the rest attack the characters, fighting to the death.

Cage. The circular iron cage has a 20-foot-diameter and is crammed with over three hundred Fais. The door to the cage is locked. A successful DC 15 Dexterity check using thieves’ tools picks the lock, and a successful DC 20 Strength (Athletics) check forces the door open. The cage door has AC 19, 27 hit points, and immunity to fire, poison, and psychic damage. One of the Su Zhen Kangs carries a key to the cage’s door.

Crank. A crank on the wall controls the cage’s descent into the lava. A Su Zhen Kang operates the crank at the start of combat. If this Su Zhen remains at the lever, the cage sinks into the lava at the end of the sixth round of combat and all the Fai Chens within perish. If another creature takes the Su Zhen’s place, it can use its action each round to keep the crank in place, preventing the cage from descending. If one creature holds

the crank in place, another can fix the crank so it stays that way with a successful DC 15 Intelligence check using smith’s tools or tinker’s tools. If at the end of a round the Su Zhen no longer works the crank and no creature has used an action to hold the crank in place, the cage crashes into the lava with a splash and each creature in the room must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Infernal Symbols. The Infernal symbols on the walls spell out a prayer to Asmodeus that takes 1 minute to recite. If a creature speaks this prayer aloud in Infernal while in this room, an **imp** appears and serves the creature for 10 minutes. At the end of this time, the imp attempts to sting the creature before disappearing. A creature cannot use the prayer more than once to summon an imp.

Lava. The lava pool has a 30-foot diameter and is 30 feet deep. The first time a creature enters the lava on its turn or starts its turn in the lava, it takes 22 (4d10) fire damage.

Development. If the characters free the Fais, the prisoners explain they aren’t the only ones in the temple: more Fai Chens are being tortured by other Su Zhen Kangs in the sacrifice room.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **Su Zhen Kangs**.
- **Weak:** Remove a **Su Zhen Kang**.
- **Strong:** Add a **Su Zhen Kang**.
- **Very Strong:** Add two **Su Zhen Kangs**.

A3. SACRIFICE ROOM

Six stone tables arranged on a raised dais each have a screaming Fai chained to them. A strange mass of flesh that resembles a five-headed, ten-armed Shou man holding various instruments of torture stands among the tables, poking and prodding the Fais.

The **five-headed Su Zhen Kang** is the result of the monk trying unsuccessfully to multiply and split himself with information he gleaned from the Fai Chens. While Su Zhen has since learned how to split himself, this monstrous form remains and is questioning six Fais about how to fix this form along with two other **Su Zhen Kangs**.

If the characters clearly have the upper hand in battle, each remaining Su Zhen Kang readies an action to kill a helpless, chained Fai if the characters continue attacking and warns the characters to flee. A character who succeeds on a DC 16 Charisma (Deception or Persuasion) check gets the Su Zhen Kangs to let their guards down and drop the readied actions.

Chained Fais. A character can remove the chains from a Fai as an action.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove both **Su Zhen Kangs**.
- **Weak:** Remove a **Su Zhen Kang**.
- **Strong:** Add a **Su Zhen Kang**.
- **Very Strong:** Add two **Su Zhen Kangs**.

RETURNING TO THE EMPORIUM

After the characters rescue the Fais they have an uneventful trip back to the emporium...almost. Read or paraphrase the following boxed text as the characters approach the camp:

As you come back to camp, you see a welcoming party of devils and other fiends waiting for you. At this group's head is Mahadi, who waves with just a hint of menace in his grin.

AREA INFORMATION

The area outside the camp where the characters face Mahadi has the following features.

Light. Volcanic activity fills the area with bright red light.

Sounds & Smells. The howling of wind and pungent odor of sulfur fill the air, punctuated with the occasional sound of a distant battle or crashing meteorite.

CREATURE INFORMATION

Mahadi is not happy to see the characters. He makes it clear that he is upset they meddled in his plans with Fai Chen after he showed them the kindness of taking them in and sheltering them from the dangers of Avernus.

Mahadi the rakshasa demands that the characters explain themselves in front of a large squad of fiends.

What Do They Want? Mahadi wants to know he can still trust the characters after they foiled his plans with Fai Chen. If they argue and prove their actions helped Mahadi, the rakshasa begrudgingly welcomes them back into his camp.

What Do They Know? Mahadi knows the characters have foiled his plan to learn Fai Chen's secret, but he does not know that Su Zhen Kang planned to betray him.

THE FAI-NAL PLEA

The characters must make a good argument about why they (and the Fais) deserve to continue their stay with Mahadi, convincing the rakshasa to allow them back into the camp with a successful DC 16 Charisma (Deception or Persuasion) check. If the characters argue that Mahadi was wrong to have Fai harmed, they have disadvantage on the check. If they argue that Su Zhen Kang was planning on betraying Mahadi using Fai's techniques and they actually saved the rakshasa embarrassment, they have advantage on the check.

If the content from Bonus Objective A was included, the characters may also have advantage or disadvantage on the check (see **Mahadi's Favor**).

If the characters fail the check, Mahadi tells them they are no longer welcome in his camp and neither are any surviving Fai Chens. Mahadi tells the characters they can travel behind the emporium, but they can't stay in its tents or have its protections. The characters gain the **No Exceptions! Story Award**.

If the characters want to attack Mahadi, the rakshasa warns them that his forces can tear them limb-from-limb. Characters who insist gain the **No Exceptions!**, aren't allowed back in the camp, and reduced to 0 hit points and left for dead by Mahadi's minions.

WRAP-UP

If the characters managed to save any Fais, those merchants thank the characters along with Dara. As long as at least one Fai remains, he can split himself to create new Fais.

If all of the Fais died, the characters gain the **Fai-nal Purchase Story Award**.

TREASURE

If the characters managed to save at least one Fai, he rewards them with a *staff of charming* from his stash of goods.

REWARDS

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

CHARACTER REWARDS

The characters can earn the following rewards:

ADVANCEMENT

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

GOLD

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

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

MAGIC ITEM

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 11**:

- *Staff of charming*
- *Potion of poison*
- *Potion of greater healing*
- *Soul coin*

STORY AWARDS

Characters may earn the following Story Awards; these story awards are described in **Appendix 12**:

- **No Exeptions!**
- **Fai-nal Purchase**
- **Immiass's Favor**

DUNGEON MASTER REWARDS

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



DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure.

Dara (DAH ra). Dara is a ten-year-old human girl, wise beyond her years, who was raised by priests of Ilmater in Amn. She found and read from the *Book of Exalted Deeds*—which bestowed upon her great wisdom and the powers of a full-fledged cleric of Ilmater.

- **What They Want.** Dara wants the characters to find the missing Fai Chens.
- **Wise Beyond Her Years.** Dara is single-minded about accomplishing her mission and often sounds much more knowledgeable and mature than her years would suggest.

Fai Chen (FIE CHEN). A Shou man, apparently in his late thirties, Fai is well-known for his strange travelling caravan, where he barterers and sells magical items and rarities. He only trades magic items for magic items but accepts coin for consumables and appreciates the value of a *soul coin* (which is a magic item).

- **What They Want.** Fai Chen wants to escape the ruins of Ixeetoth.
- **Mysterious and Resourceful.** Fai Chen always seems to know more than he's telling, but never offers to share his knowledge. However, he's willing to lend a hand to those who need it, particularly for an underdog.

Mahadi (muh HAH dee). Mahadi appears to be a brown-skinned Turmish merchant lord, but he is actually a rakshasa who serves Asmodeus. He is completely dedicated to his policy of neutrality with customers.

- **What They Want.** Mahadi wants to learn how Fai Chen managed to fool him.
- **A Charismatic Host.** Mahadi is more than willing to act as a negotiator and broker for all sorts of creatures in Avernus. His adherence to rules makes him a smart choice and endears him to those he spies on for Asmodeus.

Elliach (EL ee ak). This strange creature is mostly human, but oddly warped by his experiments with demon ichor. His arms are elongated tentacles with fingers at the ends and he has no ears, so he reads lips and signs to communicate with customers.

- **What They Want.** Elliach desires *soul coins*, demon ichor, and Burney's purple quasit to use in his experiments.
- **Morally Flexible.** The mage sees understanding as its own reward and doesn't care what it takes to get his hands on more demon ichor and *soul coins*.

Burney the Barber (BUR nee). Burney appears as a polite and friendly Calishite woman. She is happy to tell stories (often with a moral message) and willing to provide cosmetic or medical treatments as well as spellcasting services.

- **What They Want.** Burney is an ancient copper dragon named Balarystul, keeping an eye on the fiends in Avernus on behalf of Bahamut. She wants to ensure that any goodly folk have a chance to walk away with their lives and their souls, but only so long as she can keep her cover intact. She also desires to help a dying boy from Elturel named Zal.
- **Talented Healer.** Burney is treated as having the Healer feat and proficiency in herbalism and healer's kits with a +3 to relevant rolls. All non-spellcasting services cost 1 gp. She won't even touch *soul coins* when payment is due.

Fhet'Ahla (feh TALL uh). Fhet'Ahla is an amnizu—an obese, highly intelligent, and loyal devil who keeps imps as couriers for Mahadi. He also purchases *soul coins* (100 gp minus 25 gp for each charge used) and acts as a notary for infernal contracts.

- **What They Want.** Fhet'Ahla wants to faithfully serve Mahadi until he can find a way to free himself of the rakshasa's service.
- **Intelligent Bully.** As with many amnizu, Fhet'Ahla is a skilled tactician, but he spends most of his efforts on finding ways to abuse his authority and punish the creatures that serve him.

Su Zhen Kang (soo ZEN kang). Su Zhen Kang is a Shou monk who sold his soul to Mahadi at the same time as his friend Fai Chen. The monk has been twisted by serving as Mahadi's master torturer and is now cruel and cold.

- **What They Want.** Su Zhen Kang wants to be free of Mahadi's service and desires to know how Fai Chen used his ki to make himself multiply.
- **Cold Torturer.** Su Zhen Kang feels no remorse about what he does to his old friend Fai. He is practically emotionless in his grim tasks, and desires only to be free of serving Mahadi.

Immiass (ihm mee AHS). Immiass is a black abishai in the service of Tiamat who abhors Zariel for ruling Avernus, which should rightfully be the domain of his mistress.

- **What They Want.** Immiass wants Tiamat to rule Avernus and would love to see Zariel fall.
- **Greedy Assassin.** Of all Tiamat's qualities, Immiass's favorite is greed. He relishes a chance to murder those who defy his queen and steal their treasures.

Zal Furden (ZALL fur DUN). Zal is a refugee from Elturel. His parents gave their lives making sure he escaped the city. The boy contracted infernal wasting, a terrible disease found only on Avernus (see the **Infernal Wasting** sidebar in **Part 1**) before he was found and given shelter by Burney.

CREATURE STATISTICS

The following creatures appear in this adventure.

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.

Disruptive Touch. *Melee Spell Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 44 (8d10) necrotic 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.

ANCIENT COPPER DRAGON

Gargantuan dragon, chaotic good

Armor Class 21 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +11, Perception +17, Stealth +8

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened 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 dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

LEGENDARY ACTIONS

The dragon 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 dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

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

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

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

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

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

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

ACTIONS

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

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

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

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

BEARDED DEVIL

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

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

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

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

ACTIONS

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

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

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

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

BLACK ABISHAI

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., fly 40 ft.

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

Saving Throws Dex +6, Wis +6

Skills Perception +6, Stealth +6

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

Damage Immunities acid, fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Draconic, Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP)

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

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

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

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

ACTIONS

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

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

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

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

FIVE-HEADED SU ZHEN KANG

Huge monstrosity, lawful evil

Armor Class 16

Hit Points 172 (15d12 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	11 (+0)	16 (+3)	10 (+0)

Skills Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages —

Challenge 8 (3,900 XP)

Multiple Heads. The monstrosity has five heads. While it has more than one head, the monstrosity has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the monstrosity takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the monstrosity dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The monstrosity regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the monstrosity has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

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

Wakeful. While the monstrosity sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The monstrosity makes can make a combination of unarmed strike and infernal dart attacks equal to the number of heads it has.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Infernal Dart. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage and 7 (2d6) fire damage, and the target must succeed on a DC 10 Constitution saving throw or be paralyzed until the end of the monstrosity's next turn.

FLAMESKULL

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *blur*, *flaming sphere*

3rd level (1 slot): *fireball*

ACTIONS

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

HELLWASP

Large fiend, lawful evil

Armor Class 19 (natural armor)

Hit Points 52 (8d10 + 8)

Speed 10 ft., fly 60 ft. hover

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

Saving Throws Dex +5, Wis +3

Damage Vulnerabilities cold

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

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

Challenge 5 (1,800 XP)

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

ACTIONS

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

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

IMP

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

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

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

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 darkvision.

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

ACTIONS

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

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

INCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

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

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

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

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

MAGE

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

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

ACTIONS

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

MAHADI THE RAKSHASA

Medium fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 195 (23d8 + 92)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	14 (+2)	18 (+4)	20 (+5)

Saving Throws Wis +9, Cha +10

Skills Arcana +7, Deception +10, Insight +9, Perception +9

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 19

Languages all (can read only), Common, Infernal

Challenge 14 (11,500 XP)

Limited Magic Immunity. Mahadi can't be affected or detected by spells of 6th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. Mahadi's innate spellcasting ability is Charisma (spell save DC 18, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *disguise self*, *mage hand*, *minor illusion*

3/day each: *charm person*, *detect magic*, *dispel magic*, *hellish rebuke*, *invisibility*, *major image*, *speak with dead*, *suggestion*

1/day each: *banishment*, *demiplane*, *dominate person*, *fly*, *forcecage*, *geas*, *plane shift*, *true seeing*

Magic Weapons. Mahadi's weapon attacks are magical.

ACTIONS

Multiattack. Mahadi makes four claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

Hit: 9 (2d6 + 2) slashing damage, and the target is cursed if it's a creature. The curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

Summon Erinyes (1/Day). Mahadi summons Lizabeth, an erinyes bound to him by an infernal contract. The erinyes appears in an unoccupied space within 60 feet of him, acts as his ally, and can't summon other devils. The erinyes remains for 10 minutes or until Mahadi dismisses it as an action. If the erinyes dies, Mahadi loses this action option.

NIGHT HAG

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6

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

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 7 (2,900 XP)

Innate Spellcasting. The hag's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *magic missile*

2/day each: *plane shift (self only)*, *ray of enfeeblement*, *sleep*

ACTIONS

Claws (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

ORTHON

Large fiend (devil), lawful evil

Armor Class 17 (half-plate)

Hit Points 105 (10d10 + 50)

Speed 30 ft., climb 30 ft.

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

Saving Throws Dex +7, Con +9, Wis +6

Skills Perception +10, Stealth +11, Survival +10

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

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., truesight 30 ft., passive Perception 20

Languages Common, Infernal, telepathy 120 ft.

Challenge 10 (5,900 XP)

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

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

ACTIONS

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

Infernal Crossbow. *Melee 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.

QUASIT

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft., fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back to 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.

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

ACTIONS

Claws (Bite in beast form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

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

Damage Immunities cold, lightning, poison

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

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

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

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

SPINED DEVIL

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 2 (450 XP)

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

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

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

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

ACTIONS

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

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

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

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

SU ZHEN KANG

Medium humanoid (human), lawful evil

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

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

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

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Unarmored Defense. While Su Zhen Kang is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

ACTIONS

Multiattack. Su Zhen Kang makes three unarmed strikes or three infernal dart attacks.

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

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

Infernal Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and 3 (1d6) fire damage.

REACTIONS

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

VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The vrock makes two attacks: two with its beak and one with its talons.

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

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in the area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1800 XP)

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

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

APPENDIX 1: DEMON THROW DOWN (BONUS OBJECTIVE A)

Estimated Duration: 60 minutes

LET'S THROW BLOWS!

This encounter takes place just outside Mahadi's Wandering Emporium, in the wastes of Avernus. Howling wind and distant battles can be heard. The characters must defend the emporium from demons!

BONUS OBJECTIVE A

Defeating the demons attacking the emporium is **Bonus Objective A**.

CALL TO ARMS

While the characters conduct their investigation in **Part 1**, an out-of-breath **imp** messenger arrives and relays the following message:

Savage demons in the bone dunes are headed for the camp! Mahadi would like you to deal with them before they tear the place apart!

Mahadi is sending the characters to defend the camp for three reasons. First, he needs someone to kill the demons. Second, he wants to see if the characters are loyal to him, since he knows they are friends of Fai Chen. Finally, it would be better for the characters to fall in battle than one of his unquestionably loyal servants.

MAHADI'S FAVOR

If the characters do as Mahadi asks and face the demons, they have advantage if they try to convince him to take them back into the emporium during **Fai-nal Plea** in **Part 2**. If the characters refuse to face the demons, Mahadi sends someone else to do it and the characters have disadvantage on the check.

DEMON BRAWL

The demons attack the characters in two waves. The second wave appears when only one demon from the first wave remains.

AREA INFORMATION

The area outside the camp where the characters face Mahadi has the following features.

Bone Dunes. The characters face the demons on dunes made from the bones of devils and other creatures, picked cleaned by demons during the Blood War. A creature who falls prone on the dunes take 2 (1d4) piercing damage. A creature who does not move on their turn while standing on the dunes must make a DC 10 Dexterity (Acrobatics) check or sink into the dune, becoming restrained. A creature restrained this way can free itself by making a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check as an action.



Light. Volcanic activity fills the area with bright red light.

Sounds. The bones of the dunes make a sound like chimes when the howling winds of Avernus shake them.

CREATURE INFORMATION

The demons attack the characters on sight and fight until destroyed.

What Do They Want? The **demons** want to destroy any non-demon they see. They are soldiers of Yeenoghu and wish to devour flesh.

What Do They Know? The **demons** saw the emporium from afar and wish to devour its inhabitants.

WAVE 1. SHADOW DEMONS

Four **shadow demons** fly over the dunes. When they notice the characters, they attack.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **shadow demons**.
- **Weak:** Remove a **shadow demon**.
- **Strong:** Add a **shadow demon**.
- **Very Strong:** Add two **shadow demons**.

WAVE 2. VROCK AND QUASITS

One **vrock** leads four **quasits** in wave 2.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **quasits**.
- **Weak:** Remove a **quasit**.
- **Strong:** Add a **quasit**.
- **Very Strong:** Add two **quasits**.

TALMAR'S HUNT

If Mahadi learns that the characters are investigating Fai's disappearance, he secretly sends an **orthon** named Talmar to follow them invisibly and strike while they are weak.

CREATURE INFORMATION

Talmar attacks when the characters defeat the demons. It flees when reduced to half its hit points.

What Do They Want? Talmar owes Mahadi a favor and wishes to repay the debt, but will not die for the rakshasa. The orthon wishes to do as much damage to the characters as possible, then flee with its life.

What Do They Know? Mahadi saved Talmar's life when the orthon was surrounded by a band of demons. The rakshasa signed Talmar to a contract to repay the favor and calls on the orthon whenever he needs someone watched or killed. Talmar knows nothing of Fai Chen or Mahadi's plan with the merchant.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **orthon** has 60 hit points.
- **Weak:** The **orthon** has 80 hit points.
- **Strong:** The **orthon** has 125 hit points.
- **Very Strong:** The **orthon** has 150 hit points.

MAHADI'S REWARD

If the characters return to camp, Mahadi rewards them each a pouch of coins, a *potion of growth*, and a card that reads:

"Loyalty is rewarded. Betrayal is punished. Thank you for being the former. Never become the latter."

APPENDIX 2: ABISHAI OFFER (BONUS OBJECTIVE B)

Estimated Duration: 60 minutes

SETTING INFORMATION

The characters are tested and offered a deal by a servant of Tiamat. This encounter takes place during **Part 2** on the broken obsidian road that leads to Ixetoth.

BONUS OBJECTIVE B

Accepting or rejecting Tiamat's offer and dealing with the consequences is **Bonus Objective B**.

ABISHAI INTRODUCTION

A black-scaled, dragon-headed devil waves at you as you move down the road. "Hail, enemies of Zariel! I have information for you."

AREA INFORMATION

The broken road where the characters face Immiass has the following features.

Light. Volcanic activity fills the area with bright red light.

Sounds & Smells. The howling of wind and pungent odor of sulfur fill the air, punctuated with the occasional sound of a distant battle or crashing meteorite.

CREATURE INFORMATION

Immiass, a **black abishai**, introduces itself to the characters as a devoted servant of Tiamat who hates Zariel. The fiend heard of the characters' work (in previous adventures) disrupting Zariel's forces. Their actions have been noticed by Tiamat, who is sending Immiass to offer the characters a deal.

What Do They Want? Immiass wants Tiamat to rule Avernus and would love to see Zariel fall. To further that end, the fiend hopes to get the characters to make a deal.

What Do They Know? Immiass knows that a fiendish servant of Zariel named Sareash is hunting the party and that Tiamat is willing to make a deal that would benefit the characters and embarrass Zariel.

ZARIEL WHO?

If none of the characters at your table have disrupted the forces of Zariel in previous adventures, the encounter with Immiass changes just a bit. The abishai claims that Sareash is after the characters because Zariel has foreseen their role in disrupting her operations on Avernus. Tiamat still wishes to make a deal because she has also foreseen the characters' destinies in Avernus.

TIAMAT'S DEAL

Immiass informs the characters that a servant of Zariel named Sareash, also known as Bloody Hooks, is hunting the party. Tiamat would like to offer Immiass's service fighting Sareash when the devil catches up to the party, though in exchange the characters must satiate Tiamat's greed. Immiass demands 3,500 gp in exchange for service. Each character who succeeds on a DC 16 Charisma (Persuasion) check gets Immiass to reduce the amount demanded by 500 gp, down to a minimum of 1,000 gp. If the characters do not accept the deal, Immiass conjures three **spined devils** and attacks, ceasing the attack if the characters accept the original offer. Immiass battles until the spined devils fall, then flees.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **spined devils**.
- **Weak:** Remove a **spined devil**.
- **Strong:** Add a **spined devil**.
- **Very Strong:** Add two **spined devils**.

GREED TEST

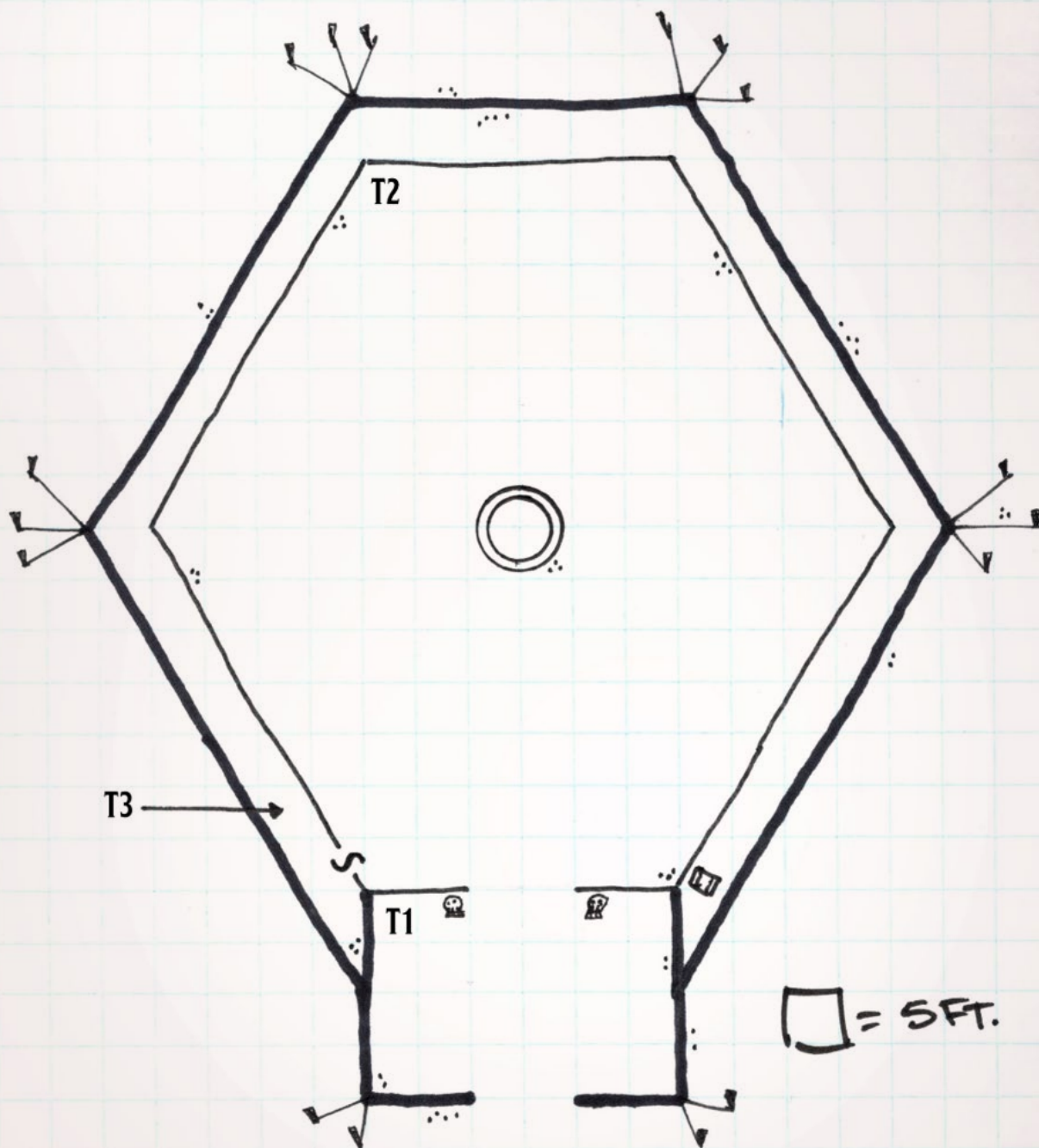
If the characters take the deal, Immiass explains that only one character may sign the contract and that the character must be the one most like the great Tiamat. To determine this, Immiass asks the characters to join hands with her in a circle. As they do, the characters feel a psychic connection to an overwhelmingly powerful entity. A dark chorus of five discordant, powerful voices commands each character in turn to divulge their greatest material desire.

Ask each character describe their desire in great detail, be it a swimming pool of gems and coins, a powerful magic item, a castle, or anything material. Characters who claim not to have any material desires or who want a gift for others (such as a mountain of food to feed the starving people of Faerûn) must succeed on a DC 15 Charisma saving throw or take 22 (4d10) psychic damage. A character who describes a lavish and selfish material desire gains 10 temporary hit points as the strength of Tiamat washes over them.

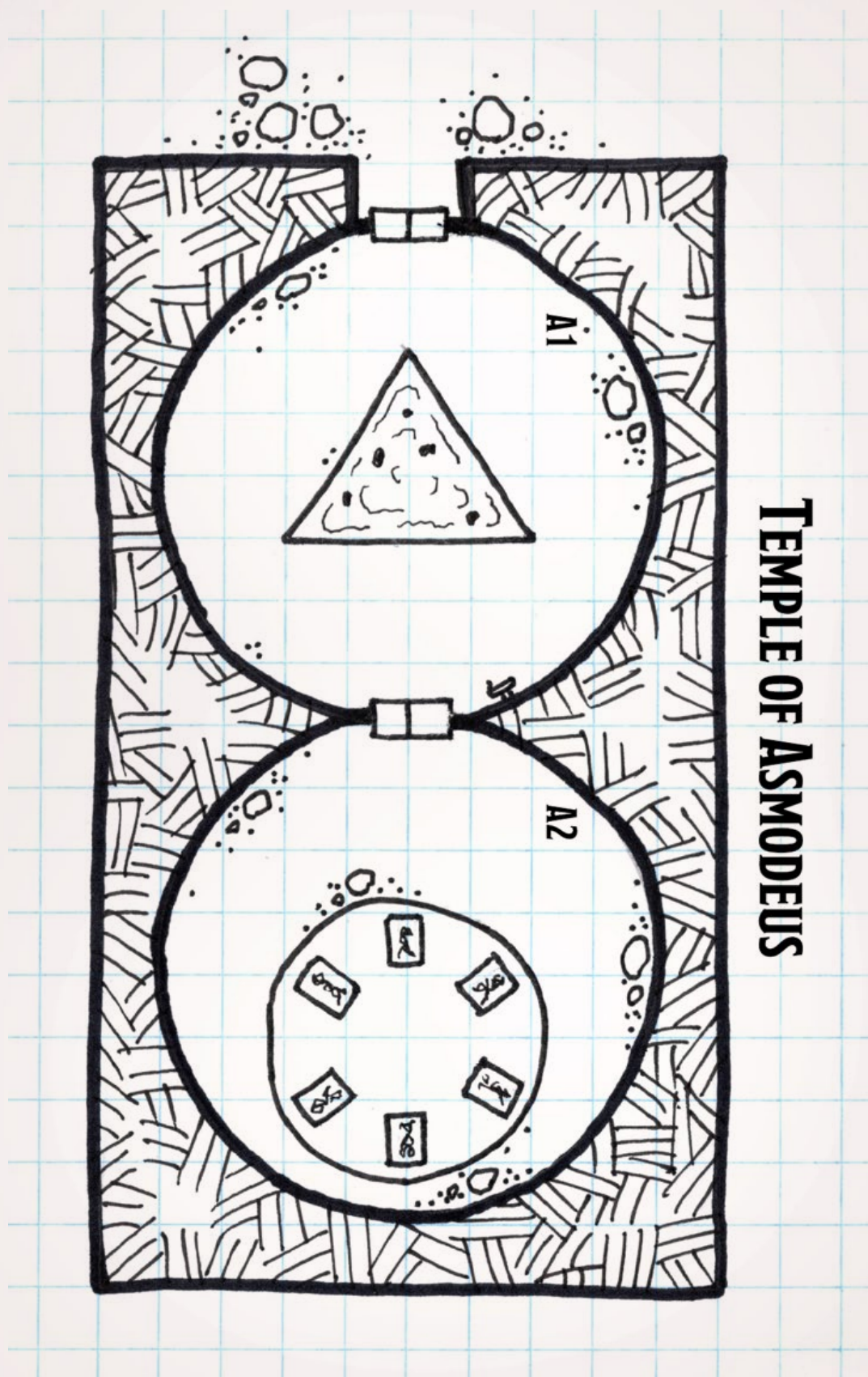
The character with the most expensive selfish desire wins the honor of signing the contract, which is carved in Infernal in the scale of an ancient black dragon. After the character signs the contract, all of the characters gain the **Immiass's Favor Story Award**.

APPENDIX 3: SU ZHEN KANG'S TENT MAP

SU ZHEN KANG'S TENT



APPENDIX 4: TEMPLE OF ASMODEUS MAP



TEMPLE OF ASMODEUS

APPENDIX 5: THE STORY SO FAR (PLAYER HANDOUT 1)

It's been a while (or possibly never) for some of you since we checked in on this storyline. Here's a quick recap of events you should know for this adventure.

- You are in Avernus, the first layer of the Nine Hells. You came here when Dara, a chosen of Ilmater, asked you to accompany her to Avernus where she is gathering the remains of some holy knights from the city of Elturel, which has also been pulled into Avernus.
- Thanks to your connection to a traveling magic item trader named Fai Chen, you have a place to stay in the wastelands of Avernus. Mahadi, a rakshasa and the owner of a large infernal emporium, allows you to travel and stay in his caravan. Fai and Mahadi have a history: the merchant agreed to serve Mahadi and worked in the emporium for years.
- Fai eventually figured out how to split himself into many copies—not just clones, more like exact duplicates. This allowed Fai to escape Mahadi's servitude and spread the Fai Chen brand across Faerûn. Fai is the only person to ever escape Mahadi's service.
- Now Fai is back in the Nine Hells to help Dara and you. Despite some initial friction, Mahadi agreed to let Dara, Fai, and you stay with him in exchange for you performing the occasional adventuring job for the emporium.

APPENDIX 6: FAI'S LETTER (PLAYER HANDOUT 2)

Friends,

If you are reading this, it is because I am in a lot of trouble. For days my others have been disappearing. I fear none of me may be left in this camp, so I paid quite a bit for this imp to deliver this letter to you without its master, the amnizu Fhet'Ahla, knowing of its delivery should all myself disappear.

I cannot trust any others in camp. Please investigate my disappearance, find myself and my doubles, and save me... us...you know what I mean. I feel like I shouldn't have to offer a reward, given the fact that I have literally gone to hell for you, but just in case your time in Avernus has enhanced your greed and you need motivation—yes, there is a magic item in it for you if you rescue me...us...whatever.

Save me, please. Trust no one. I know not who is behind this, but Mahadi and his servants have always been curious about my self-duplicating methods. They cannot know you are searching for me.

Sincerely,

Fai Chen #216

APPENDIX 7: ELLIACH'S MEMORY (PLAYER HANDOUT 3)

As you drink the foul-tasting potion, your eyes cloud over as you experience the following memories from Elliach's perspective:

- A male Shou human in black robes enters Ichor's Aweigh. He made a large order for several hundred vials of a special poison made from demon ichor that leaves the victim unable to harness its ki. The man told Elliach to bill the order to Mahadi.
- The man asked Elliach if Fai Chen ever came into Ichor's Aweigh. Elliach said he did not, but that he had a soft spot for the strange merchant. The customer scowled at this and gave Elliach a dirty look filled with rage.
- Before leaving, the man said that his name was Su Zhen Kang, and told Elliach to deliver the poison to his orange tent in the emporium.

APPENDIX 8: PAINTED WORDS (PLAYER HANDOUT 4)

The Infernal words painted on wall of Su Zhen Kang's tent relay this story:

Fai Chen and I once lived as simple temple monks. Brothers in the same order, we both yearned for adventure as we looked after the books in our library and read stories of places we could not see and deeds we could not accomplish. We focused our ki, vowing someday to leave the temple and experience the world.

The great Mahadi offered us salvation. In exchange for our service, he said we could travel with his fabulous emporium. We would learn how to travel while we paid off debts of service, eventually free to leave on our own. We did not know the caravan never left the Nine Hells. We did not know that every meal Mahadi fed us, every monster he defeated in our path, and every break we took would add to this debt. When I despaired, Mahadi showed me the beauty of Asmodeus. He said that in exchange for my soul, I could have even more power and learn to be happy in the Nine Hells. I signed myself away, embracing the art of torture and using my newfound talents to destroy those who opposed Mahadi.

However, Fai never gave Mahadi his soul. He chose to stay vigilant, learn all he could, and keep strengthening his ki until he made doubles of himself. These doubles went far and wide to work off Fai's debt, one always in camp to keep Mahadi's suspicion at bay. To this day, Fai is the only person known to have bested Mahadi... and yet the fool returns with all the secrets in his head. Would life be different if I had listened to Fai and not given my heart and soul to Mahadi? Would he have shared his secret? Could it free me now?

APPENDIX 9: SOUL SEPARATION (PLAYER HANDOUT 5)

Your soul has been separated from your body. While your body is effectively dead, you retain your alignment, Intelligence, Wisdom, and Charisma scores. The rest of your statistics are that of a specter. A soul can be returned to a body by casting the *greater restoration* spell or with similar magic.

SPECTER

Medium or Small undead, character's alignment

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	ORIG	ORIG	ORIG

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10 + WIS mod

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

Challenge 1 (200 XP)

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

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

APPENDIX 10: LETTER TO SU ZHEN KANG (PLAYER HANDOUT 6)

Su Zhen Kang,

It is time for me to learn exactly how Fai Chen made copies of himself and broke his deal. Capture every single Fai. Take them all to the temple of Asmodeus in the ruins of Ixeetoth, less than a day's travel south.

Follow the broken obsidian road. Once there do what you do best. Get him to talk. His secrets will be mine. I do not want another learning his secrets and using them against me. I await your return.

—M

APPENDIX 11: CHARACTER REWARDS

Characters who successfully complete this adventure unlock this magic item.

STAFF OF CHARMING

Staff, rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

While holding this staff, you can use an action to expend 1 of its 10 charges to cast *charm person*, *command*, or *comprehend languages* from it using your spell save DC. The staff can also be used as a magic quarterstaff.

If you are holding the staff and fail a saving throw against an enchantment spell that targets only you, you can turn your failed save into a successful one. You can't use this property of the staff again until the next dawn. If you succeed on a save against an enchantment spell that targets only you, with or without the staff's intervention, you can use your reaction to expend 1 charge from the staff and turn the spell back on its caster as if you had cast the spell.

The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff. This item is found in the *Dungeon Master's Guide*.

POTION OF POISON

Potion, uncommon

This concoction looks, smells, and tastes like a potion of healing or another beneficial potion. However, it is actually poison masked by illusion magic. An identify spell reveals its true nature.

If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0. This item is found in the *Dungeon Master's Guide*.

POTION OF SUPERIOR HEALING

Potion, rare

You regain 8d4 + 8 hit points when you drink this potion. The potion's red liquid glimmers when agitated. This item is found in the *Dungeon Master's Guide*.

SOUL COIN

Wondrous item, uncommon

Soul coins are about 5 inches across and about an inch thick, minted from infernal iron. Each *coin* weighs 1-third of a pound and is inscribed with Infernal writing and a spell that magically binds a single soul to the coin. Because each *soul coin* has a unique soul trapped within it, each has a story. A creature might have been imprisoned as a result of defaulting on a deal, while another might be the victim of a night hag's curse.

Carrying Soul Coins. To hold a *soul coin* is to feel the soul bound within it—overcome with rage or fraught with despair. An evil creature can carry as many *soul coins* as it wishes (up to its maximum weight allowance). A non-evil creature can carry a number of *soul coins* equal to or less than its Constitution modifier without penalty. A non-evil creature carrying a number of *soul coins* greater than its Constitution modifier has disadvantage on its attack rolls, ability checks, and saving throws.

Using a Soul Coin. A *soul coin* has 3 charges. A creature carrying the *coin* can use its action to expend 1 charge from a *soul coin* and use it to do one of the following:

Drain Life. You siphon away some of the soul's essence and gain 1d10 temporary hit points.

Query. You telepathically ask the soul a question and receive a brief telepathic response, which you can understand. The soul knows only what it knew in life, but it must answer you truthfully and to the best of its ability. The answer is no more than a sentence or two and might be cryptic.

Freeing a Soul. Casting a spell that removes a curse on a *soul coin* frees the soul trapped within it, as does expending all of the *coin's* charges. The *coin* itself rusts from within and is destroyed once the soul is released. A soul can also be freed by destroying the *coin* that contains it. A *soul coin* has AC 19, 1 hit point for each charge it has remaining, and immunity to all damage except that which is dealt by a hellfire weapon or an infernal war machine's furnace. Freeing a soul from a *soul coin* is considered a good act, even if the soul belongs to an evil creature.

APPENDIX 12: STORY AWARDS

Characters who fail to convince Mahadi to let them stay at the emporium during their time in Avernus automatically receive the following story award.

NO EXCEPTIONS

You've broken Mahadi's only rules: "No fighting! No spellcasting! No exceptions!" By choosing to break the rules, you've been kicked out of Mahadi's emporium. Now you must survive in the wastes without its safe shelter. You start any tier 2 Avernus Rising adventure at half hit points and with a level of exhaustion that can't be removed.

FAI-NAL PURCHASE

Fai Chen is dead, and you can no longer utilize his services. Other adventurers might claim to meet Fai Chen, but you know the truth. Every single Fai is super departed, it's kind of your fault, and you won't be trading items with him ever again...until you can pay for someone to cast *raise dead* on Fai and lose this story award. Spellcasting services their costs can be found in the *ALDMG*.

IMMIASS'S FAVOR

You can expend this story award during a combat encounter with Sareash, a devil nicknamed Bloody Hooks, to summon a **black abishai** named Immiass to help you. Immiass stays until the end of the encounter or until reduced to 0 hit points, then disappears.

APPENDIX 13: DUNGEON MASTER TIPS

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure's level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can't return** to the first if outside its level range.

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/>

PREPARING THE ADVENTURE

Before you start play, consider the following:

- 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. Familiar 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 battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

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) with their starting values for level, magic items, gold and downtime days. 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 the 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