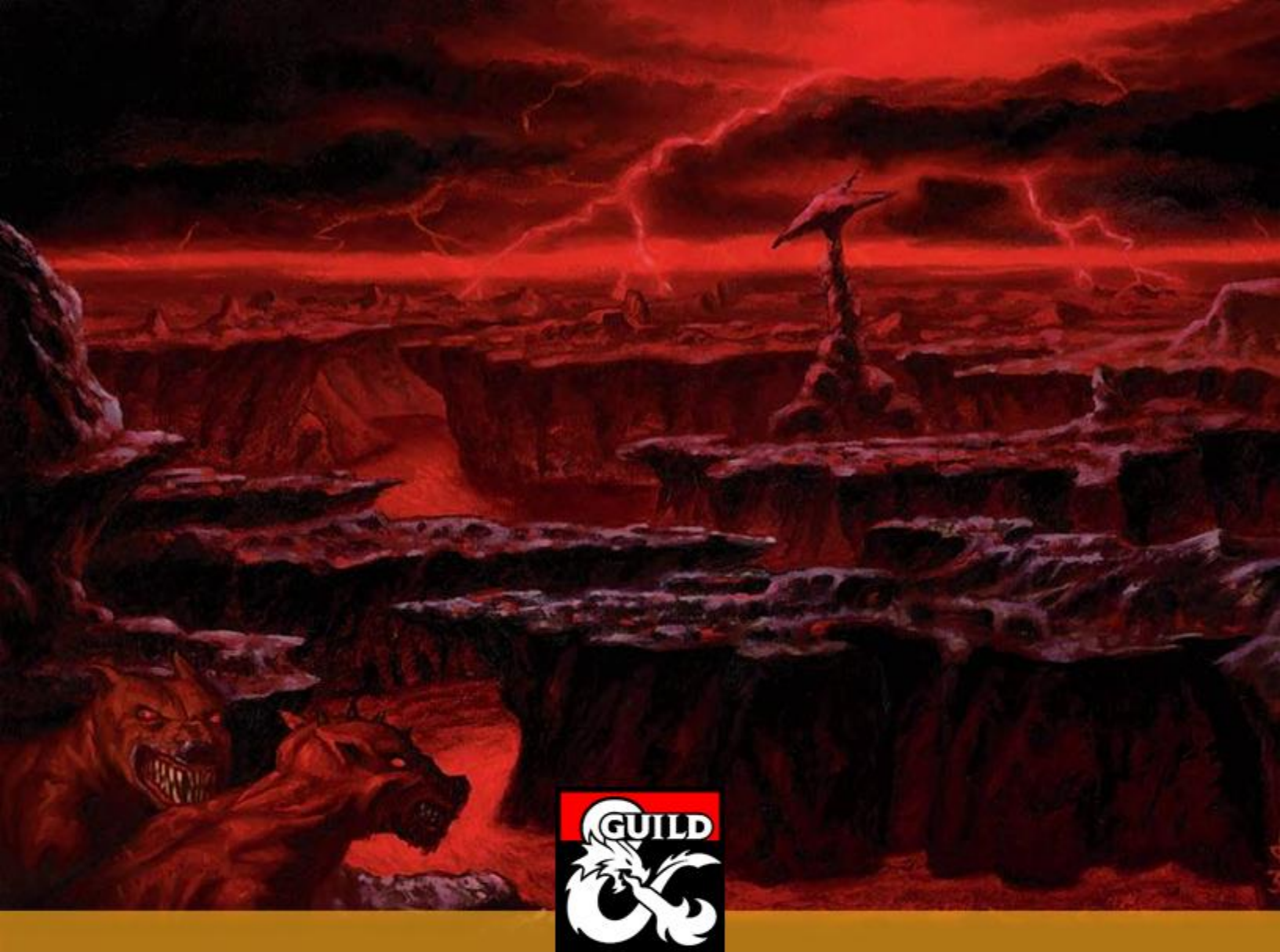




INFERNAL RELATIVES

*Gifts, Infernal Assistance,
& Character Background*

**GIFTS, INFERNAL ASSISTANCE,
& CHARACTER BACKGROUND**

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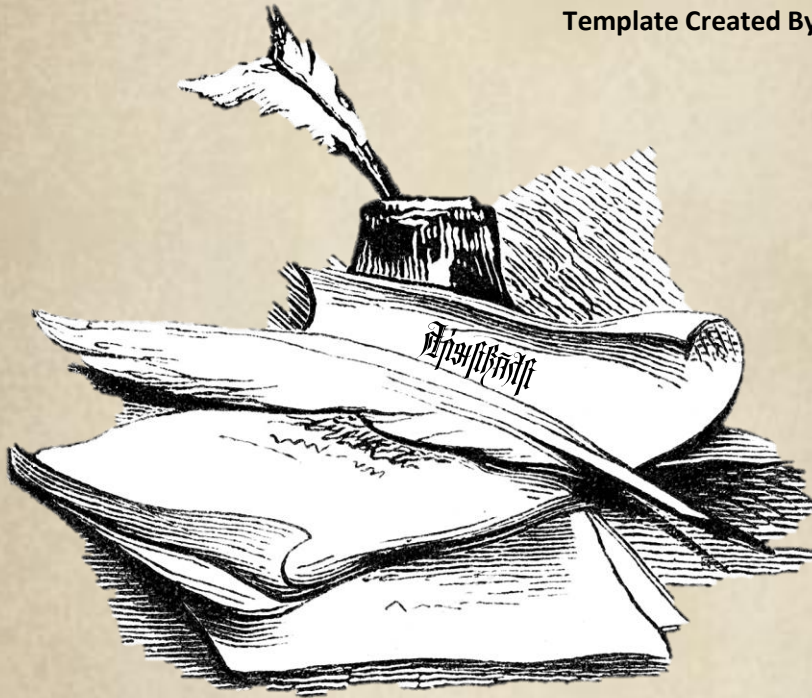
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INTRODUCTION

This supplement is intended to help Dungeon Masters (DMs) add additional infernal flavor to their games. Although framed around *Baldur's Gate: Descent into Avernus* this supplement can also be used for any game that features characters who have fiends or devils as warlock patrons or have included Infernal relatives in their backstory.

GETTING STARTED

Before beginning with this supplement, it is important to keep in mind that the subject of families can be very complex both in game and out of game. DMs are encouraged to discuss these topics with players ahead of time and keep open communication throughout play to determine what works best for all members of the group.

This supplement is just a framework, DMs are welcome to alter content of this supplement based on the needs and interests of their players.

Chapter 1 is a resource for both players and DMs to use in developing character backstories. Chapter 2 and Chapter 3 of this supplement are intended for the Dungeon Master to keep behind the screen and add to the adventure as needed. Materials marked *Player Handouts* are intended to be given over to the players in game.

BOOKS REFERENCED IN THIS SUPPLEMENT

- MONSTER MANUAL (MM)
- PLAYER'S HANDBOOK (PHB)
- BALDUR'S GATE: DESCENT INTO AVERNUS (BG:DIA)



CHAPTER 1: CHARACTER OPTIONS- INFERNAL FAMILY BACKGROUND

You may not have been born in the Nine Hells, and you may have never met your devilish ancestor but somehow and for some reason you have an infernal relation.

Choose which of the Nine Hells you wish to be associated with and work with your DM to determine your family connections and what weight that carries.

Are you open about your family's ties to the Nine Hells, or do you keep it a secret? How much influence does your infernal family hold? Are you more at home on the Material Plane or the Nine Hells? What ambitions do you hold as a mortal member of an infernal family?

Skill Proficiencies: Deception, Religion

Tool Proficiencies: One type of gaming set, Disguise kit.

Languages: One of your choice

Equipment: Set of traveler's clothes, a token bearing the mark of one of the Nine Hells, Gaming set (one of your choice), and 15gp

FEATURE: INFERNAL REPUTATION

For better or worse, word of your Infernal heritage often precedes you. You can find lodgings, resources, and information from devil worshipping cults eager to gain favor from your family. They will aid you so long as it does not put their lives at risk.

Possible Family Links

d8	Infernal Family Connection
1	One or both parents is a Warlock of a powerful Fiend patron. This patron considers you their grandchild.
2	You are a distant relation to an Archdevil.
3	One or both parents are powerful leaders of an infernal cult. The cultists and lesser devils have always considered you family.
4	You were adopted by an Archdevil and raised by cultists on the material plane.
5	Although your parents are separated, they've both worked together to be there for you. You grew up spending time on both the material plane and the Nine Hells.
6	Your spouse or partner is related to an Archdevil
7	You are lifelong friends with a fiend or person with infernal family ties. Both of you consider each other to be siblings.
8	You have deceived an Archdevil into thinking you are their distant relation.



SUGGESTED CHARACTERISTICS

Those with infernal family members come from a variety of walks of life and live different lifestyles. Individuals may have alignments and interests that differ from their relatives.



D6 Personality Trait

- | | |
|---|---|
| 1 | I always follow every rule as written... loopholes and all. |
| 2 | I will enjoy everything in life while I can. |
| 3 | Folks seem to like me, but I'm never sure if they like me or want to stay in my family's favor. |
| 4 | When in doubt, find someone else to take the blame |
| 5 | I am my own person first and foremost |
| 6 | Anger me and there will be hell to pay. |

D6 Ideal

- | | |
|---|---|
| 1 | Loyalty. My family and friends are everything to me. (Lawful) |
| 2 | Ambition. I will prove that I am a strong asset to my infernal ancestors (Evil) |
| 3 | Indifference. Neither side of my family understands me, but I don't care. (Chaotic) |
| 4 | Apprehension. I feel shame for the evil things devils do, but I still love all members of my family. (Good) |
| 5 | Independence. I don't want my family members, or their infernal reputation, to influence how others treat me. I want to make my own name for myself. (Chaotic) |
| 6 | Self-Centered. I'm lucky enough to have connections in the Material World and Nine Hells. I might as well enjoy what comes with it. (Any) |

D6 Bond

- | | |
|---|--|
| 1 | I will do whatever it takes to gain the approval of my infernal family member. |
| 2 | I have deep respect for those who fought in the Blood War. |
| 3 | I do not appreciate gifts and favors that come with strings attached. |
| 4 | It is important that I never be seen as a failure. |
| 5 | I am my own person, and no person or devil can tell me otherwise. |
| 6 | Evil is just a word people throw around when they don't understand something. I'll help them understand. |

D6 Flaws

- | | |
|---|--|
| 1 | I believe I'm chosen to be greater than those around me. |
| 2 | There isn't anything wrong with shaking things up with a bit of chaos from time to time. |
| 3 | I rely on the connections of my infernal family to get me out of any trouble I'm in. |
| 4 | I'm afraid I'll become too much like my infernal family members if I'm not careful. |
| 5 | I obey orders blindly. |
| 6 | I have a hot temper. |

CHAPTER 2: GIFTS

On special occasions, or in times of great need, infernal relatives may wish to send small gifts to aid their mortal family members and their adventuring companions.

Use the following tables for gifts sent to characters while adventuring on the material plane.

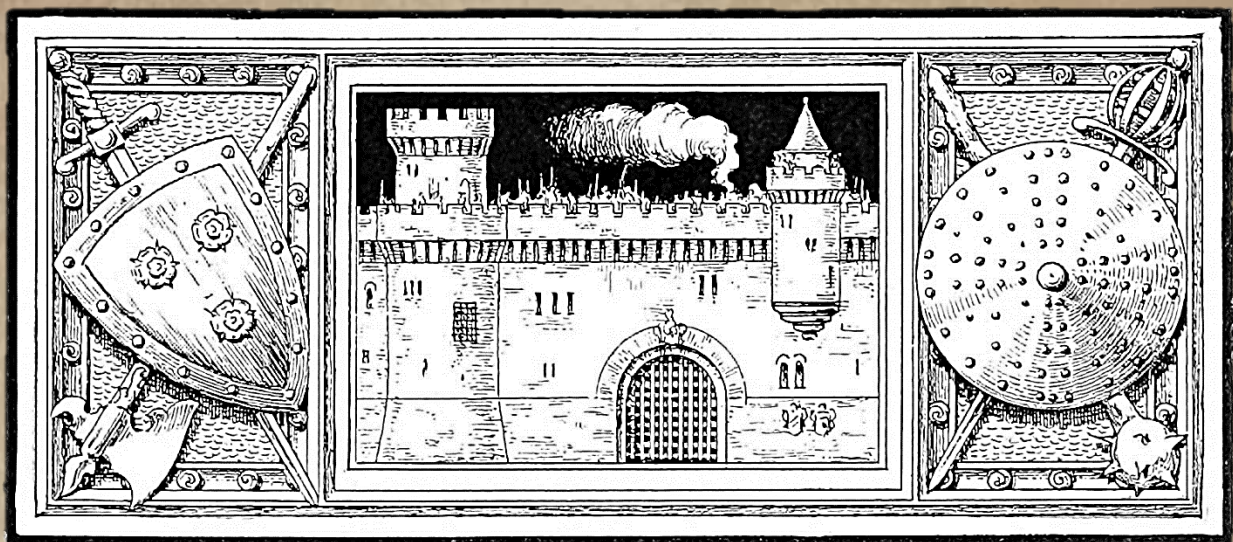
Trinkets

d20	Item
1	Warm knitted sweater that smells faintly of sulfur.
2	A magazine written in infernal that focuses on high fashion in the Nine Hells.
3	A small decorative raven carved from the bones of a bone devil .
4	A collectable replica soul coin with "No Infernal Value" stamped on it.
5	A 'lucky' severed imp foot that occasionally twitches.
6	A silver pendant with the words <i>Make us proud</i> engraved on it in infernal.
7	A miniature decorative handbasket with the word "hell" written in infernal on the inside.
8	A coin purse made from the wings of an imp.
9	A postcard from Stygia depicting a pleasant looking ski lodge and several ice devils skiing.
10	A bloodstained quill pen.
11	A badge that reads "One heck of a kid" in infernal
12	A music box that plays a happy tune while tiny figures of devils and demons spin about appearing to fight one another.
13	A bottle that looks and smells like a healing potion, but when anyone tries to drink it the liquid doesn't come out.
14	Knitted horn coverings to keep horns from damaging pillows during sleep.
15	A bracelet made from Chain Devil chains.
16	A desk ornament made from the tusk of a nalfeshnee
17	A small lemure shaped stress ball.
18	A whistle that makes a sound only heard by hell hounds that are within a 120ft radius.
19	A fashionable hat with a brim made of stone.
20	A small Infernal War Machine coin bank designed to hold mundane coins.

Just a little gift to
cheer up you and
your friends.
We Love You

Death is a gift to the mortal world.
It is the only way to escape.
We love you





Adventuring Supplies

d10 Item

- 1 A picnic lunch delivered by an **imp** (MM 76). Contains cold roasted **abyssal chicken**, a selection of potato salads, and dinner rolls.
- 2 A certificate for a free night stay at the nearest Inn. "Remember your debts innkeeper" is written on it in Infernal.
- 3 A vial of antitoxin (PHB 151) with a note that reads *"Not that I don't trust your friends, I just don't trust your friends."*
- 4 Half-Plate Armor (PHB 145) made of destroyed Infernal War Machines.
- 5 Blank Spellbook (PHB 153) bound in leather made from a **Dretch** and decorated in infernal runes.
- 6 A set of Thieves' Tools (PHB 154) that whisper "Make good choices" whenever they are used.
- 7 A Shortsword (PHB 149) that has a handle inlaid with decorations made from polished **Quasit** horns.
- 8 A bag of caltrops (PHB 151) each in the shape of smiling imp heads
- 9 A Hand Crossbow (PHB 149) decorated in infernal runes
- 10 A velvet pouch containing 100gp in coins from a variety of regions. The note reads *"They couldn't take it with them."*

Magical Gifts

D6 Item

- 1 A golden locket that contains the images of the infernal relation. Once per day the locket can be used to cast the cantrip *Friends* (PHB 244) the locket recharges at dawn.
- 2 A toy **imp** that gets the hiccups any time a demon is within 60ft of the character attuned to it.
- 3 A paper flower made from infernal contracts of those who failed to hold up their end of the bargain. Once per day the flower can be used to cast *Hellish Rebuke* (PHB 250).
- 4 A water flask with "stay hydrated" written in infernal across it. Even in the Nine Hells, water drank from this flask tastes good. If wine, ale, or another alcoholic beverage is stored in this flask it will turn into water.
- 5 A silver mirror that reflects back the image of the least favorite person of whoever is holding it.
- 6 An infant sized knitted blanket with a tag that reads *"Love you through all Nine Hells and back"*. Once attuned the blanket can be used to cast *Protection from Evil and Good* (PHB 270) the blanket has 3 charges, recharging at dawn.

CHAPTER 3: HELP FROM HOME

*So Proud
of You*

Infernal families can send assistance in a variety of ways. It could be as simple as an empty cupboard suddenly fully stocked with food and only the faintest hint of sulfur giving way to who might have brought it. Some relations may order mortal followers to check in from time to time just to see how everyone is doing. Those that come from a powerful family may even see the occasional lesser devil offer their services.

No matter how well-meaning sometimes help from home can end up bringing more trouble than good.

Less than Helpful Help

D6	Help	Trouble
1	A new cult member (use Commoner stats MM 345) shows up to act as personal servant to the character.	This person idolizes the character's infernal family. They tend to stay in the character's personal space and always ask about their family rather than do the job they were assigned.
2	Every so often glowing infernal script appears on the ground, walls, or on furniture. This script offers words of advice, encouragement, or warns of danger.	These messages show up even when the character doesn't want them too. They also attract a lot of attention when they appear in public spaces.
3	The infernal family member provides a name of a contact within a city, town, or village who will aid the character if they are ever in trouble.	The Cult Fanatic (MM 345) is only loyal to the character with infernal family ties. They may try to cause harm to other characters or try to use the party's situation to their own gain.
4	Whenever the character is short on money a daily sum of 2gp appears in the character's pocket each dawn.	These coins are real gold. However, they are bloodstained and are made from a variety of gold coins that have been fused together. There is a chance that businesses will refuse to accept them.
5	Whenever the character enters a tavern a local entertainer (use Commoner stats MM 345) begins to play their favorite song.	The song isn't necessarily the character's favorite. It is whatever song the family thinks is their favorite.
6	A Hell Hound (MM 182) appears one morning in an obsidian kennel. Food and water bowl, fire resistant leash, and an assortment of dog toys, and a health certificate from an infernal veterinarian are included.	The Hell Hound is surprisingly friendly. It is, however, always hungry and will raid cupboards, tavern larders, attack small creatures, and eat anything in the house including: shoes, clothing, small bits of furniture, trinkets, books, wood, wall plaster and generally anything it can get a hold of.

*Up Stage
Not This*

USEFUL HELP FROM HOME

Infernal family members may send help in times of great need. Help often comes at a price. Characters may find themselves indebted to a devil and need to repay the favor at a later date.

*If you ever need anything
don't hesitate to ask*

*He has just said assistance
isn't expensive is he*

Infernal Assistance

d6 Help

- 1 3 **imps** (MM 76) arrive during combat to assist the character. They vanish once the combat is over.
- 2 If the characters find themselves arrested a group of **Cultists** (MM 345) arrive and confess to the crime the characters have been charged with.
- 3 A **Priest** (MM 348) arrives when one or more of the characters are injured and offers free healing services and healing potions as long as the character with infernal family ties agrees to put in a good word for them.
- 4 A **Rakshasa** (MM 257) disguised as a human mage welcomes the party to stay at their elaborate estate. They have an extensive library that characters can use for research, a large home with lots of space for all the characters, and elegant meals each evening in a spacious dining room. The **Rakshasa** won't willingly reveal their true form, and if asked while they are helping will reply "Just repaying an old friend."
- 5 Once every ten days a package arrives containing healing potions for each party member, 50gp and a letter from the character's infernal family member. The package is delivered by **imps** (MM 76) dressed as mail carriers.
- 6 A letter arrives with directions to a shop that will sell magic items to the character at a discounted rate.



EVERYTHING HAS A PRICE

Upon receiving help from an infernal relation, characters may be required to pay for the services

This may include:

- *Entering into an infernal contract*
- *Completing a mundane task on the material plane*
- *Playing a part in setting up a cult to the infernal relation*
- *Expectation that they will visit or at least stay in regular contact from now on.*

CHAPTER 3: SIDE QUESTS AND ADVENTURE HOOKS

Infernal families may choose to pull their relations and their adventuring companions into some of their fiendish plots. These adventure hooks can be used as side quests or starting points for adventures.



D12	Event	D12	Event
1	"A distant cousin, (a Tiefling Noble (MM 348) is in town. Show them the sites and keep them out of trouble. They may have angered some Paladins. "	7	"A batch of contracts need to be delivered to the mayor of a beautiful seaside town."
2	"Two Cultists have run away without completing the terms of their contract. Bring them back to the leader of the cult."	8	"Take care of a distant Aunt's flock of Abyssal Chickens (BG:DiA 97) for a ten-day"
3	"We're coming for a visit, why not throw a nice little party for all the local cult followers and your friends. It will be lovely to see you"	6	"Spy on a bothersome Knight (MM347) find out if there are any weaknesses the family can exploit. Become their best friends."
4	"The family's favorite Imp is imprisoned by a local Mage (MM 347) Get the Imp back, but mind the traps the mage set."	10	"Deliver 3 Soul Coins to a Night Hag (MM 178) Be polite, it would be unwise to offend her. "
5	"A local newspaper has been publishing warnings about signing deals with infernal beings. Put a stop to it, without violence. "	11	"Time to enter the family business. 20 blank contracts arrive for 20 souls. One of the bookkeeping imps will arrive in three days if no progress is made. "
6	"Our groomer has suddenly vanished be a dear and get our Nightmares (MM 235) ready for a pet show in Avernus."	12	"There is a Glabrezu (MM 58) that a third cousin has made quite angry. It knows where you are and is headed your way."

*Hate to be a bother but do
you think you and your
friends could do a tiny task?*

*Մոլորակները քեզին ինչպե՞ս կարողանան
օգնել ձեր խնդրին?*

APPENDIX -PLAYERS HANDOUTS- LETTERS FROM HOME

My dearest _____,

I do hope you are well even though you are ever so far away. I have enclosed a gift and will check in on you from time to time. Remember to get lots of rest and drink plenty of water.

Lots of Love,

Իմ հեղինակ _____,

Ես հիմա ցանկանում եմ տեսնել Ձեզին և խոսել Ձեր հետ։ Ես անում եմ Ձեր համար և կտեսնեմ Ձեզին ժամանակից ժամանակ։ Ես փոխադրեցի Ձեզին մի քանի քանդակներ և կտեսնեմ Ձեզին ժամանակից ժամանակ։

Ձեր խոսքով,

Love,

ἄρως,

Darling,

As luck will have it, I will be in your “neck of the woods,” as those adventuring types say, in a few days. It would be lovely to meet all your new companions. How about we throw a little party for all the local cultists and your friends.

I cannot wait to see you again, we have so much catching up to do.

Lots of Love,

Թոմաս,

Ան ձեռն Կոնստանտին, Ե Կոնստանտին Կոնստանտին, Ան խոսքի Կոնստանտին
Կոնստանտին, Կոնստանտին Կոնստանտին. Ես Կոնստանտին Կոնստանտին Կոնստանտին. Կոնստանտին
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Կոնստանտին Կոնստանտին.
