

RH3
FOR D&D 5E

Fantasy Adventure Module RH3

FIRES OF HELL

By Ronny Hart

AN ADVENTURE FOR CHARACTERS OF ANY LEVEL



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

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

**Requires the use of the fifth edition
Player's Handbook, Monster Manual, and the Dungeon Master's Guide**

AVERNUS

DARKSPINE

THE WASTELAND

THE STIGMARIS MOUNTAINS



Kobolds
Goblins






HERE THERE
BE FIREBALLS

RIVER OF BLOOD



THE RIVER STYX



 Foothills
 Ruins
 Fireballs
 Cliffs Impassable
 Pillar of Skulls



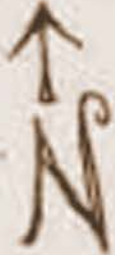
HERE THERE
BE FIENDS

HERE THERE
 BE
 MAGGOTS
 TAMATSLAIR

The Maggot Pit AND TIAMAT'S LAIR

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

Maggot Pit
1000 Feet Wide



Tiamat's Lair



8



8

Fires of Hell

ADVENTURE SUMMARY

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

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

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

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

ALTERNATE TO TPK

To run this as a normal adventure, without requiring a total party kill, you will need to make a few changes.

Each of the PCs, upon falling asleep, have what they believe at first to be a dream. At the end of the adventure, they will awake with anything they were holding or carrying at that time on the floor beside them. If they choose not to go on this adventure, they will wake up as normal. Even though they are not dead when the adventure begins, upon accepting the quest their bodies that were left on the material plane will be dead until (unless?) they return. If they leave Hell without the *Dragon Globe* they will still be returned to their mortal bodies but they will return as failures.

Change “The Adventure Begins” section below to reflect this change.

PREPARING FOR PLAY

First of all, the Dungeon Master (DM) should read Fires of Hell before running it, to get a sense of how the adventure should unfold. Throughout Fires of Hell, the DM will find italicized text in amber, meant to be read to or paraphrased for the players. Special DM NOTES also appear throughout the adventure, providing extra information or advice on handling situations.

Required Books: To run this adventure, the Dungeon Master (DM) will require the use of the fifth edition of the Player’s Handbook, Monster Manual, and the Dungeon Master’s Guide. Reference to these books will be abbreviated as PHB, MM, and DMG. Players will only need the D&D basic rules which is a free download from the Wizards of the Coast which is available here: <http://dnd.wizards.com/articles/features/basicrules?x=dnd/basicrules>

Monsters: Most of the monsters used in this module can be found in the MM. Refer to the “Monster Reference” section at the end of this adventure. There you will find a list of all of the monsters used in this adventure. You will also find stat sheets for all the monsters that are not in the MM. Be sure to also read the description in the MM because it often contains information for properly playing the monster. Note that because this adventure is written to be playable for parties of any size and level, all the listed monsters may not be used.

Devil Summoning (MM p. 68). All of the encounters presented assume this variant will not be used. Use it at your discretion. Be aware that this can dramatically increase the difficulty of an encounter if it is used. Refer to “Scaling the Adventure” below for a general guide as to its use.

This adventure is about giving the PCs a second chance. If they met their end by foolishly attacking an overwhelming foe, this adventure provides many opportunities for them to use their better judgment. The PCs will run into many situations where swordplay is not the best solution to the problem. This adventure is about ideas, not just beast-bashing. Reward player characters for thinking as well as for using their weapons.

TERMINOLOGY

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

Baator, also known as the **Nine Hells of Baator** or the **Nine Hells**, is a lawful evil aligned plane of existence.

Avernus is the name of the first level, **Dis** is the name of the second level. This module uses the terms Baator and Hell interchangeably.

SCALING THE ADVENTURE SPECIAL NOTE REGARDING FIRST LEVEL PARTIES:

This adventure can be played by a party of any number of PCs at any level.

Total Party Level (TPL):

This adventure makes use of a number called the Total Party Level (TPL). Throughout the adventure the TPL will be used for various purposes.

To calculate the TPL, add together the levels of all characters in the party. For example, if the party consists of three level 4 characters and one level 3 character, their TPL will be 15 (4+4+4+3=15).

Character Level Tiers:

This adventure uses the concept of character level tiers. The party's tier is determined by the average level of the characters in the party. The party's average level is determined by dividing their TPL (see above) by the number of characters in the party (round down). For example, a party with three level 4 characters and one level 3 character would have an average party level of 3.

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

Each encounter will have a separate version for each of the 4 tiers.

If the Encounters are Too Hard:

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

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

- 1) Instead of using the encounter for their tier, use the encounter for the next lower tier. This may be the best solution if the players are having an especially hard time with the encounters. Of course you can't use this technique if the PCs are Apprentice level to start with.
- 2) Rather than rolling 1d12 on the random encounter table, roll 1d8 instead. This will result in easier encounters. If these are still too difficult, roll 1d4.
- 3) For encounters with multiple creatures, reduce the number of creatures by one or more. Typically cutting the number in half would be appropriate.
- 4) Assume the fiends simply prefer to teleport to safety rather than continue to fight.
- 5) Make use of the PCs guide to provide them with additional help. He could have healing spells or potions, especially if the encounter was too difficult and one or more PCs are brought to 0 hit points. He (or a random helpful NPC) could show up to restore them back to health. Then you could continue with less difficult encounters.

Even using all of the recommendations above, this adventure may be too difficult for parties that contain only first level characters. Let the players know that the only chance for their character's survival is to avoid combat if at all possible. Reduce the chance of random encounters to 1 in 4, or eliminate them altogether. When they meet their guide, Herfik the Silent, in addition to the other things he gives them a parchment that has written upon it a pass of safe conduct signed by Asmodeus, one of the Nine Lords of Hell. He doesn't know if it is a forgery, but if it is, it's the best one he has ever seen.

If the Encounters are Too Easy:

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

- 1) Instead of using the encounter for their tier, use the encounter for the next higher tier. This may be the best solution if the players are having an especially easy time with the encounters. Of course you can't use this technique if the PCs are Epic level to start with.
- 2) Rather than rolling 1d12 on the random encounter table, roll 1d8+4 instead. This will result in more difficult encounters. If these are still too easy, roll 1d4+8.
- 3) Increase the number of creatures encountered by one or more. Perhaps add a few lower level devils. The higher level devils do like to push around the little guys.
- 4) Have the encounter occur while crossing interesting terrain. Fighting Devils while jumping over streams of lava or dodging boiling pools of mud would be fun.
- 5) Have fireballs explode nearby more often than indicated, especially during encounters.
- 6) Read the monster's stat blocks carefully to be prepared to take full advantage of all the creature has to offer in terms of dealing harshly with the PCs,
- 7) For encounters with devils use the **Devil Summoning** variant (MM p. 68).

SPECIAL NOTE REGARDING 20th LEVEL PARTIES:

Even using all of the recommendations above, this adventure may prove too easy for some epic level parties. In that case you may want to expand on this module and require the characters to not only retrieve the *Dragon Globe* (see below) but also to find out how to retrieve the soul that is trapped within. You might want the PCs to interact in some meaningful way in the upcoming Blood War or explore the lower levels of the Nine Hells of Baator, all of which are beyond the scope of this module.

THE ADVENTURE BEGINS

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

All of your pain dissolves, and you are overwhelmed by an inexpressible peace and contentedness. You find yourself walking along a light field tunnel towards a brilliant white light that emits warmth and love. At the end of the tunnel you are surprised to find all of your fellow adventurers there as well. Before you stands a beautiful, humanlike creature with long, feathery wings. He glows with an inner power that makes it hard to look directly at him.

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

The creature is a deva (MM p. 16) named Maloshi. He is about 7-1/2 feet tall and weighs about 250 pounds. His specifications are typical, although they should not be unnecessary. Any hostile actions on the PCs part will result in them all being instantly sent to their original destination (death). They are now in a "pocket" plane that he created just for this encounter. It consists of nothing but a white marble floor and a light filled mist extending infinitely in all directions. The PCs can ask questions and he will answer them all truthfully, but "It would not be wise for me to answer that question at the present time" is a valid response to any question. He will not tell them what was stolen, or where he thinks it is, or who stole it until after they agree to the proposal. If the PCs decline his offer, the game is over, and your players can all roll up new characters. If they accept the offer, read or paraphrase the following:

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

If you return here with the Dragon Globe you will be returned to your previous life on the Material Plane as

promised. Regardless of the time spent on the quest, you will find that no time has passed when you are returned.

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

To succeed in this quest, you must avoid attracting any unnecessary attention."

If the party contains any Clerics, Paladins or other divine spell casters, he adds:

All of your holy symbols and designs will be concealed. Rest assured, your divine spells will still be granted, as always."

After death a mortal soul travels to an outer plane affiliated with the alignment or deity of the deceased, if that deity is displeased with the deceased he may be cast out. When a mortal soul is banished to the Nine Hells he will eventually arise as the lowest type of devil. But this is a process that often takes a very long time. His soul first arrives in Avernus, the first layer of 'The Nine Hells' of Baator, much

The Dragon Globe

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

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

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

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

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

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

as he was in life. The PC souls were on their way to their appointed outer plane when they were intercepted by Maloshi to make them this offer. They will arrive in Hell as would any soul that has been banished there for all eternity. Maloshi answers any more questions the PCs may have. If they have questions about Avernus, he has only general knowledge, having never been there himself. He suggests they ask their guide for more specific information after they arrive.

After answering all of their questions, he says:

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

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

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

ADVENTURING IN AVERNUS

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

MAGIC USE ON AVERNUS

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

MAGICAL FLIGHT: Creatures with wings can fly on Avernus as they would on the Material Plane. All magical flight, whether by the use of spells or magical items (such as flying carpets), is currently prohibited on Avernus. In preparation for the upcoming Blood War, the archduke Zariel has temporarily prohibited its use and warded against it. Any attempted use of magical flight will fail. In addition, all devils within a mile will sense its attempted use and the general direction and distance to where it was used and may come to investigate.

TELEPORTATION: Teleportation spells function as normal between points on Avernus, the first level of Baator, but teleportation is not possible between levels. Also, teleportation spells will not function within Tiamat's lair, nor can you teleport into or out of her lair. Including the area between the lair's entrance and the maggot pit in front of it.

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

RAISE DEAD: This and other similar spells can return a dead soul on Avernus to its original plane. The target of the spell will disappear from Avernus and return to life in his original body, on his original plane. If successfully cast on a PC, he will return to the Material Plane, where he was when he died, effectively removing him from this adventure. These spells have no effect on fiends.

THE PASSAGE OF TIME

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

FIREBALLS

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

The DM can use fireballs for dramatic effect, to direct the party's path of travel, to throw wild cards into a fight, etc. [More information regarding Fireballs can be found in the "From Darkspine to the Maggot Pit" section below.]

DEATH IN AVERNUS

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

Let's start with the PCs:

In this adventure, anyone attempting to kill a PC will consider that they are successful if they reduce the PC's hit points to 0. Because the PC is already dead he will simply drop anything that he may be holding and fall limp to the ground, but he will be not be unconscious, nor will he die as a result of massive damage. Rather, the PC will collapse and become catatonic (see below).

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

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

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

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

There are however several ways that the dead PC can be utterly destroyed. One such way is emersion in a larva pit. This total destruction results in your essence merging with that of Baator, eventually becoming a mindless larva in one

of the numerous larva pits to eventually be converted into a lemure, a mindless, tormented creature – the lowest type of devil. Such is the eventual destiny of all mortal souls twisted by evil and banished to the Nine Hells for eternity.

Other Dead Souls:

The PC's are not the only dead souls here. In Baator, these souls are known as soul shells. They too were brought here after their death on the Material Plane and provided with new bodies. Also, like the PCs, they cannot be killed. When their hit points drop to 0, they become catatonic as described below. As time passes, their bodies decay and are ravaged by scavengers until, eventually, all that remains is their skull.

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

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

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

Living Beings from Other Planes:

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

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

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

Demons (not devils) that are slain while on Baator instantly reform in the Abyss. Celestial, elemental, and fey creature types instantly reform in their Plane of their origin.

Beings That Call This Place Home:

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

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

Condition: Catatonic

- A catatonic creature can't move but it is aware of its surroundings, can hear, see, speak and take purely mental actions.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.
- A catatonic creature doesn't require air, food, drink, or sleep.
- This condition remains as long as the creatures hit points do not rise above 0.
- A catatonic creature is stable and does not make death saving throws.
- Its hit points cannot be restored by natural healing.
- Damage received while in this condition can destroy parts of the catatonic creature's body and the creature does feel the pain.
- Spells and magical effects that restore hit points will remove this condition and close all mortal wounds, but they don't restore missing body parts.
- The *Greater Restoration* spell can end this condition and restore 1 missing limb. *Divine Intervention*, and the spells *Power Word Heal*, and *Wish* will end this condition and can restore all missing body parts.

WELCOME TO AVERNUS

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

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

The PCs are at full hit points and abilities. They have all of the equipment with them that they had when they died. Users of magic, whether divine or mundane, realize that they have access to all the spells that they started with on the day of their death (was that just this morning?),

regaining any that they cast that day. Holy symbols have been replaced by non-descript two inch long twigs of boxwood. Any holy signs or symbols of faith on their clothing and armor have all been changed to brown smears that appear to be dried blood. All of their armor and weapons are functional and good repair. Magical items still function. They also find all arrows and other range weapon ammunition restored to the number they had at the start of their last day on the Material Plane.

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

LEMURE ATTACK

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

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

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

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

Apprentice tier: The party is attacked by 8 lemurs.

Expert tier: The party is attacked by 16 lemurs.

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

The Chimeras ignore the lemurs while attacking the PCs in an attempt to destroy them and collect any treasure they may be carrying. Meanwhile any remaining lemurs continue to attack the PCs. The lemurs have no interest in the chimeras.

Paragon tier: The party is attacked by 16 lemurs. After the first round they are attacked by a Chimera.

Epic tier: The party is attacked by 16 lemurs. After the first round they are attacked by a Chimera, followed the third round by another Chimera.

HERFIK THE SILENT ARRIVES

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

You notice a single humanoid figure approaching. It is hooded and walking slowly. As it gets closer you can see that he is about 7 feet tall and has a blotchy yellow cast to his skin. As he approaches, he pulls back his hood to reveal his tall, thin face with shaved head and yellow, emotionless, eyes.

"You are late," he says. "You should have been here days ago."

"My name is Herfik. I'm your guide."

The approaching figure is a Githzerai. This is "Herfik the Silent" foretold of by the angel.

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

DM NOTES: "Herfik the Silent" is a lawful neutral githzerai zerth (MM p. 161). He received his satirical nickname because the gloomy githzerai can't ever seem to shut his mouth. Herfik's paid to lead travelers around Baator, but he's not particularly pleased with his job - memory of his race's enslavement by mind flayers makes him overly sensitive to taking orders. He doesn't really care if the PCs survive or not, but he will keep them from getting lost and show them the way to their destination. He won't fight for them, but he will defend himself, will answer any questions that they have to the best of his ability and will generally give them good advice if asked. If they choose to ignore his advice, he really doesn't care. He comes here from the plane of Limbo from time to time and has made a good living serving as a guide through Avernus for travelers of various sorts. Despite his name, he is quite talkative and knows a lot about this Plane. He carries no weapon and has neither armor nor shield. His equipment includes a *ring of invisibility*, backpack, bedroll, blanket, rations (20 days), rope (50', hempen), sack, waterskin, and a bag of gemstones with a total value of 200gp. **He refuses to fly or teleport by use of any magic or magical device.**

Ring of Invisibility

Ring, rare (requires attunement)

While you wear this ring, you can cast the *Invisibility* spell at will, without using any components, a maximum of two times between long rests.

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

Herfik pulls out a chain about three feet long made of thin 2 inch diameter brass links. The chain is formed into a loop which can be worn as a necklace or sash. He hands it to the closest PC.

"This is your way home," he says. "Guard it well. Without this you are no better than the other dead souls here. The devils call them "soul shells," the walking dead, the poor wretched creatures that have been condemned by their gods to spend eternity here. The only difference between you and them is that you can leave whenever you want. Simply touch this chain and wish to leave. It will take you and all that you carry. Anyone not touching the chain at the time will be left behind."

Token of Recall

Wondrous item, uncommon

The brass chain is a Token of Recall. This magical item takes you to the plane that it is attuned to. You arrive at whatever location is embedded into the token. This token has been enchanted for a single-use. In this case it takes one or more creatures to the "pocket" plane where you met the deva Maloshi. If the PCs return there with the *Dragon Globe* they will be returned to the Material Plane (refer to "Concluding the Adventure"). You must be in physical contact with the chain to activate it. It will affect you and touched objects or other touched willing creatures.

Continuing:

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

On examination, the pouch is found to be full of rubies and emeralds, each worth 100 gp. The pouch contains a number of gems equal to 3 times the party's TPL. For example; if the party's TPL is 24, the pouch contains 72 gems worth a total of 7,200. (Refer to "Scaling the Adventure" above for how to calculate the parties TPL).

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

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

"The devil that stole the Dragon Globe is named Selakon. He is an ice devil, a 12-foot-tall insect like beast. He is

BEL'S ARMY ATTACK

accompanied by three shorter devils that look a lot like gargoyles. These are red abishai.

"There are three things you need to know about devils.

"First, they are lawful. They live by a very strict hierarchy, from the lowly lemur to the mighty pit fiend. The stronger classes of devils subjugate the weak and rule over them tyrannically. But if a devil says that he will do something, you can rely on him to do it.

"Second, they are evil. They are always scheming amongst themselves, trying to improve their status. You can count on them to betray anyone, or break any oath, if the reward is high enough, and the chance of being caught is low enough. For you, this means that you can often bribe a devil to look the other way. I expect that is what you will be using most of those gemstones for.

"Third, each devil is an individual with his own personality and reasons for doing things. So don't be surprised if any particular devil doesn't behave as you might expect.

"Come, we need to get going."

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

If asked how he knows who stole the Dragon Globe:

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

If asked about the monsters they just fought:

"You were attacked by a group of lemures, the lowest of all devils." - If the PCs also fought the chimera he tells them "The Dragon/Goat/Lion creature is called a chimera. They like to collect treasure and will attack anyone that looks like he might be carrying coins or gems. It was just your bad luck that you came across one. They aren't very common around these parts."

If asked where they are going:

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

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

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

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

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

As long as the PCs somehow conceal themselves from the swarm, they won't be attacked or even noticed. Bel's on a run of the plain, snatching up lemures for his armies.

The flying devils get a good view of the legion's surroundings. The PCs Dexterity (Stealth) check is contested by the Wisdom (Perception) check of the flying devils. If they spot the PCs, some of the flying devils veer off from the army to pursue and attack the party.

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

Apprentice tier: The party is attacked by 2 kaorti. They have used their alter-self ability to assume the form of red abishai, which gives them the ability to fly but none of the abishai's other abilities. They will land and attack from a distance with spells and darts before attacking with their ribbon daggers. When they suffer damage they return to their normal form.

Expert tier: The party is attacked by 2 white abishai.

Paragon tier: The party is attacked by 2 green abishai.

Epic tier: The party is attacked by 2 red abishai.

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

DM NOTES: Make sure that the party understands that if they stand right out in the open or try to slash their way through the horde, they'll be killed, no questions asked. If the players insist on attacking the devil horde, and want to play this out, simply surround them with devils. First lemurs, then when a PC kills a devil another more powerful devil moves in to take his place until all of the PCs have been reduced to a catatonic state. Then the devils gather them up and throw their bodies into the nearest lava pit.

THE RUINS OF DARKSPINE

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

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

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

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

THE GUARD

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

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

While he is speaking, a large fireball streaks down out of the sky and lands with a loud explosion about 100 yards away. The guard, a horned devil named Montelado, doesn’t pay any attention to the fireball. He once served as a retainer to a pit fiend general in the Blood War, but was demoted to gate duty for two centuries after losing several battles. He despises his new position and often lets

visitors through, taking [25 times the party’s TPL] gp in gems as garnish to look the other way.

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

Without the bribe, Montelado refuses to let the party pass. If attacked or provoked, he fights until half of the PCs are killed, then gives the remaining PCs another chance to pay the garnish and be on their way. If reduced to half his hit points, Montelado tries to gate in reinforcements; if reduced to a third of his hit points, he teleports away. (This would be a tough fight for a paragon tier party, and a deadly one for parties of lower levels.) Rather than using the horned devil’s fork weapon attack as described in the monster manual, substitute the barbed whip described below.

Barbed whip. *Melee Weapon Attack:* +10 to hit, reach 20ft., one target. *Hit:* 10 (4d6 + 6) piercing damage and if the creature is large or smaller, he pulls the creature 5 feet closer to him.

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

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

MAP OF AVERNUS

This adventure doesn’t use a conventional map. The map on the inside front cover provides a general guide, but it should not be considered accurate. A copy of this map can be acquired by the PCs but don’t just hand it to them. If they want it they must persuade someone (such as their guide) into drawing it for them, or locate someone in Darkspine that they can purchase it from. The actual path will always be mostly South. If the party relies on this map to provide the destination to use in a *teleportation* spell, the familiarity will be considered a “False Description.”

EXPLORING DARKSPINE

Once the PCs have gotten past Montelado, they’re free to roam about the ruins. Over time, Darkspine has been gutted

by raiders and exploding fireballs, but some of the residents have managed to survive and make shabby homes in the crumbling structures. It's safer than many spots on the plane - devils still patrol the area, but the rampaging armies of fiends generally steer clear.

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

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

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

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

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

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

- spirit candy - hardened hits of various sweet meads that are said to contain the spirits of beings from far-flung prime worlds.
- black, foul-tasting mushrooms said to be dug from the roots of Yggdrasil, the plane-spanning oak.
- a stoppered glass bottle, "guaranteed to be filled with air from the peak of Mount Celestia" that'll purify the evil right out of anyone who gives it a whiff.

- sedan chairs carried by teams of stone giants, offering rides through the streets in style.
- light bowls, forged out of rock from the Elemental Plane of Fire, that, when lit, burn with bright flame until snuffed out.

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

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

DARKSPINE ENCOUNTERS

The DM should run the following encounters while the PCs are in Darkspine. Choose appropriate times and settings. If the characters spend more than one day in Darkspine, feel free to add additional encounters.

KARRIS

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

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

Karris plays the friendly rube while feeling out the party, trying to determine how much they know and what their plans are. Karris pretends to have apprenticed to a wizard who traveled regularly to Baator for rare spell components, and he claims to know the art of giving fiends the slip. However, his intention is to confuse the PCs with lies and delay their departure from Darkspine to give his own group time to get ahead. If challenged, he sticks to his story and leaves in a huff; if attacked, he tries to escape with his *boots of speed* or a *misty step* spell. If he can do so unnoticed, he will cast a *detect thoughts* spell on the PC

that talks the most (the DM can roll saving throws and determine what, if anything, is learned).

Scaling the encounter: Three different he statblocks for Karris can be found at the end of this module. Use “Karris 1” for Apprentice tier, “Karris 2” for Expert tier, “Karris 3” for Paragon tier, or “Karris 4” for Epic tier.

DM NOTES: Karris will be seen again in a later encounter, so it is best if he gets away. If invited, he will reluctantly accompany them on their trek, but only to slow them down and never to help. At any rate, he will leave them in the midst of their first encounter after leaving. Refer to "fixed encounter the competition" in "Zone 14 Desolation" below for additional information regarding Karris and his gang.

CRANIUM RAT SWARM

A swarm of cranium rats is lurking in a nearby bundle of trash. The rats cast a grease spell under the party’s feet (If they cannot cast spells, they knock over a barrel of grease that accomplishes the same thing). The following round the swarm attacks the PCs - with spells or a Mind Blast if they can. They are hoping to make off with the groups rations.

Scaling the encounter:

Apprentice tier: The party is attacked by one swarm of cranium rats.

Expert tier: The party is attacked by five swarms of cranium rats.

Paragon tier: The party is attacked by eight swarms of cranium rats.

Epic tier: The party is attacked by 9 swarms of cranium rats. At the beginning of the second round they are also attacked by a chain devil.

LEAVING DARKSPINE

⊕ ONE DAY TURNS

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

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

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

1. Direction and Pace. The players decide what direction their characters will move. If their guide is with them, they can simply choose to go in the direction he suggests, which will be mostly south and a little east. The players

Difficulty	1d12	Encounter
Easy	1	two nupperibos
	2	one kaorti
	3	eight lemures
	4	four kobolds
Average	5	four nupperibos
	6	seven kobolds
	7	one spined devil
	8	two swarms of winged fiends
Tough	9	two karoti
	10	six nupperibos
	11	three swarms of winged fiends
	12	one hell hound

Difficulty	1d12	Encounter
Easy	1	one white abisha
	2	Three kaorti
	3	two spined devils
	4	four swarms of winged fiends
Average	5	three spined devils
	6	one blue abisha
	7	seven swarms of winged fiends
	8	two white abisha
Tough	9	one chain devil
	10	one red abisha
	11	three hell hounds
	12	five spined devils

Difficulty	1d12	Encounter
Easy	1	one chain devil
	2	one red abisha
	3	three hell hounds
	4	five spined devils
Average	5	two bearded devils
	6	six hell hounds
	7	two blue abisha
	8	four white abisha
Tough	9	six white abisha
	10	four bearded devils
	11	eight hell hounds
	12	two bone devils

Epic tier random encounter table		
Difficulty	1d12	Encounter
Easy	1	three bearded devils
	2	six hell hounds
	3	two blue abisha
	4	four white abisha
Average	5	four green abisha
	6	four chimeras
	7	three blue abisha
	8	four black abisha
Tough	9	Four red abisha
	10	one pit fiend
	11	six chimeras
	12	six green abisha

should also determine their formation: who is in the front, the middle, and the back of the group. (If you're using the optional rules, they also decide on their exploration tasks at this time.)

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

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

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

3. Fixed Encounters. Each zone description includes information about the terrain the characters must cross and many also contain information regarding an encounter they are likely to face in this zone. These fixed encounters are intended for the characters to deal with only once. Feel free to add or delete encounters, or re-arrange them as you see fit to provide the best pacing and enjoyment of your party.

4. Random Encounters. In addition to the fixed encounters listed for each zone, there is a 50 percent chance for a random encounter each day. If an encounter is indicated, have it occur at a time that doesn't interfere with a fixed encounter. Roll 1d12 on the table that corresponds to the

level of play for your party (or simply choose an appropriate encounter).

Noticing other creatures. For both random and fixed encounters, if the PCs are travelling at a moderate pace, the PCs and monsters automatically notice each other once they are within sight or hearing range of one another. If their pace is fast, compare the Dexterity (Stealth) check results of the monsters with the passive Wisdom (Perception) scores of the PCs. If the monsters win the check, they surprise the PCs. If their pace is slow, compare the Dexterity (Stealth) check results of the PCs with the passive Wisdom (Perception) scores of the monsters. If the PCs win the check they can attempt to hide and avoid the encounter, or surprise the monsters.

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

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

FORAGEING

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

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

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

GETTING LOST

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

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

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

If the characters obtained a map of the area, the DC is reduced by 5.

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

Failure. If the check fails, the characters inadvertently travel in the wrong direction. They stay in the zone they are currently in (going around in big circles). Add a day to the amount of time required to cross a zone for every failed save. A successful save puts them back on track.

THE ZONES

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

Some of the zones are especially hot. These will be indicated as **Environmental Effect: heat**. Characters must make DC 10 Constitution saves at the end of each day spent crossing this zone. Characters wearing medium or heavy armor or otherwise clad in heavy clothing suffer disadvantage on this save.

Failed Save: Gains a level of exhaustion.

Zone 1 - Desolation (Terrain DC Modifier -5)

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

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

FIXED ENCOUNTER: THE HUNTERS

This encounter takes place about 10 miles south of Darkspine.

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

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

THE GUIDE: Herfik stays back and won't fight unless directly attacked. If attacked, he will use his ring to disappear until the fighting is over.

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

Apprentice tier: The party is attacked by 3 wolves and 1 spined devil. Read or paraphrase the following:

You hear sudden, chilling howls. Silhouetted against the crimson sky are 3 feral wolves. Spotting your group, the hounds gallop toward you, gnashing and growling. Close behind them follows a short, winged fiend gleefully driving the pack with manic shouts and gestures.

The spined devil, Graftschatz, follows the rules of the hunt. Graftschatz won't listen to anything the PCs say while the wolves are attacking, but afterward he can be stopped from making his own attack by being bribed with 75gp in gems.

Expert tier: The party is attacked by 4 worgs and 1 bearded devil. Read or paraphrase the following:

You hear sudden, chilling howls. Silhouetted against the crimson sky are 4 feral, wolflike shapes, twice the size of ordinary prime wolves. Spotting your group, the hounds

gallop toward you, gnashing and growling. Close behind them follows a devil deftly wielding a vicious, saw-toothed glaive, while below its toothy maw writhes a hideous, twitching beard.

The bearded devil, Chotuk, follows the rules of the hunt. Chotuk won't listen to anything the PCs say while the hell hounds are attacking, but afterward he can be stopped from making his own attack by being bribed with 110gp in gems.

Paragon tier: The party is attacked by 4 hell hounds and 1 blue abishai. Read or paraphrase the following:

You hear sudden, chilling howls that seem to tear your spine from your body. Silhouetted against the crimson sky are 4 feral, wolflike shapes with glowing red eyes, twice the size of ordinary prime wolves. Spotting your group, the hounds gallop toward you, gnashing, growling and breathing fire. Close behind them follows a dull blue devil that resembles a gargoyle, with the wings of a bat, vicious claws, snapping jaws and a prehensile tail that whips about its body constantly. The fiend is gleefully driving the pack with manic shouts and gestures.

The blue abishai, Losimotr, follows the rules of the hunt. Losimotr won't listen to anything the PCs say while the hell hounds are attacking, but afterward he can be stopped from making his own attack by being bribed with 570gp in gems.

Epic tier: The party is attacked by 6 hell hounds and 1 chain devil.

You hear sudden, chilling howls that seem to tear your spine from your body. Silhouetted against the crimson sky are 6 feral, wolflike shapes with glowing red eyes, twice the size of ordinary prime wolves. Spotting your group, the hounds gallop toward you, gnashing, growling and breathing fire. Close behind them follows a humanlike devil, wrapped in chains instead of clothing. The fiend is gleefully driving the pack with manic shouts and whipping of his chains.

The chain devil, Obasop, follows the rules of the hunt. Obasop won't listen to anything the PCs say while the hell hounds are attacking, but afterward he can be stopped from making his own attack by being bribed with 810gp in gems.

Zone 2 - Battleground (Terrain DC Modifier +0)

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

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

If the characters search the field for treasure, every hour a character searches he can attempt an Intelligence (Search) check. If he succeeds in a DC 15 check he will uncover a useful weapon, armor or small pouch or gems no greater than the character's level in gold pieces. If the check equals DC 20 or higher, he finds a silver mace, or other equivalent weapon (DMs choice), or other treasure with a gp value no greater than 2 x the character's level. The chance of finding anything useful decreases the longer they search, adding +2 to the DC for each hour spent searching. Spending 4 hours searching reduces a party's pace from fast to moderate, or from moderate to slow. Spending 8 hours searching reduces a party's pace to slow. Spending more than 8 hours searching increases the time required to cross this zone by one day.

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

FIXED ENCOUNTER: SOUL SHELLS

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

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

They have no weapons or armor. They are totally defenseless and cannot fight. Their clothing is tattered. They have no money and no food. They will gratefully accept any assistance the PCs choose to provide. If they can persuade the PCs to protect them, or if the PCs show them any compassion at all, they will try to follow along behind wherever they go. They have an armor class of 10 and 1 hit point. Any successful attack will reduce the target to a catatonic state (refer to "catatonic" above). They will not fight back, but will run away if threatened.

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

Zone 3 Larva Pits - (Terrain DC Modifier +0)

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

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

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

FIXED ENCOUNTER: BONE DEVIL PATROL

This encounter occurs about noon.

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

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

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

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

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

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

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

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

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

Apprentice tier: 1 bearded devil. (1 spined devil if the PCs' average party level is 1st or 2nd.)

Expert tier: 2 bearded devils.

Paragon tier: 4 bearded devils.

Epic tier: 8 bearded devils.

Zone 4 Rivulets of blood

(Terrain DC Modifier +5)

Read or paraphrase the following:

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

This terrain is basically the same throughout this entire zone.

FIXED ENCOUNTER: THE FIEND HERDERS

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

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

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

As the herd attacks, one of the three spinagons panics and flies away immediately. The other two stay and try to rein in the herd, flitting about and jabbing with their forks,

shouting “Stop! Back!” and “Don’t kill the stock!” They’ll be grateful to any PCs who help them round up the herd, giving directions or advice (whatever the DM wants the players to know).

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

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

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

Zone 5 THE RIVER OF BLOOD

(Terrain DC Modifier -5)

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

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

THE GUIDE: Herfik knows that the characters will suffer no ill effects from contact with the blood, but he only shares this information if asked.

FIXED ENCOUNTER: WINGED FIENDS

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

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

The number of winged fiends that attacks the PCs depends the party’s tier:

Apprentice tier: 8 winged fiends (individual fiends, not a swarm).

Expert tier: 4 swarms of winged fiends.

Paragon tier: 8 swarms of winged fiends.

Epic tier: 16 swarms of winged fiends.

Zone 6 Twisted Vegetation

(Terrain DC Modifier +5)

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

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

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

FIXED ENCOUNTER: THE LOST KOBOLDS

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

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

Apprentice tier: 4 kobolds.

Expert tier: 14 kobolds.

Paragon tier: 20 kobolds.

Epic tier: 40 kobolds.

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

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

If attacked or cheated, the koholds fight with the only equipment they still carry: spiked clubs.

Spiked Club. Melee Weapon Attack: +4 to hit, reach 5 ft. one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Jackhok, however, also attacks with a ring of the ram (DMG p. 193). If the PCs let down their guard, the koholds try to steal equipment and flee, fighting to the death if caught.

THE GUIDE: Herfik doesn't know the way to Draukari. He pushes the small koholds around.

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

Zone 7 Chasms - (Terrain DC Modifier +0)

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

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

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

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

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

Environmental Effect: Poison Gas.

Any character that remains directly above the chasm for 2 or more consecutive rounds has a chance of being poisoned from the vapors. They must make a DC 13 Constitution saving throw. *Failed Save:* 3 (1d6) poison damage.

Any character that enters the gas at the bottom of the chasm must make a DC 15 Constitution saving throw. *Failed Save:* 7 (2d6) poison damage and be poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

FIXED ENCOUNTER: SOUL SHELLS (ZOMBIE LIKE)

A group of 30 creatures stagger towards you. They appear to be humans but with ghastly towering features. Their faces are sunken in, eyes unfocused. Their mouths are twitching and

drooling as if craving for something, anything. The smell of their rotting faces tend to make your stomach churn. Their nails are dark and bloody. Finally you see their gross discolored skin close enough to see that it is falling apart. It is falling away from their muscle, their bones.

Not true zombies, this group of poor soul shells is shuffling across the wasteland. They are completely mad. They are dressed in rags. Although they will eat any flesh that they find, they are no threat to the non-catatonic. Unless the PCs stand still and allow themselves to be eaten, they can simply avoid them. They will walk away in a few minutes in pursuit of meat that can be had without a fight. If the PCs choose to fight, use the stats for a commoner (MM p. 345) but give them a speed of 10, abilities INT, WIS and CHA scores of 4 and an attack of **Bite: Melee Weapon Attack:** +0 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage.

Zone 8 Boiling Water

(Terrain DC Modifier +5) Environmental Effect: heat

The temperature increases as the characters cross this zone.

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

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

FIXED ENCOUNTER: SCAVENGERS

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

These scavengers are cowards and run away when threatened. If you need them, use the stat block of a common rat (MM p. 335).

Zone 9 Boiling Mud Pits

(Terrain DC Modifier +5) Environmental Effect: heat

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

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

FIXED ENCOUNTER: THE BEARDED DEVIL

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

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

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

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

Zone 10 the River Styx

(Terrain DC Modifier -5)

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

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

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

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

FIXED ENCOUNTER: CHARON

When you arrive at the docks at the River Styx, a boat awaits you, ragged and rotted. Frayed black ropes tie the boat to the chocks. A humanoid figure stands at the stern of the boat. Dressed in dark tattered robes his hands are old and withered. His hood hangs low over his face, obscuring all but a pair of sinister glowing eyes.

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

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

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

As the characters begin their boat trip:

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

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

Any character that looks into the water to observe the bodies there must make a DC 15 Wisdom saving throw. Failing the save results in the character dropping whatever he is holding and diving into the river.

And then, finally:

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

The River Styx

Those who taste or touch the waters of the Styx must make a DC 15 Wisdom saving throw. Those who are immersed in the waters of the Styx must make a DC 30 Wisdom saving throw. *Failed Save:* Victim is affected by total amnesia. Treat the victim as if feebleminded (as the *feeblemind* spell). *Successful Save:* If the victim doesn't exceed the required save by 5 or more, he loses all memory of the events of the past 8 hours.

Devils and other evil creatures native to Hell are immune to the memory-draining effects of the River Styx.

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

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

Zone 11 Lake of Fire

(Terrain DC Modifier +5) Environmental Effect: heat

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

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

There are several such lakes in this zone,

FIXED ENCOUNTER: CATATONIC CORPSE

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

He promises you anything to magically heal him so he can take revenge on the soul shell that critically wounded him and stole all of his possessions. This is a chaotic evil human named Dumein. Use the stat block for the Assassin (MM p. 343). He has no weapons or any other possessions other than his ragged and torn clothing.

Zone 12 the Pillar of Skulls

(Terrain DC Modifier -5)

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

This grotesque tower's made of thousands of living, disembodied heads, all squashed together to form a solid mass that rises to height of more than a mile. A body'll usually hear the pillar before he gets close enough to get a good look at the vile thing, as the decaying heads are talking almost incessantly, cursing, and arguing with one another. After all, what else have they got to do? Most of the heads are of human or humanoid races. But there's a few that even planars would have a tough time giving a name to. If the PCs get near enough to be seen, the heads all shout conflicting pleas to the party at once, offering information in exchange for some kind of service (DM's discretion).

There is no fixed encounter in this zone.

Zone 13 Rivulet of Lava

(Terrain DC Modifier +0) Environmental Effect: heat

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

FIXED ENCOUNTER: CATATONIC SKULL

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

Zone 14 Desolation - (Terrain DC Modifier -5)

This zone is a typical desolate wasteland.

FIXED ENCOUNTER: THE COMPETITION

The PCs encountered Karnis in Darkspine, but they may not recognize him here. (If the PCs killed him in an earlier encounter, this is not Karnis, but is Kacey - his twin brother. They have the same stats.) The mage Karnis and his 4 cutthroat companions are also in pursuit of the Dragon Globe. They haven't had any more luck in catching up with it than the PCs have.

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

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

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

Everyone in this group is a soul shell that becomes catatonic if reduced to 0 hit points. If Karnis is defeated, the others withdraw and run away if they can. If the others are defeated, Karnis will attempt to escape.

Special notes for **Epic tier** parties: If the party is Epic tier, Karnis arrived here by means of his *Astral Projection* spell and brought his companions with him. They each have a silvery cord extending behind them from between their shoulder blades. Anyone not looking closely might not notice the cord because it fades to invisibility after one foot. Karnis can use an action to dismiss the spell and return them all back to the Material plane. Otherwise, when any of them are reduced to 0 hit points, the spell ends for that one.

Treasure: Karnis has a pass of safe conduct in a leather scroll case. It is a forgery, but it is a very good one. He also has a small leather pouch containing rubies and pearls, each worth 50 gp. The pouch contains a number of gems equal to the party's TPL. Each of his companions has 1 d6 gp. Of course, if they arrived here using an *Astral*

Projection spell when the spell ends for a creature, he and all of his possessions disappear and return to their original plane.

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

SCALING THE ENCOUNTER:

Karnis and his companions are all chaotic evil humans.

Apprentice tier: Use the statblock for KARRIS 1 (Apprentice tier Mage). For his 4 companions, use the "Bandit" (MM p. 343).

Expert tier: Use the statblock for KARRIS 2 (Expert tier Mage). For his 4 companions, use the "Thug" (MM p. 350).

Paragon tier: Use the statblock for KARRIS 3 (Paragon tier Mage). For his 4 companions, use the "Veteran" (MM p. 350).

Epic tier: Use the statblock for KARRIS 4 (Epic tier Mage). For his 4 companions, use the "Gladiator" (MM p. 346).

Zone 15 the Maggot Pit

(Terrain DC Modifier -5)

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

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

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

FIXED ENCOUNTER: THE RED ABISHAI

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

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

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

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

For one magical item or 300 gp in gems, he'll agree to fly one body across the pit to a narrow ledge at the mouth of the cave. Obviously, this arrangement could be costly if the whole party (plus the guide) needs a lift, but the greatest danger comes from poorly worded deals: Arraka adheres to the letter of an agreement, but tries his hardest to break its spirit. A simple command of "Take me across the pit" doesn't compel Arraka to leave the transported PC at the cave mouth; the abishai just takes him across, then flies him back to where they started. The charge "Take me over the pit" allows Arraka to fly halfway across, then drop the poor sod into the wriggling slop. If any PCs get peeled in a bad deal, they can try again for another fee (after all, Arraka did fulfill his end of the bargain).

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

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

SINKING IN THE PIT: If a PC gets dropped into the pit or tries to cross it without Arraka first making the slime hold still, he sinks into the mire (1d8 damage per round). The PC can pull himself free with a DC 15 Strength (Athletics) check (at a disadvantage if wearing medium or heavy armor) and move a yard or two, but faces the same problem the next round unless at the lip of the pit (DM's decision). If the PC doesn't escape the pit in four rounds, he's pulled completely under, unable to struggle further and suffers 2d8 damage per round until rescued by the party. At 0 hit points he doesn't become catatonic, but falls unconscious and makes death rolls each round as normal. However, each round he is still in the goo he receives damage resulting in an automatic death roll failure. On the third death roll failure he is fully digested by the goo.

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

TIAMAT'S LAIR

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

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

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

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

The devils that the party are perusing traveled straight through to the gate to Dis. The party might find their tracks in the entrance, but they become fainter as they enter the cave and they left no tracks on the hard stone floor once they are in the cave proper.

THE GUIDE: Herfik won't admit it unless asked, but he doesn't know the way from here to Dis. He gladly comes along to offer whatever assistance he can, but he has never been inside Tiamat's lair. Herfik knows better than to disturb Tiamat, her consorts, or their treasures.

DM NOTE: If the PCs insist on picking a fight with Tiamat or the Great Wyrms, the DM should give them one chance to surrender and leave. Otherwise, the poor sods are decimated without much fuss. Likewise, if they find a way to steal any of their treasure they will have made an enemy that will send representatives, appropriate to the party's level, to the Material Plane to retrieve said treasure.

I. RED CONSORT'S LAIR:

You feel like you've stepped into the belly of a volcano, or maybe right into the Elemental Plane of Fire. The cavern's clouded with a searing haze that seems to eat away at your exposed skin. All you can see is a shimmeringly hot pile of coins riddled with other stray items. However, it's hard to focus on anything except the boiling sweat burning your eyes and your rapidly rising body temperature.

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

round spent in the cave after the first. *Successful Save:* suffer half damage.

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

2. BLACK CONSORT'S LAIR:

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

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

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

3. GREEN CONSORT'S LAIR:

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

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

4. BLUE CONSORT'S LAIR:

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

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

5. TIAMAT'S LAIR:

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

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

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

6. WHITE CONSORT'S LAIR:

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

7. THE CAVE OF GREED:

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

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

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

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

Each visitor to the cave that sees the pile of treasure must make a DC 15 Wisdom save: beings of evil alignment suffer a -2 penalty, those of neutral alignment roll at -1, and those of good alignment take no penalty at all. Any sod who fails the save is seized with greed and becomes determined to get to the other side of the pond, no matter what his companions say or do to stop him.

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

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

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

THE GUIDE: Herfik knows that something's strange about the cave, but doesn't know about the wisdom sapping water or the troubled treasure. He will not cross the water.

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

8. THE GATE T⊕ DIS:

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

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

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

at a disadvantage. However, the doors can also be opened by a knock spell or similar means.

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

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

Apprentice tier:

20 feet along the tunnel, you see four large forms wrapped in spider silk.

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

Expert tier:

20 feet along the tunnel, you see a pile of devils and giant spiders lying dead on the floor.

The ice devil Selakon and his 3 abiashi companions fought amongst themselves here and while they were fighting two giant spiders leaped upon them from a camouflaged opening in a side tunnel. When the fighting was over, a single red abiashi was left standing. On hearing your approach, he hides in the side tunnel and attacks when the PCs approach.

Paragon tier: Same as for the expert tier above, except that the ice devil Selakon was the sole survivor and he is the one that attacks the PCs.

Epic tier:

20 feet along the tunnel, you see two giant spiders with their legs in the air and curled up. Obviously dead.

The ice devil Selakon and the 3 red abiashi have detected the party's approach and are waiting on them. They killed the giant spiders and are hiding in the spiders' camouflaged opening in a side tunnel. They jump out and attack as soon as the party approaches.

CONCLUDING THE ADVENTURE

The PCs find the Dragon Globe on Selakon's body. They can then use the brass chain to return to the angel Maloshi. If Herfik is still with them, he congratulates them on retrieving the Dragon Globe and gates back to the plane of Limbo.

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

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

MONSTER REFERENCE

Most of the monsters in this adventure are in the *Monster Manual*. Depending on the level of the PCs, not all monsters will be used.

A quick overview of the monsters found in this adventure:

Level	Monster
0	Lemure [MM]
0	Winged Fiend
1/8	Cranium Rat
1/8	Kobold [MM]
1/4	Nupperibo
1/4	Wolf [MM]
1/2	Worg [MM]
1	Cranium Rat Swarm
1	Giant Spider [MM]
1	Kaorti
1	Karris 1
1	Winged Fiend - Swarm
2	Spined Devil [MM]
3	Bearded Devil [MM]
3	Hell Hound [MM]
4	Abishai, White
4	Karris 2
5	Abishai, Black
5	Barbed Devil [MM]
6	Abishai, Green
6	Chimera [MM]
7	Abishai, Blue
8	Abishai, Red
8	Chain Devil [MM]
9	Bone Devil [MM]
9	Karris 3
10	Deva [MM]
11	Horned Devil [MM]
12	Karris 4
14	Ice Devil [MM]
20	Charon
20	Pit Fiend [MM]

The monster names in the list above that are followed by [MM] are found in the *Monster Manual*. The rest can be found on the following reference sheets. They are presented alphabetically.

Abishai resemble gothic gargoyles, standing between 5 feet and 7 feet tall and weighing between 250 and 500 pounds. They have the wings of bats, vicious claws, snapping jaws and a prehensile tail that whips about the abishai's body constantly, ready to strike with a magic sting. Abishais' scales are somewhat duller than the scales of their five draconic counterparts.

VARIANT: DEVIL SUMMONING

Summon Devil (1 /Day). The devil chooses what to summon and attempts a magical summoning.

- An abishi has a 50% chance of summoning 2d6 lemures, or a 20% chance to summon another abishai of a random color.

Abishai, White challenge 4 (1,100 XP)

Medium fiend (devil), lawful evil

Armor Class **11** (natural armor)

Hit Points **24** (4d8+8)

Speed **30** ft., fly **40** ft.

Str 12 (+1)	Dex 15 (+2)	Con 15 (+2)
Int 10 (+0)	Wis 12 (+1)	Cha 12 (+1)

Damage Vulnerabilities Abishais take 2d4 damage from a flask of holy water, or 1 point of damage from a splash of holy water.

Damage Resistances acid, cold and to all nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 11

Languages Infernal, Common, telepathy 120ft.

Innate Spellcasting. The abishai's innate spellcasting ability is Charisma (spell save DC 11). The abishai can innately cast the following spells, requiring no material components:

At will: *command, disguise self, cause fear, suggestion*

3/day each: *hold person, dominate monster*



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

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

Regeneration. The devil regains 4 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack: The devil makes two claw attacks, one bite attack, and one sting attack

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) slashing damage.

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

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) piercing damage, and the creature must succeed on a DC 12 Constitution saving throw or lose 3 (1d6) hit points cold damage.

Abishai, Black challenge 5 (1,800 XP)

Medium fiend (devil), lawful evil

Armor Class **12** (natural armor)

Hit Points **32** (5d8+10)

Speed **30** ft., fly **40** ft.

Str 14 (+2)	Dex 15 (+2)	Con 15 (+2)
Int 10 (+0)	Wis 12 (+1)	Cha 13 (+1)

Damage Vulnerabilities Abishais take 2d4 damage from a flask of holy water, or 1 point of damage from a splash of holy water.

Damage Resistances acid, cold and to all nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 11

Languages Infernal, Common, telepathy 120ft.

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

At will: *command, disguise self, cause fear, suggestion*

3/day each: *hold person, dominate monster*

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

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

Regeneration. The devil regains 5 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack: The devil makes two claw attacks, one bite attack, and one sting attack

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4+1) slashing damage.

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

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) piercing damage, and the creature must succeed on a DC 12 Constitution saving throw or lose 4 (2d4) hit points acid damage.

Abishai, Green challenge 6 (2,300 XP)

Medium fiend (devil), lawful evil

Armor Class **13** (natural armor)

Hit Points **45** (6d8+18)

Speed **30** ft., fly **40** ft.

Str 15(+2)	Dex 16 (+3)	Con 16 (+3)
Int 11 (+0)	Wis 13 (+1)	Cha 14 (+2)

Damage Vulnerabilities Abishais take 2d4 damage from a flask of holy water, or 1 point of damage from a splash of holy water.

Damage Resistances acid, cold and to all nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 11

Languages Infernal, Common, telepathy 120ft.

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

At will: *command, disguise self, cause fear, suggestion*

3/day each: *hold person, dominate monster*

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

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

Regeneration. The devil regains 6 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack: The devil makes two claw attacks, one bite attack, and one sting attack

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4+1) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+1) piercing damage.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) piercing damage, and the creature must succeed on a DC 12 Constitution saving throw or lose 2 (2d4) hit points poison damage and become poisoned until the end of his next turn.

Abishai, Blue challenge 7 (2,900 XP)

Medium fiend (devil), lawful evil

Armor Class **14** (natural armor)

Hit Points **53** (7d8+21)

Speed **30** ft., fly **50** ft.

Str 15(+2)	Dex 16 (+3)	Con 16 (+3)
Int 11 (+0)	Wis 13 (+1)	Cha 15 (+2)

Damage Vulnerabilities Abishais take 2d4 damage from a flask of holy water, or 1 point of damage from a splash of holy water.

Damage Resistances acid, cold and to all nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 11

Languages Infernal, Common, telepathy 120ft.

Innate Spellcasting. The abishai's innate spellcasting ability is Charisma (spell save DC 14). The abishai can innately cast the following spells, requiring no material components:

At will: *command, disguise self, cause fear, suggestion*

3/day each: *hold person, dominate monster*

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

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

Regeneration. The devil regains 7 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack: The devil makes two claw attacks, one bite attack, and one sting attack

Claw. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one creature. *Hit:* 3 (1d4+1) slashing damage.

Bite. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+1) piercing damage.

Sting. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) piercing damage, and the creature must succeed on a DC 12 Constitution saving throw or lose 3 (2d6) hit points lightning damage.

Abishai, Red challenge 8 (3,900 XP)

Medium fiend (devil), lawful evil

Armor Class **15** (natural armor)

Hit Points **60** (8d8+24)

Speed **30** ft., fly **50** ft.

Str 17(+3)	Dex 17 (+3)	Con 17 (+3)
Int 12 (+1)	Wis 14 (+2)	Cha 16 (+3)

Damage Vulnerabilities Abishais take 2d4 damage from a flask of holy water, or 1 point of damage from a splash of holy water.

Damage Resistances acid, cold and to all nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 12

Languages Infernal, Common, Celestial, telepathy 120ft.

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

At will: *command, disguise self, cause fear, suggestion*

3/day each: *hold person, dominate monster*

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

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

Regeneration. The devil regains 8 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack: The devil makes two claw attacks, one bite attack, and one sting attack

Claw. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one creature. *Hit:* 3 (1d4+1) slashing damage.

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

Sting. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) piercing damage, and the creature must succeed on a DC 12 Constitution saving throw or lose 3 (2d6) hit points fire damage.

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

Medium humanoid, neutral evil

Armor Class **20**

Hit Points **297** (17d20+119)

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

Str 17 (+3)	Dex 19 (+4)	Con 20 (+5)
Int 20 (+5)	Wis 18 (+4)	Cha 17 (+3)

Damage Resistances all weapons except those that are good aligned or those made of silver

Damage Immunities acid, cold and poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120ft., passive Perception 14

Languages All, telepathy 100 ft.

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

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

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

ACTIONS

Multiattack: Charon can make 4 quarterstaff attacks.

Quarterstaff. *Melee Weapon Attack:* **+14** to hit, reach 5 ft., one creature. *Hit:* 15 (1d6+4) bludgeoning damage and the target must make a **DC 23** Constitution save. *Failed Save:* Stunned for one round. Charon can only stun one target a round in this manner.

Touch. *Melee Weapon Attack:* **+14** to hit, reach 5 ft., one creature. *Hit:* Target must make a **DC 20** Charisma save or be feble-minded (as the *feblemind* spell).

Flask of Forgetfulness. *Range Weapon Attack:* **+14** to hit, range 20/60 ft., one creature. Charon can cause a crystal flask filled with the waters of the River Styx to appear in his hand. He can throw this flask as a grenade like weapon. *Hit:* Any creature struck or affected by the flask's splash must make a **DC 20** Charisma save or be feble-minded (as the *feblemind* spell).

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

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

POSSESSIONS

Weapon: +5 quarterstaff

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



Alto

CRANIUM RAT

Challenge 1/8 (25 XP)

An individual cranium rat is almost indistinguishable from a normal rodent, except that a portion of its large brain is exposed and pulses with a soft glow. They frequently gather in swarms; the statistics for a swarm of cranium rats is on its own stat sheet.

Tiny monstrosity, neutral evil

Armor Class **10**

Hit Points **4** (1d8)

Speed **20** ft., climb 20 ft.

Str 2 (-4)	Dex 17 (+3)	Con 14 (+2)
Int 3 (-4)	Wis 14 (+2)	Cha 13 (+1)



Damage Resistances cold

Senses darkvision 60ft., passive Perception 12

Languages a cranium rat can communicate telepathically with other cranium rats within 80 feet.

Keen Smell. Cranium rats have advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one creature. *Hit:* 2(**1d4**) piercing damage.

SWARM - CRANIUM RAT

Challenge 1 (200 XP)

Medium swarm of tiny monstrosities, neutral evil

Armor Class **10**

Hit Points **40** (10d8)

Speed **30** ft., climb 20 ft.

Str 9 (-1) Dex 17 (+3) Con 14 (+2)

Int 3 (-4) Wis 14 (+2) Cha 11 (+0)

Damage Resistances cold, bludgeoning, piercing, slashing

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

Senses darkvision 60ft., passive Perception 12

Languages A swarm can communicate telepathically with any creature within 80 feet that that can understand a language

Keen Smell. Cranium rats have advantage on Wisdom (Perception) checks that rely on smell.

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

Hive Mind. A cranium rat swarm has a single hive mind. When there are multiple cranium rat swarms, and each swarm is within 80 feet of at least one of the other swarms, they all share a single hive mind. This hive mind makes them susceptible to mind-affecting spells. For purposes of such spells, the swarms are a single creature.

Innate Spellcasting. For purposes of casting spells, the hive mind functions as a single creature. The hive mind uses its Intelligence as its magic ability to cast spells and the hive has an effective intelligence of (2 times the number of swarms + 2) up to a maximum Intelligence score of 20.

The hive can innately cast the following spells, requiring no material components, depending upon the number of swarms in the hive:



- 2 swarms (spell save DC 8)

At will: *dancing lights, flare, minor illusion (ghost sound), mage hand, grease*

- 3 swarms (spell save DC 9), add

4/day each: *magic missile, ray of enfeeblement, shocking grasp*

- 4 swarms (spell save DC 10)

- 5 swarms (spell save DC 11), add

3/day each: *invisibility, mirror image*

- 6 swarms (spell save DC 12)

- 7 swarms (spell save DC 13), add

3/day each: *fireball, lightning bolt*

- 8 swarms (spell save DC 14), add

3/day each: *confusion, ice storm*

- 9 or more swarms (spell save DC 15), add

2/day each: *cone of cold*

ACTIONS

Bites. *Melee Weapon Attack:* **+3** to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 13 (**4d6**) piercing damage, or 7 (**2d6**) piercing damage if the swarm has half of its hit points or fewer.

Mind Blast (Recharge 6): A cranium rat hive mind of 2 or more swarms can emit psychic energy in a 60-foot cone. The origin for the cone can be any cranium rat in the hive mind. Each creature in the area must make an Intelligence saving throw. The DC for the save is the same as for spells, and depends on the number of swarms in the hive mind, refer to spellcasting above. **Failed Save:** The target is stunned for 1 minute but can repeat the saving throw at the end of each of its turns, ending the stunned condition early on a successful save.

Humanoid shaped devil with form-fitting resin armor. A kaorti in a resin suit looks like an emaciated human with elongated arms and legs. It has three long fingers and a long thumb on each hand, and its motions are slithery and undulant. Its bulbous head is affixed to its body by a long neck. A kaorti's face almost always remains hidden behind windings of resin. The average kaorti is 7 feet tall and weighs 100 pounds.

Medium fiend (devil), lawful evil

Armor Class **17**

Hit Points **9** (2d8)

Speed **30** ft., fly 40ft (when in abishai form)

Str 7 (-2)	Dex 14 (+2)	Con 11 (+0)
Int 14 (+2)	Wis 11 (+0)	Cha 16 (+3)

Damage Resistances acid, cold, non-magical weapons.

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120ft., passive Perception 10

Languages Kaorti, Common, Sylvan

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

Innate Spellcasting. The kaorti's spellcasting ability is Charisma (spell save DC 14). The devil can innately cast the following spells, requiring no material components:

1/day: *alter self*, *color spray*, *feather fall*, *ray of enfeeblement*, *spider climb*

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



ACTIONS

Bite. *Melee Weapon Attack:* **+1** to hit, reach 5 ft., one creature. *Hit:* 2(**1d6-2**) piercing damage.

Ribbon Dagger. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one creature. *Hit:* 2(**1d4**) slashing damage.

Darts. *Ranged Weapon Attack:* **+2** to hit, range 30/120 ft., one creature. *Hit:* 2(**1d4**) piercing damage.

EQUIPMENT

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

There are four stat blocks presented here, one for each tier of play. Use the one that is appropriate for the level of your characters.

He has this equipment:

Boots of speed. *Wondrous item, uncommon (requires attunement).*

While wearing these boots, you can move up to your speed as a bonus action.

Spellbook. Containing all of the spells Karris has prepared.



KARRIS 1 (Apprentice tier Mage)

Medium humanoid (human), chaotic evil

Armor Class **12** (15 with mage armor)

Hit Points **14** (2d6+4)

Speed **30** ft.

Str 9 (-1) Dex 15 (+2) Con 14 (+2)
 Int 16 (+3) Wis 13 (+1) Cha 11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception +11

Languages Abyssal, Common

Challenge 1 (200 XP)

Spellcasting. The mage is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand*
 1st level (4 slots): *detect magic, identify, mage armor**, *magic missile*
 2nd level (2 slots): *misty step, detect thoughts*

*The Mage can cast this spell on itself before combat

ACTIONS

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

KARRIS 2 (Expert tier Mage)

Medium humanoid (human), chaotic evil

Armor Class **12** (15 with mage armor)

Hit Points **44** (7d6+14)

Speed **30** ft.

Str 9 (-1) Dex 15 (+2) Con 14 (+2)
 Int 18 (+4) Wis 13 (+1) Cha 11 (+0)

Saving Throws Int +9, Wis +3

Skills Arcana +7, History +7

Senses passive Perception +11

Languages Abyssal, Common

Challenge 4 (1,100 XP)

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

Cantrips (at will): *fire bolt, light, mage hand*
 1st level (4 slots): *detect magic, identify, mage armor**, *magic missile*
 2nd level (3 slots): *detect thoughts, mirror image, misty step*
 3rd level (3 slots): *counterspell, gaseous form, lightning bolt*
 4th level (1 slot): *stoneskin**

*The Mage can cast this spell on itself before combat

ACTIONS

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

KARRIS 3 (Paragon tier Mage)**Medium humanoid (human), chaotic evil**Armor Class **12** (15 with mage armor)Hit Points **80** (13d6+26)Speed **30** ft.

Str 9 (-1)	Dex 17 (+3)	Con 14 (+2)
Int 18 (+4)	Wis 15 (+2)	Cha 11 (+0)

Saving Throws Int +9, Wis +7

Skills Arcana +9, History +9

Senses passive Perception +12

Languages Abyssal, Common

Challenge 9 (5,000 XP)

Spellcasting. The mage is a 13nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 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, identify, mage armor*, magic missile*

2nd level (3 slots): *detect thoughts, mirror image, misty step*

3rd level (3 slots): *counterspell, gaseous form, lightning bolt*

4th level (3 slot): *banishment, fire shield, stoneskin**

5th level (2 slots): *cone of cold, wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

*The Mage can cast this spell on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack: +8* to hit, reach 5 ft., or range 20/60 one target. *Hit:* 5(**1d4+3**) piercing damage.

KARRIS 4 (Epic tier Mage)**Medium humanoid (human), chaotic evil**Armor Class **12** (15 with mage armor)Hit Points **144** (18d6+36)Speed **30** ft.

Str 9 (-1)	Dex 17 (+3)	Con 14 (+2)
Int 20 (+5)	Wis 15 (+2)	Cha 11 (+0)

Saving Throws Int +11, Wis +8

Skills Arcana +11, History +11

Senses passive Perception +12

Languages Abyssal, Common

Challenge 12 (8,400 XP)

Spellcasting. The mage is an 18nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 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, identify, mage armor*, magic missile*

2nd level (3 slots): *detect thoughts, mirror image, misty step*

3rd level (3 slots): *counterspell, gaseous form, lightning bolt*

4th level (3 slot): *banishment, fire shield, stoneskin**

5th level (3 slots): *bigby's hand, cone of cold, wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *Power Word Stun*

9th level (1 slot): *Astral Projection*

*The Mage can cast this spell on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack: +8* to hit, reach 5 ft., or range 20/60 one target. *Hit:* 5(**1d4+3**) piercing damage.

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

Medium fiend (devil), lawful evil

Armor Class **10**

Hit Points **17** (4d8)

Speed **30** ft.

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

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

Damage Resistances acid, cold

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120ft., passive Perception 10

Languages understands Infernal but can't speak

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

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

ACTIONS

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

Spear. *Melee or Ranged Weapon Attack:* **+1** to hit, reach 5 ft. and range 20/60 ft., one creature. *Hit:* 3 (1d6) piercing damage, or 4 (2d8) piercing damage if used with two hands to make a melee attack.

Claws. *Melee Weapon Attack:* **+1** to hit, reach 5 ft., one creature. *Hit:* 2(1d4) piercing



Winged Fiends are little more than animals. Like flying piranhas, a large group of winged fiends can quickly strip the flesh of creatures they come across. They are about one foot tall with a one-foot wingspan. When killed they pop, leaving behind a foul-smelling cloud of yellow gas. They attack any non-fiend they encounter. They frequently gather in swarms; the statistics for a swarm of winged fiends is on its own stat sheet.

Tiny fiend (devil), lawful evil

Armor Class **13**

Hit Points **1** (1d4-1)

Speed **5** ft., fly **40** ft.

Str 2 (-4)	Dex 15 (+2)	Con 6 (-2)
Int 2 (-4)	Wis 14 (+2)	Cha 5 (-3)

Damage Immunities fire

Senses darkvision 60ft., passive Perception 12

Languages has basic understanding of Infernal but can't speak

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

Blood Frenzy. The winged fiend has advantage on melee attack rolls against any creature that doesn't have all its hit points.

ACTIONS

Bite. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one creature. *Hit:* **1** piercing damage.



Medium swarm of Tiny fiends (devil), lawful evil

Armor Class **13**

Hit Points **28** (8d8-8)

Speed **5** ft., fly **40** ft.

Str 2 (-4)	Dex 15 (+2)	Con 6 (-2)
Int 2 (-4)	Wis 14 (+2)	Cha 5 (-3)

Damage Immunities fire

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60ft., passive Perception 12

Languages has basic understanding of Infernal but can't speak

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

Blood Frenzy. The winged fiend has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

ACTIONS

Bite. *Melee Weapon Attack:* **+5** to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (**4d6**) piercing damage, or 7 (**2d6**) piercing damage if the swarm has half of its hit points or fewer.

