

RH1
FOR D&D v3.5

Fantasy Adventure Module RH1

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 while at the same time using the d20 consistency that the v3.5 rules provide. 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 v3.5 Player’s Handbook

AVERNUS

DARKSPINE



THE WASTELAND

THE STIGMAR'S MOUNTAINS

RIVER OF BLOOD

HERE THERE BE FIREBALLS


RIVER OF BLOOD

Kobolds
Goblins

THE RIVER STYX



HERE THERE BE FIENDS

 Foothills

 Ruins

 Fireballs

 Cliffs Impassable



Pillar of Skulls

HERE THERE BE MAGGOTS

JIMAT'S LAIR

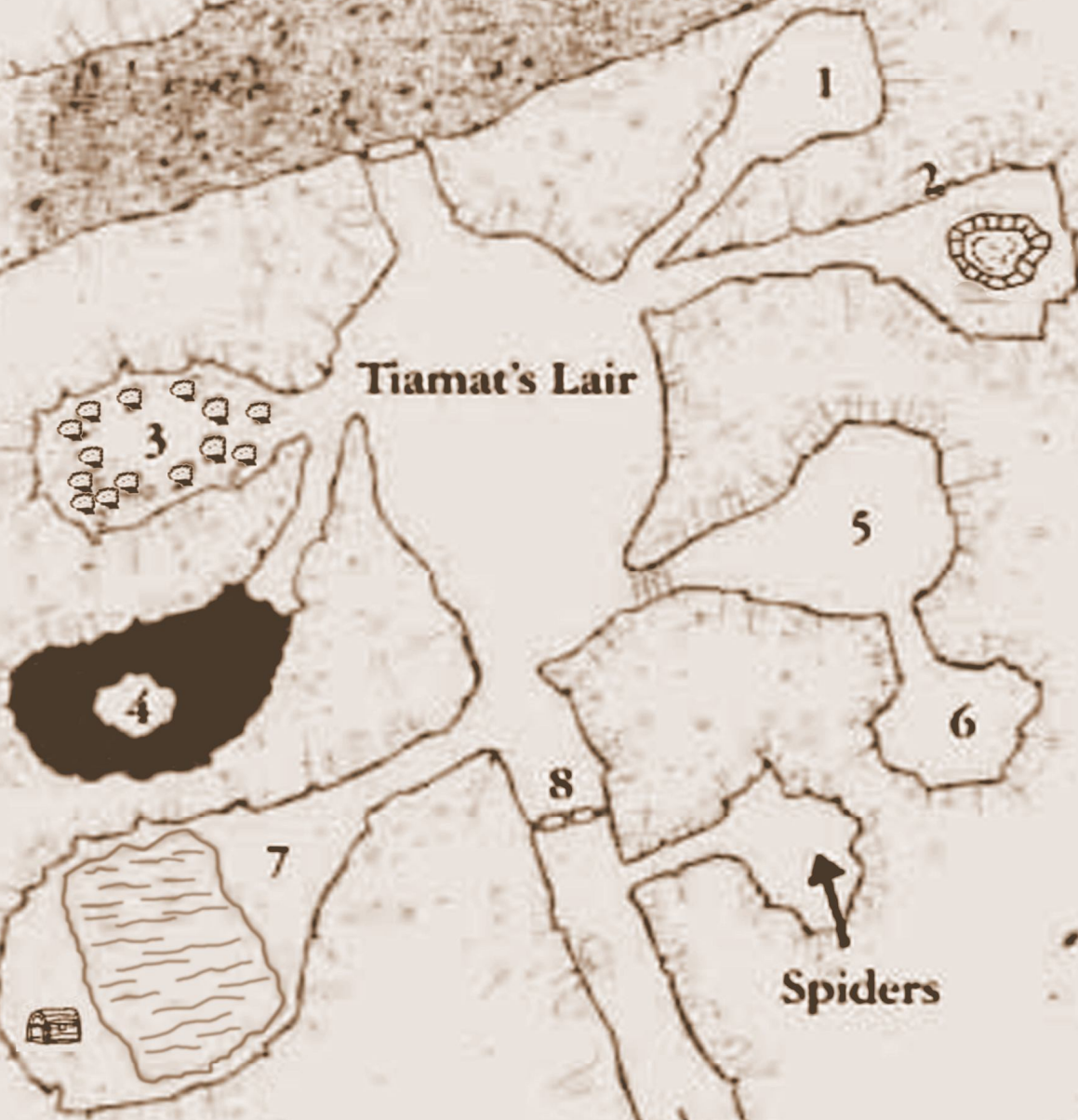
The Maggot Pit AND TIAMAT'S LAIR

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

Maggot Pit
1000 Feet Wide



Tiamat's Lair



Spiders

Fires of Hell I

Adventure Summery

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

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

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

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

PREPARING FOR PLAY

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

Throughout Fires of Hell, the DM will find italicized text in amber, meant to be read to or paraphrased for the players. Special DM NOTES also appear throughout the adventure, providing extra information or advice on handling situations. The DM may wish to reduce or eliminate the baatezu's use of the gate ability for parties that are less powerful or less experienced. Assume the fiends simply prefer to teleport to safety rather than continue to fight.

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

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

problem. This adventure is about ideas, not just beast-bashing. Reward player characters for thinking as well as for using their weapons.

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

This adventure can be played by a party of any number of PCs at any level from 1 to 20.

To accomplish this we will be using a number called the Effective Party Level (EPL). Throughout the adventure encounters will be adjusted in various ways using the EPL.

To calculate the Effective Party Level (EPL), add together the levels of all characters in the party and divide by 4. [Note that you will divide by 4 regardless of the number of PCs in the party.] If this results in an odd number other than 1, reduce it by 1. This will give your party an EPL of 1, 2, 4, 6, 8, 10, 12, 14, 16, 18, or 20.

The Adventure Begins

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

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

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

The creature is an angle (astral deva) named Maloshi (MM p.11). He is about 7-1/2 feet tall and weighs about 250 pounds. His specifications are typical, although they should be unnecessary. Any hostile actions on the PCs part will result in them all being instantly sent to their original destination (death). They are now in a "pocket" plane that he created just for this encounter. It consists of nothing but a white marble floor and a light filled mist extending infinitely in all directions. The PCs can ask questions and he will answer them all truthfully, but "It would not be wise for me to answer that question at the present time" is a valid response to any question. He will not tell them what was stolen, or where he thinks it is, or who stole it until after they agree to the proposal. If the PCs decline his offer, the game is over, and your players can all roll up new characters. If they accept the offer, read or paraphrase the following:

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

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

The Dragon Globe

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

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

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

Resurrections using the globe

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

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

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

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

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

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

Normally, after death the soul travels to an outer plane affiliated with the alignment or deity of the deceased, if that deity is displeased with the deceased he may be cast out. Anyone that has so displeased or angered his deity that his soul is barred from his plane will find his soul transported to Avernus, the first layer of 'The Nine Hells' of Baator. The PC souls were on their way to their appointed outer plane when they were intercepted by Maloshi to make them this offer. Maloshi answers any more questions the PCs may have. If they have questions about Avernus, he has only general knowledge, having never been there himself. He suggests they ask their guide for more specific information after they arrive.

After answering all of their questions, he says:

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

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

DM NOTE: Unknown to the players, the angle that sent them on this mission has a secret. The Dragon Globe currently contains the soul of one of Lawful Good's most prominent paladins, Belvor IV, the king of Furyondy. While the highest level clerics and angels were using all resources to learn the incantation needed to restore his soul, the globe containing it was stolen. The archdevil Dispater learned of Belvor's entrapment and sent Selakon to steal the globe. He never expected that inept ice devil to succeed. If Selakon had been slain in the attempt, they would know their secret had been discovered. 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.

Environment on Avernus

Avernus was a desolate wasteland with rocky terrain, sparse, twisted vegetation, concealed snake pits, caves and warrens, volcanoes, and rivers of magma.

TERRAIN: The rocky, detritus littered landscape classifies it as "difficult terrain." Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can't run or charge across difficult terrain.

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. When the ball of gas hits the ground it detonates as a fireball spell (Reflex DC 14 for half damage). These fireballs come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6.

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

Refer to the random encounter table in Appendix "A" for the strength and frequency of fireball attacks.

Magic Use on Avernus

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

MAGICAL FLIGHT: Creatures with wings can fly on Avernus as they would on the Material Plane. All magical flight, whether by the use of spells or magical items (such as flying carpets), is prohibited on Avernus. It is warded against by powerful magic. Any use of magical flight requires a successful (DC 15) spellcraft check. When successfully used, all devils within a mile will be sense its use and the general direction and distance to where it was used. This triggers a 50% chance of a hostile encounter (Table 1.A) in (2d6) minutes as they come to investigate.

SPELLS WITH GOOD DESCRIPTOR: The force of evil is so strong here that spells with the good descriptor are cast as if the caster were one level lower.

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

CONJURATION / SUMMONING: Caster must make successful (DC 15) spellcraft check or (DC 15) Intelligence check to control conjured/summoned creatures.

DIVINATION: Attracts devils to caster, 75% chance of a hostile encounter (Table 1.A) in (1d6) minutes.

ELEMENTAL: Earth/fire spells intensified, as if caster were one level higher; air/water spells diminished, as if caster were one level lower.

NECROMANCY: Caster of healing/life spells requires a successful (DC 15) spellcraft check. Spells to cause damage/pain or control undead cast as if caster were one level higher.

Crossing Avernus

The party's only goal on Avernus is to find the *Dragon Globe* and return with it to Maloshi. It is currently in the possession of the thieves who stole it. To find it, they must find them. In Darkspine they will learn that the thieves are headed for the gate to Dis, the second layer of Baator. They should soon realize that their best chance at finding them and the Dragon Globe is to reach the gate before the thieves do.

Since most of Avernus is a wasteland, the trip is tricky with a guide, and nearly impossible without one. Herfik the Silent will take the party from Darkspine, across the River Styx, and then straight to the Maggot Pit that borders Tiamat's Lair, where the gate is found.

However, if the PCs are without a guide, they'll have little to go on (except for whatever they might find out in Darkspine). In that event, the journey takes much longer maybe forever, unless they tumble to a way to get around. Encounters presented later might point them in the right direction, but there's other ways they can figure it out:

- The land slopes slightly downward from Darkspine (only a 1" slant), with the lowest part at Tiamat's Lair. Certain magical items might detect the slope, and on flat ground a round object rolls naturally toward the lair. On a successful (DC 15) Intelligence check, a dwarf can detect the slope.
- On most of the Outer Planes, typical compass directions ain't worth a bean. But on Avernus, the sheer presence of the power Tiamat, queen of evil dragonkind, orients a good deal of the action to her lair. So no matter where the party is on Avernus, if they head "south," they'll eventually end up at the front door to Tiamat's cavern, the Maggot Pit.
- The fearsome mire of the pit causes lesser baatezu to scramble away from that area whenever possible. A PC who sees lemures and nupperibos flowing along the plain can backtrack their trail and usually end up at the pit (an encounter that's handled the right way might provide the party with this handy tip).
- Focusing on a destination ensures that you'll get there, sooner or later. But anyone who just tries to wander around Avernus won't make any progress and will get himself lost in all senses of the word.

DM NOTE: If the PCs seem to need help, allow them to learn some of this information from the various NPCs they meet.

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. It's especially important for clerics and spellcasters to keep

track of time, so they know when it is time to pray or when they've rested long enough to relearn their spells.

Making Progress

Avernus is an infinite place, which means that its residents aren't going to be clustered within a few hundred yards of each other. The DM needs to provide the PCs with a travelogue as they make their way across the wasteland just enough so that they get a sense of how far they're going. In addition, the DM should throw in encounters as needed for pacing. The trip shouldn't get so bogged down that the PCs never get anywhere, but neither should they just slog through bleakness to the point of utter boredom.

Travel Speed

Because of the difficult terrain, the party will not be able to walk more than 15 miles in one day (possibly less). To make it simple, their 150 mile trip from Darkspine to the River Styx should take 10 days. Then the 50 miles from there to the Maggot Pit will be another 5 days. You should double these times if the party doesn't have Herfik to guide them.

Finding Food

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 below 0 (refer to "Death in Avernus" below). 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.

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.

Lets start with the PCs:

In this adventure, anyone attempting to kill a PC will consider that they are successful if they cause the PC's hit points to fall below 0. The PC will collapse and become catatonic (see below), but this will not kill him in the usual sense because he is already dead!

If severely wounded, rather than being unconscious and dying, you will be conscious and in pain. The more severely you are wounded, the greater the pain. Unable to move, but aware of your surroundings you will be able to see and talk but no matter

how sever the wounds, you will never pass over into a peaceful death.

The PCs arrived here after having died on the Material Plane. Their physical remains are still on the Material Plane along with all of their possessions. When they died, (after visiting the angle Maloshi) their souls were sent to Avernus, the first level of Hell, where they inhabit exact duplicates of their earthly bodies. They also have (copies of) 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 (beyond what they had when they arrived) will go with them to the Material Plane.

All of the PC's abilities function as they always have as long as their hit point total remains above zero. At 0 hit points, you're disabled. But when your hit points drop below 0 you become catatonic (see below). There is no limit as to how low your hit points can go. You will not die regardless of how low your hit points become (because you are already dead). 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. 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 not below zero. When your hit points drop below 0, natural healing is no longer available. You don't continue to loose hit points unless you receive additional wounds, but neither can you recover naturally. As long as your soul remains on this plane, only magical healing can restore negative hit points.

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

Catatonic

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

Other Dead Souls:

The PC's are not the only dead souls here. In Baator, these souls are known as soul shells. They too were brought here after their death on the Material Plane and provided with new bodies. Also,

like the PCs, they can not be killed. When their hit points drop below 0, they become catatonic as described above.

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

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

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

Living Beings From Other Planes:

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

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

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

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

Beings That Call This Place Home:

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

Most of the native creatures on Baator are Devils of one type or another, with a creature type of "outsider". This plane also contains some native flora and fauna that are not technically "outsiders". Regardless of their creature type, native creatures that are killed here are fully and forever destroyed. Devils that are killed here only have a 5% chance of leaving behind a corpse; otherwise they devolve into a puddle of foamy, stinking ooze.

Welcome to Avernus

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

You open your eyes to a rocky wasteland, stretching out endlessly to mountains along the horizon in all directions. Their jagged peaks stab up into the blood-red sky. The air is hot and still. It smells of rot and decay. The ground is a jagged

amalgamation of dirt, bones, metal, and volcanic soil – all caked in blood. It appears to be littered with the detritus of countless battles. Here and there you see blood trickling out of the ground in vein-like streams. The sky is starless, full of choking smoke, and it glows a dark red due to balls of flammable gas that are floating about or streaking across the sky, randomly exploding as fireballs. The exploding of these fireballs are the only sounds you can hear, apart from the occasional distant screams that seem to be coming from all directions.

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

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

Lemure Attack

Before much time passes, they are attacked by a group of lemures. Their stat block can be found in Appendix "B". The number of lemurs in this group equals the parties EPL (refer to "scaling the adventure" above). 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. Because they have no feet, their speed of 20 ft is not slowed by the difficult terrain. Being mindless, they fight to the death. When killed they devolve into a puddle of foamy, stinking ooze.

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 Herfik the Silent foretold of by the angle. He is a Githzerai and he is an 8th level Rogue. His stat block can be found in Appendix "B". He has been well paid to act as their guide on this quest. He arrived here from the plane of Limbo several years ago and has made a sizeable fortune serving as a guide through Avernus for travelers of various sorts. Despite his name, he is quite talkative and knows a lot about this Plane.

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

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

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

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

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

Continuing:

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

On examination, the pouch is found to be full of rubies and emeralds, each worth about 100 gp. The pouch contains a number of gems whose total value is [1,000 times the party's EPL] gp. For example; if the party's EPL is 6, the pouch contains 6,000 gp worth of gems.

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

"Some devils do seek out soul shells for the sheer pleasure of devising more devastating and painful tortures. Most, if they

bother with soul shells at all, will simply destroy them, adding another soul to a larva pit.

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

"Come, we need to get going."

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

If asked how he knows who stole the Dragon Globe:

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

If asked about the monsters they just fought:

"They were devils. Devils live by a very strict hierarchy. The stronger classes of devils subjugate the weak and rule tyrannically over them. The most powerful devils are called pit fiends. You were attacked by a group of lemures, the lowest of all devils."

If asked where you are going:

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

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

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

Bel's Army Attack

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

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

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

The flying devils get a good view of the legion's surroundings; their Spot check is opposed by the Hide check of the PCs. If they spot the PCs, one or more veer off from the army to pursue and attack the party. The type and number of devils that attack the party depends on the party's EPL according to the table below.

THE GUIDE: Herfik hides behind a rock and encourages the PCs to hide. If the party is attacked, Herfik slips on his ring of invisibility and remains unnoticed by the devils. He doesn't feel that he is being paid enough to fight for the PCs. After the fight, he comes out from hiding and congratulates them on their victory.

| Party's EPL | Devils | |
|-------------|--------|--------------|
| | Number | Type |
| EPL 1 | 1 | Kaorti* |
| EPL 2 | 2 | Kaorti* |
| EPL 4 | 4 | Kaorti* |
| EPL 6 | 2 | Spined Devil |
| EPL 8 | 4 | Spined Devil |
| EPL 10 | 2 | Abishai |
| EPL 12 | 4 | Abishai |
| EPL 14 | 8 | Abishai |
| EPL 16 | 1 | Horned Devil |
| EPL 18 | 2 | Horned Devil |
| EPL 20 | 4 | Horned Devil |

*The Kaorti have used their *alter self* ability to assume the form of abishai, which gives them the ability to fly but none of the abishai's other abilities. They attack with their ribbon daggers while maintaining their abishai form. When they suffer damage they return to their normal form.

THE RUINS OF DARKSPINE

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

Darkspine: Small town

AL: LE

Population: [1,000 + (100 times the party's EPL)]

GP Limit: [50 + (100 times half the party's EPL)] gp

Assets: [100,000 + (10,000 times the party's EPL)] gp

Isolated (10% outsiders, 59% human, 9% halfling, 5% elf, 3% dwarf, 2% gnome, 1% half-elf, 1% half-orc, 10% other races) Outsiders are mostly devils. Other races include races from other planes including githzera. Not counting the outsiders, 70% of the individuals are dead "soul shells" that have been condemned to this plane after they died. The other 30% are living beings that traveled here from some other plane by magical device or spell and most of them are now unable to leave.

Authority Title: captain of the guard (Horned Devil)

Full Time Guards: 14 (Abishai)

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

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

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

THE GUARD

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

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

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

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

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

Exploring Darkspine

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

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

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

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

THE GUIDE: If they haven't dismissed him, Herfik highly recommends they pick up a pass of safe conduct. They can't get a real one of course, but he knows where they can purchase a forgery for [50 times the party's EPL] gp in gems or gold. It's technically worthless - only the Lords of the Nine can hand out true passes. Ironically, though, the fake pass does the bearer some good: Lesser devils respect it in case it's genuine, and greater baatezu are often amused enough by it to let the bearer go.

Although there's little good to be found in Darkspine, the player characters could meet creatures from other planes here. The DM

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

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

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

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

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

DARKSPINE ENCOUNTERS

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

Karris

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

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

Karris plays the friendly rube while feeling out the party, trying to determine how much they know and what their plans are. Karris pretends to have apprenticed to a mage who traveled regularly to Baator for rare spell components, and he claims to know the art of

giving fiends the slip. However, his intention is to confuse the PCs with lies and delay their departure from Darkspine to give his own group time to get ahead. If challenged, he sticks to his story and leaves in a huff; if attacked, he tries to escape with his boots of speed or a Gaseous Form spell. If he can do so unnoticed, he will cast a Detect Thoughts spell on the PC that talks the most (the DM can roll saving throws and determine what, if anything, is learned).

Cranium Rat Swarm

A Swarm of Cranium Rats [CR = EPL-2] are lurking in a nearby bundle of trash. If they can cast spells, the rats cast a grease spell under the party's feet. If their collective INT score is too low for them to be able to cast spells, they knock over a barrel of grease that accomplishes the same thing. Any PCs that fall are immediately attacked by the swarm. If no one falls, the swarm attacks them with a mind blast. If no one is effected they scurry away. Otherwise, they attack hoping to make off with the groups rations.

From Darkspine to the Maggot Pit

LANDMARKS

Traveling from Darkspine to the Maggot Pit takes the PCs past certain landmarks that can help them chart their progress through the endless rocks and fireballs; some may also serve as backdrops for various encounters (DMs decision).

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 (DC 15 Reflex 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 Stigmatis Mountains.

THE RIVER STYX

The river Styx links the topmost layers of the Lower Planes. When encountered, the river is a deep, swift, and uncontrolled torrent. The polluted, oil-slicked River Styx gives off a nausea-inducing stench of death and decay. This river bubbles with grease, foul flotsam, and putrid remains. 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 crossing 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 the docks when they approach the river.

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, when

it turns to you, you see strips of flesh hanging from a blackened skull. Eye-sockets full of squirming maggots behold you.

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.

"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 [200 times the party's EPL] 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.

The water of the Styx

Mortals and soul shells fear its memory-stealing powers. To fall under its spell, you need only place a hand or foot in its greasy waters. The more extensive the immersion, the more likely it is that permanent eradication of the self will occur.

A living mortal or soul shell sprayed with or immersed in the waters of the Styx is afflicted with permanent amnesia (no saving throw).

Those who taste or touch the waters of the Styx must succeed on a DC 17 Fortitude saving throw or be affected by total amnesia. Treat the victim as if feebleminded (as the *feeblemind* spell). Even those who make their saves lose all memory of the events of the past 8 hours. Prepared spells remain in memory, although the victim might not realize they're prepared. Evil outsiders 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 black river is thick with the twisting and writhing bodies of the damned. They reach for you wailing for help. There is an eternity in torment. As the river bends within a large canyon of razor-sharp obsidian, you see demons pouring more nude bodies into the river, stabbing at them with spears and claws, taking bites out of their flanks and letting red blood flow over their demonic bodies.

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

And then, finally:

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

THE PILLAR of SKULLS

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

ENCOUNTERS

It is about 200 miles from Darkspine almost due south to the Maggot Pit. After the PCs leave Darkspine, it will take them at least 15 days walking to get there. Throw monsters at them every time they try to fly, to keep them on the ground. The journey is a series of encounters. There is a chance of a random encounter about every 8 hours (3 times a day), or whenever the DM feels the need to move the action along. Use the random encounter table in Appendix "A".

In addition to the random encounters, the PCs should run into most or all of the following encounters. Unless specifically stated otherwise, these encounters can occur at any time and in any order whatever the DM thinks is best for the pacing of the party's trip. If the PCs are led by Herfik they should run into most or all of these encounters. However, without a guide keeping them to the path, the party's sure to have more encounters than are given here.

The Hunters

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

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

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

Which hunting party spots the PCs depends on the party's EPL.

EPL 1 or 2: an Imp

A tiny humanoid with leathery batwings, a barbed tail, and sharp, twisted horns flutters at about eye level, winking into sight from out of thin air.

The Imp, Zepput, is looking for mischief. He will use invisibility and alternate form ability to confuse and surprise the PCs. He enjoys tormenting his opponents as much as he does killing them. He will attempt to steal from them, attacking them only if he is attacked. He can be persuaded to go away if offered 80 gp in gems.

EPL 4: Two Yeth Hounds driven by an Amnizu. **EPL 6 or 8:** Four Yeth Hounds driven by an Amnizu

The sudden, chilling howls seem to tear your spine from your body, a baying unlike any you've heard before. Silhouetted against the crimson sky are [2 or 4] feral, wolflike shapes, twice the size of ordinary prime wolves, wingless but still somehow slicing through the air. Spotting your group, the hounds land and gallop toward you, gnashing and growling. Close behind them follows a short, stubby, winged fiend gleefully driving the pack with manic shouts and gestures.

The amnizu, Graftschatz, follows the rules of the hunt. For EPL 4 or 6, Graftschatz leaves if the PC defeat all of his yeth hounds. For EPL 8, Graftschatz won't listen to anything the PCs say while the Yeth Hounds are attacking, but afterward he can be stopped from making his own attack by being bribed with 700gp in gems.

EPL 10: Two Nessian Warhounds driven by an Ice devil. **EPL 12 or 14:** Four Nessian Warhounds driven by an Ice devil

The sudden, chilling howls seem to tear your spine from your body, a baying unlike any you've heard before. Silhouetted against the horizon are [2 or 4] coal-black warhounds the size of draft horses, fitted with shirts of chainmail. Spotting your group, the hounds gallop toward you, gnashing and breathing fire. Close behind them follows a creature resembling a tall, bipedal insect. It has clawed hands and feet, powerful mandibles, and a long, thick tail covered in razor-sharp spikes. The fiend is gleefully driving the pack with manic shouts and gestures.

The ice devil, Chotuk, follows the rules of the hunt. For EPL 10 or 12, Chotuk leaves if the PC defeat all of his warhounds. For EPL 14, Chotuk won't listen to anything the PCs say while the nessian warhounds are attacking, but afterward he can be stopped from making his own attack by being bribed with 1,000gp in gems.

EPL 16: Two horned devils and a pit fiend. **EPL 18 or 20:** Four horned devils and a pit fiend.

The sudden, chilling screams seem to tear your spine from your body, a battle cry unlike any you've heard before. Silhouetted against the horizon are [2 or 4] fiends the size of ogres. Their huge wings and prehensile tails are whipping around their bodies. They have spotted your group and are rushing toward you, swinging their spiked chains as they run. Close behind them follows a creature cloaked in fire and as tall as two humans. This hulking monster spreads its batlike wings and cracks its whiplike tail.

The pit fiend, Culsz, uses horned devils as others use hounds. For EPL 16 or 18, Culsz leaves if the PC defeat all of his horned

devils. For EPL 20, Culsz won't listen to anything the PCs say while the horned devils are attacking, but afterward he can be stopped from making his own attack by being bribed with 1,600gp in gems.

The Bone Devil Patrol

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. The whole group reeks of spoiled meat.

This patrol's scouring the layer for lawbreaking 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 hatch of 16 battle-bred Bearded Devils.

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 Amnizu. Then they demand to know every detail of the parties 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 (CR 23). 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 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 stays behind to deal with the PCs depends on the party's EPL:

- EPL 1, 2 or 4 = 1 Bearded Devil
- EPL 6 = 2 Bearded Devils

- EPL 8 = 4 Bearded Devils
- EPL 10 = 1 Bone Devil
- EPL 12 = 2 Bone Devils
- EPL 14 = 2 Bone Devils + 2 Bearded Devils
- EPL 16 = 2 Bone Devils + 4 Bearded Devils
- EPL 18 = 2 Bone Devils + 8 Bearded Devils
- EPL 20 = 2 Bone Devils + 16 Bearded Devils (The entire patrol)

The Bearded Devil

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

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

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.

The Lost Kobolds

As you round a hill, you come 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.

There are 16 kobolds (CR 5). If not attacked, they rise, point, mutter, and push a representative forward: Jackhok, who asks for directions to Nibellin, a warren in Draukari the underground realm of the kohold power Kurtulmak, the koholds left the realm to fight off an invasion of gnomes and have been unable to find their way back since. They've wandered Avernus for what seems like centuries, with fiends and fireballs whittling their once hundred strong pack down to barely more than a dozen.

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

If attacked or cheated, the koholds fight with the only equipment they still carry: spiked clubs. Jackhok, however, also attacks with a

ring of the ram. If the PCs let down their guard, the koholds try to steal equipment and flee, fighting to the death if caught.

THE GUIDE: Herfik 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.

Magical item: ring of the ram (5 charges left; 1d6 damage per charge used in attack, up to 3).

The Fiend Herders

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

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

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

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

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

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

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

The Competition

This encounter should take place after the PCs cross the River Styx, but before they reach the Maggot Pit.

The wizard Karris and his cutthroat companions are also in pursuit of the Dragon Globe. They haven't had any more luck in catching up with it than the PCs have.

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

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

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

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

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

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

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

1. Their only weapons are short swords.
2. They have the same armor as the PCs but with no magical bonuses.
3. They have no feats other than weapon proficiency with short swords, and no special skills (all skills have ability adjustments only)
4. They are all Chaotic Evil Humans.
5. For Karris, if one of the PCs is a wizard you can use his sheet with the above changes. Rather than using the PCs spell list you may want to select 4 or 5 spells that would be useful in a combat.
6. They are all fighters, except for Karris, so if the PC is not a fighter substitute the attack bonus with that of a fighter of the same level.
7. They have no money or treasure.

THE MAGGOT PIT

Once the party's made it across the bulk of Avernus, they'll end up at 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.

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

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

The abishai, Arraka, busies himself with sending the fresh lemures and nupperibos off into the wasteland and supervising the emergence of new spawn (formed from the spirits of lawful evil planars and primes). He won't attack the PCs unless they try to 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.

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 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 1d3 more 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 Strength check and move a yard or two (DC 15, armor check penalties apply), 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 (suffering 2d8 damage per round until rescued by the party or, at -10 hit points, 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).

The stat blocks for Tiamat and her consorts are not provided here. They should not be required because fighting them is not a viable option. However, if the need arises, I found Tiamat the Chromatic Dragon, the 5 headed creator of evil dragonkind colossal dragon; CR 25 (Manual of the Planes v3.0 p.118 modified by the D&D v3.5 accessory update). This CR is much too low. It is lower than a single Great Worm Red Dragon (MM p75). You should use "advanced" dragons as presented in the "Epic Level Handbook". A sample Advanced Red Dragon (ELH p. 180) is 61 HD and CR 39. Advance Tiamat and great worm versions of the other dragons as well: Tiamat CR 45; Black Dragon, CR 35; Blue Dragon, CR 38; Green Dragon, CR 37; Red Dragon, CR 39; White Dragon, CR 34. – One other thing: Tiamat is a power so the material form that the PCs face is only Tiamat's avatar. If the PCs do manage to defeat it, they will have made a very powerful enemy.

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

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

with it but the DM's free to fill the lairs with any coins or objects desired.

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

THE GUIDE: Herfik knows better than to disturb Tiamat, her consorts, or their treasures. If the PCs insist on picking a fight with Tiamat or the Great Wyrms, the DM should give them one chance to surrender and leave. Otherwise, the poor sods are decimated without much fuss.

1. RED CONSORT'S LAIR:

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

Each PC suffers 3d6 points of damage for each round spent in the cave after the first. Reflex save for half damage (DC 15). 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 Fortitude save or take 1 point of Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of Constitution damage. 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 Willpower check: 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 check 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 in the water saps one point of Wisdom from the wader (to a minimum of 1), 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's fully immersed. However, the loss isn't permanent – the victim's Wisdom returns at a rate of one point every two days.

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

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

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

8. THE GATE TO DIS:

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

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

The iron gate leading to Dis isn't guarded by devils – Tiamat and the fiends have somewhat of a strained relationship. The PCs need

only pull open the doors by the handles, which requires a successful (DC 15) Strength check. The handles are ten feet off the ground, so few can reach them without levitating (which ruins the leverage needed for pulling) or standing on another's back (an unstable platform at best). Unless a PC figures out a way to stand solidly in front of the handle, all rolls for opening the doors are made at a -5 penalty. However, the doors can also be opened by a knock spell or similar means.

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

What happens as they proceed down the passageway depends on the party's EPL.

EPL 1, 2, 4 or 6: A monstrous trap door spider hiding in a side tunnel 20 feet along leaps at the first PC to pass the camouflaged opening. The ice devil Selakon and his 3 abiashi companions fought amongst themselves here and while they were fighting, the monstrous spider came upon them and finished them off. Their remains will be found wrapped in spider silk. An EPL 1 party is attacked by a Medium Monstrous Spider. An EPL 2 party is attacked by a Large Monstrous Spider. An EPL 4 party is attacked by 2 Large Monstrous Spiders. An EPL 6 party is attacked by a Huge Monstrous Spider.

EPL 8, 10 or 12: The ice devil Selakon and 3 abiashi fought amongst themselves and some of them were killed. The survivors heard you approach and wait to ambush you here. An EPL 8 party is attacked by a single abiashi. An EPL 10 party is attacked by 2 abiashi. An EPL 12 party is attacked by the ice devil Selakon.

EPL 14: The ice devil Selakon and 3 abiashi learned that they were being followed and are waiting for you here. They fight to the death.

EPL 16, 18 or 20: A large devil is standing over the dead bodies of the ice devil and 3 abiashi. "You were told that there would be other interested parties?" The more powerful devil killed the others and is waiting for you. An EPL 16 party is attacked by a single Horned Devil. An EPL 18 party is attacked by 2 Horned Devils. An EPL 20 party is attacked by a Pit Fiend.

Concluding the Adventure

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

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

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

APPENDIX "A" RANDOM ENCOUNTERS

In addition to the fixed encounters listed, The PCs may have any number of random encounters.

Refer to "Scaling the adventure" for calculating the parties EPL.

Recommended Frequency: There is a chance of a random encounter about every 8 hours (3 times a day), or whenever the DM feels the need to move the action along.

| Table 1 – Random Encounters | |
|-----------------------------|--|
| Roll (1d20) | Encounter Type |
| 1-3 | Hostile encounter. Roll on Table 1.A |
| 4-6 | Unusual terrain. Roll on Table 2 |
| 7-8 | Fireball. Roll on Table 3. |
| 9-10 | Non-hostile encounter. Roll on Table 4 |
| 11-20 | No encounter. |

| Table 1.A – Hostile Encounter CRs | |
|-----------------------------------|-------------------------------|
| Roll (1d20) | CR for the encounter |
| 1-7 | CR = EPL-4 (minimum CR of 1) |
| 8-15 | CR = EPL-2 (minimum CR of 1) |
| 16-19 | CR = EPL |
| 20 | CR = EPL+2 (maximum CR of 20) |

Look up the CR on Table 1.B to find the encounter.

| Table 1.B – Hostile Encounters | |
|--------------------------------|----------------------|
| Challenge Rating | Encounter |
| CR 1 | 1 x Lemure |
| CR 2 | 1 x Vargouille |
| CR 4 | 1 x Barghest |
| CR 6 | 1 x Chain Devil |
| CR 8 | 4 x Barghest |
| CR 10 | 5 x Hellcat |
| CR 12 | 2 x Nessian Warhound |
| CR 14 | 5 x Barbed Devil |
| CR 16 | 2 x Ice Devil |
| CR 18 | 2 x Horned Devil |
| CR 20 | 1 x Pit Fiend |

Spot checks for encounters start at 960 ft. (6d6 x 40).

| Table 2 - Unusual Terrain | |
|---------------------------|--------------------|
| Roll (1d20) | Terrain |
| 1-2 | Boiling Mud Pits |
| 3-4 | Lake of Fire |
| 5-6 | Larva Pit |
| 7-8 | Rivulet of Lava |
| 9-10 | Twisted Vegetation |
| 11-12 | Rivulet of blood |
| 13-14 | Chasm |
| 15-16 | Boiling Water |
| 17-20 | Battleground |

| Table 3 – Fireballs | | |
|---------------------|----------|----------|
| (1d20)+ EPL | Strength | Diameter |
| 1-4 | 1d6 | 5 ft |
| 5-8 | 2d6 | 10 ft |
| 9-12 | 3d6 | 15 ft |
| 13-16 | 4d6 | 20 ft |
| 17-20 | 5d6 | 25 ft |
| 21-24 | 6d6 | 30 ft |
| 25-28 | 7d6 | 30 ft |
| 29-32 | 8d6 | 35 ft |
| 33-36 | 9d6 | 35 ft |
| 37-40 | 10d6 | 40 ft |

Roll 1d100 to determine the distance (in feet) from the center of the explosion to the approximant center of the party, in a random direction.

| Table 4 - Non-hostile encounter | |
|---------------------------------|-----------------------------|
| Roll (1d20) | Encounter |
| 1-2 | Soul Shells – fresh |
| 3-4 | Soul Shells – zombie like |
| 5-8 | Catatonic Corpse |
| 9-12 | Catatonic Skeleton or Skull |
| 13-15 | Scavengers |
| 16-17 | Winged Fiends |
| 18-20 | Animals |

UNUSUAL TERRAIN

NON-HOSTILE ENCOUNTERS

Boiling Mud Pits

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.

Lake 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.

Larva Pit

A roughly circular crater about 50 ft in diameter is field to the brim with large wriggling maggots. (Refer to the "Maggot Pitt" for descriptions of what happens if someone falls into the pit.)

Rivulet of Lava

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.

Twisted Vegetation

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.

Rivulet of blood

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

Chasm

A deep fissure in the earth blocks your way. It is [10 + 1d6] ft. wide. You can't see the bottom. The smell of brimstone rises from its depths.

Boiling Water

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

Battleground

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 same on-hostile encounter happens more than once, change the description or roll again.

Soul Shells – fresh

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.

Soul Shells – zombie like

Not true zombies, this group of poor soul shells is shuffling across the wasteland. They are completely mad. They are dressed in rags and eat any flesh that they find.

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.

Catatonic Skeleton or 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 rive Styx and toss him into it. He can no longer live with his memories.

Scavengers

Scavengers look like hairless hyenas. They are cowards and run away when threatened. If you need them, use the stat block of a common rat.

Winged Fiends

Winged Fiends are Animals. 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 with their slashing claws. If you need them, use the stat block of a common bat.

Animals

These are normal animals – a little larger than typical. Roll 1d8 to determine if they are rats, snakes, vultures, salamanders, worms, scorpions, centipedes or ticks. Thousands of them! Disgusting, but not dangerous (unless the PCs do something stupid). They cover the ground ahead as far as you can see. The party will be slowed to ¼ speed to pass through them, adding 8 hours to their journey. Or they can take an additional 2 days to go around.

APPENDIX "B" Stat Blocks

The monsters used in this adventure are presented here using a "short stat block" format designed by Justin Alexander (<http://www.thealexandrian.net>).

The v3.5 reference books that the monsters are found in are:

ELP = Epic Level Handbook

FC2 = Fiendish Codex II

FF = Fiend Folio

MM = Monster Manual

MM2 = Monster Manual II

ToH = Tome of Horrors Revised

The Guide:

HERFIK THE SILENT (8th Level Rogue)

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

GITHZERAI (CR 10) – LE Medium Humanoid (Extraplanar) (MM p.129)

DETECTION – **Senses** Darkvision 60-ft; Listen +2, Spot +2; **Init** +3; **Languages** Common, Gith

DEFENSES – **AC** 21, **Touch** 13, **Flat Footed** 21; **hp** 34 (6d8+1 HD); **Spell Resistance** +13

ACTIONS – **Spd** 30-ft [Armor]; **Melee** +5 Short Sword (1d6+5/19-20); **Space** 5 ft.; **Reach** 5 ft.; **Base Atk** +12; **Grapple** +7; **SA** Sneak Attack +4d6

STR 12, **DEX** 17, **CON** 10, **INT** 8, **WIS** 14, **CHA** 9

FORT +2, **REF** +9, **WILL** +4

FEATS - Armor Proficiency (medium)

SKILLS - **Disable Device** +14, **Gather Information** +12, **Knowledge (local)** +10, **Knowledge (planes)** +4.5, **Sense Motive** +13, **Use Rope** +14

POSSESSIONS +5 Short Sword, Scale Mail, Backpack, Bedroll, Blanket, Rations (1 day), Rope (50', hempen), Sack, Waterskin, Thieves' tools

Deceitful: Gets a +2 bonus on all Disguise checks and Forgery checks.

Trapfinding: Can use search to find traps with DC20 or higher and can use Disable Device to disarm magic traps. Beat a traps DC by 10 or more to bypass it without disarming it.

Evasion: Take no damage on a successful Ref saving throw against an attack that normally deals half damage on a save.

Trap Sense: +2 on Ref saves made to avoid traps and +1 dodge bonus to AC against attacks made by traps.

Uncanny Dodge: Retain Dexterity bonus to AC (if any) even if flat-footed or struck by an invisible attacker.

Diligent: Gets a +2 bonus on all Appraise checks and Decipher Script checks.

Improved Uncanny Dodge: Can not be flanked, unless by another rogue at least 4 levels higher.

Monsters by Challenge Rating

A quick overview of the monsters that follow over the next few pages:

- CR ¼ **Kobold** Small reptilian humanoid.
- CR 1 **Monstrous Spider**, Medium
- CR 1 **Lemure** The lowest form of devil. A mindless molten mass of flesh.
- CR 1 **Nupperibo** Vaguely humanoid fiend, one step above Lemures.
- CR 1 **Kaorti** Humanoid shaped devil with form-fitting resin armor.
- CR 2 **Monstrous Spider**, Large
- CR 2 **Vargouille** A disembodied head with leathery wings and tendrils.
- CR 3 **Yeth Hound** Large flying wolflike creature.
- CR 4 **Barghest** A horrifying wolflike monster that eats souls.
- CR 4 **Spined Devil** Spike covered fiend.
- CR 5 **Monstrous Spider**, Huge
- CR 5 **Bearded Devil** Ferocious warrior that frenzies with a saw-toothed glaive.
- CR 6 **Chain Devil** Murderous torturer with an infernal command of chains.
- CR 7 **Hellcat** Infernal, invisible catlike devil the size of a tiger.
- CR 7 **Amnizu** Short, stocky devil with large batlike wings.
- CR 8 **Abishai (red)** Horned devil with batwings and tail that ends in a stinger.
- CR 9 **Nessian Warhound** Warhound the size of a draft horse
- CR 9 **Bone Devil** Hateful fiend with a dangerous sting.
- CR 11 **Barbed Devil** Elite infernal warrior with impaling spikes.
- CR 13 **Ice Devil** Insectlike horror promising a cold death.
- CR 16 **Horned Devil** Gargoylelike fiend armed with a spiked chain.
- CR 20 **Pit Fiend** Lord of devils, with great strength and deadly power.

CRANIUM RAT SWARM – can be any CR

Monsters

Note regarding all Lawful Evil aligned creatures listed below. Their natural weapons, as well as any weapons they wield, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction

ABISHI (red) (CR 8) – LE Medium outsider (FC2 p.110)

DETECTION – **Senses** Darkvision 60-ft; Listen +13, Spot +13; **Init** +7; **Languages** Celestial, Common, Infernal; telepathy 100 ft.

DEFENSES – **AC** 25, **Touch** 13, **Flat Footed** 22; **hp** 60 (8 HD); **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

ACTIONS – **Spd** 40-ft, fly 50 ft. (poor); **Melee** sting +12 (1d4+3 plus 2d6 fire and lingering damage) and 2 claws each +9 (1d4+1) and bite +9 (1d6+1) **Space** 5 ft.; **Reach** 5 ft.; **Base Atk** +8; **Grapple** +11

Special Actions spines, *summon baatezu*

Spell-Like Abilities (CL 8th):

At will - *command* (DC 14), *disguise self*, *scare* (DC 15), *suggestion* (DC 16)

3/day—*charm monster* (DC 17), *wrack* (DC 18)

STR 17, DEX 17, CON 17, INT 12, WIS 14, CHA 16

FORT +9, REF +9, WILL +8

SA lingering damage, spell-like abilities, *summon baatezu*

Feats Improved Initiative, Multiattack, Weapon Focus (sting)

Skills Bluff +14, Concentration +14, Diplomacy +5, Disguise +14 (+16 acting), Escape Artist +14, Intimidate +16, Knowledge (the planes) +12, Listen +13, Search +12, Spot +13, Survival +2 (+4 on other planes), Use Rope +3 (+5 bindings)

Lingering Damage (Ex) Creatures struck by a red abishai's sting attack must succeed on a DC 17 Fortitude save or take 1d6 points of fire damage in the following round. The save DC is Constitution-based.

Regeneration (Ex) Takes normal damage from good-aligned weapons, and from spells or effects with the good descriptor.

Summon Baatezu (Sp) 50% chance to summon 2d6 lemures or 20% chance to summon 1 red abishai; 1/day; CL 9th. This ability is the equivalent of a 5th-level spell.

AMNIZU (CR 7) – LE Medium-size outsider (MM2 p.67)

DETECTION – **Senses** Darkvision 60-ft; Listen +0, Spot +14;

Init +4; **Languages** Common, Infernal; telepathy 100 ft.

DEFENSES – **AC** 21, **Touch** 10, **Flat Footed** 21; **hp** 49 (9d8+9 HD); **DR** 10/good; **Immune** fire, poison; **Resist** acid 20, cold 20; **SR** 18

ACTIONS – **Spd** 30-ft; **Melee** Touch 2d4 plus feeblemind

Space 5 ft.; **Reach** 5 ft

Spell-Like Abilities (CL 4th):

3/day—*change self*, *command*, *produce flame*, *pyrotechnics*; save DC 10 + spell level.

STR 12, DEX 11, CON 13, INT 16, WIS 15, CHA 10

FORT +7, REF +6, WILL +8

SA feeblemind touch, Spell-like abilities, *summon baatezu*

Feats Combat Casting, Improved Initiative, Quicken Spell-Like Ability

Skills Diplomacy +2, Hide +12, Jump +3, Knowledge (the planes) +9, Scry +6, Search +15, Sense Motive +14, Spellcraft +15, Spot +14, Swim +7, Tumble +1

Feeblemind Touch (Su): The touch of an amnizu duplicates the effect of a *feeblemind* spell (caster level 14th; Will save DC 14).

Spell-Like Abilities: (CL 14th): ; save DC 10 +spell level.

At will - *major image*;

3/day *fireball*;

1/day - *sequester*.

Regeneration (Ex): An amnizu takes normal damage from acid, and also from holy weapons and blessed weapons of at least +1 enhancement.

Secure Intelligence (Ex): An amnizu is immune to any effect that would drain, damage, or otherwise reduce its Intelligence score.

Summon Baatezu (Sp): Once per day, an amnizu may summon 1d3 advespas or 1 amnizu with a 50% chance of success.

BARBED DEVIL (CR 11) – LE Medium Outsider (MM p.51)

DETECTION – **Senses** Darkvision 60-ft; Listen +19, Spot +19;

Init +6; **Languages** Infernal and Common

DEFENSES – **AC** 29, **Touch** 16, **Flat Footed** 23; **hp** 126

(12d8+72 HD); **Immune** to fire and poison; **Resist** acid 10, cold 10; **Spell Resistance** +23; **Damage Reduction**

10/good; **Barbed Defense** 1d8+6 points to attacker

ACTIONS – **Spd** 30 ft., fly 60-ft (clumsy); **Melee** 2 claws +18

(2d8+6 plus fear); **Space** 5 ft.; **Reach** 5 ft.; **Base Atk**

+22; **Grapple** +22; **SA** Fear, improved grab, impale

3d8+9, *summon devil*

STR 23, DEX 22, CON 23, INT 12, WIS 14, CHA 18

FORT +14, REF +14, WILL +12

FEATS - Alertness, Cleave, Improved Grapple, Iron Will, Power Attack

SKILLS - Concentration +21, Diplomacy +6, Hide +21,

Intimidate +19, Knowledge (any one) +16, Listen +19,

Move Silently +21, Search +16, Sense Motive +17, Spot

+19, Survival +2 (+4 following tracks)

Fear (Su): A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by fear (caster level 9th).

Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex): A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed devil must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on its barbed body.

Summon Devil (Sp): Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Spell-Like Abilities: At will—greater teleport (self plus 50 pounds of objects only), hold person (DC 16), major image (DC 17), scorching ray (2 rays only). 1/day—order's wrath (DC 18), unholy blight (DC 18). Caster level 12th. The save DCs are Charisma-based.

BARGHEST (CR 4) – LE Medium Outsider (MM p.22)

DETECTION – **Senses** Blindsight 60-ft; Listen +9, Spot +12;

Init +6; **Languages** Goblin, Worg, and Infernal

DEFENSES – **AC** 18, **Touch** 12, **Flat Footed** 16; **hp** 33 (6d8+6 HD); **Damage Reduction** 5/magic

ACTIONS – **Spd** 30 ft.; **Melee** Bite +9 melee (1d6+3) and 2

claws +4 melee (1d4+1); **Space** 5 ft.; **Reach** 5 ft.; **Base**

Atk +6; **Grapple** +9; **SA** Spell-like abilities, feed

SQ Change shape

STR 17, DEX 15, CON 13, INT 14, WIS 14, CHA 14

FORT +6, REF +7, WILL +7

FEATS - Combat Reflexes, Improved Initiative, Track

SKILLS - Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks)

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a wish, miracle, or true resurrection spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

Change Shape (Su): A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

BONE DEVIL (CR 9) – LE Large outsider (MM p.52)

DETECTION – Senses Darkvision 60-ft; Listen +17, Spot +17; **Init** +9; **Languages** Common, Infernal; telepathy 100 ft.

DEFENSES – AC 25, Touch 14, Flat Footed 20; **hp** 95 (1d8+50 HD); **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 21

ACTIONS – **Spd** 40-ft; **Melee** Bite +14 (1d8+5) and 2 claws +12

(1d4+2) and sting +12 (3d4+2 plus poison) **Space** 10 ft.; Reach 10 ft.; **Base Atk** +10; Grapple +19

Spell-Like Abilities (CL 12th):

At will—*greater teleport* (self plus 50 pounds of objects only), *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*. The save DC is Charisma-based.

STR 21, **DEX** 21, **CON** 21, **INT** 14, **WIS** 14, **CHA** 14

FORT +12, **REF** +12, **WILL** +11

SA Spell-like abilities, fear aura, poison, *summon baatezu*

Feats Alertness, Improved Initiative, Iron Will, Multiattack

Skills Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (any one) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks)

Fear Aura (Su): Bone devils can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a *fear* spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other baatezu are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Summon Baatezu (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

CHAIN DEVIL (CR 6) – LE Medium Outsider (MM p.53)

DETECTION – Senses Darkvision 60-ft; Listen +13, Spot +13; **Init** +6; **Languages** Infernal and Common

DEFENSES – AC 20, Touch 12, Flat Footed 18; **hp** 52 (8d8+16 HD); **Immune** cold; **Regeneration** 2; **Spell Resistance** +18; **Damage reduction** 5/silver or good

ACTIONS – **Spd** 30 ft.; **Melee** 2 chains +10 melee (2d4+2/19-20); **Space** 5 ft.; Reach 5 ft. (10 ft. with chains); **Base Atk** +8; Grapple +10; **SA** Dancing chains, unnerving gaze

STR 13, **DEX** 12, **CON** 11, **INT** 10, **WIS** 14, **CHA** 15

FORT +2, **REF** +2, **WILL** +2

FEATS - Alertness, Improved Critical (chain), Improved Initiative

SKILLS - Climb +13, Craft (blacksmithing) +17, Escape Artist +13, Intimidate +12, Listen +13, Spot +13, Use Rope +2 (+4 with bindings)

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6×10 minutes. Holding the severed member against the stump enables it to reattach instantly.

CHARON (Boatman of the Lower Planes) (CR 25) – NE Medium-Size Outsider (Converted from 1st edition Monster Manual II)

DETECTION – Senses Darkvision 60-ft; Listen +43, Spot +43; **Init** +6; **Languages** Charon can communicate telepathically with any creature within 500 feet that has a language.

DEFENSES – AC 37, Touch 12, Flat Footed 34; **hp** 336 (32d8+192HD); **Immune** to poison and acid; cold, fire; **Resist** electricity 30; **Damage Reduction** 30+4

ACTIONS – **Spd** 50 ft.; **Melee** Staff +42/+37/+32/+27 (1d6+9 plus paralysis); **Space** 5 ft.; Reach 5 ft. (10 ft. with staff); **Base Atk** +18; Grapple +35; **SA** Spell-like abilities, fear gaze, control water, summon daemons

SQ telepathy, immortality

STR 28, **DEX** 14, **CON** 22, **INT** 28, **WIS** 28, **CHA** 28

FORT +24, **REF** +20, **WILL** +27

FEATS - Alertness, Blind-Fight, Cleave, Great Cleave, Improved Initiative, Maximize Spell, Power Attack, Quicken Spell, Weapon Focus (staff)

SKILLS - Alchemy +41, Bluff +41, Concentration +38, Gather Information +41, Hide +34, Intimidate +41, Intuit Direction +41, Knowledge (the planes) +41, Listen +43, Move Silently +34, Scry +41, Search +41, Sense Motive +41, Spellcraft +41, Spot +43

Spell-Like Abilities: At will—*alter self, deeper darkness, desecrate, fear, see invisibility, silent image, suggestion, and wall of fire*; 3/day—*mass suggestion*; 1/day—*symbol (any)*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 19 + spell level).

At will, Charon can use *teleport without error* (self plus skiff only) as the spell cast by a 20th-level sorcerer.

Constrict Fear Gaze (Su): 30 feet range, Will save (DC 32) or affected by fear as the spell cast by a 20th-level sorcerer.

Paralysis: A creature hit by Charon's staff must succeed at a Fortitude save (DC 20) or be paralyzed for 3d6 minutes.

Control Water (Su): As the spell cast by a 20th-level sorcerer. Charon may control the river Styx causing the water to rise up and attack as a 16 HD water elemental. Anyone hit by the elemental must make a Will save (DC 20) or forget everything about their past life. If the save is made, treat the effects as a feeblemind spell cast by a 15th-level sorcerer.

Immortality (Ex): Charon is native to five Lower Planes (Abyss, Nine Hells, Gehenna, Tarterus, and Hades), thus when his form is destroyed on one plane, he ceases to exist there, but still exists on the other four. When destroyed on any plane, it takes but a single day for his form to return. To be permanently destroyed, Charon must be slain on all five Lower Planes in a single day.

Summon Devil (Sp): Three times day a pit fiend can automatically summon 3 lemures, bone devils, or bearded devils, or 2 horned devil, or ice devil. This ability is the equivalent of an 8th-level spell.

Telepathy (Su.): Yugoloths can communicate telepathically with any creature within 500 feet that has a language

COMBAT: Charon will attack using his spell-like abilities, gaze, and staff. If things are going against him, he will summon bearded devils or ice devils to deal with the attackers, and teleport away, taking his boat with him.

CRANIUM RAT SWARM (CR = any) – NE Diminutive Magical Beast (Extraplanar, Swarm) (FF p.167 – modified)

In this stat block np = number of packs in the swarm. A pack contains 30 rats. The number of packs in the swarm determines the Challenge Rating (divide the total number of rats by 30). If "np" is preceded by a number, multiply the number of packs in the swarm by that number. For example where it says Listen = +3 np; If there are 6 packs (180 rats) in the swarm then Listen will = +18 (3x6).

DETECTION – Senses Darkvision 60-ft; Listen +3 Packs, Spot +3 Packs; **Init** +7; **Languages** Cranium rats do not speak, but swarms containing 5 or more packs can communicate telepathically.

DEFENSES – AC 14 (+3 Dex, +1 natural), Touch 13, Flat Footed 11; **hp** 18 np; **Resist** cold 10

ACTIONS – **Spd** 40 ft., climb 20 ft.; **Melee** Swarm (3d6); **Space** 5 ft. (1 pack), 10 ft. (2 to 10 packs), 15 ft. (11 to 20 packs) ; Reach 0 ft.; **Base Atk** 2 ½ np; Grapple -; **SA** Distraction, mind blast, spells

SQ hive mind, low-light vision, swarm traits, telepathy

STR 2, **DEX** 17, **CON** 14, **INT** 2 np (max 20), **WIS** 14, **CHA** 13

FORT np+3 (max 16), **REF** np+4 (max 19), **WILL** np+2 (max 12)

FEATS - Alertness, Combat Casting, Iron Will

SKILLS - Climb +3 np, Listen +3 np, Spot +3 np, (if the number of packs in the swarm is 10 or more add: Balance +29, Concentration +29, Sense Motive +31)

Spells: If the swarm's np (number of packs) is 4 or less its intelligence is too low to cast spells. Larger swarms can cast arcane spells as a sorcerer of a level equal to the swarm's np up to a maximum 10th-level sorcerer (spells/day and spells known are the same as for a sorcerer of the appropriate level; save DC is 10+ the sorcerer level + spell level). A typical 10th-level spells known list: 0—*dancing lights, daze, detect magic, flare, ghost sound, mage hand, open/close, prestidigitation, grease*; 1st—*charm person, expeditious retreat, magic missile, ray of enfeeblement, shocking grasp*; 2nd—*blur, knock, mirror image, see invisibility*; 3rd—*fireball, lightning bolt, slow*; 4th—*contagion, fire shield*; 5th—*hold monster*.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a Fortitude save or be nauseated for 1 round. The save DC is Constitution-based. DC 15 for np of 4 or less, DC 18 for np 5 to 9, DC 24 for np 10 or more.

Mind Blast (Su): This attack is a 60-foot cone. Anyone caught in this cone must succeed on a Will save (DC 14 for np of 4 or less, DC 17 for np 5 to 9, DC 23 for np 10 or more) or be stunned for 3d4 rounds. A cranium rat swarm with 4 or less packs can use this power every 2 rounds. Larger swarms can use it at will.

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

Telepathy (Su): An swarm of cranium rats that contain 5 or more packs can communicate telepathically with any creature within 80 feet that has a language.

Skills: Cranium rat swarms have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

HELLCAT (CR 7) – LE Large Outsider (MM p.54)

DETECTION – Senses Darkvision 60-ft; Listen +17, Spot +13; **Init** +9; **Languages** Uses use a natural telepathy to communicate with one another and those they encounter.

DEFENSES – AC 21, Touch 14, Flat Footed 16; **hp** 74 (6 HD); **Invisible** in light; **Damage reduction** 5/good; **Resist** Fire 10; **Spell Resistance** +19

ACTIONS – **Spd** 40 ft.; **Melee** 2 claws +13 (1d8+6) and bite +8 (2d8+3); **Space** 10 ft.; **Reach** 5 ft.; **Base Atk** +8; **Grapple** +18; **SA** Improved grab, pounce, rake 1d8+3

SQ telepathy 100 ft.

STR 23, **DEX** 21, **CON** 17, **INT** 10, **WIS** 14, **CHA** 10

FORT +9, **REF** +11, **WILL** +8

FEATS - Dodge, Improved Initiative, Track

SKILLS - Balance +16, Climb +17, Hide +13, Jump +21, Listen +17, Move Silently +20, Spot +13, Swim +17)

Improved Grab (Ex): To use this ability, a hellcat must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a hellcat charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13 melee, damage 1d8+3.

Invisible in Light (Ex): A hellcat is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 feet away (60 feet if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

HORNED DEVIL (CR 16) – LE Large Outsider (MM p.55)

DETECTION – **Senses** Darkvision 60-ft; Listen +22, Spot +22; **Init** +5; **Languages** Infernal and Common

DEFENSES – **AC** 35, **Touch** 16, **Flat Footed** 28; **hp** 172 (15d8+105 HD); **Immune** to fire and poison; **Resist** acid 10, cold 10; **Spell Resistance** +28; **Damage Reduction** 10/good; **Regeneration** 5

ACTIONS – **Spd** 20 ft., fly 50 ft (average); **Melee** Spiked chain +25/+20/+15 (2d6+15 plus stun) and bite +22 (2d8+5) and tail +22 (2d6+5 plus infernal wound) **or** 2 claws +24 (2d6+10) and bite + 22 (2d8+5) and tail +22 (2d6+5 plus infernal wound); **Space** 10 ft.; **Reach** 10 ft. (20 ft. with spiked chain); **Base Atk** +15; **Grapple** +29; **SA** Fear aura, infernal wound, spell-like abilities, stun, *summon devil*

SQ telepathy 100 ft.

STR 31, **DEX** 25, **CON** 25, **INT** 14, **WIS** 18, **CHA** 22

FORT +16, **REF** +16, **WILL** +15

FEATS - Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain)

SKILLS - Bluff +24, Climb +28, Concentration +24, Diplomacy +10, Disguise +6 (+8 acting), Hide +21, Intimidate +26, Listen +22, Move Silently +23, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks)

Spell-Like Abilities: At will—*dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good*, *greater teleport* (self plus 50 pounds of objects only); *persistent image* (DC 21) 3/day—*fireball* (DC 19), *lightning bolt* (DC 19). Caster level 15th. The save DCs are Charisma-based

Fear Aura (Su): A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 23 Will save or be affected as though by a fear spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based..

Stun (Su): Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wound (Su): The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 24 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a horned devil's tail must succeed on a DC 24 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Summon Devil (Sp): Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Regeneration (Ex): A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

ICE DEVIL (CR 13) – LE Large Outsider (MM p.56)

DETECTION – **Senses** Darkvision 60-ft; Listen +25, Spot +25; **Init** +5; **Languages** Infernal and Common

DEFENSES – **AC** 32, **Touch** 14, **Flat Footed** 27; **hp** 147 (14d8+84 HD); **Immune** to fire and poison; **Resist** acid 10, cold 10; **Spell Resistance** +23; **Damage Reduction** 10/good; **Regeneration** 5

ACTIONS – **Spd** 40 ft.; **Melee** Spear +20/+15/+10 melee (2d6+9/x3 plus slow) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow) **or** 2 claws +19 melee (1d10+6) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow); **Space** 10 ft.; **Reach** 10 ft.; **Base Atk** +14; **Grapple** +24; **SA** Fear aura, slow, spell-like abilities, *summon devil*

SQ telepathy 100 ft., change shape

STR 23, **DEX** 21, **CON** 23, **INT** 22, **WIS** 22, **CHA** 20

FORT +15, **REF** +14, **WILL** +15

FEATS - Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear)

SKILLS - Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Jump +27, Knowledge (any three) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Spot +25, Survival +6 (+8 following tracks)

Fear Aura (Su): An ice devil can radiate a 10-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 22 Will save or be affected as though by a fear spell (caster level 13th). A creature that successfully saves cannot be affected again by the same ice devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Slow (Su): A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a slow spell for 1d6 rounds. The save DC is Constitution-based.

Change Shape (Su): An ice devil can assume any humanoid form as a standard action. In humanoid form, an ice devil cannot use its natural weapons (although it can equip itself with weapons and armor appropriate to its appearance). An ice devil remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the ice devil reverts to its natural form when killed. A *true seeing* spell reveals its natural form. [Note: The "change shape" ability was added to the ice devil in keeping with the "polymorph self" ability it had in the AD&D version of the monster.]

Spell-Like Abilities: At will—*cone of cold* (DC 20), *fly*, *ice storm* (DC 19), *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19). Caster level 13th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an ice devil can attempt to summon 2d10 lemures or 1d6 bearded devils, 2d4 bone devils with a 50% chance of success, or another ice devil with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

Regeneration (Ex): An ice devil takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

KAORTI (CR 1) – NE Medium Outsider (FF p.108)

DETECTION – Senses Darkvision 60-ft; **Init** +2; **Languages** Kaorti, Common, Sylvan.

DEFENSES – AC 18, Touch 12, Flat Footed 16; **hp** 9 (2d8 HD); **DR** 5/magic; **Immune** poison; **Resist** acid 10, cold 10

ACTIONS – **Spd** 30-ft, fly 50 ft. (poor)(when in Adishai form); **Melee** bite +1 (1d6-2) or ribbon dagger +4 (1d4-2/x4); **Ranged** darts +4 (1d4-2); **Space** 5 ft.; Reach 5 ft.; **Base Atk** +2; Grapple +0

Spell-Like Abilities (CL 2nd):

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

STR 7, **DEX** 14, **CON** 11, **INT** 14, **WIS** 11, **CHA** 16

FORT +3, **REF** +5, **WILL** +3

Feats Exotic Weapon Proficiency (ribbon dagger) (B), Weapon Finess

Skills Concentration +5, Craft (ant two) +7, Heal +13, Intimidate +8, Knowledge (arcane) +7, Knowledge (the planes) +7, Spellcraft +9 (+11 decipher spells on scrolls), Survival +7, Use Magical Device +7 (+9 scrolls)

Vile Transformation (Su) Can transform victim into a karoti (requires 8 hours with jaws clamped onto victim – refer to FF).

Material Vulnerability (Ex) The Material Plane is harmful to kaorti (refer to FF).

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 damage with a critical hit multiplier of x4. The ribbon can wrap around objects with ease; disarm attacks made with one gains a +2 bonus. *Cost:* 50 gp. *Weight:* 1 lb.

ABISHI (red) (CR 8) – LE Medium outsider (FC2 p.110)

DETECTION – Senses Darkvision 60-ft; Listen +13, Spot +13; **Init** +7; **Languages** Celestial, Common, Infernal; telepathy 100 ft.

DEFENSES – AC 25, Touch 13, Flat Footed 22; **hp** 60 (8 HD); **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 19

ACTIONS – **Spd** 40-ft, fly 50 ft. (poor); **Melee** sting +12 (1d4+3 plus 2d6 fire and lingering damage) and 2 claws each +9 (1d4+1) and bite +9 (1d6+1) **Space** 5 ft.; Reach 5 ft.; **Base Atk** +8; Grapple +11

Special Actions spines, *summon baatezu*

Spell-Like Abilities (CL 8th):

At will - *command* (DC 14), *disguise self*, *scare* (DC 15), *suggestion* (DC 16)

3/day—*charm monster* (DC 17), *wrack* (DC 18)

STR 17, **DEX** 17, **CON** 17, **INT** 12, **WIS** 14, **CHA** 16

FORT +9, **REF** +9, **WILL** +8

SA lingering damage, spell-like abilities, *summon baatezu*

Feats Improved Initiative, Multiattack, Weapon Focus (sting)

Skills Bluff +14, Concentration +14, Diplomacy +5, Disguise +14 (+16 acting), Escape Artist +14, Intimidate +16, Knowledge (the planes) +12, Listen +13, Search +12, Spot +13, Survival +2 (+4 on other planes), Use Rope +3 (+5 bindings)

Lingering Damage (Ex) Creatures struck by a red abishai's sting attack must succeed on a DC 17 Fortitude save or take 1d6 points of fire damage in the following round. The save DC is Constitution-based.

Regeneration (Ex) Takes normal damage from good-aligned weapons, and from spells or effects with the good descriptor.

Summon Baatezu (Sp) 50% chance to summon 2d6 lemures or 20% chance to summon 1 red abishai; 1/day; CL 9th. This ability is the equivalent of a 5th-level spell.

KOBOLD (CR 1/4) – LE Small Humanoid (Reptilian) (MM p.161)

DETECTION – Senses Darkvision 60-ft; Listen +2, Spot +2; **Init** +1; **Languages** Draconic, Common

DEFENSES – AC 15, Touch 12, Flat Footed 14; **hp** 4 (1d8 HD); **Weakness** light sensitivity

ACTIONS – **Spd** 30-ft; **Melee** Spear +1(1d6-1/x3); **Ranged** sling +3 (1d3); **Space** 5 ft.; Reach 5 ft.; **Base Atk** +1; Grapple -4

SQ: flight

STR 9, **DEX** 13, **CON** 10, **INT** 10, **WIS** 9, **CHA** 8

FORT +2, **REF** +1, **Will** -1

SKILLS - Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *day-light* spell.

LEMURE (CR 1) – LE Medium Outsider (MM p.57)

DETECTION – **Senses** darkvision 60 ft.; Listen +0, Spot +0; Init +0; **Languages** None but they are sensitive to telepathic messages from other devils, typically obeying a devil’s mental commands.

DEFENSES – AC 14, Touch 10, Flat Footed 14; **hp** 2 (2 HD); **Immune** fire, poison; **Resist** acid 10, cold 10

ACTIONS – **Spd** 20 ft.; **Melee** 2 claws +2 (1d4); **Space** 5 ft.; Reach 5 ft.; **Base Atk** +2; Grapple +2

STR 10, **DEX** 10, **CON** 10, **INT** -, **WIS** 11, **CHA** 5

FORT +3, **REF** +3, **WILL** +3;

Mindless (Ex) Immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

MONSTORUS SPIDER, HUGE (CR 5) – Huge Vermin [Web-spinner] (MM p.288)

DETECTION – **Senses** Darkvision 60-ft; tremorsense 60 ft.; Listen +0, Spot +4; **Init** +3; **Languages** None

DEFENSES – AC 16, Touch 11, Flat Footed 13; **hp** 52 (8d8+16 HD)

ACTIONS – **Spd** 30-ft, climb 20 ft.; **Melee** Bite +9 (2d6+6 plus poison) **Space** 15 ft.; Reach 10 ft

STR 19, **DEX** 17, **CON** 14, **INT** -, **WIS** 10, **CHA** 2

FORT +8, **REF** +5, **WILL** +2

SA Poison, web

Skills Climb +12, Hide –1, Jump +4, Spot +4

Poison (Ex): Poison (Ex): A monstrous scorpion has a poisonous sting. The details vary by the scorpion’s size, as follows. The save DCs are Constitution-based. The indicated damage is initial and secondary damage.

| Size | Fort DC | Damage |
|--------|---------|---------|
| Huge | 18 | 1d6 Con |
| Medium | 13 | 1d3 Con |
| Large | 14 | 1d4 Con |

Web (Ex): A single strand is strong enough to support the spider and one creature of the same size.

Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/-.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

| Size | Escape Artist DC | Break DC | Hit Points |
|--------|------------------|----------|------------|
| Medium | 12 | 16 | 6 |
| Large | 13 | 17 | 12 |
| Huge | 16 | 20 | 14 |

Tremorsense (Ex): A monstrous spider can detect and pin-point any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider’s webs.

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

MONSTORUS SPIDER, LARGE (CR 2) – Large Vermin [Web-spinner] (MM p.288)

DETECTION – **Senses** Darkvision 60-ft; tremorsense 60 ft.; Listen +0, Spot +4; **Init** +3; **Languages** None

DEFENSES – AC 14, Touch 12, Flat Footed 11; **hp** 22 (4d8+4 HD)

ACTIONS – **Spd** 30-ft, climb 20 ft.; **Melee** Bite +4 (1d8+3 plus poison) **Space** 10 ft.; Reach 5 ft

STR 15, **DEX** 17, **CON** 12, **INT** -, **WIS** 10, **CHA** 2

FORT +5, **REF** +4, **WILL** +1

SA Poison, web

Skills Climb +11, Hide +3, Jump +2, Spot +4

For **Poison (Ex):** **Web (Ex):** **Tremorsense (Ex):** and **Skills:** see “MONSTORUS SPIDER, HUGE”

MONSTORUS SPIDER, MEDIUM (CR 2) – Medium Vermin [Web-spinner] (MM p.288)

DETECTION – **Senses** Darkvision 60-ft; tremorsense 60 ft.; Listen +0, Spot +4; **Init** +3; **Languages** None

DEFENSES – AC 14, Touch 13, Flat Footed 11; **hp** 11 (2d8+2 HD)

ACTIONS – **Spd** 30-ft, climb 20 ft.; **Melee** Bite +4 (1d6 plus poison) **Space** 5 ft.; Reach 5 ft

STR 11, **DEX** 17, **CON** 12, **INT** -, **WIS** 10, **CHA** 2

FORT +4, **REF** +3, **WILL** +0

SA Poison, web

Skills Climb +11, Hide +7, Jump +0, Spot +4

For **Poison (Ex): Web (Ex): Tremorsense (Ex):** and **Skills:** see “MONSTORUS SPIDER, HUGE”

NESSIAN WARHOUND (CR 9) – LE Large Outsider (MM p.151)

DETECTION – **Senses** Darkvision 60-ft; Listen +18, Spot +18; **Init** +6; **Languages** Nessian warhounds do not speak but understand Infernal.

DEFENSES – AC 24, Touch 11, Flat Footed 22; **hp** 114 (12d6+60 HD); **Immune** fire; **Weakness** vulnerability to cold

ACTIONS – **Spd** 30-ft, fly 60-ft (clumsy); **Melee** Bite +20 melee (2d6+12/19–20 plus 1d8 fire); **Space** 10 ft.; Reach 10 ft.; **Base Atk** +1; Grapple +24; **SA** Breath weapon, fiery bite

STR 26, **DEX** 14, **CON** 20, **INT** 4, **WIS** 12, **CHA** 6
FORT +10, **REF** +7, **WILL** +4

FEATS - Alertness, Improved Critical (bite), Improved Initiative, Track, Weapon Focus (bite)

SKILLS - Hide +17, Jump +19, Listen +18, Move Silently +21, Spot +18, Survival +8, Tumble +3

POSSESSIONS +2 chain shirt barding

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 21 half. The save DC is Constitution-based.

Fiery Bite (Su): A Nessian warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

NUPPERIBO (CR 1) – LE Medium Outsider (ToH p.153)

DETECTION – **Senses** Blindsight 60-ft; Listen +0, Spot +0; **Init** +2; **Languages** None but they are sensitive to telepathic messages from other devils, typically obeying a devil’s mental commands.

DEFENSES – AC 12, Touch 10, Flat Footed 12; **hp** 4 (1d8 HD); **Immune** to fire and poison; **Resist** to acid 10 and cold 10; **Regeneration** 1; **Damage Reduction** 5/good or silver

ACTIONS – **Spd** 30 ft., Fly 30 ft. (good); **Melee** Half spear +1 (1d6) or 2 claws +1 (1d4); **Space** 5 ft.; Reach 5 ft.; **Base Atk** +1; Grapple +1

STR 10, **DEX** 10, **CON** 20, **INT** -, **WIS** 11, **CHA** 4
FORT +2, **REF** +2, **WILL** +2

FEATS -

SKILLS -

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

Regeneration (Ex): Nupperibos takes normal damage from good-aligned or silver weapons, and from spells or effects with the good descriptor.

Mindless (Ex): Nupperibos are immune to all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

PIT FIEND (CR 20) – LE Large Outsider (MM p.57)

DETECTION – **Senses** Darkvision 60-ft; Listen +29, Spot +29; **Init** +2; **Languages** Infernal and Common

DEFENSES – AC 40, Touch 17, Flat Footed 32; **hp** 225 (18d8+144 HD); **Immune** to fire and poison; **Resist** acid 10, cold 10; **Spell Resistance** +32; **Damage Reduction** 15/good; **Regeneration** 5

ACTIONS – **Spd** 30 ft., fly 60 ft (clumsy); **Melee** 2 claws +30 (2d8+13) and 2 wings +28 (2d6+6) and bite +28 (4d6+6 plus poison plus disease) and tail slap +28 (2d8+6); **Space** 10 ft.; Reach 10 ft.; **Base Atk** +18; Grapple +35; **SA** Constrict 2d8+26, fear aura, improved grab, spell-like abilities, *summon devil*

SQ telepathy 100 ft.

STR 37, **DEX** 27, **CON** 27, **INT** 26, **WIS** 26, **CHA** 26

FORT +19, **REF** +19, **WILL** +21

FEATS - Cleave, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (*fireball*)

SKILLS - Balance +10, Bluff +29, Climb +34, Concentration +29, Diplomacy +10, Disguise +29 (+31 acting), Hide +25, Intimidate +31, Jump +40, Knowledge (arcana) +29, Knowledge (nature) +10, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +29, Move Silently +29, Search +29, Spellcraft +31, Spot +29, Survival +8 (+10 on other planes, +10 when tracking), Tumble +31

Spell-Like Abilities: At will—*blasphemy* (DC 25), *create undead*, *fireball* (DC 21), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility*, *magic circle against good*, *mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun*, *unholy aura* (DC 26); 1/day—*meteor swarm* (DC 27). Caster level 18th. The save DCs are Charisma-based.

Once per year a pit fiend can use *wish* as the spell (caster level 20th).

Constrict (Ex): A pit fiend deals 2d8+26 points of damage with a successful grapple check.

Disease (Su): A creature struck by a pit fiend’s bite attack must succeed on a DC 27 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based.

Fear Aura (Su): A pit fiend can radiate a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 27 Will save or be affected as though by a fear spell (caster level 18th). A creature that successfully saves cannot be affected again by the same pit fiend’s aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a pit fiend must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 27, initial damage 1d6 Con, secondary damage death. The save DC is Constitution-based.

Summon Devil (Sp): Twice per day a pit fiend can automatically summon 2 lemures, bone devils, or bearded devils, or 1 horned devil, or ice devil. This ability is the equivalent of an 8th-level spell.

Regeneration (Ex): A pit fiend takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

SPINED DEVIL (CR 4) – LE Small outsider (FC2 p.136)

DETECTION – **Senses** Darkvision 60-ft; Listen +7, Spot +7; **Init** +7; **Languages** Celestial, Draconic, Infernal; telepathy 100 ft.

DEFENSES – AC 24, Touch 18, Flat Footed 17; **hp** 19 (3 HD); **DR** 5/magic; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 12

ACTIONS – **Spd** 20-ft, fly 120 ft. (average); **Melee** talon +4 (1d3 plus 1d4 fire); **Ranged** spine +11 (1d3 plus 1d4 fire and see below); **Space** 5 ft.; Reach 5 ft.; **Base Atk** +3; Grapple -1

Atk Options Point Blank Shot, Precise Shot

Special Actions spines, summon baatezu

Spell-Like Abilities (CL 5th):

3/day—*disguise self*, *produce flame* (+4 melee touch or +11 ranged touch)

1/day—*stinking cloud* (DC 14)2

STR 10, **DEX** 25, **CON** 14, **INT** 8, **WIS** 13, **CHA** 13

FORT +5, **REF** +10, **WILL** +4

SA fiery spines and talons, spines, spell-like abilities, *summon baatezu*

Feats Point Blank Shot, Precise Shot

Skills Bluff +7, Diplomacy +11, Disguise +1 (+3 acting), Hide +17, Intimidate +3, Listen +7, Move Silently +13, Sense Motive +7, Spot +7

Fiery Spines and Talons (Su) A spinagon deals an extra 1d4 points of fire damage with its natural attacks.

Spines (Ex) Each round, a spinagon can pluck a spine from its body and hurl it as a standard action. This is a ranged attack with a range of 60 feet and no range increment. Each round, the spinagon automatically regrows the lost spine. The spine causes intense, distracting pain in its target. A creature struck by a spine must succeed on a DC 13 Fortitude save or take a –2 penalty to AC and a –10-foot penalty to speed. This penalty lasts for 1 minute or until the target receives healing of any sort. The effects of multiple failed saves do not stack. The save DC is Constitution-based.

Summon Baatezu (Sp) Once per day, a spinagon can attempt to summon two spinagons with a 35% chance of success. This ability is the equivalent of a 3rd-level spell (CL 5th).

YETH HOUND (CR 3) – NE Medium Outsider (MM p.260)

DETECTION – **Senses** Darkvision 60-ft; Scent; Listen +11, Spot +11; **Init** +6; **Languages** Yeth hounds do not speak but understand Infernal.

DEFENSES – AC 20, Touch 12, Flat Footed 18; **hp** 19 (3d8+6 HD); **Damage reduction** 10/silver

ACTIONS – **Spd** 40-ft, fly 60-ft (good); **Melee** Bite +6 melee (1d8+4); **Space** 5 ft.; Reach 5 ft.; **Base Atk** +3; Grapple +6; **SA** Bay, trip

SQ: flight

STR 17, **DEX** 15, **CON** 15, **INT** 6, **WIS** 14, **CHA** 10

FORT +5, **REF** +5, **WILL** +5

FEATS - Improved Initiative, Track

SKILLS - Listen +11, Spot +11, Search +7, Survival +11 (+13 following tracks)*

Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 11 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A yeth hound that hits with its bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the yeth hound.

Flight (Su): A yeth hound can cease or resume flight as a free action.

Skills: *A yeth hound has a +4 racial bonus on Survival checks when tracking by scent.