



TO HELL & BACK AGAIN

BY KIENNA SHAW AND DONATHIN FRYE



MEET FANTASTIC NEW FRIENDS AND SURVIVE THE IRE OF DEVILS AND FEY
IN THIS AVERNUS ADVENTURE FOR CHARACTERS OF FIRST TO THIRD LEVEL

TO HELL AND BACK AGAIN

A solo D&D5e adventure written as a prequel to Wizard of the Coast's official Descent Into Avernus campaign.



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INTRODUCTION

Overview

Not far west of the exciting and sprawling city of Baldur's Gate, rests a sleepy *Sword Coast* hamlet. Ulgoth's Beard is home to mostly shepherds, fishermen, and -- most notably -- the weird wizard Shandalar. Naturally, as is the case with most strange sorcerous sorts, Shandalar requires the help of an eager would-be adventurer. That's where **you** come in.

Your quest will take you into the fey-haunted Cloakwood on a seemingly simple mission. But what you witness in the forest will start a chain of events that will lead you through hell itself, requiring you to use all of your skills and wits to survive. Can you escape Avernus unscathed, or will you become just another lost soul in the planes of the damned?

To Hell and Back Again is a D&D5e adventure that can be played without a Dungeon Master, by yourself (or alternatively, with a group of adventuring players). It can act as the perfect prelude for a character or party looking to play through Wizard of the Coast's *Descent Into Avernus*, or it can be enjoyed as an exciting standalone adventure.

How to Play

To Hell and Back Again is inspired by classic interactive fiction series, or gamebooks, that ask you to make choices so that you have a new experience each time you play. This adventure lets you roleplay in the realms of fey and devils, meet fantastic friends and terrifying villains, and leave your mark on the Forgotten Realms. The dice and your choices will determine the outcome, and to help you through the adventure, scenes are annotated so that you may keep track of your progress.

Going Off the Written Path

Of course the most important part of roleplaying is using the power of your imagination! Your character may attempt to handle situations in ways that do not appear as options in the book. Consider the challenge of what you want to attempt, select one of your character's abilities that you believe applicable, and roll the dice to determine the outcome. Using ability checks is also a great way to determine if you can deal with enemies and threats in ways that do not require combat; remember that violence does not always need to be the answer to every problem!

Consult the table below for results appropriate for low level character ability challenges:

Difficulty Check (DC)	Difficulty
5	Very Easy
8	Easy
10	Average
13	Hard
15	Very Hard
20	Nearly Impossible

Though this adventure does not require a Dungeon Master, it does use the rules of D&D 5th Edition. **You will play a level 1 D&D character.** To offset the difficulty of this adventure, you may choose to set your character's total hit points to the maximum for their class. Wizard of the Coast's *Player's Handbook* and *D&D Beyond* are excellent options for creating a new character. Make special note of feats, class and racial traits, proficiencies and spells -- these may prove vital to your survival, or provide you with options not otherwise available to you in the story.

If you are a beginner to D&D5e, or if you want to immediately jump into the adventure, there are several easy-to-play pre-generated characters in the back of this book and attached as an accompanying PDF to help you. The pre-generated character sheets are designed to show the character's improvements from level 1 to level 3, so that you do not need to manually level up as the adventure dictates.

As *To Hell and Back Again* progresses, you will come across **bolded text** that indicates something important for your character to note during their adventure. Your character will be given opportunities to take Short or Long Rests, allowing them to restore their hit points, spell slots, and other resources. They may also gain new items, all of which you can refer to in the **Appendix** at the back of the adventure. And when you reach a major story milestone, your character will gain a level, marking their growth as a person and adventurer. When you gain a level, instead of rolling dice to determine your hit point growth, add the maximum number of hit points that you can gain for your class to offset the difficulty of this adventure.



Combat, Maps, Movement, and the Theater of the Mind

Unlike many D&D adventures, *To Hell and Back Again* does not make use of combat encounter maps, tokens, or miniatures. Instead, it asks you to play the adventure in your head like it is an action movie, using your imagination to paint the scene and determine variables like distance and cover. If you prefer to use maps and tokens, you may find it helpful to draw out grid maps to keep track of combat, with each square on the grid representing 5 feet of movement.

If you play this adventure alone, during its combat encounters you will be required to roll initiative, make decisions, and act for enemy Non-Player Characters (NPCs) who are out to kill your character. To have the most fun, attempt to get into the mindset of the enemies, imagine what they might do or say in reaction to your character. Try as hard as you can to **root for the bad guys on their turns as much as you do for your character on your turn**. Your character's journey to the end of the adventure will be all the more fun and meaningful for their struggles, narrow escapes, and the moments where they overcame great adversity.



Destiny Points

Every adventurer has a destiny. **Destiny points** represent the twists and turns of fate that allow for adventurers to be heroic, or to escape danger by the skin of their teeth. You begin your journey with **5 Destiny points**. During your adventures, you can choose to spend a Destiny point to overcome an obstacle by automatically succeeding any single dice roll (such as an ability check or saving throw).

You may also spend a Destiny point to survive death when your hit points would be reduced to 0. When you do so, you do not receive the unconscious condition; instead, immediately roll 3d6 and reset your current hit points to the number rolled. Some encounters will also note when you are able to spend Destiny points to run away or otherwise survive the encounter by unconventional means, and you may do so at any time during your turn.

You must have Destiny points remaining to spend them. However, if the adventure notes that you **lose a Destiny point**, and you have no Destiny points remaining, you can still continue to play.

Spend your Destiny points wisely, as they may be the only thing that can save your life in a challenging encounter. The amount of Destiny points you have at the end of the adventure will have a lasting impact on your character, as they are forever changed by their journey.

Playing With Others

You may choose to play *To Hell and Back Again* with friends, in which case you should all create level 1 characters to form an adventuring party. If you are playing in person or over conference applications like Discord or Zoom, you may wish to read the story out loud, or you may also read each section quietly on your own. When you have to make a choice or decide which character will make an ability check, you can confer as a group, or take turns making decisions. You may even select one person in the group to act as the Dungeon Master (DM), who uses *To Hell and Back Again* as a guide to play the story as they would a more traditional adventure module.

In any case, the following rules changes apply for a multi-character adventuring party:

- No matter how many characters are in your adventuring party, you all share the same pool of **5 Destiny points**. However, when your character is reduced to 0 hit points, you may



opt to make Death Saving Throws on your turn instead of spending Destiny points, so long as at least one of the other player characters is still alive.

- When the adventure requires you to make an **ability check** or **saving throw**, either a DM or your group as a whole must use the context of the story to **decide whether one character, or all characters** in the party, should make the roll and experience any consequences.
- If there are **two characters** in the party, **double the hit points** of each enemy they encounter.
- If there are **three or more characters** in the party, also **double the amount of damage** dealt by any source (enemies, traps, hazards, etc).
- If you're not playing with a DM, during each round of a combat encounter, rotate which player gets to also control enemy actions on their turn. **Players roleplaying enemies and monsters are highly encouraged to descriptively narrate how the enemies act and what they do.**

Welcome to the Sword Coast

The Sword Coast is the western area of Faerûn that runs along the coast of the Sea of Swords. Stretching along tall white cliffs, the region is notable for its many settlements and city-states that use the sea for trade. In 1492 Dalereckoning(DR), the year this adventure takes place, things are fairly peaceful along the coast. While recent decades have seen major political upheaval and chaos in large cities like Baldur's Gate, most of the territory has settled back into routine.

Baldur's Gate

The biggest metropolis along the Sword Coast, Baldur's Gate is a giant hub for commerce and trade. Known for welcoming anyone regardless of their race, creed, or history, the sprawling city has a widely diverse population.



In 1492, Baldur's Gate is recovering from a couple of decades of tumultuous political tension and upheaval, which came to a head not too long ago after an assassination threw the entire city into chaos and nearly brought about a civil war. Though political unrest still lingers beneath the surface of the city, most people believe the Council of Four that rules Baldur's Gate is in control.

Ulgoth's Beard

Ulgoth's Beard is a sleepy hamlet southwest of Baldur's Gate. Life in Ulgoth's Beard is uneventful and quiet for the poor shepherds and fishermen that live there. An adventurer may note that there isn't even a tavern or inn in Ulgoth's Beard. Despite its close proximity to Baldur's Gate, there are no roads to Ulgoth's Beard, and the few travelers passing through must traverse over rolling hills or by boat to reach the town.

One of the only notable inhabitants is the eccentric wizard Shandalar, who lives with his three daughters in a floating house just east of the hamlet.

The Cloakwood

The Cloakwood is an overgrown ancient forest across the river from Ulgoth's Beard. Filled with towering trees and stream-cut ravines, the Cloakwood is a beautiful but rugged place to navigate. There are many stories about the fey creatures and other beasts that lurk within the trees, which is why most people avoid entering the forest entirely.

What You Need to Begin

- A set of dice, or a dice rolling app
- A character sheet for a level 1 character
- A notebook and a pencil with an eraser
- A thirst for adventure and a good story!



CHAPTER ONE: INTO THE CLOAKWOOD

A1 - On the Outskirts of Ulgoth's Beard

It's a cloudy midmorning, and you stand at the edge of the sleepy hamlet Ulgoth's Beard. Above you is a floating house that circles lazily in the coastal breeze. From your view on the ground, it's clear that this house used to be a ship, converted with a roof and additional rooms to accommodate permanent life anchored to the small village. In the house's shadow, you take the folded job posting from your pocket, smoothing out the parchment to read it once more.

*Seeking adventurer for an easy delivery job
HUGE 200 GP reward
Come to floating house at the edge of Ulgoth's Beard for
more details*

- Shandalar

As you crane your head up to confirm that this was indeed the right floating house, the magical structure comes to a stop in the air. From far above you can hear faint clicks and rattles as a mechanism is activated, and a moment later a rope ladder unravels itself with the end landing right at your feet. With no spoken invitation, you start to climb up the ladder, hoping to not lose your grasp as you sway in the wind.

After a climb that stretches on for a little too long, you finally reach the deck. Pulling yourself up onto the wooden surface, a pair of feet comes into view. A human man peers down at you through askew half-glasses, his eyes wide and twinkling with a manic energy. His long white hair and beard stand on end as if someone had just zapped him, giving him an even wilder look as he leans down with a grin.

"Ah! You must have received my summons, yes? I was expecting someone days ago, but you'll do, you'll do," the man you can only assume is Shandalar says hastily, his words almost tripping over each other. "Come along now, no time to waste! I have a storm to catch shortly." He turns to head inside the ship, expecting you to follow him.

As you follow him inside, **go to A2**.

A2 - Inside Shandalar's Workshop

Shandalar leads you through the tight wooden hallways of his home, eventually opening a door and ushering you into a room. You find yourself inside a crowded workshop. Tools and gears hang on the wall next to shelves of books and jars. In the centre of the room is a table covered in blueprints, dried mushrooms, and various crystals. One particularly large piece of quartz catches your attention as it pulses with a faint white light.

Your observations are interrupted by Shandalar placing a **flagon of mystery liquid** on the table in front of you.

"What I need you to do is to go deliver this to the Lady in Green that lives in the Cloakwood, along with the message that I, Shandalar, require her services in the caverns below my house. Nature-based magic is powerful, you see, and I cannot sell mushrooms if I cannot grow them, and I cannot grow them without her magic," Shandalar rambles his instructions. "As you can tell, this job is very important, and you will be rewarded well once you return with her."

He pauses for a moment, waiting for you to nod before he continues. "If you just go across the river and into the Cloakwood, take a left and then... wait,



I should have a map somewhere..." He turns to his bookshelf, starting to search through his tomes.

As Shandalar searches for the map, you have a moment to digest his instructions and investigate an object a little further.

If you peek inside the cask, **go to A3**.

If you pick up the quartz, **go to A4**.

A3 - Inside Shandalar's Workshop

Cracking open the flagon, you find a light pink liquid inside. **Make a DC 13 Wisdom (Perception) check**.

If your check fails, you are unsure of what the mystery liquid is, and you close the lid of the flagon. Perhaps some things are better left unknown. **Go to A7**.

If your check succeeds, you note the creamy texture and the sweet yet oddly coppery smell of the liquid. After a moment, you are able to identify this liquid as an unconventional mixture of milk, honey, and blood. You close the lid of the flagon, and Shandalar notices over his shoulder. He shrugs nonchalantly. "It's her favorite drink, handmade with my own blood! Powerful Fey beings like the Lady in Green have very particular tastes." **Go to A7**.

A4 - Inside Shandalar's Workshop

As you pick up the quartz in your hand, it feels warm to the touch. The white light continues to pulse with a slow and gentle rhythm, the crystal unmistakably arcane in some way. **Make a DC 10 Intelligence (Arcana) check**.

If your check fails, the arcane nature of this crystal escapes you. You put it on the table before Shandalar can notice that it had been moved. **Go to A7**.

If your check succeeds, you're able to identify this object as a **Crystal of Identify** (see Appendix, page 57). You know this would be a very valuable tool for any adventurer on a quest.

If you put it back on the table before Shandalar notices, **go to A7**.

If you try to pocket it for yourself, **go to A5**.

If you try to convince Shandalar to let you take it, **go to A6**.

A5 - Inside Shandalar's Workshop

You attempt to pocket the **Crystal of Identify** before Shandalar can catch you. **Make a DC 13 Dexterity (Sleight of Hand) check**.

If your check succeeds, you tuck the crystal away into your pocket. While you can't see the glow of the quartz anymore, it feels warm against your body, a reminder of its powers. **Go to A7**.

If your check fails, the light within the crystal suddenly flares. As you blink away the spots from the intense light, you see Shandalar now standing in front of you with a sour expression. "Adventurers..." he mutters, shaking his head as he takes the item. "Mark my words, you'll always get caught red-handed, yes..."

Note the following trait on your character sheet: **Red-Handed**. Every time you steal an item, your hands will turn a bright crimson until the item is returned to its owner. **Go to A7**.

A6 - Inside Shandalar's Workshop

As Shandalar turns around to put down a stack of books, you catch his attention and attempt to convince him to let you have the magic crystal. **Make a DC 10 Charisma (Persuasion) check**.

If your check succeeds, Shandalar pauses for a moment as he listens to your request. He then shrugs with a small nod. "Ah yes, that would indeed be useful in your journey, I assume. Take it as a form of prepayment or something." As he turns back around to continue his search for the map, you take the **Crystal of Identify** and add it to your inventory. **Go to A7**.

If your check fails, Shandalar shakes his head and takes the crystal from your hands. "Unfortunately this is a very valuable item and I can't be giving things to random adventurers willy-nilly. Maybe you can buy one for yourself after the job." He puts it into his pocket and returns to his search for the map. **Go to A7**.

A7 - Inside Shandalar's Workshop

After a few minutes of cursing and shuffling papers, Shandalar suddenly shoots upright and spins towards you with a piece of parchment in hand. "Aha, I knew it was in here, I just didn't expect to find it inside of that... anyways, here's a map!" He places it on the table in front of you next to the flagon.



On the parchment is a hastily scribbled drawing of the Cloakwood. Dashed lines show a winding pathway through the forest, dipping into thickets and creeks before arriving at a cave. At the bottom of the map is a note written in Common.

Beware of Cloakwood! In the forest you will find more dangers than you bargained for...

When you finish reading the map, Shandalar claps his hands. "Well then, I look forward to seeing you back here again with the Lady in Green. Good luck!" Before you can object, a glow emanates from your feet. You look down and see that you're standing in the middle of an arcane circle. With a blink, you no longer stand inside of Shandalar's home.

Add a **flagon of mystery liquid** to your inventory, and then **go to A8**.

A8 - At the Cloakwood's Edge

You are standing in front of a large, ancient forest. Gnarled and twisted trees tower above you, their branches intertwining into a dense canopy. Very little sunlight pierces through the leaves, covering the forest floor in shade. The sound of distant running water mixes with the buzz of insects, and the air is filled with the smell of decaying leaves and damp earth.

As you consult your map, you notice two pathways in front of you. The one that the map guides you towards is a narrow path on the left, barely visible through the overgrown brush. You quickly realize that you would have to spend a lot of energy and time bushwhacking flora to get anywhere that way. The other trail is a well-trodden and clear pathway on the right. It seems a much easier walk, though

it would mean trying to navigate without the help of the map.

If you take the overgrown pathway, **go to A9**.

If you take the clear pathway, **go to A11**.

A9 - Through Overgrown Brush

You push your way through the thicket, bending foliage out of your way as you carefully navigate the dirt path. Branches and leaves snag on your clothes and bag, slowing you down on your trek. The path dips down onto the shores of a ravine before taking you back up and winding through crowded trees. Though you can't see the sun through the canopy, you believe that you have been travelling for over an hour.

As you stop to take a breather and drink some water, you hear a skittering noise above you. **Make a DC 13 Wisdom (Perception) check**.

If your check fails, you don't see anything, but you do feel something against your hand. As you look down, you see thick, white thread stuck to your hand. As you try to move your hand away, the thread sticks to you, starting to pull on what you now realize is a giant spider's web. Above you, the skittering noise resumes, and it dawns on you that you're about to become something's meal. **Go to A10**.

If your check succeeds, you spot something glimmering in the faint amount of sunlight. On closer inspection, it's a giant spider's web. Following the web's threads with your eyes, you see that it spans the entire width of the path directly ahead of you, and it looks like it would be big enough to catch someone your size. However, you also spot a tear in the web, allowing you to safely sidestep around this spider's trap. **Go to A15**.



A10 - Caught in the Spider's Web

Looking up, you see the dark form of a spider starting to descend down the web. You better get out of there before the spider succeeds on making you into its snack!

During this encounter, **the giant spider begins 20 feet above you** on the giant web. It attempts to cocoon you from a distance with its ranged web attack, before it gets up close to attack you with its paralyzing bite. Because you are caught in the spider's web, at the start of each of your turns, you must succeed on a **DC 11 Strength (Athletics) check**, or your movement speed is reduced by half until the start of your next turn.

If you decide to **escape this encounter**, you must spend 1 point of **Destiny**. You watch in horror as the spider descends towards you with clacking mandibles. Just before you are devoured, another dark shape flits across your vision. You see an even larger giant spider appear, suddenly attacking the smaller spider! As the two monsters begin to fight each other, you have enough time to free yourself and run off down the pathway to live, uneaten, another day.

If you **survive your encounter with the giant spider**, you only realize once you have escaped the sticking web that you have lost **a flask of mystery liquid** from your possessions and are unable to find it again despite all effort. You can feel your heart beat a little faster with panic, as your adventure seems to already be in jeopardy. Remove the item from your inventory, and then **go to A15**.

Giant Cloakwood Spider

Large beast, unaligned

Armor Class 12

Hit Points 15 (2d10+4)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive perception 13

Languages -

Challenge 1 1/4 (50 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee weapon attack*. +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6+2) piercing damage, and the target must take a DC 8 Constitution saving throw, or become paralyzed until the end of its next turn.

Web (Recharge 5-6). +4 to hit, range 15/30 ft., one creature. Hit: the target becomes cocooned by webbing and is restrained and blinded. As an action, the restrained target can make either a DC 11 Strength (Athletics) or Dexterity (Acrobatics) check, bursting free from the cocoon on a success.



A11 - Through the Clear Pathway

You turn to the right and head down the clear pathway. The walk is level and easy, with only the gentlest of slopes through the Cloakwood. The way before you is lit by sunbeams that pass through the canopy and dot the forest floor with spots of warm light.

After a few minutes, your pleasant walk is interrupted when you feel something hit your arm. Instinctively looking to see what has struck you, and a small rock falls to the ground next to your feet. Before you can react, another rock pelts you right in the forehead. As you rub the sore spot on your head, you hear maniacal giggling from a bush next to the road ahead of you.

If you turn around to follow the overgrown path instead, **go to A9**.

If you investigate the giggling bush, **go to A12**.

If you ignore the bush and continue, **go to A14**.

A12 - The Side of the Pathway

Following the sound of giggling to the bush, you peer through the foliage and see a group of boggarts. A total of five of them roll around on the ground, cackling to themselves. Their squat noses are scrunched up in laughter, their clawed hands clap in delight, and their smiles are pulled wide enough to see all of their long, wickedly sharp teeth.

When they notice that you've spotted them, the boggarts stand up straight and huddle together. One of them points an accusatory finger at you. "You! Traveller! You pass on our road, and you must pay the toll!"

If you try to placate the boggarts, **go to A13**.

If you try to brush the boggarts off, **go to A14**.

A13 - The Side of the Pathway

Trying to placate the boggarts, you reach into your bag and take out a gift for them. Holding it out, you offer it to them as your toll for using their road.

Make a DC 13 Charisma (Persuasion) check.

If your check fails, then go to A14.

If your check succeeds, you are able to persuade the boggarts that this is an appropriately valuable item to pay the toll. They snatch your offering from your hand and run off cackling with their ill-gotten treasure. After they leave, you find a **bag of ball bearings** in the bushes where they had been hiding out. **Go to A15.**



Swarm of Wild Boggarts

Medium swarm of small fey, chaotic neutral

Armor Class 11

Hit Points 22 (5d8)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	8 (-1)	12 (+1)	12 (+1)

Skills Perception +3, Stealth +3

Senses truesight 120 ft., passive perception 13

Damage Resistances bludgeoning, piercing, slashing

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

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Pile On. Any creature that ends its turn in a space occupied by the swarm must succeed on a DC 11 Dexterity saving throw, or be knocked prone.

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

Actions

Bite. *Melee weapon attack:* +3 to hit, reach 0 ft., one creature in the swarm's space. Hit: 8 (2d6+1) piercing damage, or 4 (1d6+1) piercing damage if the swarm has half of its hit points or fewer.

A14 - The Side of the Pathway

"How dare you?!" shrieks the boggarts in a terrible chorus. "Traveller thinks they're clever, trying to not pay the toll, and now they must pay with their blood!" With that, the group of boggarts swarm you, attempting to tear you apart with their tiny, but razor-sharp nails.

During this encounter, **the swarm of wild boggarts begin 10 feet away from you.** They attempt to swarm around you, jump and climb on top of you, and knock you prone before ripping into you with their sharp little teeth.

If you decide to **escape this encounter**, you must spend 1 point of **Destiny**. As the boggarts tear into you, stripping you of your belongings and throwing them off to the side, **a flagon of mystery liquid** falls and shatters. All of the boggarts stop and stare at it with wide, fearful eyes. "Oh no, oh no, we've hindered the delivery, the Lady will be SO angry. We must hide, hide, hide!" The boggarts scramble off of you, skittering deep into the forest. Remove the item from your character sheet and continue reading.

If you manage to survive your encounter with the swarm of boggarts, you gather yourself, and then continue your hike through the Cloakwood. **Go to A15.**

A15 - The Entrance of a Cave

After walking through the Cloakwood for another hour, you turn a bend and find yourself in front of a cave. You can see delicate leaves and flowers carved into the dark green stone that marks the cave's entrance. You feel a soft, fresh breeze from the opening, and see a faint purple light emanating from much deeper within the cave. Confirming your location with your map, you're sure that this is the dwelling of the Lady in Green.

As you put away the map, you hear something carried along by the breeze that escapes from within the cave. The sound changes, becoming melodic, a voice humming a soft and soothing song. It pulls at you, and you feel compelled to enter the cave. **Make a DC 13 Wisdom saving throw.**

If your check succeeds or you are immune to the charmed condition, you are able to shake off the charming effect of the song. As you step into the cave, you find a **Wand of Shield** (see Appendix, page 57) nestled behind a rock. Add the item to your inventory, and then **go to A16.**



If your check fails, the enchanting melody draws you to find its source. You enter the cave, ignoring everything but the song. **Go to A16.**

A16 - Inside the Cave

As you move deeper into the cave, the strange, purple light grows brighter, refracting across crystals that line the rocky walls. Stone floor gives way to grass and wildflowers under your feet, softening your footsteps. The humming becomes more clear and loud, and then you turn a corner to find yourself in a small cavern. The ceiling is covered in large crystals, and butterflies flit through the air. A gentle breeze blows through, carrying with it a faint and sweet floral scent.

In the middle of the cavern are two figures illuminated by the glow of a shimmering purple portal, the source of the strange light that led you here. One of the pair looks to be a blonde elven woman in a green dress, sitting with her legs tucked under her. The Lady in Green looks down at her companion, and a soft smile touches her lips as she hums. The other figure appears to be a human woman sitting on the ground with her head resting on the Lady's lap. She's dressed in a heavy gold chestplate and a black skirt that spills out onto the grass. Black warpaint streaks across her pale face and her shaved head, giving her a fierce appearance, but her eyes are closed and the expression cast across her face is serene.

As you take one step closer, the humming abruptly stops, and you can see the Lady in Green staring at you with a flustered expression. She stands up quickly, and her abrupt, hasty rise reveals that beneath the Lady's green skirt, she stands on a pair of very hairy goat legs. The armoured woman follows suit, rising majestically, her serene expression now gone, replaced by a burning scowl.

"How dare you trespass into my home?," the Lady in Green demands. Though her voice is sweet, it carries a resonating anger. Her hands bunch into the skirt, her face still flushed red. "Get out at once!"

The armoured woman takes the Lady's hand and presses a short kiss to her knuckles. The woman then speaks with a proud voice that booms over a chorus of a hundred quieter, tortured voices whispering the same words. "Do not worry, my Lady. I will make certain they are dealt with, as I always do." After her promise, she turns her attention back towards you, and you see her form flicker. For a moment, you see the armoured

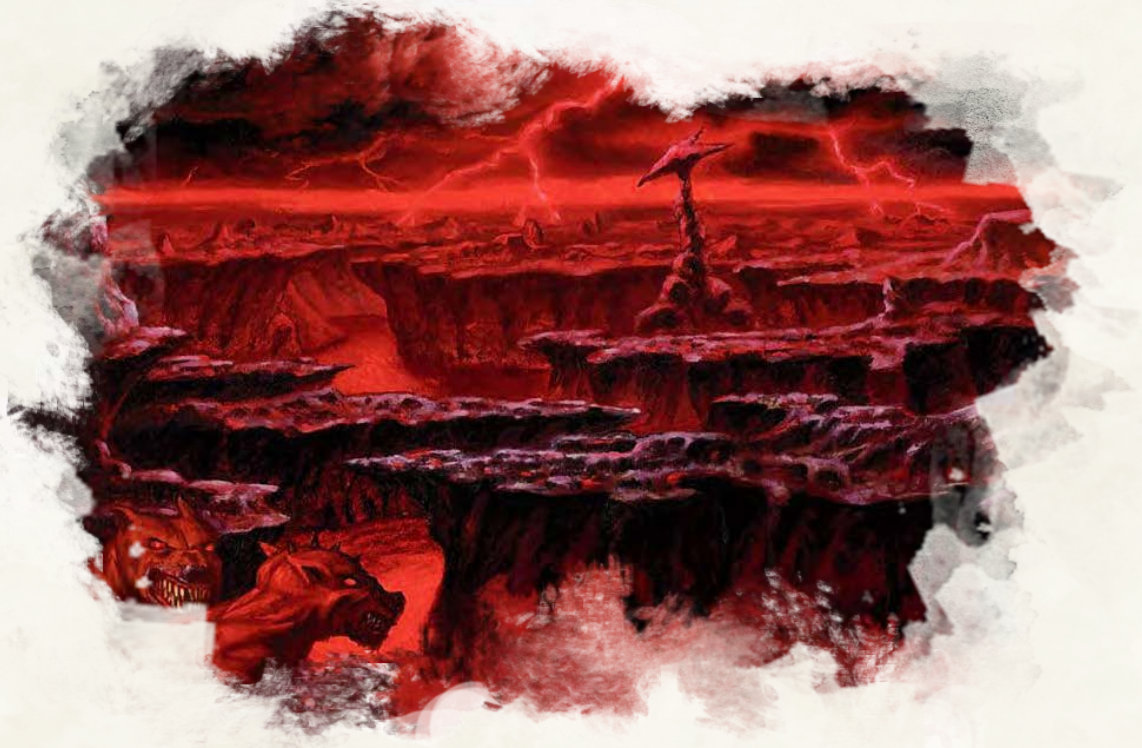
woman's true, sinister form revealed; her eyes glow red, black-feathered wings explode from her back, and a halo of fire ignites around the top of her head.

"You heard the Lady. Begone, you fool of a mortal," the terrifying being's many voices echo. The portal flares with arcane energy, though now that magical light changes from purple to a deep crimson. The armoured woman lifts a hand, and before you can say or do anything, she snaps her fingers. The red light floods your senses, forcing you to close your eyes, and you feel as though you're falling and falling and falling... until you can feel nothing at all.

Advance your character to level 2, gain the benefits of having taken a long rest, and then go to B1.



CHAPTER TWO: WELCOME TO HELL



B1 - In a Dark, Bone-Littered Cave

You open your eyes and find yourself lying awkwardly in a pile of objects that press sharply into your back. The area around you is gloomy and dark, barely lit by a single torch glowing with a dim, but pure white flame. You struggle to push up to your feet, and as your eyes adjust to the dark, you find yourself in a large cave. Something cracks and groans under your feet, and as you look down, you notice that you are standing on an ancient pile of brittle human bones that protest loudly beneath your weight.

You wade through the bones and towards that dim white light at the other end of the cave, ready at any moment for the dead to rise and grasp at you with skeletal fingers. You can see shadows dancing all around you with every crunch, every footfall. Your heart is pounding against your chest as you reconcile your new reality.

Where are you? Are you still in the Cloakwood? And how will you get out of this cave?

Make a DC 10 Wisdom saving throw.

If your saving throw fails, note the following trait on your character sheet: **Fear of Bony Things**.

Go to B2.

B2 - The Forgotten Memorial

You stand before a simple wooden torch that glows with a pure white flame. The fire is cool and calming, and you feel your panic subside when you are near it. The torch's sconce is a few simple iron bands holding it into the obsidian wall. Next to it on the wall, you can see the faint outline of what might have once been a passage, but the indentation has been filled in now, sealing you inside this tomb with only the dead to keep you company.

At the foot of the obsidian wall, the torchlight focuses on a small iron pedestal that rises a foot off of the ground. The area around it has been cleared of skeletons and bones. Laid out on the pedestal are three objects, covered in dust and ash: a small silver amulet carved into the shape of an eye, a sea-green emerald that glows beneath the light, and a sharp but slightly bent copper spear.

The base of the pedestal has beautiful runes etched into its surface.

If you understand the **Celestial** language, you can read the words etched into the pedestal. Otherwise, skip this section and continue reading on the next page.

To Fight the Darkness, We Must Always Hold Onto the Light.



If you ignore the items and try to find a way out of here, **go to B3**.

If you pick up the silver amulet, **go to B4**.

If you pick up glowing emerald, **go to B5**.

If you pick up the copper spear, **go to B6**.

B3 - At the Exit of the Dark Cave

You leave the ancient items where they lie and turn your attention towards the sealed passage that seems to be your only way out of this horrible place. The torchlight's glow shows that the outlines on the wall stretch the width of a bear and are nearly twice your height. However, the indentations seem completely filled in by some sticky, tar-like substance.

If you try to force the passage open with brute strength, **go to B7**.

If you try to remove the tar sealant with thieves' tools, **go to B8**.

If you try to cast a spell, decide which spell you are casting, and then **go to B9**.

If you would rather examine the pedestal again, **go to B2**.

B4 - The Forgotten Memorial

You pick up the amulet and take a closer look at it. Its chain still shines beneath the glow of the torchlight, and its silver emblem is etched into a feminine eye. As you hold the amulet in your hands, you feel as though someone is watching over you, even here in this grim place. If you would like to put the amulet back and examine a different object, **return to B2 and make a different choice**. Otherwise, continue reading.

Suddenly, a thunderous rumble shakes the cavern and nearly rocks you off of your feet. Slowly, the sealed exit rolls into the obsidian wall, revealing a tunnel that seems to lead out of this tomb. At the other end of the tunnel, you can see a bright red light. When you look back at the pedestal, however, it and the other items are simply gone -- as though they were never there at all.

A haunting wind whips through the tunnel, and you hear it whisper to you in a tortured voice.

"Arrogance! Pride! Zariel once believed ... that the devils and the demons ... would never find us, while she led our hosts into battle. Oh pity on us ... that

she ... was wrooooong."

Casting the spell *Identify* or using a charge from a **Crystal of Identify** on the amulet reveals it to be an **Amulet of Proof against Detection and Location** (see Appendix, page 57).

It's time to leave. For taking an artifact from the tomb, lose one point of **Destiny**, and then **go to B10**.

B5 - The Forgotten Memorial

Holding the glowing emerald in your hands, you get a closer look. Beneath its shining surface lurks a shifting shadow that seems to avoid your touch, and when you hold the gem up to your ears and shake it, you can hear something sloshing about inside. If you would like to put the emerald back and examine a different object, **return to B2 and make a different choice**. Otherwise, continue reading.

Suddenly, a thunderous rumble shakes the cavern and nearly rocks you off of your feet. Slowly, the sealed exit rolls into the obsidian wall, revealing a tunnel that seems to lead out of this tomb. At the other end of the tunnel, you can see a bright red light. When you look back at the pedestal, however, it and the other items are simply gone -- as though they were never there at all.

A haunting wind whips through the tunnel, and you hear it whisper to you in a tortured voice.

"Zariel had many friends, from the hosts of the upper planes, to the elementals who roamed the worlds of their own making. But it was not enough! She ... she should have known ... the fiends ... will never stop coming ... until they swallow all of the planes into the Abyss!"

Casting the spell *Identify* or using a charge from a **Crystal of Identify** on the gem reveals it to be an **elemental gem (water)** (see Appendix, page 57).

It's time to leave. For taking an artifact from the tomb, lose one point of **Destiny**, then **go to B10**.

B6 - The Forgotten Memorial

When you pick up the bent copper spear in your hand, it seems to be nothing more than an unremarkable, broken old weapon. A moment later, you feel a crackle of energy trickle into your hand up through your elbow, and you begin to hear a soft buzzing in your right ear when you grip the haft of the spear. If you would like to put the spear



back and examine a different object, **return to B2 and make a different choice**. Otherwise, continue reading.

Suddenly, a thunderous rumble shakes the cavern and nearly rocks you off of your feet. Slowly, the sealed exit rolls into the obsidian wall, revealing a tunnel that seems to lead out of this tomb. At the other end of the tunnel, you can see a bright red light. When you look back at the pedestal, however, it and the other items are simply gone -- as though they were never there at all.

A haunting wind whips through the tunnel, and you hear it whisper to you in a tortured voice.

"I remember the day when our host was defeated, when Zariel's sword lay shattered on the ashen plains ... I made this place my own, a shrine to remember those that we lost ... and so I waited, and waited, for Zariel to return here and rescue me ... but instead she betrayed me, she betrayed us all! ... Did you know that an angel could die of a broken heart?"

Casting the spell *Identify* or using a charge from a **Crystal of Identify** on the spear reveals it to be a **Javelin of Lightning** (see Appendix, page 57).

It's time to leave. For taking an artifact from the tomb, lose one point of **Destiny**, and then **go to B10**.

B7 - At the Exit of the Dark Cave

You dig deep into the reserves of your strength and heave your body against the sealed exit, trying to force your way out of this horrible place. As



you work against the black stone, you can feel an unnatural cold creep out from it, searing your nerves and draining the energy out of you.

Make a DC 13 Constitution saving throw, taking **2d6 necrotic damage** on a failure, and half as much damage on a success. If you are still alive, you can continue to try to open the tunnel by **making a DC 14 Strength (Athletics) check**.

If your check succeeds, you escape the tomb and proceed down a narrow tunnel that leads to a bright red light at its far end. **Go to B10**.

If your check fails, you find yourself inexplicably drawn back to the altar. **Go to B2**.

B8 - At the Exit of the Dark Cave

You use your thieves' tools to try to loosen the sticky sealant so that you can slide open the stone barring your exit. As you work, the strange substance begins to fall away, and pieces of it attach to your clothes and skin with a sickening slurping sound. Where the alien material makes contact, you feel a searing cold, and find yourself getting dizzy and weak.

Make a DC 13 Constitution saving throw, taking **2d6 necrotic damage** on a failure, and half as much damage on a success. If you are still alive, you can continue to try to open the tunnel by **making a DC 12 Dexterity (Sleight-of-Hand) check**.

If your check succeeds, you escape the tomb and proceed down a narrow tunnel that leads to a bright red light at its far end. **Go to B10**.

If your check fails, you find yourself inexplicably drawn back to the altar. **Go to B2**.

B9 - At the Exit of the Dark Cave

You cast a spell in hopes that it may help you escape the skeletal corpse-filled tomb.

If the spell you cast was *Dancing Lights*, *Light*, *Produce Flame*, *Faerie Fire*, or a similar spell that creates a new light source, the tomb responds to your magic. Otherwise, your spell was not helpful and the sealed exit no longer responds to your magic. You may not try casting a spell to escape the cave again. **Go to B2**.

If your spell worked, continue reading on the next page.



Suddenly, a thunderous rumble shakes the cavern and nearly rocks you off of your feet. Slowly, the sealed exit rolls into the obsidian wall, revealing a tunnel that seems to lead out of this tomb. At the other end of the tunnel, you can see a bright red light. When you look back at the pedestal, however, it and the other items are simply gone -- as though they were never there at all.

A haunting wind whips through the tunnel, and you hear it whisper to you in a damned voice.

"The devil Zariel was once the most glorious of all of our host ... but now, now, now, the traitor has fallen so far. Perhaps there is some light ... burning inside of her shriveled heart ... but we-the-dead will neeeever forgive her ... for what she has done!"

It's time to leave. **Go to B10.**

B10 - A Scorched Canyon

The entrance to the tomb seals behind you, and it's a short walk through the narrow tunnel to what lies beyond. As you get closer to the red light at the other end of the underground corridor, the choking air becomes dry and hot. When you emerge, you find yourself standing on a ridge overlooking a lifeless canyon of obsidian rock, dotted with crimson sand and ruined, scorched buildings.

Everything about this hellish landscape seems dangerous and alien to you: There is no sun, nor clouds or stars in the blood-red sky above you. Instead, you see streaks of fire shoot across the horizon, blasting the wasteland wherever they fall.

You are so taken by the shock of what you are seeing that it takes you a moment to realize that there are voices coming from beyond the edge of the ridge you're standing on.

"Nah, nah. Strip'em first, *then* ya drag'em, ya big oaf. It's too hot to lug around anythin' we can't barter, and we've gotta get this machine workin' if we wanna survive gettin' back across the river before Mad Maggie and her gang catches us out'ere on her turf," you hear a nasally man bark, his voice cracking several times.

"Oi, Robb! What you think we can get for their robes? Might make for a good disguise," a deep female voice bellows back, sounding almost merry despite their oppressive surroundings.

"We'll get a big nothin' for those robes, 'cause *they're covered in blood!* I swear, Amelia, if ya weren't so good at murder..." Robb bemoans, his voice cracking again at the end.

"Aw, Robb, that's one of the nicest things you ever told me," Amelia answers obliviously, before their dialogue trails off, replaced by a few muffled grunts.

You carefully peer down over the ridge to see more. **Go to B11.**

B11 - Looking Down at an Infernal Machine

As you peer down over the ridge, you see a crimson sand dune nestled up against the foot of the hill you're on. And there, in the shadow of the ridge, you see Robb, a bald dwarven male with a long black beard, wearing a loose-fitting tunic and sandy pants. Arguing with Robb is Amelia, a tall, tan-skinned human woman wearing battered armor, shield, and helm. Both of the figures are armed with longswords, while the dwarf also has a light crossbow hanging from his belt. It only takes a moment to realize that Robb and Amelia are bandits, and you watch them drag several black-robed corpses through the sand, away from a great metal machine.

The dark steel machine that the bandits are dragging the bodies away from immediately steals your attention. Its twenty-foot long body is mounted on many wheels of varying sizes and is reminiscent of a carriage, but only vaguely so. The wheeled-machine is encased in dangerous armored plates that are wrapped in black chains and decorated with jagged, intimidating steel edges. At the hood of the machine, where its width narrows, is a large humanoid head made out of wax, its expression twisted in perpetual torment. On top of the machine is a slender metal canon loaded with a long, iron harpoon. Meanwhile, two smoking silver rods that remind you of oversized magic wands are sticking out of the machine's tail.



As you survey the scene, realizing that this machine may be your one-way ticket out of this hellish canyon, **make a DC 10 Wisdom (Perception) check**.

If your check succeeds, you notice that a small leather backpack is lying in the sand near the Infernal War Machine. If you want to try to sneak around the bandits to retrieve the backpack quietly, **go to B12**.

If your check fails, or if you do not attempt to stealth, you will have to deal with the bandits directly.

If you try to greet the bandits and hope they will help you, **go to B13**.

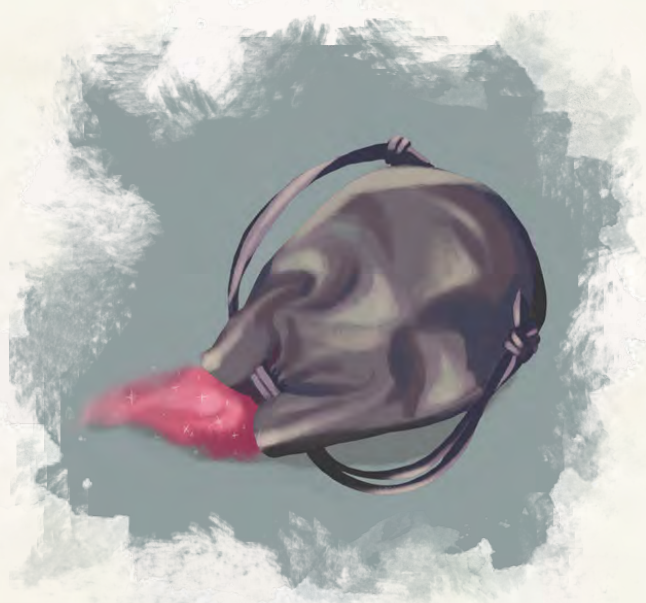
If you try to ambush the bandits before they spot you, **go to B14**.

B12 - A Scorched Canyon

You try to climb quietly down from the ridge and sneak across the dune without being spotted by the bandits. **Make a DC 13 Dexterity (Stealth) check**.

If your check fails, you kick a large black stone half-buried in the sand and nearly trip, drawing the bandits' attention. **Go to B13**.

If your check succeeds, you manage to keep your face covered from the onslaught of sand being kicked up by howling winds, and you sneak past the pair of bandits as they continue to argue with each other. When you reach the backpack you find the following items inside: **a bag of salt, a soul coin, and a heavy black iron key**.



Add any items you take to your inventory. If you have marked on your character sheet the **Red-Handed** trait, your hands begin to glow a bright fiery red when you pick up the objects. The light attracts the attention of the two nearby bandits, who stop their arguing and turn towards you. **Go to B13**.

If you decide to continue to avoid the bandits while they argue, you are able to use the key to unlock the Infernal War Machine and climb quietly inside without being noticed. **Go to B16**.

If you, instead, greet the bandits to learn more about where you are, **go to B13**.

If you would rather ambush the bandits, **go to B14**.

B13 - A Scorched Canyon

As soon as the two bandits see you approaching, they drop the corpses they are dragging with a soft thud into the red sand. Robb, the dwarf, reaches down to draw his crossbow. "Oh ho-ho, what've we got here?" he squeaks out. "See if they got any coins on'em."

Before you have a chance to do anything, the muscular human bandit, Amelia, is already stomping through the sand, a vicious-looking serrated sword in hand. "I'm gonna carve you up real, real pretty," she growls with a wicked smile in her sky-blue eyes.

Uh-oh. It doesn't look like they want to talk. The bandits will get to act first in the following encounter. **Go to B15**.

B14 - A Scorched Canyon

You move as quietly as you can across the dune, staying low to avoid being spotted as you try to get a jump on the dwarf and human. **Make a DC 13 Dexterity (Stealth) check**, remembering to include any penalties you may have for wearing armor.

If your check succeeds, you get to act first in the following encounter, and you have advantage on your first attack. **Go to B15**.

If your check fails, you are spotted before you can get the jump on the bandits. **Go to B13**.



B15 - Fighting the Wasteland Bandits

Before you can investigate the Infernal War Machine, you'll have to survive the bandits, Robb and Amelia. During the encounter, **Robb will circle around you, staying at a distance of 20 feet**, and fire at you with his crossbow. **Amelia begins the encounter 5 feet away from you**. Amelia attacks with her longsword and uses her shield bash as a reaction if you attempt to move out of her melee range. She will do everything she can to protect Robb, and her morale will suffer if you manage to defeat him.



Wasteland Bandit Brains, Robb

Medium humanoid (dwarf), neutral evil

Armor Class 12 (padded cloth)

Hit Points 13 (3d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	15 (+2)	12 (+1)	12 (+1)

Skills History +4, Perception +3

Damage Resistances poison

Senses passive perception 13

Languages Common

Challenge 1/4 (50 XP)

Dwarven Resilience. Robb has advantage on saving throws against poison.

Shoot 'Em While They're Down. Robb does not have disadvantage on ranged weapon attacks made against prone creatures.

Actions

Longsword. *Melee weapon attack:* +1 to hit, reach 5 ft., one target. Hit: 3 (1d8-1) slashing damage.

Hand Crossbow. *Ranged weapon attack:* +3 to hit, range 30/120 ft., one creature. Hit: 4 (1d6+1) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Wasteland Bandit Muscle, Amelia

Medium humanoid (human), neutral evil

Armor Class 15 (half plate)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	8 (-1)	8 (-1)	10 (+0)

Skills Athletics +5

Senses passive perception 9

Languages Common

Challenge 1/4 (50 XP)

Poor Morale. If Amelia's bandit ally Robb is defeated, the creature who defeated Robb may immediately use a free action to make a DC 10 Charisma (Intimidate) check. If the check succeeds, Amelia is unable to attack and attempts to flee on her turn. If the check fails, Amelia takes 1d6 psychic damage, but will continue to fight until she is defeated.

Actions

Longsword. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage.

Shield Bash. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone and have their movement reduced to 0 until the start of their next turn.



If you decide to **escape this encounter**, you must spend 1 point of **Destiny**. By some stroke of gory luck, a fiery streak of brimstone falls from the sky, crushing both bandits beneath it as it explodes into the red sand. As the smoke clears, you look down into the crater left behind to see nothing on their person survived except for **a soul coin** and **a heavy black iron key**. After you retrieve the items, you can investigate the inside of the Infernal War Machine. **Go to B17.**

If you manage to defeat both bandits, you will find the following on their bodies: **a soul coin, a heavy black iron key, two longswords, a hand crossbow, and a small vial of pulsating liquid**. Investigating the two black-robed corpses they had been dragging reveals the dead men to have battle-scarred faces and a crude skull branded into their foreheads. The corpses have been stripped of all of their possessions.

If you cast the *Identify* spell or use a **Crystal of Identify** on the vial, your magic reveals it to be **a small vial of demon ichor** that seems to be unstable and temperamental, but has fuel-like properties. Because of your deeper understanding of the liquid's power, you can use this item twice in total before removing it from your character sheet.

Key in hand, you try to find your way inside the Infernal War Machine, hoping to escape this place. Add any items you take to your inventory, and then **go to B16.**

B16 - Inside the Infernal War Machine

You jump into the Infernal War Machine and close the door behind you, its hinges creaking with rust. The interior of this large vehicle seems to be able to seat up to eight individuals, and several of the seats in the back are currently occupied by several sand-blasted skeletons. You feel a cold chill run down your spine as the wind howls hungrily outside of the machine. The skeletons rattle a bit, and one of their hands falls off, disappearing beneath a back seat. If you have marked on your character sheet the **Fear of Bony Things** trait, take **1d10 psychic damage**.

"Don't worry!" a sing-songy voice rings out from beside you. "The mean bandits just kept those old bones around for decoration. They can't hurt you!"

You turn to look at the seat beside you and are immediately sprayed in the face with sparkles. As your eyes come into focus, you realize that you are looking at a small elephant the size of a large dog,

with golden hide, two small sets of feathery wings, and big, white eyes that look somehow sad despite their purity. The strange creature is flapping its four wings, floating just above the machine's passenger seat, and it is blowing sparkles out of its trunk and into your face.

As the creature stops spraying you in the face with sparkles, you feel a wave of calm and happiness come over you, washing away the dread you felt before.

"Hi there! I'm Lulu, and I'm a hollyphant! At least I think I am. A devil with six tongues told me so the other day, right before he tried to eat me," the small elephant-like being blurts out, and then continues, not slowing down until it runs out of breath. "Wow, I've never seen anyone make it out of that cave alive. You must be really special, huh? So tell me, my new bestest special-friend, how did you get out of there? And what's it like inside that creepy cave anyhow? I think I went in there once, but I can't remember anymore. I can't remember lotsa things."

Lulu's head falls a bit at her admission, and she blows a small, sad puff of sparkles out of her trunk.

If you tell Lulu the truth about how you got here, **go to B17.**

If you lie about how you got here, **make a Charisma (Deception) check**. Note the result and **go to B18.**

If you try to cheer Lulu up, **make a Charisma (Persuasion) check**. Note the result and **go to B19.**

If you respond cruelly to Lulu, **go to B20.**



B17 - Inside the Infernal War Machine

"Wow!" Lulu exclaims, peppering up immediately when you tell her how you came to be here. "It sounds like you've had some really bad luck, new bestest special friend. You walked in on a powerful fey creature in an intimate moment with..."

The winged elephant creature's words trail off for a moment and her pure white eyes begin to shake rapidly. It's unsettling to witness, but your new friend calms down after a moment and continues to speak, her tone a little more introspective now.

"You saw Zariel, the Archdevil. She rules this place. She- she must have sent you here, thinking you would never escape. I'm sorry to tell you this, but you're in Avernus, the first layer of hell. It's a very scary and very sad place that makes you forget things, like how to do magic or who you are. Sometimes, even I have trouble keeping my spirits up here, and everyone knows that hollyphants have the brightest spirits! We're magical celestial beings too, just a lot nicer than the one you met."

Lulu settles down into the seat next to you, no longer floating. She stares out through the window of the infernal machine. It's quiet for a long time, and then Lulu whispers in her sing-songy voice.

"I think maybe I knew Zariel a long time ago. I think she used to be my best friend in the world. It's hard to remember what she was like back then. Now, she just scares me."

Go to B21.

B18 - Inside the Infernal War Machine

If your **Charisma (Deception) check** was less than 15, **go to B20**. Otherwise, continue reading.

"Oh, wow, what a story! You should write books about adventurers doing adventurous things, like rescuing helpless princes and romancing enchanted dragons!" Lulu exclaims once you finish lying to her, the little elephant creature's four wings fluttering with excitement. Only a few moments later, though, her wings stop flapping and she settles down into the seat next to you. She stares out through the window of the infernal machine. It's quiet for a long time, and then Lulu whispers in their sing-songy voice.

"I really, really, really don't like talking about sad things. Hollyphants are happy magic creatures that spread joy and fuzzy feelings wherever we go! But I feel like I gotta tell you the truth, since you were

so honest with me. This place you're trapped in is called Avernus. It's the very first layer of hell. It's a very scary and very sad place that makes you forget things, like how to do magic or who you are. Sometimes, even I have trouble keeping my spirits up here, and everyone knows that hollyphants have the brightest spirits!"

Go to B21.

B19 - Inside the Infernal War Machine

If the result of your ability check was less than 12, your words don't seem to shake her from her sudden sadness. **Go to the bottom of B16** and make a different choice to proceed.

If the result of your ability check was 13 or higher, you are able to comfort the hollyphant.

Note the following trait on your character sheet:
Hollyphant Whisperer.

Lulu's small white eyes seem to grow twice the size they were before, and her long trunk reaches up to gently touch the side of your face. She speaks with a tiny voice, quivering with emotion. "Thank. You. I really needed that. Wow! I'm so lucky that I found you here. Please, let me give you a gift!"

The hollyphant coils her trunk up into a tight knot on her face, flaps her wings hard, and hums a song so loud that the entire infernal machine begins to vibrate. The skeletons in the back seats of the machine rattle loudly, and several more of their limbs fall off to the floor. And then, the song suddenly ends.

Lulu slowly uncoils her trunk and presents to you a gift: add a **multi-colored ball made of sparkles** to your inventory. She looks at you with wide eyes, waiting to speak until after you accept her present.

"It's a ball made out of all of my feelings about how you are the most awesome person in all of Avernus! When you're feeling really super sad, or maybe even in complete and utter despair, take it out and rub it on your face. It's hollyphant magic, so it'll make you feel better right away!"

You take the present and stow it away. As you hold the ball in your hands, you just cannot help yourself: you smile a big, goofy grin. You stow the present away and look back to Lulu.

"Hmmm. Now, we were talking about something... oh, right! How did you get outta that case, anyhow?" she asks, her voice bright and curious.



If you tell Lulu the truth about how you got here, **go to B17**.

If you lie about how you got here, **make a Charisma (Deception) check**. Note the result and **go to B18**.

If you respond cruelly to Lulu, **go to B20**.

B20 - Inside the Infernal War Machine

After you respond cruelly to the winged elephant creature, a chill immediately goes down your spine. Lulu stops floating and flops down into the seat next to you. She crosses her wings over her body and narrows her white eyes at you.

"I don't know why I bother. I guess I just thought you had a nice face, but nooo. You're just like everyone else in Avernus. A big meanie!" she pouts and blows her trunk at you, but no sparkles fly out this time. There's a long, awkward silence, and then Lulu launches herself at you from the passenger seat!

She gives you a big hug and says, rapidly, "Oh no, I'm so so sorry! I didn't mean it! I'm sure you're nice and you're just stressed out and that makes total sense because Avernus is a very scary place that makes you forget things, like who you are and how to do magic, and I didn't mean it! I take it back! You're still my new bestest special friend!"

After showering you in sparkles, Lulu finally calms down and settles back into the passenger seat as though nothing ever happened.

Note the following trait on your character sheet: **Mean to Hollyphants**, feel bad about yourself, and then **go to B21**.

B21 - Inside the Infernal War Machine

"Okay, new friend. Here's the good news! I just remembered that I know a way out of Avernus. It's a portal that's not too far from here at all, at the top of this crazy-looking tower! The bad news is that it's really-really dangerous to get there, even in a big ol' Infernal War Machine like this one. Thankfully for you, I'm the best back seat driver around! I'll teach you how to drive this thing and help you navigate the area!"

Lulu keeps speaking, talking so quickly that you wish you had time to take notes. As she explains the mechanisms of the Infernal War Machine to you, she uses her trunk to indicate various wheels, cranks, buttons, tubes, and other contraptions

that you will need to use to run the thing. She also tells you that if the machine runs out of fuel, the only way to get it started again is feeding something called a soul coin into its furnace. She adds that she really hopes you don't run out of fuel.

Once you are finally able to get the vehicle up and running, its engine begins to rumble to life with a dark and hungry roar. The machine's wheels begin to turn quickly, spraying the area all around you with flying sand. You place your hands on both of the steering wheels, using them in conjunction to control the vehicle's direction as you speed away from the haunted cave. A few short moments later, you nearly lose control of the machine and crash, but Lulu wraps her trunk around one of the wheels to help you correct your course.

With your new hollyphant companion's help, you begin to get the hang of driving. **Go to B22**.

B22 - Driving the Infernal War Machine

You gain the benefit of having taken a short rest, and can spend hit dice to restore hit points before you continue.

Infernal War Machine and Damage

When this adventure tells you to **mark damage** to your Infernal War Machine, refer to your character sheet and any previous damage you've marked. If you have already **marked damage** previously during the adventure, you must spend **2 points of Destiny**. If you do not have enough Destiny points to spend, the Infernal War Machine is destroyed.

When the Infernal War Machine is destroyed, it explodes in a screaming ball of hellfire, killing you instantaneously. However, though your body perishes, your soul survives for several agonizing days, trapped within the burning wreckage of the vehicle.

If you do not have **a vial of pulsating liquid** or one that's been identified as **a vial of demon ichor**, then **go to B23**. Otherwise, continue reading.

Lulu's trunk curls up when she notices the vial in your possession. "That stuff is really gross, it's the insides and blood of demons! There's a lot of demon blood in Avernus, because demons are always getting killed here. Y'know, 'cause of the Blood War between the demons and the devils! Still, their blood can be pretty useful sometimes. If you feed it into that tube there, you can power the engine's **blaze-boosters** to go *super fast*, or you can power one of the machine's big weapons."



"In *this particular machine*, it looks like there's three main weapons. There's the **acid sprayer**, that one's real nasty. Then there's the **harpoon chain gun**, that's my favorite because you can do all sorts of neat tricks with it! And then ... ick. This one really creeps me out. You know that scary wax head on the hood of the machine? It's called an **infernal screamer**, and if you turn that crank there, there's a tortured soul inside that will cry out and it's really loud and scary and annoying. If you use that one, *pleasepleaseplease* warn me first. Hollyphants have really sensitive ears!"

After familiarizing yourself with the cranks, levers and knobs that control the Infernal War Machine's special weaponry, you focus on driving and continue through the sandy wastes towards your next major landmark. **Go to B23.**

B23 - Near the Volcanic Falls

You drive for several hours through rocky wasteland, sometimes crossing great, scorched dunes of black sand. The relentless red of the hellish horizon stretches out in every direction, sometimes broken by streaks of fire falling from the sky. There is not much to note of the landscape here, as you follow Lulu's directions looking for your first major landmark. Occasionally, you pass by large, unmarked graves full of countless, half-buried dead.

You are just starting to feel confident behind the two wheels of your machine when you reach your first landmark, an intimidating cliff. Glowing molten obsidian rock flows over the cliff, falling down into a massive lake of roiling lava below. You slow down to take in the majesty of the site, and then you hear an ominous sound: *clink-clink-clink-CLUNK*. Suddenly, the Infernal Machine stalls.

"Oh no! I was afraid of that!" Lulu admits, suddenly so excited and anxious that her flittering wings cause her to float up and bump her head into the roof of the vehicle. "This machine must be outta fuel. Those bandits said they were looking for more coins. If you found any scary-looking coins, it might be a good idea to go out and check on the furnace. If the fire's out, throwing in one of those creepy coins is the only way to get it started again. Don't worry! I'll wait here and keep a look out."

As Lulu fills the inside of the vehicle with another rain of fuzzy-feeling sparkles, you steel yourself, open up the driver's side door of the machine, and climb out into the brutal heat of the obsidian landscape outside. You can feel the hot air from

the volcanic falls choking you already, but you hold onto the side of the machine and find your way to its rear, where you find a large panel marked with the same skull emblem you noticed on the coin you found outside of the cave.

And as you notice the emblem, you realize that you are already holding a **soul coin** in your hand, though you don't remember taking it out of your belongings. The coin hums in your hand with a life of its own.

What Are Soul Coins?

These heavy coins are made from a strange metal of indeterminate origin that is very hot to the touch. Each coin is inscribed with Infernal writing on one face.

If you make either a successful **DC 13 Intelligence (Arcana) or Intelligence (Religion) check**, you realize that this coin contains a soul and the story of how its soul became trapped in Avernus. A deep sense of anguish and longing overcomes you when you touch the coin, as though it were somehow alive and in pain. Despite the horror of that realization, you also feel as though the coin also contains a sort of inherent energy or power that could prove useful in many different situations in, or out, of Avernus.

You open up the panel on the back of the machine and discover the furnace is dead, just as Lulu feared. While pondering re-igniting the furnace, you suddenly feel a cold anxiety grow in your stomach when you notice a large shadow appear from over your shoulder. You spin around to see a terrifying sight: a skeletal knight looms over you, only scraps of ancient plate mail armor still clinging to its brittle, blackened bones. The undead knight holds a kite shield in one hand and a large, wicked-looking greatsword in the other. A spectral blue fire burns from within its armor and empty eye-sockets.

Make your choice of a DC 13 Wisdom (Insight) check or Intelligence (Arcana) check.

If your check fails, then go to B24.

If your check succeeds, instead go to B25.



B24 - Near the Volcanic Falls

If you do not have **Fear of Bony Things** marked on your character sheet, **go to B25**. Otherwise, continue reading.

For a moment, you are frozen in fear. Take **1d10 psychic damage**.

After your initial panic, you spring into action to defend yourself against the knight. It seems to move slowly, the spark of unlife within it dim and weak. You will act first in the following encounter. **The ghostly knight begins 5 feet away from you**, and its movements are slow, monotonous, and uninspired. It will not use any reactions, or attempt to flee or change tactics at any point during the encounter.

If you decide to **escape this encounter**, you must spend **a point of Destiny**. At some point during the fight, the skeletal knight turns away from you, ignoring your blows, and begins to slowly walk towards the nearby lake of lava. You watch, confused, as the undead warrior walks into the lava, its bones catching aflame before they melt like wax and vanish forever.

If you defeat Sir Albin the Ghostly Knight, his remains clatter to the obsidian shore in a mangled heap. The only salvageable item within the remains is **an ancient greatsword**, which you can add to your inventory.

Quickly, before anything else tries to kill you, you toss **a soul coin** into the dead furnace. Remove the item from your character sheet and **go to B26**.

Sir Albin, the Ghostly Knight

Medium undead (specter), lawful good

Armor Class 20 (plate mail and shield)

Hit Points 22 (5d8)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	11 (+0)	12 (+1)	16 (+3)	16 (+3)

Skills Athletics +4, Insight +7

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

Damage Immunities necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., passive perception 12

Languages Common, Celestial

Challenge 1 (200 XP)

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

Great Swordsman. Sir Albin can wield a greatsword in one hand.

Actions

Ancient Greatsword. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) slashing damage.



B25 - Near the Volcanic Falls

When the skeletal knight looming before you does not raise its massive sword to attack, you get the feeling that it somehow does not mean you any harm. Slowly, the spectral light brightens beneath the undead creature's half-shattered helm. A ghostly face appears, translucent over the skull. The ghost's face is that of a tired old man's, with sad eyes that seem to stare down, deep into your soul.

The wind howls, kicking up obsidian rock and carrying on it the dead knight's voice. The ghost speaks to you in a gentle tenor that sometimes quivers with some ancient regret.

"Wh-why, you! Y-y-you are not like the others. You have not yet been ... corrupted by this place. Ohh, young one, wh-what a pity! What a pity that you have come here, to Avernus. Do not let this place change you! N-not like it changed *her*, and so many *brave* people. Ohh, what ... a *pity*."

If you have marked on your character sheet the **Hollyphant Whisperer** trait, then **go to B27**.

Otherwise, the ghostly knight begins to mumble to himself as the howling wind dies down. He turns and slowly wanders off towards a distant sand dune, no longer seeming to see or respond to you. Left alone with nothing else to do here, you quickly throw **a soul coin** into the machine's furnace and wait to see what happens. Remove the item from your character sheet and **go to B26**.

B26 - Near the Volcanic Falls

You hear the long, anguished, piercing scream of a tortured soul as the Infernal War Machine's furnace ignites with a hellish blaze. As the soul coin trapped inside begins to burn, you grimace with the realization that it isn't the metal of the coin that fuels the machine, but the captured soul of a once living person. Note the following trait on your character sheet: **Soul Sacrificer**.

Quickly, you shut the panel to the furnace and jump back into the machine. In the passenger seat, Lulu looks downtrodden as she stares off into the distance. "Avernus is a terrible place. It makes people do *very bad* things. But you can still escape! You *have* to," she whispers, meaningfully. Hoping to do just that, you grab both wheels of the vehicle and speed away from the Volcanic Falls, leaving the skeletal knight and the steaming lake of liquid rock behind you. **Go to B29**.

B27 - Near the Volcanic Falls

After you hear the ghostly knight's warning, you see a spray of sparkles rain down from above you and instantly feel a little bit better. "Sir Albin!" Lulu proclaims from above you, where she flies in excited loops over the Infernal War Machine. "I remember you. It's me, Lulu!"

The ghostly knight looks up slowly, his old bones creaking beneath sandblasted armor. "Lulu. Y-y-yes. I remember *you*. Zariel's courageous warmount. Sh-she ... you were her best friend. I always liked you. Al-always made me feel like there was still hope, even here." The ghost's voice is distant and sad, but curious too. "How have you not been corrupted by this place, after all this time?"

Lulu floats down to perch with her tiny elephantine legs over the back of the vehicle's roof. She answers the question thoughtfully, her earnest voice ringing out over the roar of the volcanic falls nearby.

"I think maybe hollyphants *can't* be corrupted, Sir. At least not the same way angels and other creatures can be. But there's an awful lot that I can't remember anymore. Like why I can't grow into a great big powerful warmount or what happened to my magic. I used to know all sorts of *wonderful* spells!"

The wind howls again, and the ghost speaks to Lulu through it. "Beware, m-my gentle friend. The River Styx! Many drink from its waters, so thirsty, but they forget a part of themselves each time."

"Oh! I think maybe I *do* remember drinking from a big river. The water tasted so, so sweet," Lulu muses thoughtfully, scrunching her face adorably as she tries to recall a memory that seems to slip through her grasp.

"P-please, adventurer," Sir Albin the skeletal knight croaks as he turns back to you. "Help Lulu remember. A-and do not let her drink from the dark river... if *anyone* can reach Zariel and make things right, it is Lulu. Th-they were such good friends. A-and I still believe ... the Archdevil ... can be saved. *It is never too late for redemption.*"

If you promise to help Lulu remember her past, note the following trait on your character sheet: **Oathbound**. Whether you promise or not, **go to B28**.



B28 - Near the Volcanic Falls

"Say, Sir Albin!" Lulu interrupts energetically. "I am trying to help this *really cool and brave* adventurer here escape Avernus, and prove once-and-for-all that anything is possible with the power of friendship! Have you seen anything scary on the road ahead that we should know about?"

The ghostly knight shakes his head very slowly, and his old spectral face grows even sadder than before. "N-No," he whispers on the wind. "I have been stuck here for a long, *loooong* time. This is where I died, c-cut down by my general, Zariel. With my dying breath, I forgave her for falling from her path. B-but my forgiveness only seemed to anger her even more! So Zariel cursed me so that I can never leave this place of my own free will. It is ... *very lonely*, here."

"I wish there was something we could do for poor Sir Albin," Lulu says to you, with worry in her eyes.

"P-perhaps. Perhaps there is a way out for me. It would be painful, but when it is done, at least I would finally be *free*," Sir Albin suggests as the undead knight kneels down next to you and the Infernal War Machine's open panel. He stares with phantom eyes into the machine's dead furnace. "Y-you will need this machine to escape Avernus, young one. But to fuel these machines, you must feed them souls! L-let my soul help you escape, help do one last good deed. It would be my *honor*."

"No!" Lulu protests, launching herself at Sir Albin to attempt to wrap him up in a tiny hug. The hollyphant bounces off of the old knight's armor and falls dazed to the rocky ground.

"Yes, my old friend. Go and learn of your past, who you really are. Help this adventurer. You will need a soul to feed the machine. At least, if it is my soul, it was *my choice*," Sir Albin says proudly, seeming more steadfast than he has since you first met him. Lulu stares back at him, heartbroken.

If you refuse to allow Sir Albin to sacrifice himself, and instead throw **a soul coin** into the furnace, remove the item from your sheet. The ghostly knight looks at you, grief struck by your decision, and then turns to silently shamle away, mumbling to himself about redemption. **Go to B26.**

If you agree to allow Sir Albin to sacrifice himself, he gives you his holy weapon, **an ancient greatsword**, and tells you to wield it honorably or find it another who will. Add the item to your inventory.

The ghost then gently asks that both you and Lulu get back into the vehicle and shut the door. You realize, sadly, that he does not want you to see the fate that awaits him. Even from within the vehicle, though, you can still hear Albin's occasional screams while you drive, as his soul burns in your vehicle's furnace. **Go to B29.**

B29 - At a Fork in the Road

You gain the benefit of having taken a short rest, and can spend hit dice to restore hit points before you continue. If you have in your possession **an ancient greatsword**, lose 1 point of **Destiny**. You gain a +1 bonus to your attack and damage rolls with the greatsword, but every time you hold it or attack with it, you feel the pang of unrequited love, and unresolved grief. It counts as a magical weapon.

You drive for a while longer, through winding black obsidian roads that cut between bleak mountains. The memories of the skeletal knight still cling to you, making you feel uneasy. Allowing yourself to become distracted, you don't spot a fork in the road ahead until you are nearly upon it.

Lulu slings her trunk across your chest like a seat belt. "Whoa, slow down!" she squeaks out. With a squeal of smoking tires, the Infernal War Machine rolls to a halt a few feet back from the intersection. Lulu lets you go and gestures with her trunk between the left, downward-sloping path, and the right pass that climbs up towards a higher plateau.

"We're almost through these mountains! We just gotta pick our path out. The left path goes through some really dark and creepy caves full of all sorts of nasty critters. It's like a maze down there! The right path leads up to a pass near the top of the mountain, it's sort of a short cut! But for some reason, those fireballs that fall outta the sky *really* like to land there. If you go that way, you're gonna have a real need for speed, or we'll be doomed!"

Lulu continues, talking faster and faster the more excited she gets. "Either path should get us to the Ashen Plain. We just gotta cross those plains and get to the really BIG river that runs through most of Avernus. Just past the river is the Tower with the portal back to your world. It's just *that* easy! But also, it's really super-*duper* dangerous."



If you turn left and drive down into the dark and cavernous tunnels, **go to B30**.

If you turn right try to cross the exposed alley, **go to B50**.

B30 - Within a Maze of Tunnels

You roll into a series of twisting tunnels that quickly descend deep into the side of the mountain. Only the glow of weird phosphorus plants and insects provides light here, making it very difficult and slow to navigate. Several times you reach a dead end and must reverse your vehicle to find another path forward.

Make a DC 14 Wisdom (Survival) check.

If your check fails, go to B31. Otherwise, continue reading.

You proceed very carefully, being sure not to let yourself get lost as you explore the empty obsidian caverns. At last you reach a junction that splits off into two larger and less claustrophobic tunnels. The tunnel to the left glows with a hint of distant red light, while a brighter, eerie green light spills out from further down the tunnel straight ahead of you.

If you follow the faint red light and take the left tunnel, **go to B37**.

If you follow the brighter green light and continue driving straight, **go to B38**.

B31 - Between a Rock and a Hard Place

Despite your best efforts, you become more and more confused with every dead end and backtrack you're forced to take. The frustration of being lost

deep underground begins to get to you, and it's in a moment of anger that you smash the front of your Infernal War Machine into an obsidian tunnel wall. Your head slams forward, smashing into one of the vehicle's two steering wheels. Take **1d6 bludgeoning damage**.

When you try to move the machine in reverse, your back wheels begin to spin without gaining any traction. You are stuck.

If you get out of the vehicle and try to push the machine free, **go to B32**.

If you have **a vial of pulsating liquid** or **a vial of demon ichor**, and want to try to free yourself using the Infernal War Machine's blaze-boosters, then remove the vial from your character sheet and **go to B35**.

B32 - Between a Rock and a Hard Place

You get out of the vehicle and begin to push against its hood, hoping to roll its rear tires back over the rocks they are stuck between. You put all of your strength into the push, heaving.

Finally, you manage to get the vehicle free of debris. Sweat pours off of your temple and you double over to catch your breath. When you look up again, you see four small reptilian creatures staring at you with wild, manic eyes. Each of them wields a jagged spear in one hand and a torch in their other. Kobolds!

Make a DC 12 Strength (Athletics) check.

If your check succeeds, you manage to free your Infernal War Machine before the kobolds could surround you. If you would like to attack the kobolds, you will automatically get to act first in initiative. **Go to B33**.

If you want to try to escape and drive away, **make a DC 13 Dexterity (Acrobatics) check** to avoid being surrounded.

If your check succeeds, go to B34.

Otherwise, continue reading on the next page.

You trip over a nearly invisible wire tied between two stalagmites, and fall crashing to the cold, stony ground. The kobolds immediately jump to attack you. They will get to act first in the encounter, and you begin the encounter knocked prone. **Go to B33**.



B33 - Ambushed By Kobolds!

Kobolds are cowardly, if sometimes surprisingly clever creatures. Without the advantage of numbers against their prey, they are likely to run from most encounters. Each of the **four kobold tunnel-dwellers begin the encounter 10 feet away from you, surrounding you from all sides**. They use their torches to keep you distracted and confused, and once one of them hits you with a torch attack on their turn, the rest take turns stabbing you with their spears until the start of your next turn. If you manage to defeat two of the kobolds, the other two will run away using the dash action on their next turn, escaping into the tunnels unless you stop them.

Because you are surrounded, you cannot spend **Destiny** points to escape this encounter, though you can still spend **Destiny** points to survive and heal from damage that would otherwise reduce your hit points to 0.

If you survive the kobold attack, you may search their remains, but will find little of value to add to your inventory. Each kobold has **a crude spear** and **a torch**. If you managed to defeat at least three of the four kobolds, you also find **a bag of salt**.

The tunnels are quiet again after the ambush.

Kobold Tunnel-Dweller

Medium humanoid (kobold), lawful evil

Armor Class 13

Hit Points 5 (2d6-2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	8 (-1)	8 (-1)	6 (-2)	8 (-1)

Senses darkvision 60ft., passive perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Crude Spear. *Melee or Ranged weapon attack:* +1 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d6-1) piercing damage.

Torch. *Melee weapon attack:* +5 to hit, reach 5ft., one target. Hit: 1 fire damage and the target has disadvantage on all attack rolls and ability checks until the end of their next turn.



Wiping kobold guts off of your equipment, you hop back into your Infernal War Machine. "Oh dear, that was a close one. *Too close.*" Lulu says, giving you a hug with her tiny elephantine arms and long trunk once she sees that you are okay.

A short drive later, you find your way back to a more familiar series of obsidian caverns. You eventually reach a junction that splits off into two larger and less claustrophobic tunnels. The tunnel to the left shows signs of a distant red light, while a brighter, eerie green light spills out from further down the tunnel straight ahead of you.

If you follow the faint red light and take the left tunnel, **go to B37**.

If you follow the brighter green light and continue driving straight, **go to B38**.

B34 - Between a Rock and a Hard Place

You dodge the approaching kobolds before they can surround you, at the last minute, jumping over a tripwire tied between two stalagmites that you had nearly missed. With no time to lose, you quickly re-enter your vehicle and shut the door. As you drive away, your Infernal War Machine rocks upwards with a gross squishing sound of a kobold being run over. A moment later, a mess of reptilian innards spray upwards, painting the driver's side window.

A short time later, you find your way back to a more familiar series of obsidian caverns. You eventually reach a junction that splits off into two larger and less claustrophobic tunnels. The tunnel to the left shows signs of a distant red light, while a brighter, eerie green light spills out from further down the tunnel straight ahead of you.

If you follow the faint red light and take the left tunnel, **go to B37**.

If you follow the brighter green light and continue driving straight, **go to B38**.

B35 - Between a Rock and a Hard Place

You pour the pulsating ichor from your vial into the tube that Lulu showed you. At your side, a big red button begins to glow with a beckoning light. You grit your teeth and press the big red button; suddenly, the Infernal War Machine's **blaze-boosters** ignite and the vehicle explodes backwards, freeing itself and smashing into the opposite wall. Gripping tightly onto the handle of both wheels, you struggle to control the vehicle for only a moment, before you rocket away from the dead-end.

Ahead of you in the tunnel, you see four small reptilian creatures wielding torches in one hand and jagged spears in the other. Kobolds!

Make a DC 12 Dexterity saving throw.

If your saving throw succeeds, you are able to avoid running over the kobolds, and quickly speed past as they wave their torches at you and shriek out in anger at your escape. **Go to B36**.

If your saving throw fails, it's too late for you to dodge with the Infernal War Machine's blaze-boosters propelling you forward at such a reckless speed. The vehicle squishes all four of the kobolds, crunching their bones, and bouncing forward. Unfortunately, one of the kobold's remains gets caught up in one of your vehicle's wheel axles, making it harder to steer. **Mark damage to your Infernal War Machine**, and then **go to B36**.

B36 - Within a Maze of Tunnels

A short time after escaping the kobolds, you find your way back to a more familiar series of obsidian caverns. You eventually reach a junction that splits off into two larger and less claustrophobic tunnels. The tunnel to the left shows signs of a distant red light, while a brighter, eerie green light spills out from further down the tunnel straight ahead of you.

If you follow the faint red light and take the left tunnel, **go to B37**.

If you follow the brighter green light and continue driving straight, **go to B38**.

B37 - An Exit

The leftward tunnel is wide, but with a very low ceiling, and the Infernal War Machine barely manages to avoid getting stuck as you drive. After a few minutes, the tunnel begins to spiral and climb through the mountain side. It continues to climb until you can finally see the source of the tunnel's distant red glow: ahead of you lies an exit out of the maze and back into the crimson-skied wasteland of Avernus.

"Hold onto your seat, friend-o! Here. We. Goooo!" Lulu cries out as your vehicle launches out of a hole in the mountain. You and the machine fly through the air, hanging for several seconds, before you land hard and roll several times. Thankfully, the vehicle is upright when it stops rolling. Dazed and looking around, you realize that you are in a long corridor exposed to the elements. All around



you, fireballs fall from the sky, exploding against the mountainside and leaving smoking craters on the ground where they strike.

"Uh oh!" the hollyphant says with a gasp. "We somehow ended up half-way through Fireball Alley! You'd better floor it or we'll never make it out of here!"

The Infernal War Machine rocks as a fireball lands just a few feet away from it. The engine starts with a scream and you speed off, hoping to drive across Fireball Alley before you are cooked alive inside your vehicle.

Go to B51.

B38 - In a Green, Glowing Cavern

You take the straight path at the turn, and find yourself in a wide open cavern with strange, disturbing images painted onto walls lit by the cavern's eerie green glow. The paintings depict souls with twisted expressions, burning in fire, and humanoids being sacrificed to great demonic beings. **Make a DC 12 Wisdom (Perception) check.**

If your check fails, you are too late to notice that the floor gives way to a great chasm just a few yards into this cavern! The Infernal War Machine goes flying over the chasm at a high speed, and you aren't sure if you'll be able to land on the other side safely. **Go to B39.**

If your check succeeds, you notice before it's too late that the tunnel floor disappears just ahead of you, opening up into a great chasm that seems to be the source of green light in this area.

If you turn around to avoid the chasm and take the other path, **go to B37.**

If you speed up to try to jump the chasm, **go to B40.**

If you stop the vehicle to investigate the chasm, **go to B42.**

B39 - Flying Over a Chasm

As your vehicle flies over the chasm, you can see a bizarre, gigantic monstrosity some hundred feet down down in the chasm, clinging to its walls. The thing's flesh is purple and covered in green slime that glows with an alien light. Its form is covered

in a million cat-like eyes that all seem to stare up at you. Stretching and squirming out of oozing pustules, you see more tentacles than you can count, each of them a messy pulp that reaches up to grasp at the Infernal War Machine as it falls through the air.

Make a DC 14 Dexterity saving throw.

If your saving throw fails, then **go to B43.**

If your saving throw succeeds, you manage to keep hold of the wheels and guide the vehicle as it lands on the other side of the chasm, narrowly avoiding the creature's humongous, writhing tentacles. You speed away from the chasm, your heart pounding, the image of the abomination burned into your mind. **Make a DC 16 Charisma saving throw.** If your saving throw fails, take **1d10 psychic damage.**

After you escape the chasm, it isn't long before you see red light and black sand up ahead through an opening in the mountain. Finally, you escape the underground maze in your vehicle, and drive out into the ashen plains that wait beyond. **Go to B64.**

B40 - Preparing to Jump Over a Chasm

Without much time to think, you must quickly decide how to jump the chasm and land on the cavern floor on the other side. If you have any liquid remaining in **a vial of pulsating liquid** or **a vial of demon ichor**, you may use it to ignite the Infernal War Machine's **blaze-boosters** to give you more speed before the jump.

If you try to make the jump with the help of the vehicle's boosters, remove the vial from your character sheet and **go to B41.**

If you try to make the jump without the help of boosters, **go to B39.**

B41 - Flying Over a Chasm

You pour the pulsating ichor from your vial into the tube that Lulu showed you. At your side, a big red button begins to glow with a beckoning light. You press the big red button and the Infernal War Machine's **blaze-boosters** explode with fiery life a few moments before your vehicle goes flying over the edge of the chasm.

As your vehicle flies over the chasm, you can see a bizarre, gigantic monstrosity some hundred feet



down down in the chasm, clinging to its walls. The thing's flesh is purple and covered in green slime that glows with an alien light. Its form is covered in a million cat-like eyes that all seem to stare up at you. Stretching and squirming out of oozing pustules, you see more tentacles than you can count, each of them a messy pulp that reaches up to grasp at the Infernal War Machine as it falls through the air.

However, you manage to keep hold of the wheels and guide the vehicle as it lands on the other side of the chasm, narrowly avoiding the creature's humongous, writhing tentacles. You speed away from the chasm, your heart pounding, the image of the abomination burned into your mind. **Make a DC 16 Charisma saving throw. If your saving throw fails, take 1d10 psychic damage.**

After you escape the chasm, it isn't long before you see red light and black sand up ahead through an opening in the mountain. Finally, you escape the underground maze in your vehicle, and drive out into the ashen plains that wait beyond. **Go to B64.**

B42 - At the Edge of a Chasm

You slow down and turn your vehicle to the side, so that you can look out through the driver side window at the glowing chasm below. Your heart nearly stops at the sight.

Below, you see a bizarre, gigantic monstrosity some hundred feet down down in the chasm, clinging to its walls. The thing's flesh is purple and covered in green slime that glows with an alien light. Its form is covered in a million cat-like eyes that all seem to stare up at you. Stretching and squirming out of oozing pustules, you see more tentacles than you can count, each of them a messy pulp that reaches up to grasp at the Infernal War Machine!

You try quickly to get the machine moving to escape the writhing tentacles, but you cannot gain enough momentum. After a few violent seconds of struggling, a slimy tendril wraps around your vehicle, pulling it -- and you -- over the chasm! **Go to B43.**

B43 - In the Grasp of a Writhing Abomination

Mark damage to your Infernal War Machine.

The many-tentacled thing in the chasm pulls your vehicle down into the chasm, causing Lulu to go flying into the back seat with a series of 'oomphs'! You watch in horror as the slimy form of the great beast beneath you rips itself open, exposing hundreds of gigantic lipless mouths with gnashing teeth. You feel your entire body lock up, too afraid to act, too afraid to think!

And then you hear a sound from behind you call out, determined and kind. "You can do this, my new special friend! You just have to *believe* in yourself!" Lulu encourages you, before she trumpets her elephantine trunk. A moment later, the entire interior of the Infernal War Machine is filled with sparkles and you feel some of your panic subside.

As the vehicle is pulled deeper into the chasm, you know that you have only a moment to act. You scramble through your possessions, looking for anything useful that you can use.

If you want to use **a vial of pulsating liquid** or **a vial of demon ichor**, you can try to aim your **harpoon chain gun** out of the chasm. Remove the vial from your character sheet and **go to B44.**

If you want to use **a Javelin of Lightning**, then **go to B45.**

If you want to cast a spell, note which spell you are casting, and then **go to B46.**

If you cannot do any of the above, then **go to B47.**



B44 - In the Grasp of a Writhing Abomination

You pour liquid from your vial into a funnel and immediately a panel opens up above you and hydraulics beneath your driver seat force you to rise up out of the Infernal War Machine. You grip hold of the harpoon gun on top of the vehicle and begin to aim it, spinning in dizzying circles as the great abomination pulls you ever close to its gnashing mouths. You can feel the power of the demon ichor pulsing in the black metal of the harpoon gun, and its large trigger is vibrating as you hold it.

You know that you will only have one shot at this. **Make a ranged attack** and **add your Dexterity modifier**.

If your attack roll is less than a 10, then the shot goes astray and the harpoon bounces off of the cavern wall. **Go to B47**.

If your attack succeeds, continue reading.

You pull the trigger tightly and the harpoon gun launches up into the air and penetrates a tunnel wall in the distance, beyond the chasm. Immediately, your chair sinks back down inside the vehicle below and the secret panel closes above you.

The enchanted black iron chain that connects the vehicle to the harpoon begins to glow with a hellishly red light. The chain cranks and groans, struggling against the might of the beast below. At last, just feet above the many-tentacled thing, the harpoon gun proves stronger than the grasping tentacle and you go flying upwards and away from the abomination, crashing into a tunnel wall. Take **1d10 psychic damage** and **1d10 bludgeoning damage**, and then **mark damage to your Infernal War Machine**.

Checking over your possessions for a brief moment, you find that the **flagon of mystery liquid** given to you by Shandalar has spilled its contents all over the inside of your pack during the crash; remove the item from your inventory. Right now, at least, you have bigger things to worry about than the wizard Shandalar.

After you and Lulu finally gather yourselves and get moving again, you leave the horrors of the cavern behind. It isn't long until you finally escape the maze of tunnels and drive out, battered and worse-for-wear, into the ashen fields and open air beyond. **Go to B64**.

B45 - In the Grasp of a Writhing Abomination

You grab the bent copper javelin that you took from the tomb you appeared in when you first came to Avernus. You open the driver's side door of the Infernal War Machine and the awful stench of the abomination below strikes you like a blow. **Make a DC 12 Constitution saving throw**, taking **2d6 poison damage** on a failed saving throw, and half as much damage on a successful one.

Holding your breath to keep yourself from retching, you lean out from the car, javelin in hand, staring down at the terrible thing below. This all feels like a really bad idea, but you remember Lulu's words. Knowing that at least one person in hell believes in you, you pull your throwing arm back and unleash the javelin even as you bellow out the word, "*Leiptr!*"

As the javelin flies down at the creature below, an arc of blue electricity encompasses it. The rumble of thunder echoes throughout the chasm and a brilliant blast of lightning shoots downward, striking the many-tentacled thing. A piercing scream echoes from inside your mind, the pained scream of the beast. You shut the door and fasten yourself back into the vehicle, a moment before the monster throws the Infernal War Machine powerfully out of the chasm.

You tumble through the air and strike a wall on the other side of the chasm with an incredible amount of force. Take **1d10 psychic damage** and **1d10 bludgeoning damage**, and then **mark damage to your Infernal War Machine**.

Checking over your possessions for a brief moment, you find that the **flagon of mystery liquid** given to you by Shandalar has spilled its contents all over the inside of your pack during the crash; remove the item from your inventory. Right now, at least, you have bigger things to worry about than the wizard Shandalar.

After you and Lulu finally gather yourselves and get the Infernal War Machine moving again, you leave the horrors of the cavern behind. It isn't long until you finally escape the maze of tunnels and drive out, battered and worse-for-wear, into the ashen fields and open air beyond. Remove the **Javelin of Lightning** from your inventory, and then **go to B64**.



B46 - In the Grasp of a Writhing Abomination

If you chose to cast a spell to damage the many-tentacled thing, it is so large that you are able to strike it with your attack without needing to make an attack roll. Roll your spell's damage and **go to B48**.

Alternatively, you might have chosen to cast one of the following spells, or a similar spell, to try to distract, confuse, or escape the abomination: *Command*, *Entangle*, *Grease*, *Hideous Laughter*, *Sanctuary*, *Shield*, or *Shield of Faith*. If you cast one of the spells listed above, **make your choice of either an Intelligence (Arcana) check or an Intelligence (Religion) check**, then **go to B48**.

If you chose to cast a different spell, **go to B47**.

B47 - In the Grasp of a Writhing Abomination

Spend **2 points of Destiny**. If you are unable to spend enough Destiny points, then **go to B49**.

Otherwise, continue reading.

"Don't worry, friend! I'll save us!" Lulu the hollyphant declares bravely before she kicks open the passenger side door and flies out of the Infernal War Machine before you have a chance to stop her. You scramble into the passenger seat to look out the open door for where she went.

Down below, Lulu flies, nimbly barrel-rolling between a dozen writhing tentacles that reach for her. She blows her trunk with a trumpeting sound, and showers a blast of rainbow-colored sparkles down into the maw of the abomination, which seems to only anger it even further. You watch in horror as it lashes out with one of its tentacles and strikes Lulu in her floppy-eared head, knocking her viciously into a cavern wall. A moment later, Lulu tumbles, dazed, down into the abyss below and out of sight.

And then the many-tentacled thing pulls your vehicle down deeper into the chasm. Helpless to save yourself, you are close enough to the terrible beast now that you can see that hives of maggots and worms with humanoid arms crawl in and out of the cavities in its million teeth. The stench and sight is so terrible that you hold your breath and shut your eyes tightly, but you can still see the maddening insects. Take **2d10 psychic damage**.

Just before you are devoured, you hear a surprising sound: the trumpeting of Lulu's trunk resounds deep in the chasm. Beneath you, the abomination sneezes, the sound something like a glacier shattering. A moment later, you feel yourself flying through the air as the creature launches you and the Infernal War Machine out of the chasm, sending the vehicle crashing into an unyielding wall of stone! Take **1d10 bludgeoning damage**.

It takes you several long minutes to recover from the crash, but you are finally roused from your semi-conscious state by Lulu kindly nuzzling your cheek with her trunk. "Don't worry! It's gonna be okay. I promise. But phew, *that* was a close one, wasn't it?" she says in her sing-songy voice.

Checking over your possessions for a brief moment, you find that the **flagon of mystery liquid** given to you by Shandalar has spilled its contents all over the inside of your pack during the crash; remove the item from your inventory. Right now, at least, you have bigger things to worry about than the wizard Shandalar.

After you and Lulu finally gather yourselves and get the Infernal War Machine moving again, you leave the horrors of the cavern behind. It isn't long until you finally escape the maze of tunnels and drive out, battered and worse-for-wear, into the ashen fields and open air beyond. **Go to B64**.

B48 - In the Grasp of a Writhing Abomination

If you cast a spell that dealt **less than 12 damage**, or if **the result of your ability check was less than 15**, then you are unable to save yourself with your magic. **Go to B47**.

Otherwise, continue reading.

Surprised by your magic, the many-tentacled thing stops pulling you closer to its gnashing mouths. Instead, it throws you and the Infernal War Machine out of the chasm with incredible force. Unless you can cast the *Feather Fall* spell, the vehicle slams forcefully up against a tunnel wall on the other side of the chasm; take **1d10 bludgeoning damage** and **mark damage to your Infernal War Machine**. In either case, the horror of what you have witnessed takes a deep toll on your sentient mind; **take 1d10 psychic damage**.

Checking over your possessions for a brief moment, you find that the **flagon of mystery liquid** given to you by Shandalar has spilled its contents all over



the inside of your pack during the crash; remove the item from your inventory. Right now, at least, you have bigger things to worry about than the wizard Shandalar.

After you and Lulu finally gather yourselves and get the Infernal War Machine moving again, you leave the horrors of the cavern behind. It isn't long until you finally escape the maze of tunnels and drive out, battered and worse-for-wear, into the ashen fields and open air beyond. **Go to B64.**

B49 - Food for the Many-Tentacled Thing

You are exhausted, and so are your options. The green glow emanating from the slime-covered many-tentacled-thing suddenly snuffs out, and you are cast into complete magical darkness. You begin to hear a hungry howl from just outside of the Infernal War Machine. Soon after, another howl pierces the air, and then another, until a chorus of mad howling drowns out everything else. You feel the metal body of your vehicle rip open like a sardine can, followed by the sensation of burning tentacles invading you from every imaginable angle.

Finally, when the pain becomes so great that your mind can no longer register it, the many mouths of the abomination stop howling. In the dark, alone, your last moments before you are devoured are filled with the sounds of your own insane laughter.

You are dead.



B50 - Approaching Fireball Alley

You drive right at the fork and climb up into a long, wide corridor peaked at both sides by steep mountain walls.

"Alright, friendo! This is Fireball Alley. For some reason, a lot of those streaks of fire that shoot across the sky in Avernus land in this corridor, so be careful!" Lulu warns you, and you can immediately see that she is telling the truth. Ahead of you, the scorched road is full of smoking craters, and it's only a few seconds after starting down the alley that you see two balls of fire explode against the mountainside ahead of you.

You grit your teeth and speed up, determined to escape Fireball Alley without being cooked alive in your Infernal War Machine. **Go to B51.**

B51 - Driving Across Fireball Alley

"Look out!" Lulu cries, then trumpets her elephantine trunk. You look up through your front window and see a blazing streak crashing through the sky directly towards you.

With only a few moments to think, you realize that you will need to swerve around a crater to your left, without crashing, to avoid the fireball. **Make a DC 12 Dexterity saving throw.**

If your saving throw fails, the fireball explodes next to your vehicle, melting metal and blasting you with an intense heat; take **2d6 fire damage**, and if you take 10 or more fire damage, also **mark damage to your Infernal War Machine**. Otherwise, you are able to barely dodge the fireball and continue speeding down Fireball Alley.

Suddenly, through the sound of your engine screaming, you hear a high-pitched, scratchy, hungry, feminine cackle. A magically projected voice echoes through Fireball Alley, shrill and terrible.

You look through your rear window for a moment, and you see multiple vehicles speeding up in pursuit of yours. Several two-wheeled war machines with large, spiked wheels are being driven by old, tiny figures that look like gnomes wearing bright red rags and pointed caps. The fey creatures have hunched backs, wiry muscles, leathery skin and wicked grins that show off their sharp teeth.

The little monsters' two-wheeled vehicles flank a much larger war machine, larger than even yours, sporting several towering structures that appear to be arcane turrets manned by more of those fey



creatures. The giant machine's tail sports a long beam thrust upwards into the air, attached to a thick chain and a wrecking ball that swings wildly behind the vehicle as it speeds through Fireball Alley.

"Uhoh," Lulu whispers, sounding a little scared. "That's Mad Maggie and her gang of redcaps, one of the *meanest*, most nefarious warlords in all of Avernus!" Your hollyphant friend points with her trunk to a figure standing atop the hood of the massive war machine behind you, and you realize that the figure must be Mad Maggie. She is a blue-skinned hag with a pair of small wings and long, taloned fingers. She wears a pair of metal goggles on her forehead and a sandy leather dress that appears to be hand-sewn, decorated by teeth of various sizes and skulls belonging to strange races that you do not recognize.

"Get that war machine, my pretty little children!" Mad Maggie points a shriveled finger towards your vehicle and cries out in a shrill and terrible voice that seems to project itself magically across the mountain corridor. "Make them boom! Pop! Bang! Whoever brings Mama Maggie the *prettiest* piece of scrap will get twice as much dessert tonight!"

Two of the bicycle-like war machines break away from the others and begin to gain on you, attempting to flank you from both sides. **Go to B52.**

B52 - Driving Across Fireball Alley

A fireball explodes against the mountainside to your right, sending a shower of sparks and stones into your path. You maneuver deftly around the rubble, but before you can recover entirely, you find yourself flanked by the two cycle-machines being ridden by a pair of evil-looking redcaps. The redcap to the left of your vehicle pulls out a small, round handheld device and pushes a button on it that causes sparks to begin to dance across its surface. Meanwhile, the redcap to the right of your vehicle nearest to Lulu and the passenger side door laughs madly, then withdraws a wand from within its rags and aims it down at one of your Infernal War Machine's front wheels.

If you want to try to ram your vehicle into the redcap on your left, **make your choice of either a Dexterity (Sleight-of-Hand) check or an Intelligence (Arcana) check**, note the result, and then **go to B53.**

If you want to try to ram your vehicle into the redcap on your right, **make your choice of either a Dexterity (Sleight-of-Hand) check or an Intelligence (Arcana) check**, note the result, and then **go to B54.**

If you want to use a **Javelin of Lightning**, you will have to open the driver's side door and throw it at redcap to your vehicle's left. **Go to B55.**

B53 - Driving Across Fireball Alley

You manage to ram into the redcap holding the handheld device. The cycle-machine flips with the impact, sending the fey creature flying over its handlebars and exploding head first into the side of the mountain with deadly impact.

If the result of your ability check was 13 or higher, you manage to keep control of your vehicle after the impact. The redcap rider to your right fires a bolt of fire at the wheel of your Infernal War Machine, but misses. A moment later, not looking where it is going, the second redcap drives directly into the path of a falling fireball. You look through your rear window to see that nothing remains of the creature, but yet another smoking hole in the road.

If the result of your ability check was less than 13, you lose control of your vehicle for a few dangerous seconds after the impact. The redcap rider to your right fires a bolt of fire at the wheel of your Infernal War Machine, striking true. You can hear the painful screeching of your broken tire, as what's left of it fails to get traction on the road. A moment later, the wand-wielding redcap is caught unaware by a ball of fire falling from the sky; both the redcap and its vehicle are instantly incinerated. Note the following trait on your character sheet:
Driving on a Flat Tire.

Several other cycle-machines and their riders break off from Mad Maggie's squad, racing to catch up with you. **Go to B56.**

B54 - Driving Across Fireball Alley

You manage to ram into the redcap holding the wand. The cycle-machine flips with the impact, sending the fey creature flying over its handlebars and exploding head first into the side of the mountain with deadly impact.

If the result of your ability check was 13 or higher, you manage to keep control of your vehicle after the impact. The redcap rider to your left throws his glowing handheld device at your



Infernal War Machine, but it misses its mark and detonates with a shower of harmless sparks behind your vehicle. A moment later, not looking where it is going, the second redcap drives directly into a smoking crater, crashing into a hole in the mountain. You look through your rear window to see the wounded fey creature crawl up out of the crater without its vehicle, before collapsing exhaustedly on the road.

If the result of your ability check was less than 13, you lose control of your vehicle for a few dangerous seconds after the impact. The redcap rider to your right throws its handheld device at your Infernal War Machine, and it detonates with a shower of sparks that send painful jolts of electricity through yours and Lulu's bodies. Take **2d6 lightning damage**, and if you take 10 or more lightning damage, also **mark damage to your Infernal War Machine**. Cackling gleefully, the redcap rider to your left doesn't notice a large crater in its path. As you struggle to get control of your machine once again, the redcap crashes its machine into the crater, and you can still hear the fey creature's pained yelps as you drive away.

Several other cycle-machines and their riders break off from Mad Maggie's squad, racing to catch up with you. **Go to B56**.

B55 - Driving Across Fireball Alley

You kick your driver's side door open, utter a magical command word, and your copper spear transforms into a **Javelin of Lightning** in your hand. You throw the bolt of lightning out the door, and can see the redcap's eyes go wide with fear.

"Uhoh, Mama Maggie-o," the fey creature whispers, a moment before your bolt strikes it right in the chest. The resulting electricity from the lightning strike detonates the small device in the redcap's hands. The resulting electricity from the lightning strike detonates the small device in the redcap's hands, which shoots explosive energy in all directions.

An arc of lightning curves over-top of your Infernal War Machine and strikes the vehicle being ridden by the wand-wielding redcap to your right. The redcap and its machine spin out of control, smashing into the side of the mountain with a grand explosion.

Another lightning arc passes directly through your vehicle, and you feel its wheels lock up. **Make a DC 10 Dexterity saving throw**.

If your saving throw fails, you crash your machine into a smoking crater; take **2d6 bludgeoning damage**, and if you take 10 or more bludgeoning damage, also **mark damage to your Infernal War Machine**.

It takes you some time to get control of your vehicle and continue your deadly ride through Fireball Alley. By the time you pick up speed again, several other cycle-machines and their riders break off from Mad Maggie's squad, racing to catch up with you.

Remove the **Javelin of Lightning** from your inventory, and then **go to B56**.

B56 - Driving Across Fireball Alley

You race to avoid four approaching redcaps riding cycle-machines, and see a glimmer of hope ahead of you. The corridor forks left and right here, and before you can ponder which direction to take, Lulu pipes up cheerfully.

"Turn right! There's a maze of corridors that way that I think we can lose them in."

Without a better option, you prepare to take a hard right turn just before you reach the fork in the road, even as the redcaps continue to gain on you. Above you, you notice three massive fireballs falling from the sky, streaking towards the road ahead. If you can get to the fork before the fireballs crash into the road, you might be able to draw the redcaps into a trap and escape before the smoke clears.

If you try to dodge the falling fireballs and maintain course, **go to B57**.

If you have a **vial of pulsating liquid** or a **vial of demon ichor**, and want to use your **blaze-boosters** to try to reach the fork before the fireballs crash into the road, remove the vial from your inventory and **go to B58**.

If you have a **vial of pulsating liquid** or a **vial of demon ichor**, and want to slow down to avoid the fireballs and use your **infernal screamer** to deal with the redcaps, remove the vial from your inventory and **go to B59**.



B57 - Driving Across Fireball Alley

You attempt to deftly maneuver your Infernal War Machine between the path of two falling fireballs, then turn hard to the right at the fork in the road.

Make a DC 15 Dexterity saving throw. You have disadvantage on your saving throw if you have marked on your character sheet the **Driving on a Flat Tire** trait.

If your saving throw fails, one of the fireballs strikes just behind your vehicle, shattering your windows with the force of its crash, and filling your lungs with hot, burning smoke. Take **2d6 fire damage**, and if you take 10 or more fire damage, also **mark damage to your Infernal War Machine**. Additionally, the force from the fireball causes your **flagon of mystery liquid** from Shandalar to fall from your belongings, bounce against the vehicle's dashboard, and fly out through the window. Remove the item from your inventory.

The smoke from the fallen balls of flame fills the fork in the road, and as you begin to speed down the right-hand passage, you glance through your back window and cannot see any signs of the redcaps. Lulu uses her trunk to guide you through a maze of twisting corridors, pointing whenever there is a sharp turn in the road.

You just might make it out of Fireball Alley alive. **Go to B60.**

B58 - Driving Across Fireball Alley

You pour the pulsating ichor from your vial into the tube that Lulu showed you. At your side, a big red button begins to glow with a beckoning light. You grit your teeth and press the big red button; suddenly, the Infernal War Machine's **blaze-boosters** ignite and the vehicle explodes forwards, easily clearing the three balls of hellfire hurtling through the air and towards the road. You turn hard and to the right, a moment before you feel the vibrations of the fireballs striking the road behind you.

As you begin to speed down the right-hand passage, you glance through your back window and can see quite a lot of black smoke, but no signs of the pursuing redcaps. Lulu uses her trunk to guide you through a maze of twisting corridors, pointing whenever there is a sharp turn in the road.

You just might make it out of Fireball Alley alive. **Go to B60.**

B59 - Driving Across Fireball Alley

You slow your vehicle to avoid driving into the trajectory of the falling fireballs, and the redcaps quickly catch up with you. As they pull out flails of bone and chain, grinning victoriously, you pour the pulsating ichor from your vial into the tube that Lulu showed you. You then grab hold of a crank that hangs from your Infernal War Machine's ceiling, while Lulu wraps her trunk around both of the wheels to take a turn driving.

You begin to crank that wheel with all of your might as the redcaps batter the side of your vehicle with their crude weapons. After the second full rotation, the **infernal screamer**, a wax head mounted on the hood of your machine, begins to come to eerie life. It slowly twists its neck in complete circles, while its jaw drops monstrosly low. Suddenly, the wax head begins to scream in anguish, and the sound of that scream drowns out the cackling redcaps, the roar of your engine, and everything else in Fireball Alley.

The redcaps all involuntarily reach for their ears, and as they do so, each of them loses control of their cycle-machines. On all sides of you, the redcaps crash spectacularly into each other and into the mountain, even as you try to crank the wheel above you to deactivate the wax head and escape its tormented screams. **Make a DC 12 Strength (Athletics) check.**

If your check fails, you cannot deactivate the wax head before its screaming gives you a splitting migraine; take **2d6 psychic damage**.

Finally safe, you speed through the smoke cloud left by the crashed fireballs and turn hard to the right, glad to lose your pursuers at last.

"Well, that was scary!" Lulu says, before she begins to guide you through a twisting maze of mountainous corridors, using her trunk to point you in the right direction at every turn.

You just might make it out of Fireball Alley alive. **Go to B60.**

B60 - Nearing the End of Fireball Alley

If you have an **Amulet of Proof against Detection and Location**, then you are able to successfully escape Fireball Alley without further incident. **Go to B64.**

Otherwise, continue reading on the next page.



You reach one final long and wide corridor of Fireball Alley. Beyond, you see what Lulu described to you as the Ashen Plains, a vast wasteland full of demons and devils, where life is cheap and eternal wars are waged. To you, from here, it just looks like a crimson desert. It almost looks inviting.

You are distracted, pondering what adventures and horrors will await you next, and almost do not notice the large shadow dropping from a high ridge to your left. With a resounding crash, Mad Maggie's giant Infernal War Machine slams into the road beside you. You see the old hag's wrinkled blue face peer at you. She licks her lips, twists the corners of her mouth up into a smile as wide as her head, and claps her hands.

"Oh-ho-ho-ho! Tricky ones, these are. What a shame! I was so looking forward to having eye-scream for dessert," Mad Maggie cackles, and then claps her hands again. "My babies, my *madcaps*, do your *worst!* No survivors!"

At the hag's orders, four fey creatures leap off of one of Maggie's machine's towers and onto the roof of your vehicle. One of them crawls down to your front window, and you get a good look at its face: unlike the other redcaps, these terrible little foes are covered in grotesque slime that seems to have mutated their face and caused most of their hair to fall out.

"Madcaps!" Lulu warns you. "They are *really* bad news. They can explode, sometimes for no reason at all! If you want me to, I can drive and you can climb up and try to knock them off before they blow up."

If you climb up to the roof of the Infernal War Machine to confront the madcaps, **go to B61.**

If you want to use **an elemental gem (water)** to summon an ally to deal with the madcaps instead, **go to B62.**



B61 - Nearing the End of Fireball Alley

Against your better judgment, you push open the driver's side door. For a moment, your vehicle swerves out of control and you nearly tumble out into the middle of the road. Lulu takes control of the wheels however, and with a strong heft, you pull yourself up onto the hood of the Infernal War Machine. You can feel the wind rushing past you, causing your garments to bluster. Carefully, you stand up, keeping your center of gravity low and hoping you don't fall off.

Four madcaps, with crazy eyes and slime dripping from their mouths, clamber up towards you, wielding oversized scythes. **Each madcap begins the encounter 5 feet away from you, on top of the 15 foot long and 10 foot wide roof of the Infernal War Machine.** Madcaps have no sense of self-preservation and will fight to the death, or until they spontaneously combust. Because of how unsteady it is to fight on top of a moving vehicle, **all characters have disadvantage on attack rolls for the duration of the encounter.**

Whenever a madcap takes damage, but is not defeated, it will use its next turn to climb down beneath the wheels of the Infernal War Machine; you may use your reaction to make an opportunity attack before they get away. Madcaps that have retreated beneath the vehicle are out of your line-of-sight and wait there, laughing maniacally, until they explode. If your Infernal War Machine takes 10 or more fire damage from exploding madcaps during this encounter, **mark damage to your Infernal War Machine.**

Because you are surrounded, you cannot spend **Destiny** points to escape this encounter, though you can spend **Destiny** points to survive and heal from damage that would otherwise kill you, as normal.

If you survive your encounter with the madcap marauders, you climb back into the passenger side of the vehicle, as Mad Maggie curses you in an infernal tongue. **Go to B63.**

Madcap Marauder

Small fey, chaotic evil

Armor Class 11

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	11 (+0)	8 (-1)	6 (-2)	10 (+0)

Senses darkvision 60ft., passive perception 8

Damage Resistances poison

Damage Immunities fire

Languages Common, Sylvan

Challenge 1/8 (25 XP)

Self-Combustion. When the madcap's current hit points are less than their maximum, at the end of its turn it explodes in a small ball of hellfire and dies. Any creatures within 10 feet of the explosion must make a successful DC 12 Dexterity saving throw or take 4 (1d8) fire damage.

Actions

Scythe. *Melee weapon attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8+1) slashing damage.



B62 - Nearing the End of Fireball Alley

You pull out the small gem you took from the tomb, when you first arrived in Avernus, and hold it in your hand. You whisper a word of power and squeeze the gem, and it shatters in your palm. From its shards, a swirling creature the size of a human and made up entirely of crystal clear water springs forth. You barely manage to kick open the driver's side door, choking on some of the water to ask the creature to protect your vehicle from the fey creatures atop of it.

With the sound of a crashing wave, the water elemental stretches up through the open door and disappears onto your roof. You can hear the chittering and insane laughter of the madcaps above you for but a few seconds, before you witness a waterfall crashing down on all sides of the Infernal War Machine. **Make a DC 13 Dexterity saving throw.** You have disadvantage on your saving throw if you have marked on your character sheet the **Driving on a Flat Tire** trait.

If your saving throw fails, your vehicle crashes viciously into the side of Mad Maggie's much larger Infernal War Machine, and you take **2d6 bludgeoning damage**; if you take 10 or more bludgeoning damage, also **mark damage to your Infernal War Machine.**

After the impact, you crane your neck to look back through your rear window. You see the four madcaps in the middle of the road behind you, being drowned by the water elemental. A moment later, Mad Maggie's Infernal War Machine unceremoniously runs the madcaps and elementals over. Several of the madcaps explode, but it does not seem to slow the hag's vehicle down at all.

Remove the **elemental gem (water)** from your inventory, and then **go to B63.**

B63 - Nearing the End of Fireball Alley

"No one escapes Mad Maggie and her Marauders!" the hag cries out from atop the hood of her massive Infernal War Machine, as it pulls up right beside your vehicle once again. She pulls a lever, and the wrecking ball on the back of the vehicle begins to spin around in dangerous circles. You ready yourself for the worst ... and then, a miracle happens.

The spinning wrecking ball crashes into the side of a jutting cliff, and in moments, a massive rockslide falls from the side of the mountain and buries Mad Maggie and her machine. You swerve to the right,

barely avoiding a tumbling boulder, and speed away. You only look back at the wreckage once. There, Mad Maggie claws out of the rubble and stands up weakly.

You can just make out Mad Maggie shaking an angry fist in your direction, before you escape out into the Ashen Plain, leaving the hag and scorched roads of Fireball Alley behind you. **Go to B64.**

B64 - Driving Through the Ashen Plains

After a short drive through the desert, you reach the Ashen Plains. Everywhere that your eyes can see, a vast blackened wasteland stretches out towards the horizon. Noticing that you seem exhausted from your adventures, Lulu offers to drive for a while.

"You need to rest, friend! Don't worry. I'm *very* good at driving," she tells you with a hollyphant's bright confidence. The tiny creature blows her trunk, spraying you in the face with colorful sparkles. Moments later, exhausted, you drift to sleep.

During your ride through the Ashen Plains, you sleep peacefully, dreaming of home and the people you care about. You only awaken for brief moments, and when you do, you look momentarily through the passenger window of the Infernal War Machine. There you glimpse vignettes of what life must be like in Avernus; you see bloody battles of gigantic demons fighting legions of devils, ragged wanderers with dead eyes and hopeless expressions, and pools of writhing maggots with humanoid faces damned to a loathsome eternity. Each time you open your eyes, you close them quickly to shut out the horrors of hell, and then you drift back to sleep with the help of Lulu's magic.

At last, after many hours, you awaken and realize that your vehicle has stopped. Looking out through the front window, you see a wide, dark river banked by a shore of black rocks. Lulu is sitting atop a dead tree stump, her back to you, looking out over the river and an ancient bridge that seems to cross it. Beyond the bridge, you can see a small two-story tower. A purple light shines from a window of the tower's second story, pulsing every few seconds.

Advance your character to level 3, gain the benefits of having taken a long rest, and then go to B65.



B65 - At the Bank of the River Styx

You leave the Infernal War Machine, and go to sit next to Lulu. The hollyphant looks uncharacteristically sad while she looks out across the river to the tower, and her big ears droop down to her shoulders.

If you have marked on your character sheet the **Hollyphant Whisperer** trait, then **go to B66**.

Otherwise, continue reading.

"I- I've really enjoyed our adventure together. It's been so much fun," Lulu admits to you, ruefully. "I think I used to be something of an adventurer, once, a long, *loooong* time ago. I don't remember that life very much anymore. Just stinky Avernus, and all of the evil things that happen here."

You follow Lulu's gaze across the bridge to the tower. The purple light inside pulses steadily, almost like a heartbeat.

Lulu looks up at you and continues talking, sounding suddenly cheerful and more herself again. "But you know what? Avernus needs hollyphants and heroes and good people to make it better here! Sometimes I get sad, and sometimes I forget things, but maybe I'm supposed to be here. But not you, friend! It's time for you to go home. There's a portal in that tower there that will take you back. But before you go, you may want to freshen up a bit. You're a little ripe!"

The hollyphant curls up her trunk after sniffing you, but there is a twinkle in her eyes that tells you she is only playfully teasing.

If you bathe in the river before heading to the tower, **go to B67**.

If you decide not to bathe before returning home, **go to B68**.

B66 - At the Bank of the River Styx

"I don't *want* you to go," Lulu begins to weep, her voice quivering as tears stream down her trunk. "You're the first real friend I've had since I can remember."

After crying quietly for a few moments, the hollyphant reminds herself aloud, "But it's the right thing to do. Avernus is no place for a mortal. You *have* to go home, have to live your life, and be a happy, brave adventurer. I- I'm just going to miss you."

And then Lulu throws herself at you, hugging you with her tiny arms, her strong trunk, and her four flapping wings. The embrace lasts for a long time, before she finally breaks away and lifts up into the air. "All of that crying made me thirsty!," Lulu squeaks out as she wipes a tear from one of her eyes. "I'm gonna go get a drink, and then I'll take you the rest of the way."

If you have marked on your character sheet the **Oathbound** trait, and want to warn Lulu not to drink the river water, **go to B69**.

If you have marked on your character sheet the **Oathbound** trait, but decide not to warn Lulu about the river water, then **go to B70**.

Otherwise, **go to B71**.

B67 - At the Bank of the River Styx

You agree that you could use to wash up before returning home. It's been a very long day, after all. While you prepare to bathe, Lulu quietly slurps up the dark water from the river through her trunk. She is oddly quiet as she does so, perhaps lost in thought.

Finally, you wade into the calm, relaxing water. As you feel the rippling river wash over you, you feel your worries fade away. That sensation fades, however, and you begin to feel anxious: you find yourself forgetting things.



*How did you come to be here? Where are you?
And what exactly is this strange winged elephant
creature that is watching you?*

You drag yourself up out of the river, your head spinning with unanswered questions as you try to get a hold of yourself. You can feel your memories slipping from your grasp, and you realize with growing horror that it must have been something in the water. You find your amnesia coming and going, and concentrating on your surroundings has become much more difficult.

"That way. I *think*," Lulu flitters up next to you, hovering awkwardly in the air. The hollyphant's voice is distant and tired. You follow her pointing trunk to the tower across the bridge. From its second story, a purple light pulses with the rhythm of a heartbeat.

Slowly, moving like zombies, the two of you make your way together towards the tower.

Lose 1 point of **Destiny**, then note the following traits on your character sheet: **Lulu Drank** and **Bathed in the River Styx**. Then, **go to B73**.

B68 - At the Bank of the River Styx

"Suit yourself!," Lulu responds when you tell her that you don't need to bathe. "Just remember that good hygiene is one of the brave adventurer's best weapons! Anyhow, wait for me at the bridge. I need to hydrate. All of that excitement has made me *thiiirsty!*"

You leave the shore and head up to the bridge to wait for Lulu. The minutes pass, and you are beginning to get worried about the little hollyphant, before she finally flies up over a hill on the shore to meet you. As she approaches, her wings flap lethargically and there is a confused look in her eyes. She almost bumps into you, before she changes directions and begins to fly slowly over the bridge and towards the tower beyond. You can see that purple light, pulsing from the second story of the tower.

"This way. It's this way, I *think*," Lulu drones in an uncharacteristically monotone voice. You quickly follow to catch up. Note the following trait on your character sheet: **Lulu Drank**. Then **go to B73**.

B69 - At the Bank of the River Styx

You stop Lulu, and tell her of the warning Sir Albin gave you about drinking from the River Styx. She looks surprised as you explain to her what the old

ghost said of her lost memories since coming to Avernus. She almost seems to not believe you, until you mention the name of the Archdevil Zariel. You can see the hollyphant's eyes flickering side-to-side rapidly, as though her old and forgotten life is flashing before her eyes.

After a few moments of stunned silence, Lulu whispers, "Zariel. She was so *good*, once. But when we came here to Avernus, to fight the demons and the devils ... something changed. Oh, how I wish I could remember. I remember some things, though. I remember how I used to sing to Zariel when she was angry, and it would calm her down. And when I was sad, she would play her harp, and hold me. She- she was my very best friend."

Lulu looks so sad that you cannot help but embrace her. She squeezes you back with her trunk and says, cheerfully "It's okay! I believe what Sir Albin said. It's never too late for redemption. I'm not gonna give up on Zariel. And maybe you could help! Can I see that ball that I made for you?"

You offer the hollyphant the ball of sparkles, and as you hold it out for her, you can feel an overwhelming sense of love and goodness in your heart. Lulu takes the sphere with her trunk and begins to sing.

You listen to the song's tale of two dear friends, a faerie and a halfling from different worlds, who are only able to speak to each other through the veil of the feywild one night each year when the green star L'un-zi shines brightest in the night sky. The song is sad and hopeful, just like Lulu, and you find yourself entranced by the hollyphant's magical voice. **Go to B72**.

B70 - At the Bank of the River Styx

Note the following trait on your character sheet: **Mean to Hollyphants**.

You leave Lulu to drink from the dark waters of the river, and head up to the bridge to wait for her. After ten minutes, she finally flies up over a hill on the shore to meet you. As she approaches, her wings flap lethargically and there is a confused look in her eyes. She almost bumps into you, before she changes directions and begins to fly slowly over the bridge and towards the tower beyond. You can see that purple light, pulsing from the second story of the tower.



"This way. It's this way, I *think*," Lulu drones in an uncharacteristically monotone voice. You quickly follow to catch up. Note the following trait on your character sheet: **Lulu Drank**. Then **go to B73**.

B71 - At the Bank of the River Styx

You leave Lulu to drink from the dark waters of the river, and head up to the bridge to wait for her. The minutes pass, and you are beginning to get worried about the little hollyphant, before she finally flies up over a hill on the shore to meet you. As she approaches, her wings flap lethargically and there is a confused look in her eyes. She almost bumps into you, before she changes directions and begins to fly slowly over the bridge and towards the tower beyond. You can see that purple light, pulsing from the second story of the tower.

"This way. It's this way, I *think*," Lulu drones in an uncharacteristically monotone voice. You quickly follow to catch up. **Go to B73**.

B72 - At the Bank of the River Styx

When Lulu finishes singing, the hollyphant stretches out her trunk and puts the ball of multi-colored sparkles back into your hands. When you take it, you can hear the song all over again, as though it were being sung inside your mind. Carefully, you put the sphere away.

Replace **a ball of multi-colored sparkles** with the following item in your inventory: **Lulu's Song**. So long as the singing sphere is in your possession, you can recall Lulu's song, and have advantage on saving throws against being charmed or frightened.

"If you ever meet Zariel, will you give her this and tell her that it's from Lulu?" Lulu asks. When you agree, she squeals with joy and flies in excited circles around your head.

"Thank you! No, really. For *everything*! Now I know what my purpose is here in Avernus. I'm going to save Zariel! And then ... maybe, just maaaybe ... *the whole wide world*!" Lulu trumpets, batting her eyes hopefully. When she finally calms down, she sucks in a deep breath through her trunk and adds, "Okay then, my new Bestest-Friend-Forever! Let's get you home, where you belong."

Lulu flies off towards the bridge, humming her song through her trunk and whistling happily. You scramble to keep up. Note the following trait on your character sheet: **Lulu's BFF**, and then **go to B73**.

B73 - Inside the Crumbling Tower

You cross the bridge over the dark river and approach the old tower on the other side. As purple light from its second story window beckons you, you can see streaks of fire falling from the crimson sky in the distance. Eager to escape Avernus once and for all, you do not hesitate once you reach the tower's crumbling granite walls. With Lulu flying beside you, you push hard on the ruin's thick, wooden door. It creaks open with an ancient groan, and you step inside.

You expected the first floor of the tower to be a small, circular space, but instead you find yourself in a long hallway bathed in eerie, blue and purple light. At the far end of the hall is a set of stairs. You advance quickly on the stairs, but after several steps into the corridor, your breath begins to fog the air and your skin begins to crawl. Your chilled breath expands and grows into a large cloud before you, and out of it materializes a beautiful, severe-looking woman with short, fiery hair. She wears black leather and a horned crown.



The woman holds up her hands, just inches from you, and fire dances off of her finger tips. She smiles at you and says, in a honeyed-tongue, "Poor creature. Stuck here, in this hell, against your will. My, my, my. What a terrible fate for one with so much *potential*."

This close to her, you can smell the sulfur on the woman's breath.

"Of course, you are not the first mortal to want to return to their own plane of existence through my tower. Things are not so easy, are they? In Avernus, everything has a price. Would you care to hear mine?"

If you have marked on your character sheet the **Lulu Drank** trait, then **go to B74**.

Otherwise, **go to B75**.

B74 - Inside the Crumbling Tower

"What beautiful hair you have, lady," Lulu tells the strange woman standing in your way, as she flitters in the air behind you. You glance over your shoulder and notice that Lulu's tiny eyes are glazed over.

"Why, thank you, dear hollyphant. I am no lady, of course. I am *T'an-mo*, a simple devil making her way in Avernus. Yet do not judge me for how I was born: I find most of my kin repulsive and cruel. But come, let us speak to matters more important," the she-devil speaks gently, her voice sweet and sympathetic. **Go to B76**.

B75 - Inside the Crumbling Tower

"Be careful, friend!" Lulu blurts out, waving her trunk aggressively at the woman standing in front of you. "That is *T'an-mo*, the devil that guards the tower. It's said that when *T'an-mo* barbers, you must never accept her first offer!"

T'an-mo's eyes narrow wickedly at the hollyphant and she sucks in air through her teeth, making a sort of backwards hissing sound.

"I am a fair devil. The fairest in Avernus, wouldn't you agree?" the beautiful devil says sweetly, touching the side of your face with a gentle finger. Her touch is almost painfully cold. "But so be it. Let us get to the bargaining."

Lulu hovers closer to you and whispers into your ear, "Hollyphants have no power over *T'an-mo*. If

you deny her deal, she will try to destroy you. I- I won't be able to help. OOH! Please, *be careful*."

Lulu hugs you around your neck, and then the hollyphant flitters back behind you to watch you deal with the devil. **Go to B76**.

B76 - Inside the Crumbling Tower

T'an-mo settles her hands on her hips and smiles at you. For a moment, you can see a hellish blaze swirl in her irises. "My offer is simple, mortal. You will die here, in Avernus, or suffer a worse fate yet. I will let you pass through the portal in my tower and return safely to your world. In exchange, I ask only for your soul when you die. You may live your life happily, and in death, you will serve me ... in any way that I see fit. Certainly that does not sound so bad, *mmh?*"

With a snap of her wrist, a piece of parchment appears in her hand, and on it is a fully written contract. Strangely enough, you seem to be able to read the contract.

I, _____, agree to sell my soul for all eternity to T'an-mo. In doing so, I will serve T'an-mo upon collection of my soul, in whatever manner she sees fit. I agree to be unable to act against T'an-mo, disobey her orders, or otherwise scheme to nullify this contract's binding magics.

I, T'an-mo, agree to allow this mortal to pass through my Tower and its portal, and do what else is in my power to help them return safely to their own plane of existence. I agree to be unable to take any action to hasten this mortal's death, or otherwise interfere with their right to live a normal life.

You read and re-read the contract carefully, considering the heavy offer. Glancing down to your hand, you realize that somehow you have come to be holding a quill. Droplets of your blood trickle out of a small gash on the palm of your hand, and that same blood drips from the tip of the quill.



If you sign the contract, then note on your character sheet the following trait: **Sold Your Soul**, and then **go to B77**.

If you demand a better deal, **go to B78**.

If you attack T'an-mo, **go to B79**.

B77 - Inside the Crumbling Tower

When you sign the contract in your own blood, its infernal script catches aflame. T'an-mo smiles coyly at you and rolls the parchment back up. "The portal is just up the stairs" she tells you, easily. The devil then leans in to give you a kiss on your forehead, her lips so cold that it sears your flesh. Take **1d10 necrotic damage**.

"Good doing business with you, my dear, sweet, delicious mortal," the devil whispers into your ear. And then she, and the contract you signed, are simply gone.

Your heart pounds in your chest with the weight of what you have just done. You know that your life will never be the same, but feel hopeful that you will at least escape Avernus. You turn to Lulu, who says nothing, only offering a small, disapproving shake of her elephantine head.

Together, silently, the two of you walk to the end of the ruined corridor and climb the crumbling stairs to the top of the tower.

Lose 1 point of **Destiny**, and then **go to B87**.

B78 - Inside the Crumbling Tower

Unwilling to sell your soul for all of eternity, you demand that T'an-mo offer you a better deal. She hisses at you and clacks her tongue to the roof of her mouth three times. She looks you up and down, very slowly, as though she were eyeing a piece of meat at the marketplace.

And then, at last, she asks you a simple question. "In Avernus, we barter with souls. If you will not sell me yours, then your counter-offer must be very charitable, indeed. Tell me, what souls will you offer me?"

You ponder the question carefully, knowing that at any moment, the devil could grow tired of this matter and turn on you. **Go to B80**.



B79 - Inside the Crumbling Tower

You decide that you've heard enough from T'an-mo, and spring into action. Lulu flies away from the fight, chirping, "I'm sorry! I can't help against some devils, like T'an-mo! J-just, be careful and don't hold anything back!"

As you move to attack, T'an-mo summons hellfire that dances over her palm and across her finger tips. She grins wickedly at you, and you watch as her beautiful face rots away into something resembling a horned skeleton with a devilish purple light that escapes her empty eye-sockets and open, fanged mouth. She speaks with a voice like a rumbling volcano, and her breath stinks of brimstone.

"So, you want to be a *hero*? Fool! There are no heroes in Avernus," she hisses a moment before battle is met. If you have marked on your character sheet the **Fear of Bony Things** trait, then your courage falters and you must **make a DC 13 Charisma saving throw at the start of your turn**; until you succeed a Charisma saving throw, all of your attacks have disadvantage and you must attempt the saving throw again at the start of your next turn.

T'an-mo begins the encounter 10 feet away from you in the 10 foot wide corridor, and you begin 70 feet from the stairs leading upward. She has already cast *Mage Armor* on herself before the encounter, and proceeds to attack you with her burning hands spell. If you get within melee range of the devil, she uses the *Misty Step* spell to retreat further down the corridor. If you try to move past her to run up the stairs, she will use her reaction to cast *Burning Hands* on you, and then on her turn use her movement action and cast *Misty Step* to block your way forward again. If you use **an elemental gem (water)** to summon a water elemental to aid you in the encounter, T'an-mo will cast her *Banishment* spell on the elemental to try to counter its threat.

If you manage to injure T'an-mo by reducing her health to half of its maximum, on her next turn, she casts her *Teleportation* spell to vanish from the tower, and the encounter ends.

T'an Mo

Medium fiend (devil), lawful evil

Armor Class 11 (14 with mage armor)

Hit Points 60 (11d8+11)

Speed 30 ft.

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

Saving Throws Con +3, Cha +6

Skills Arcana +5, Deception +6, Insight +6, Perception +4, Persuasion +6

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

Condition Immunities charmed, frightened

Senses darkvision 60ft., passive perception 14

Languages Common, Infernal

Challenge 3 (700 XP)

Devil's Bargain. Any creature that has signed a contract with T'an-Mo that finds and abuses a loophole to escape the contract, or otherwise has the trait **T'an-Mo's Mortal Enemy** marked on their character sheet, is vulnerable to all damage dealt by T'an-Mo.

Devil's Sight. Magical darkness doesn't impede T'an-Mo's darkvision.

Innate Spellcasting. T'an-Mo's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

At will: *Burning Hands*, *Detect Evil and Good*, *Disguise Self*, *Mage Armor*, *Minor Illusion*, *Misty Step*

2/day: *Banishment*, *Teleportation*

Actions

Burning Hands. Each creature in a 15-foot cone of T'an-Mo must make a DC 14 Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. T'an-mo can cast burning hands as a reaction when a character within 5 ft. of her uses their movement to move further away, but the spell can only target the moving character.



If you decide to **escape this encounter**, you must spend **3 points of Destiny**. You manage to push past T'an-mo and race up the stairs. Not looking back, you can hear Lulu trumpet her trunk triumphantly, calling after you, "Run! Run, friend! And don't forget me!" T'an-mo's hateful screams chase you up to the top of the tower, where you find a large portal glowing with a purple light. With no time to waste, you leap into the portal without abandon. Note the following trait on your character sheet: **T'an-Mo's Mortal Enemy**, and then **go to B88**.

If you defeat T'an-mo, or T'an-Mo flees, Lulu gives you a big hug. Without any other obstacles in your path, the two of you quickly make your way up the crumbling stairs to the top of the tower. Add the following trait to your character sheet: **T'an-mo's Mortal Enemy**, and then **go to B87**.

B80 - Inside the Crumbling Tower

You consider your counter-offer to the devil T'an-mo carefully. Behind you, you can hear Lulu's small wings flutter nervously.

If you have **a soul coin**, and want to offer it to T'an-mo, then **go to B81**.

If you have **an elemental gem (water)**, and want to offer it to T'an-mo, then **go to B82**.

If you have both **a soul coin** and **an elemental gem (water)**, and want to offer them both to T'an-mo, then **go to B83**.

If you have marked on your character sheet both the **Mean to Hollyphants** and **Lulu Drank** traits, it occurs to you that you might offer Lulu's soul to T'an-mo. If you decide to make this offer, **go to B84**.

Otherwise, you decide to tell T'an-mo to pick her price, so long as it is not your soul. **Go to B85**.

B81 - Inside the Crumbling Tower

You produce a soul coin in your hand and hold it out to offer T'an-mo. She laughs in your face, the sound both sweet and scary all at once.

"A single soul coin? What, did you steal this from a warlord? Some bandit? Ha! Come now, dear mortal, I *know* that you can do better than that."

You look down at the coin in your hand and realize that you are going to have to offer more if you want the devil to agree to let you escape Avernus.

If you make another offer, then **go to B80** and make a choice that you have not made before.

If you decide to attack T'an-mo instead, then **go to B79**.

B82 - Inside the Crumbling Tower

You produce **an elemental gem (water)** in your hand and hold it out to offer T'an-mo. She considers it for a long moment, clacking her tongue to the roof of her mouth three times as she ponders your offer.

"The soul of a water elemental is rare, indeed, here in Avernus. Still... I think... no. As much as I enjoy collecting rare things, I am simply too fond of you to allow you to leave here so cheaply. What else do you have to offer?"

You look down at the swirling blue gem in your hand and realize that you are going to have to offer more if you want the devil to agree to let you escape Avernus.

If you make another offer, then **go to B80** and make a choice that you have not made before.

If you decide to attack T'an-mo instead, then **go to B79**.

B83 - Inside the Crumbling Tower

You hold out **a soul coin** in one hand and **an elemental gem (water)** in the other. T'an-mo smiles at you, and you can see now that her tongue is forked like a snake's.

"Oh, my. You have got my attention. Offering two souls for the price of one is a scrumptious bargain. And yet... I simply cannot quit you, my dear. I want you. Tell me why I should let you go so easily?"

You have piqued T'an-mo's curiosity, but you also know that your next words could cost you your very soul. **Make a DC 16 Charisma (Persuasion) check**.

If your check succeeds, then T'an-mo reluctantly accepts your offer, presenting you a new, simpler contract. You feel certain that you will not receive a better deal from the devil, and steady your hand to sign the parchment in your own blood. Note the following trait on your character sheet: **Soul Sacrificer**, and then **go to B77**.

If your check fails, then T'an-mo kindly rejects your offer. "I still think that you are holding out on me, *dear one*," she says with an entrancing smile.



If you make another offer, then **go to B80** and make a choice that you have not made before.

If you decide to attack T'an-mo instead, then **go to B79**.

B84 - Inside the Crumbling Tower

"N-n-n-nooo! You were supposed to be my friend!" Lulu shrieks out in terror as you barter her soul to the devil.

T'an-mo clicks her tongue to the roof of her mouth three times, and smiles so wide that you can see her skin begin to crack along her cheekbones. She hisses, with a voice that sounds like ash, "You foolish hollyphant. No one is anyone's friend in Avernus!"

The devil raises her arms and begins to chant in an infernal tongue, flame dancing from her palms. Lulu shakes with fear, and does her best to blow through her trunk as hard as she can. This time, though, no sparkles trumpet. The only sound the frightened hollyphant makes is a sad, weak whine, before she is engulfed by two columns of hellfire. Your stomach churns as you watch Lulu burn alive, her golden fur peeling away from the flesh beneath it. After several moments that feel like an eternity, the poor hollyphant stops twitching on the ground.

"Zariel... forgive... me," Lulu whimpers with her last breath. And then, she is gone.

You feel numb as T'an-mo presents to you a new contract, exchanging Lulu's soul for your ticket out of Avernus. You raise a shaking hand to sign, knowing that what you have done is an affront to the Gods and everything good in the world. But at least, for now, your actions have allowed you to escape the hell that undoubtedly waits for you.

Note the following trait on your character sheet: **Damned**, and then **go to B86**.

B85 - Inside the Crumbling Tower

Uncertain of what else you have to offer, you ask for the devil to name her price to allow you to leave Avernus. This pleases her greatly. She snaps her fingers and presents a new contract for you to sign in your own blood.

I, _____, agree to, upon the yearly anniversary of signing this contract, sacrifice the soul of one sentient, innocent person to T'an-mo. To do so, I swear to call upon T'an-mo by name and look the chosen sacrifice in the eye, before I cut out their heart. I agree to be unable to act against T'an-mo, or to attempt to harm her in any manner. This agreement shall be binding until the day of my death.

I, T'an-mo, agree to allow this mortal to pass through my Tower and its portal, and do what else is in my power to help them return safely to their own plane of existence. I agree to be unable to take any action to hasten this mortal's death, or otherwise interfere with their right to live a normal life.

You finish reading the contract and shiver with dread at the weight of what T'an-mo is asking.

If you sign the contract, then note on your character sheet the following trait: **Reaper of Souls**, and **go to B77**.

If you rebuke T'an-mo's offer and attack the devil, then **go to B79**.

B86 - Inside the Crumbling Tower

When you sign the contract in your own blood, its infernal script catches aflame. T'an-mo smiles coyly at you and rolls the parchment back up. "The portal is just up the stairs," she tells you, easily. The devil then leans in to give you a kiss on your forehead, her lips so cold that it sears your flesh. Take **1d10 necrotic damage**.

"Good doing business with you, my dear, sweet, delicious mortal," the devil whispers into your ear. And then she, and the contract you signed, are simply gone.

Your heart pounds in your chest with the weight of what you have just done. You make the lonely walk up the crumbling stairs to the top of the tower. There, you stand before a large purple portal that pulses every few seconds with a steady rhythm. You close your eyes tightly, trying to forget everything you have been through since you came to Avernus, and prepare to step through.

Lose 1 point of **Destiny**, and then **go to B88**.



B87 - Inside the Crumbling Tower

You and Lulu reach the top of the tower, and you find yourself in a small, circular room with crumbling granite walls. In the center of the room is a large portal that pulses rhythmically with a bright purple light. Your gaze turns briefly to the paneless window on the front of the tower wall, and through it, you can get a glimpse of the hell that is Avernus outside.

"I don't want to say goodbye," the hollyphant tells you, tearfully. She floats next to you and lands at your feet, looking up at you with great fondness in her eyes. "I wish that I knew how to tell you how much helping you find your way home has meant to me. I- I think I used to do a lot of good things for people, a long time ago. I think that I'm gonna stay here and try to help more people like you. Avernus might be a bad place, but even the worst places can be made better with a little more friendship, and a little more hollyphant magic!"

Lulu wraps her trunk around your leg and hugs you at your waist. She pleads, softly, "Just don't forget me when you're gone. And... thank you for giving me a chance to be myself again. I promise I won't forget you, either. *No matter what.*"

You stand there for quite some time, with Lulu wrapped around you, not able to let you go. Finally, the hollyphant releases you and flies back to sit on the ledge of the window. She waves at you and blows her trunk, filling the air with rainbow-colored sparkles that make you feel warm and loved.

"Not goodbye. Until I see you again! Now go become a great big, *AWESOME* adventurer!," Lulu says cheerfully in her sing-song voice. And then you step into the purple light of the portal, ready to leave Avernus at last. **Go to B88.**

B88 - Inside the Crumbling Tower

You step through the portal and its purple light changes, glowing with a deep crimson hue. You are overwhelmed by a sense of weightlessness, as though you were floating mid-air. And then gravity pulls on you and all the light in the world goes dark. You feel like you are falling, faster and faster and faster! You are certain that you will crash into the ground and shatter like glass at any moment. Just when you believe you cannot take it anymore, you no longer feel as though you are falling.

In fact, you can feel nothing at all. **Go to C1.**



CHAPTER THREE: THE LADY IN GREEN

C1 - Inside the Lady's Cave

You open your eyes and find yourself lying down and staring up at a stone ceiling covered in crystals. The air around you is cool and refreshing, soothing your sand-stung lungs. Sitting up, the soft grass gives way under your fingers, cushioning your efforts to stand. Behind you a familiar portal pulses with energy, bathing the cavern you're in with a soft purple light. You're out of Avernus and back in the Lady in Green's cave.

Down the tunnel is the sound of clicking footsteps against stone. The Lady in Green's voice calls out sweetly as she comes into view. Her eyes are downcast, fiddling with an intricate wreath of flowers.

"Zariel, I didn't expect you to be back so soon-" She stops in her tracks as she notices you, her eyes narrowing at you. "You! How did you get back here? No one ever returns from Avernus..."

The Lady in Green's wreath slips from her fingers and falls to the ground. You can see green magical energy start to form around the Lady's hands, as prepares to either attack you or send you back to hell.



If you try to placate her with an offering or gift, **go to C2**.

If you try to convince her that Zariel allowed you to return to the Material plane, **go to C7**.

If you decide to attack her, **go to C15**.

C2 - Inside the Lady's Cave

You decide to try to appease the Lady in Green with an offering, so that she might listen to you.

If you offer her **a flagon of mystery liquid**, then **go to C3**.

If you offer her **a vial of demon ichor**, then **go to C4**.

If you show her **Lulu's Song**, then **go to C8**.

Otherwise, you are a bit lost on what to offer her. **Go to C5**.

C3 - Inside the Lady's Cave

Miraculously throughout your series of misadventures, the **flagon of mystery liquid** that Shandalar had given you is still intact in your belongings. As you take it out of your pack, the Lady's eyes widen, and she holds out her hand.

Once you hand it over, the Lady immediately opens up the lid, takes a deep inhale of the contents, and smiles. She delicately takes a sip, closing her eyes to savour the taste. As she drinks, you can see small colourful flowers start to bloom in her hair, vines twisting their way up her goat-like legs and joining the greenery of her dress. When she opens her eyes again, they are a more vivid green, and they take you in with a serene clearness.

"Only the best blood and honey milk from the weird wizard," she says, her voice now calm and sweet, as lilting as a song. "If you had this, then I suppose you were sent by Shandalar himself?"

As you nod and tell her Shandalar's message, she inclines her head in understanding. "Well then, I suppose it is time for me to complete my end of the deal." She snaps her fingers and you blink, instantly arriving back in front of Shandalar's floating home beside the Lady in Green.

Remove a flagon of mystery liquid from your inventory, and note the following trait to your character sheet: **Delivered the Flagon**. Then **go to Chapter 4**.



C4 - Inside the Lady's Cave

Pulling the **vial of demon ichor** from your pack, you offer it out to the Lady in Green. She carefully plucks it from your hands, lifts it up to the light, and examines it thoroughly. As the ichor pulses in the soft purple light of the cave, the Lady lips curl into a wide yet insidious smile.

Before you can say anything, she closes her eyes, uncorks the vial, holds it up to her lips, and quickly drinks down down the ichor. As she swallows, you can see the hem of her dress start to turn from a dark green to a crimson red. The color spreads up her skirt and bodice until her whole dress is the same red of the Avernus sands.

Her eyes open once more to settle on you, and you can see that her irises are no longer a vibrant green, but rather black and pupilless. The Lady smiles at you, her teeth just a little sharper than you remember them.

"Thank you," she says, her voice soft but resonant, as if layered by other whispering voices. "This will make my visits to Avernus so much easier." Her hand rests on your shoulder, long nails digging in slightly. "I suppose you came here for a reason... tell me how I can repay this favor?"

You tell her Shandalar's message, and she inclines her head in understanding. "Let's waste no time then... I'm quite eager to see my beloved." She snaps her fingers and you blink, instantly arriving back in front of Shandalar's floating home beside the Lady in Green.

Remove a **vial of demon ichor** from your inventory, and note the following trait to your character sheet: **The Lady Drank Ichor**. Then **go to Chapter 4**.

C5 - Inside the Lady's Cave

Realizing that you don't have anything suitable to offer to the Lady in Green, your mind spins as you try to think of alternatives. The Lady looks at you, her eyes narrowing further as she assesses your silence.

"You don't have anything to offer, do you?" Her lips curl into an amused smile that doesn't quite reach her eyes. She realizes that she has you cornered. "But it would be quite rude to offer something and not deliver on anything."

She dances around you, her movements graceful and musical. She is close enough that you can smell the sickly-sweet flowers that entwine

themselves in her hair. As she circles back in front of you, she extends a hand out to you. "Let's make a deal then," she offers. "I'll let you leave untouched, so long as you agree upon fulfilling one favor for me sometime in the future. Anything that I ask!"

If you accept the deal, **go to C6**.

If you decline the deal, **go to C15**.

C6 - Inside the Lady's Cave

"Very good," the Lady in Green claps. She touches her hand to yours, and a rush of energy flows through you, followed by a burning sensation on your wrist. It's over before you can react, and the Lady in Green drops your hand. You lift your arm up to see a green-inked tattoo of a vine circling your wrist, a reminder of your deal now permanently carved on your flesh.

Note the following trait on your character sheet: **Fey-Sworn**. You now owe the Lady in Green a favor anytime she wishes to call upon it.

The Lady smiles at you now, satisfied with the outcome. "You may leave if you wish," she says, indicating the front of the cavern. You explain that you were originally sent here by Shandalar, and that you can't leave without delivering the message.

"Well, I suppose I can take some time to help the weird wizard," she says nonchalantly, stifling a yawn. She snaps her fingers and you blink, instantly arriving back in front of Shandalar's floating home beside the Lady in Green. **Go to Chapter 4**.

C7 - Inside the Lady's Cave

"Pah! You mean to tell me that Zariel allowed you to return?" The Lady in Green seems skeptical of your claim. "I'll need proof that you somehow convinced her you were worth the trouble, or that she liked you enough to let you leave her domain."

If you have **Lulu's Song**, then **go to C8**.

If you offer to answer a quiz about Zariel, then **go to C11**.

C8 - Inside the Lady's Cave

You produce the shimmering ball of multi-colored sparkles, a gift from your hollyphant friend, and hold it out to the Lady. While it is in your hands, you can hear Lulu's sad, sweet song echo in your ears. The Lady's eyes widen with shock, and as she



brushes her fingers across the glittering surface of the sphere, she begins to hum along with the song. You realize that she must somehow know this song too, and the emotion welling up in the Lady in Green's eyes betrays how much it means to her.

Finally, she pulls her gaze away from the ball and she looks back at you. "How did you get this?" she demands, her voice a mixture of sorrow and threat.

If you tell her the truth and reveal that Lulu gave it to you, then **go to C9**.

If you lie and tell her that Zariel allowed you to leave Avernus, then **go to C10**.

C9 - Inside the Lady's Cave

You tell the Lady in Green the truth, that you met and befriended Lulu, and that she bestowed this gift to you in the hopes that one day Zariel might be redeemed. As you describe the story of your adventure in Avernus with the hollyphant, and the promise you had given Lulu, the Lady's eyes fill with greendrop tears.

"Oh, Lulu... the sweetest and most faithful friend Zariel could've ever had," the Lady in Green says, her voice cracking slightly from old, haunting memories. "If she has given this to you, then you must hold onto it and do whatever you can to help spread Lulu's goodness to others in the world." She squeezes your hand holding onto the singing sphere longingly before she finally lets you go.

"But something brought you back here... why have you come here, to my home?"

You explain to the Lady that you still have a prior quest to complete: to send along a message from Shandalar and have her travel to his home. She nods in understanding, and holds out her hand. "Come then, let's go to see the wizard." With a snap of her fingers you blink, instantly arriving back in front of Shandalar's floating home beside the Lady in Green.

Note the following trait on your character sheet: **Made the Lady Remember**, and then **go to Chapter 4**.

C10 - Inside the Lady's Cave

You double down on your lie that Zariel let you leave Avernus alive. You spin a yarn about how Zariel gave the singing sphere to you as a token of good faith. **Make a DC 16 Charisma (Deception) check**.

If your check fails, the Lady's brows furrow with anger. "How dare you try to lie to me, you simple-minded mortal?!" Her hands begin to glow fiercely once more, and her expression twists with rage. **Go to C15**.

If your check succeeds, the Lady's eyes squint in confusion, but she nods at last. "An oddly... personal token from her, but I suppose Zariel has seen something in you that I have not." She reluctantly withdraws her hand from the ball of sparkles and takes a step back.

"Clearly you want to be back on this plane for a reason," she says. "Why are you here?"

You tell her Shandalar's message, and she inclines her head in understanding. "I see. I suppose I should fulfill that end of my bargain, then. And allow you to fulfill yours, as well." She snaps her fingers and you blink, instantly arriving back in front of Shandalar's floating home beside the Lady in Green. **Go to Chapter 4**.

C11 - Inside the Lady's Cave

"A quiz, you say?" The Lady in Green raises a brow, and then grows silent for a moment. When she speaks again, there is a certain fascination that lights up her eyes. "Interesting! Let's see how well you do." She smiles, more amused than anything.

"First question. If you know Zariel as well as you claim to, you know what she is beneath her human disguise. What is she?"

Make a DC 10 Intelligence (History) check. If you have marked on your character sheet the **Bathed in the River Styx** trait, you have disadvantage on your check. If you instead have marked on your character sheet the **Oathbound** trait, you automatically succeed.

If your check succeeds, then **go to C12**.

If your check fails, then the Lady in Green's lips twist in a sneer, having caught you in your lie. Her hands begin to glow with a fierce light, and she advances on you with a menacing grace. **Go to C15**.



C12 - Inside the Lady's Cave

"Yes, yes, an archdevil. But that was an easy one. Next question: who was her closest friend?"

Make a DC 13 Intelligence (History) check. If you have marked on your character sheet the **Bathed in the River Styx** trait, you have disadvantage on your check. If you instead have marked on your character sheet the **Lulu's BFF** trait, you automatically succeed.

If your check succeeds, then go to C13.

If your check fails, then the Lady in Green's lips twist in a sneer, having caught you in your lie. Her hands begin to glow with a fierce light, and she advances on you with a menacing grace. **Go to C15.**

C13 - Inside the Lady's Cave

"Lulu... a name I haven't heard in a long time. A sweet little thing, she was." The Lady's smile falters for a moment, realizing that you may know more than she expected. "Very well, then. Humor me with one final question: what was the great sin that caused Zariel to fall?"

Make a DC 13 Intelligence (History) check. If you have marked on your character sheet the **Bathed in the River Styx** trait, you have disadvantage on your check. If you instead have marked on your character sheet the **Lulu's BFF** trait, you have advantage on your check.

If your check succeeds, then go to C14.

If your check fails, then the Lady in Green's lips twist in a sneer, having caught you in your lie. Her hands begin to glow with a fierce light, and she advances on you with a menacing grace. **Go to C15.**

C14 - Inside the Lady's Cave

"Betraying the forces of heaven, to rule in hell. The lowest moment of a once proud angel. Yes... such a pity." The Lady's head bows low and her shoulders slump forward, the most unguarded you've yet seen her. She continues, her voice full of regret, "I tried to tell her that going to that final battle wasn't a good idea. I was afraid that she would never come back. And in the end, though she did return, she was never really herself again."

The Lady takes a deep breath and then sighs. She looks up to lock eyes with you, her expression soft

and vulnerable. "If Zariel did allow you to be free of Avernus... perhaps she's taken her first steps down the path of goodness. Perhaps it is not too late for her."

The Lady in Green extends a hand out to you. "I apologize for how I have treated you. Is there something I can do to help you?"

You explain that you are here on a mission from Shandalar, and that he requires the help of her magic at his home.

She inclines her head in understanding. "Then let us go, shall we?" She snaps her fingers and you blink, instantly arriving back in front of Shandalar's floating home beside the Lady in Green.

Note the following trait on your character sheet: **Made the Lady Remember**, and then **go to Chapter 4.**



C15 - Inside the Lady's Cave

The Lady in Green seems determined that you will never escape her home alive. You believe that the only way out of this situation, once and for all, is to fight for your life.

During this encounter, **the Lady in Green begins 15 feet away from you**. She attempts to keep you restrained with her *Entangle* spell, or her luring song if her *Entangle* spell proves ineffective. Once you are restrained or incapacitated, she uses her dark kiss attack to drain you of your lifeblood.

If you have a **bag of salt**, you can **make your choice of a DC 13 Intelligence (Arcana) or Intelligence (Religion) check**.

If your check succeeds, you can use your action to form a protective salt circle around you with a 5 foot radius. This prevents the Lady from touching you, or using melee attacks against you, for as long as you remain within the circle. If you have protected yourself this way, she will use her luring song to try to charm you to leave your protective circle and walk right into her embrace. Otherwise, she will attack you at a distance of 10 feet with her *Eldritch Blast* spell.

If you decide to **escape the encounter**, you must spend **2 points of Destiny**. Just when it seems all hope is lost, as the Lady in Green clutches onto you, her fangs scraping across your neck, the portal behind you flares. The purple light grows brighter, almost blinding, and the Lady shrinks away to cover her eyes. You use the opportunity to pull away from her grasp, and somehow manage to snap the chain of her necklace. The necklace's cold pendant falls, and you snatch it out of the air. The Lady screeches in outrage and she reaches for you -- you can feel her fingers barely brush against your jawline, before she suddenly vanishes into thin air. The light of the portal fades back to a faint purple glow, leaving you alone in the cavern.

If you defeat the Lady in Green, her body lays still on the cave floor. After a few quiet moments, vines begin to grow from the ground, reaching up and curling around her seemingly lifeless form. In the span of a few beautiful moments, the Lady is cocooned in vines, leaves, and brightly colored flowers. The plants seem to whisper, their strange language echoing musically in the cavern, before they swallow the body into the earth. When all is still once more, there is nothing left of the Lady in Green but her pendant.

If you survive the encounter, then go to C16.

The Lady in Green

Medium fey, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 52 (7d8+21)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Wis +4, Cha +6

Skills Arcana +5, Insight +6, Perception +6, Persuasion +6

Condition Immunities charmed, frightened, paralyzed, poisoned, restrained

Senses truesight 120ft., passive perception 16

Languages Common, Celestial, Infernal, Sylvan

Challenge 2 (450 XP)

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

At will: *Calm Emotions*, *Entangle*, *Detect Evil and Good*, *Dancing Lights*, *Eldritch Blast*, *Faerie Fire*, *Minor Illusion*, *Silent Image*

Actions

Eldritch Blast. *Ranged spell attack:* +6 to hit, range 120 ft., one creature. Hit: 5 (1d10) force damage.

Dark Kiss. *Melee weapon attack:* +4 to hit, reach 5 ft., one creature that is restrained or incapacitated. Hit: 3 piercing damage and 2 (1d4) necrotic damage, and the target loses points of Constitution equal to the necrotic damage dealt. If the target's Constitution is reduced to 0, they fall asleep and peacefully die. Constitution lost this way can only be regained by taking a long rest, or by *Greater Restoration* or a similar spell.

Beguiling Song. The Lady in Green sings a magical melody. Every humanoid within 300 ft. of the lady that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The lady must take a bonus action on her subsequent turns to continue singing. She can stop singing at any time. The song ends if the lady is incapacitated.

While charmed by the lady, a target is incapacitated. If the charmed target is more than 5 ft. away from the lady, they must move on their turn towards the lady by the most direct route. Whenever a charmed creature takes damage, it can repeat the saving throw. A creature who is charmed can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it, and that creature is immune to the lady's luring song for the next 24 hours.



C16 - Inside the Lady's Cave

The pendant on the Lady in Green's necklace is a green gem encasing a small white flower. You can feel a strong magical aura emanating from the object, likely the kind of magic Shandalar might require at his home. As you reach down to examine it, the chain of the necklace snakes around your arm, the metal winding itself around you until the necklace rests comfortably around your neck. You feel a surge of energy course through you, and a faint glow appears around your hands. You look down in wonder and watch your garments transform, turning the same dark vivid green as the Lady's dress.

Note the following trait on your character sheet:

Fey-Touched. You now wield part of the Lady in Green's power.

Having survived quite an adventure, and armed with the Lady in Green's necklace and some of her fey power, you begin the long journey back to Shandalar's home. **Go to Chapter 4.**



CHAPTER FOUR: WHAT COMES NEXT

After a journey filled with trials and tribulations, you finally arrive back where you started your quest. Like before, the ladder up to Shandalar's floating home unravels itself, inviting you up. Climbing back onto the deck of his ship-turned-home, the weird wizard himself shuffles over to meet you excitedly.

With the help of the Lady in Green's power, you are able to revive the nature magic in the caverns below Shandalar's home and cultivate his mushrooms. Satisfied with your work, Shandalar rewards you with the 200 gold pieces as promised in the job posting. And with your quest completed, the wizard shoos you away, eager to continue his work to grow his mushrooms.

If only he knew everything you went through to help him with his weird mushrooms.

As you stand on the outskirts of Ulgoth's Beard alone, you think about your journey from Shandalar's home to the Lady in Green's cavern, and then to hell and back again. And while you know that your adventure has finally come to an end, you can't help but think this is the beginning of an even bigger story.



Playing Descent Into Avernus

You may decide to treat To Hell and Back Again, your character's first big adventure, as a prologue or prequel to Wizard of the Coast's epic campaign Baldur's Gate: Descent Into Avernus. If you do, your character will begin Descent Into Avernus more powerful than a normal first level character. Work with your DM to come up with a plan that makes the beginning of your next campaign fun and balanced for everyone at the table. Some options include:

If you used this adventure's option to set your character's hit points to their potential maximum for their level, re-roll your character's hit points normally before beginning your next adventure.

Reduce all characters in the party to 1st level, but allow them to retain any traits marked during this adventure. Any magic items in the characters' inventories, except for **a Crystal of Identify** and **Lulu's Song**, lose their special properties after 24 hours of them leaving Avernus and the Cloakwood, and are no longer magical.

Allow all characters in the party to remain at 3rd level, retaining any traits marked during this adventure and one magic item per character. Scale up the Challenge Rating of all encounters that take place before the characters reach Avernus by increasing the number of enemies present, dealing maximum damage to characters, or by other means. Additionally, characters only receive one quarter the normal experience points until they reach Avernus.

Destiny, Consequences, and Future Adventures

Being a true adventurer means making hard choices, and dealing with the consequences of your actions. Many of the choices you made in this adventure, and the outcomes you experienced, will have a lasting effect on your character in their many adventures to come.

- If you, or your party, finished the adventure with **4 or 5 Destiny points** remaining, then the exploits of your deeds in Avernus reach far across Faerûn, and any individuals or organizations with an interest in fighting the forces of hell may approach you to work with them. For as long as you maintain a good public reputation, you gain advantage on all Charisma (Persuasion) checks against NPCs who are dedicated to fighting devils and their servants.



- If you, or your party, finished the adventure with **2 or 3 Destiny points** remaining, you have survived your harrowing adventure relatively unscarred. However, during nights where a full moon can be seen, you find yourself haunted by the harrowing memories of your time in Avernus. Once per such a night, at your or a DM's discretion, you must make a DC 13 Charisma saving throw, or suffer from debilitating flashbacks that give you disadvantage on all ability checks and attack rolls for one hour.
- If you, or your party, finished the adventure with **0 or 1 Destiny points** remaining, you find that your flesh has been branded by the sign of Zariel: a flaming sword wreathed by a dark halo. The location of the tattoo is up to the player. The first time each day that a devil is within 100 feet of a branded character, the brand begins to burn with a hellish light, dealing 2d6 fire damage. Devils, celestials, and their followers who see the sign of Zariel know of its meaning and purpose: the Archdevil is watching the marked character for some unknowable reason.

If you have any of the following traits marked on your character sheet, note their long-term effects, bonds, and flaws on your character sheet. Many of these traits will provide you, or your Dungeon Master, with story hooks that you can explore in the future.

Red-Handed. Because you were cursed by Shandalar, you will have difficulty stealing or taking anything that isn't yours until you lift the curse. The curse can be lifted with the help of a powerful mage, who may demand a favor for payment, or via the *Remove Curse* spell or similar magic.

Lulu Drank. Because you did not stop Lulu from drinking the waters of the River Styx and warn her of their forgetful magics, her amnesia continues to get worse. If you ever meet Lulu again on future adventures, she will not remember you at all. It is possible that you might help her recall your time together in Avernus, especially if you bring her to locations that you previously explored.

Lulu's BFF. You helped the hollyphant Lulu remember bits and pieces of her past, reminded her of her quest to help the Archdevil Zariel find redemption, and saved her from drinking the water from the River Styx. Congratulations! You're now Lulu's Best-Friend-Forever.

If you meet Lulu again during future adventures, she will do everything in her power to help and protect you, and you will have advantage on all Charisma saving throws made while in her presence.

Sold Your Soul. You bartered your own soul in exchange for safe passage out of Avernus. When your character dies, they cannot be resurrected by any creature other than T'an-Mo. Upon death, your soul is forfeit to T'an-mo and you will serve her in whatever manner she sees fit. You are unable to act against her, disobey her orders, or otherwise scheme to nullify your contract. In exchange, T'an-Mo is unable to hasten your death or interfere with your life in any way until you die.

Once T'an-Mo is in possession of your soul, she will send your ghost out to draw other prospective souls to her tower, and may have you act as her emissary or do other awful deeds at her behest. The only way your soul may be freed is if another character kills T'an-Mo, but you are unable to scheme to make that come to pass. You may work with your DM to find a loophole in your contract, but doing so will forever make you T'an-Mo's Mortal Enemy and make you vulnerable to all damage she deals to you in an encounter.

Damned. You bartered Lulu's soul in exchange for safe passage out of Avernus, betraying the closest thing to a friend you had while in hell. You watched the devil T'an-mo murder Lulu and claim her soul. This has left you permanently damned for your actions: celestial beings, good-aligned clerics, and other such creatures will notice the dark stain left on your soul, and will be wary of trusting you.

If you encounter Lulu's ghost wandering in or out of Avernus, where it serves at T'an-mo's beck and call, it will be a sad and defeated reflection of the optimistic hollyphant you remember. The ghost will not be able to act against you, but will openly despise you and judge you for your evil actions. You may yet find redemption, should you free Lulu's ghost from T'an-Mo, and make further amends for what you have done.

Reaper of Souls. You signed a contract with the devil T'an-Mo that allowed you to escape Avernus. In exchange, each year on the anniversary of the day you escaped, you must ritualistically murder an innocent person and offer their soul to T'an-Mo. To do so, you must look them in the eye, call on T'an-Mo by name, and then cut out their heart. The sacrifice must be a good-aligned (innocent) sentient being with an intelligence of 8 or higher. These ritualistic murders are bound to draw undue



attention towards you, and will complicate your life as an adventurer, particularly should anyone discover your heinous deeds.

If you fail to sacrifice a soul to the devil on the anniversary of signing your contract, you will suffer a heart attack at midnight, die, and your soul will be forfeited to T'an-Mo for all eternity. Additionally, you may not attempt to directly harm T'an-Mo in any way for the remainder of your mortal life.

T'an-Mo's Mortal Enemy. You crossed T'an-Mo and refused to bargain with her. Though you survived the encounter and escaped with your life, devils like T'an-Mo are powerful enemies and live for a long time. T'an-Mo will send her servants after you on quests of revenge, and while they may attack you, T'an-Mo would much rather them cause suffering to the people you care about than to you directly. After all, breaking your spirit will make your soul all the more satisfying when T'an-Mo finally claims it.

Should you return to Avernus, T'an-Mo's revenge will become relentless, and the devil will attempt to destroy you and steal your soul for all eternity. Finding and eradicating T'an-Mo is the only way you will ever truly be free from her wrath.

Delivered the Flagon. You did precisely what the oddball wizard Shandalar asked of you, something that he is very appreciative of. Shandalar is likely to offer you future jobs because of your attention to detail, and may even ask that you aid him in cleaning out his mushroom caves. If you continue to work for Shandalar, he is likely to become quite fond of you, and will make a very resourceful ally in your burgeoning career as an adventurer.

The Lady Drank Ichor. Because the Lady in Green drank the demon ichor you offered her, she is now a strange being who is a cross between both fey and fiend, with the magics of each. With her newfound ability to travel freely between Avernus and the Material plane, the Lady in Green is now even more powerful than before. It's possible that your actions will allow her to wreak havoc across planes, and that you will have to deal with the consequences of her threat in later adventures.

Made the Lady Remember. You reminded the Lady in Green, a chaotic and dangerous fey creature, of the value of humanity and being a good person. Because of your encounter, she believes that there may yet be hope to redeem the Archdevil Zariel. Should you attempt to redeem Zariel during your future adventures, the Lady in Green will do what is within her power to help you. Because of the Lady's intimate relationship with Zariel, Zariel may

be more willing to listen to you, and may stay her hand at destroying you outright.

You may call on the Lady in Green's aid in Avernus, and she will come to your aid for one hour. If she is in your presence while you attempt to convince Zariel to redeem herself in the final chapter of Descent Into Avernus, reduce the DC of your Charisma (Persuasion) check to do so by 5.

Fey-Sworn. Because you made a deal with the Lady in Green, you now owe her a favor that she can call on at any time. Fey do not take deals or bargains lightly, and the Lady in Green will leverage this in her favor, likely at the most inconvenient time for your character. If any other fey creature sees the mark on your arm, they will know exactly who you owe a favor to, and may also try to trick you into similar bargains.

Fey-Touched. Because you now wield part of the Lady in Green's power, you are no longer entirely mortal. Fey creatures will treat you as one of their own kind. Some more devious fey creatures may attempt to wrest the Lady's necklace from you by force or other trickery.

Three times per day, you are able to cast *Speak with Plants* without spending a spell slot. However, if the pendant is ever removed from your neck, you must make a successful DC 16 Constitution saving throw, or immediately die. You can remove the pendant safely with the *Remove Curse* spell, or similar magic. Doing so may require you to seek out the help of a powerful mage, who is likely to ask for a dangerous favor in return for their aid.

If you would like to see how your outcomes stack up against other players who have played through this adventure, [please fill out this online form!](#) If you wish to receive news about new releases from the designers of this adventure (never spam!), you may sign up for future notifications [here](#).

About the Designers

Donathin Frye is an avid adventure writer who has worked for Modiphius, Petersen Games, Mage Hand Press, Saturday Morning Scenarios, and other wonderful publishers. He's also a professional Dungeon Master and TRPG streamer. You can find out more by checking out his [Patreon](#) and following him on [Twitter](#)!

Kienna Shaw is a TRPG creator who designs indie games, creates community resources, and streams games on Twitch. You can find out more by checking out her [Patreon](#) and following her on [Twitter](#)!



CHAPTER FIVE: APPENDIX

Items and Equipment

Amulet of Proof against Detection and Location

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

Ancient Greatsword

Weapon (greatsword), rare

You have a +1 bonus to attack and damage rolls made with Sir Albin's magic weapon. Each time you swing the greatsword, you feel in your chest the pang of unrequited love, and unresolved grief.

Crystal of Identify

Crystal, uncommon

This crystal has 4 charges. While holding it, you can use an action and expend 1 charge to cast the identify spell. When the crystal has no more charges, its magic is spent, and it becomes a normal gem worth 50 gold pieces.

Elemental Gem (Water)

Wondrous item, uncommon

This gem contains a mote of elemental energy. When you use an action to break the gem, a water elemental is summoned (see *Appendix, page 62*) that obeys your commands, and the gem's magic is lost. The elemental disappears back to its own plane after 1 hour, when it travels through a dimension portal, when its hit points are reduced to 0, or when it is banished by *Banishment* or a similar spell.

Javelin of Lightning

Weapon (javelin), uncommon

This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.

The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

Proficiency with a javelin allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Lulu's Song

Wondrous item, uncommon (requires attunement)

When you are attuned to this sphere of multi-colored sparkles, you can often hear the angelic voice of Lulu singing a hopeful song about two distance friends. You have advantage on saving throws against being charmed or frightened, and if you are on the same plane as Lulu, she will know your exact location.

If you attempt to convince Zariel to redeem herself in the final chapter of *Descent Into Avernus* and give her Lulu's Song as a gift, you will have advantage on your Charisma (Persuasion) check.

Wand of Shield

Wand, uncommon (requires attunement)

This wand has 4 charges. While holding it, you can use your reaction, and expend 1 charge, to speak its command word and cast the shield spell.

The wand regains 1d4+1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.



Bestiary and NPCs

Giant Cloakwood Spider

Large beast, unaligned

Armor Class 12

Hit Points 15 (2d10+4)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive perception 13

Languages -

Challenge 1 1/4 (50 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee weapon attack:* +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6+2) piercing damage, and the target must take a DC 8 Constitution saving throw, or become paralyzed until the end of its next turn.

Web (Recharge 5-6). +4 to hit, range 15/30 ft., one creature. Hit: the target becomes cocooned by webbing and is restrained and blinded. As an action, the restrained target can make either a DC 11 Strength (Athletics) or Dexterity (Acrobatics) check, bursting free from the cocoon on a success.

Kobold Tunnel-Dweller

Medium humanoid (kobold), lawful evil

Armor Class 13

Hit Points 5 (2d6-2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	8 (-1)	8 (-1)	6 (-2)	8 (-1)

Senses darkvision 60ft., passive perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Crude Spear. *Melee or Ranged weapon attack:* +1 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d6-1) piercing damage.

Torch. *Melee weapon attack:* +5 to hit, reach 5ft., one target. Hit: 1 fire damage and the target has disadvantage on all attack rolls and ability checks until the end of their next turn.



The Lady in Green

Medium fey, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 52 (7d8+21)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Wis +4, Cha +6

Skills Arcana +5, Insight +6, Perception +6, Persuasion +6

Condition Immunities charmed, frightened, paralyzed, poisoned, restrained

Senses truesight 120ft., passive perception 16

Languages Common, Celestial, Infernal, Sylvan

Challenge 2 (450 XP)

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

At will: *Calm Emotions*, *Entangle*, *Detect Evil and Good*, *Dancing Lights*, *Eldritch Blast*, *Faerie Fire*, *Minor Illusion*, *Silent Image*

Actions

Eldritch Blast. Ranged spell attack: +6 to hit, range 120 ft., one creature. Hit: 5 (1d10) force damage.

Dark Kiss. Melee weapon attack: +4 to hit, reach 5 ft., one creature that is restrained or incapacitated. Hit: 3 piercing damage and 2 (1d4) necrotic damage, and the target loses points of Constitution equal to the necrotic damage dealt. If the target's Constitution is reduced to 0, they fall asleep and peacefully die. Constitution lost this way can only be regained by taking a long rest, or by *Greater Restoration* or a similar spell.

Beguiling Song. The Lady in Green sings a magical melody. Every humanoid within 300 ft. of the lady that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The lady must take a bonus action on her subsequent turns to continue singing. She can stop singing at any time. The song ends if the lady is incapacitated.

While charmed by the lady, a target is incapacitated. If the charmed target is more than 5 ft. away from the lady, they must move on their turn towards the lady by the most direct route. Whenever a charmed creature takes damage, it can repeat the saving throw. A creature who is charmed can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it, and that creature is immune to the lady's luring song for the next 24 hours.

Madcap Marauder

Small fey, chaotic evil

Armor Class 11

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	11 (+0)	8 (-1)	6 (-2)	10 (+0)

Senses darkvision 60ft., passive perception 8

Damage Resistances poison

Damage Immunities fire

Languages Common, Sylvan

Challenge 1/8 (25 XP)

Self-Combustion. When the madcap's current hit points are less than their maximum, at the end of its turn it explodes in a small ball of hellfire and dies. Any creatures within 10 feet of the explosion must make a successful DC 12 Dexterity saving throw or take 4 (1d8) fire damage.

Actions

Scythe. Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8+1) slashing damage.



Sir Albin, the Ghostly Knight

Medium undead (specter), lawful good

Armor Class 20 (plate mail and shield)

Hit Points 22 (5d8)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	11 (+0)	12 (+1)	16 (+3)	16 (+3)

Skills Athletics +4, Insight +7

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

Damage Immunities necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, unconscious

Senses darkvision 60 ft., passive perception 12

Languages Common, Celestial

Challenge 1 (200 XP)

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

Great Swordsman. Sir Albin can wield a greatsword in one hand.

Actions

Ancient Greatsword. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) slashing damage.

Swarm of Wild Boggarts

Medium swarm of small fey, chaotic neutral

Armor Class 11

Hit Points 22 (5d8)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	8 (-1)	12 (+1)	12 (+1)

Skills Perception +3, Stealth +3

Senses truesight 120 ft., passive perception 13

Damage Resistances bludgeoning, piercing, slashing

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

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Pile On. Any creature that ends its turn in a space occupied by the swarm must succeed on a DC 11 Dexterity saving throw, or be knocked prone.

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

Actions

Bite. *Melee weapon attack:* +3 to hit, reach 0 ft., one creature in the swarm's space. Hit: 8 (2d6+1) piercing damage, or 4 (1d6+1) piercing damage if the swarm has half of its hit points or fewer.



T'an Mo

Medium fiend (devil), lawful evil

Armor Class 11 (14 with mage armor)

Hit Points 60 (11d8+11)

Speed 30 ft.

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

Saving Throws Con +3, Cha +6

Skills Arcana +5, Deception +6, Insight +6, Perception +4, Persuasion +6

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

Condition Immunities charmed, frightened

Senses darkvision 60ft., passive perception 14

Languages Common, Infernal

Challenge 3 (700 XP)

Devil's Bargain. Any creature that has signed a contract with T'an-Mo that finds and abuses a loophole to escape the contract, or otherwise has the trait **T'an-Mo's Mortal Enemy** marked on their character sheet, is vulnerable to all damage dealt by T'an-Mo.

Devil's Sight. Magical darkness doesn't impede T'an-Mo's darkvision.

Innate Spellcasting. T'an-Mo's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

At will: *Burning Hands*, *Detect Evil and Good*, *Disguise Self*, *Mage Armor*, *Minor Illusion*, *Misty Step*

2/day: *Banishment*, *Teleportation*

Actions

Burning Hands. Each creature in a 15-foot cone of T'an-Mo must make a DC 14 Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. T'an-mo can cast burning hands as a reaction when a character within 5 ft. of her uses their movement to move further away, but the spell can only target the moving character.

Wasteland Bandit Brains, Robb

Medium humanoid (dwarf), neutral evil

Armor Class 12 (padded cloth)

Hit Points 13 (3d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	15 (+2)	12 (+1)	12 (+1)

Skills History +4, Perception +3

Damage Resistances poison

Senses passive perception 13

Languages Common

Challenge 1/4 (50 XP)

Dwarven Resilience. Robb has advantage on saving throws against poison.

Shoot 'Em While They're Down. Robb does not have disadvantage on ranged weapon attacks made against prone creatures.

Actions

Longsword. *Melee weapon attack:* +1 to hit, reach 5 ft., one target. Hit: 3 (1d8-1) slashing damage.

Hand Crossbow. *Ranged weapon attack:* +3 to hit, range 30/120 ft., one creature. Hit: 4 (1d6+1) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Wasteland Bandit Muscle, Amelia

Medium humanoid (human), neutral evil

Armor Class 15 (half plate)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	8 (-1)	8 (-1)	10 (+0)

Skills Athletics +5

Senses passive perception 9

Languages Common

Challenge 1/4 (50 XP)

Poor Morale. If Amelia's bandit ally Robb is defeated, the creature who defeated Robb may immediately use a free action to make a DC 10 Charisma (Intimidate) check. If the check succeeds, Amelia is unable to attack and attempts to flee on her turn. If the check fails, Amelia takes 1d6 psychic damage, but will continue to fight until she is defeated.

Actions

Longsword. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage.

Shield Bash. *Melee weapon attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone and have their movement reduced to 0 until the start of their next turn.

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10+48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack The elemental makes two slam attacks.

Slam. *Melee weapon attack:* +7 to hit, reach 5 ft., one creature. Hit: 13 (2d8+4) bludgeoning damage.

Whelm (Recharge 5-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8+4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8+4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength (Athletics) check and succeeding.



Bryn, the Virtuous Vagabond

Lawful Good Human Rogue, they/them

Bryn is a deft archer and fighter that dual-wields the curved shortswords often used by their bedine tribe. However, Bryn has become sickly and vulnerable with old age. They prefer to avoid direct conflict when possible, especially when they are without allies. In an adventuring party, Bryn's many talents and panther-like reflexes make them extremely valuable both in and out of combat.

Bryn does not recall their original name, having forced it from their mind along with many other unwanted memories of their youth. They were once a member of a nomadic bedine tribe in Anauroch, the Great Sand Sea. Their tribe worshipped the four winds and preached that water and land did not belong to individuals, but were meant for all people to share. While Bryn still begins each day by praying to the four winds, and believes that all people should share their food, water and shelter -- other aspects of their tribe's customs offended them to their core. They could not reconcile their tribe's casual attitude towards misogyny, patriarchal rulership, or war.

At the age of nineteen, Bryn took their few belongings, then left the Great Sand Sea and their people behind. Claiming the name Bryn for themselves, they set out to see the world and learn of different people and different cultures. Their decades of travel have taught Bryn one universal truth: people everywhere suffer inequality and oppression, and they all deserve better. Because of Bryn's youth spent with their bedine tribe under the yolk of Netherese mages, and several more recent years living in the undead arcanist-ruled nation of Thay, they have also developed a strong distrust of magic and those that wield it. Their greatest fear is that they will become enthralled by magic, and lose the sense of self that they have fought so hard to claim.

Bryn moves from city to city and town to town, always trying to make the world a better place in small, quiet ways. Despite being generally polite and respectful of other cultures, they are willing to break the law if they believe that those in power are corrupt. Sometimes, helping others requires Bryn to steal from oppressors to give to those in need, a task well-suited to their skills. Bryn's greatest weakness is a helpless romantic streak that leads to them becoming intimately entangled with new people from all walks of life, everywhere they go. Too often, their vulnerability and empathy allows them to be taken advantage of.



DESTINY



ITEMS

Arrows
Leather armor
Longbow
Shortsword x2
Rope (hempen)
Tinderbox
Torch

Infernal War Machine ☐

TRAITS



BRYN, THE VIRTUOUS VAGABOND

HUMAN ROGUE (LEVEL 1)

STRENGTH +1 13	+1 SAVING THROW +1 ATHLETICS
DEXTERITY +3 16	◆ +5 SAVING THROW ◆ +5 ACROBATICS ◆◆ +7 SLEIGHT OF HAND ◆◆ +7 STEALTH
CONSTITUTION -1 9	-1 SAVING THROW
INTELLIGENCE +0 11	◆ +2 SAVING THROW +0 ARCANA +0 HISTORY +0 INVESTIGATION +0 NATURE +0 RELIGION
WISDOM +2 14	+2 SAVING THROW +2 ANIMAL HANDLING ◆ +4 INSIGHT +2 MEDICINE ◆ +4 PERCEPTION +2 SURVIVAL
CHARISMA +2 15	+2 SAVING THROW +2 DECEPTION +2 INTIMIDATION +2 PERFORMANCE +2 PERSUASION

CURRENT HP	7 MAX HP
TEMP HP	1d8 HIT DICE
SUCCESS 	
DEATH SAVES	
14 AC	30 ft SPEED
+3 INITIATIVE	+2 PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Longbow	+3	1d8+3 piercing
Shortsword	+5	1d6+3 piercing
Off-hand Shortsword	+5	1d6 piercing
Unarmed	+3	2 bludgeoning
Armor Proficiency Light Armor		
Weapon Proficiency Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES

Sneak Attack

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant

You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. It takes four times longer to convey such a message than it does to speak the same idea plainly.

Silvered Shortswords

Bryn's shortswords are forged from silver and are more effective than other nonmagical weapons against some creatures.

Language Proficiency

Common, Celestial, and Giant

Tool Proficiency

Flute and Thieves' Tools



BRYN, THE VIRTUOUS VAGABOND

HUMAN ROGUE (LEVEL 2)

STRENGTH +1 13	+1 SAVING THROW +1 ATHLETICS
DEXTERITY +3 16	◆ +5 SAVING THROW ◆ +5 ACROBATICS ◆ +7 SLEIGHT OF HAND ◆ +7 STEALTH
CONSTITUTION -1 9	-1 SAVING THROW
INTELLIGENCE +0 11	◆ +2 SAVING THROW +0 ARCANA +0 HISTORY +0 INVESTIGATION +0 NATURE +0 RELIGION
WISDOM +2 14	+2 SAVING THROW +2 ANIMAL HANDLING ◆ +4 INSIGHT +2 MEDICINE ◆ +4 PERCEPTION +2 SURVIVAL
CHARISMA +2 15	+2 SAVING THROW +2 DECEPTION +2 INTIMIDATION +2 PERFORMANCE +2 PERSUASION

	/	14
CURRENT HP		MAX HP
		2d8
TEMP HP		HIT DICE
○ ○ ○		SUCCESS
○ ○ ○		FAIL
DEATH SAVES		
14		30 ft
AC		SPEED
+3		+2
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Longbow	+3	1d8+3 piercing
Shortsword	+5	1d6+3 piercing
Off-hand Shortsword	+5	1d6 piercing
Unarmed	+3	2 bludgeoning
Armor Proficiency		
Light Armor		
Weapon Proficiency		
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES

Sneak Attack

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll, or if another (not incapacitated) enemy of the target is within 5 ft. of it.

Thieves' Cant

You have learned thieves' cant. You have learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation.

Cunning Action

You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

Silvered Shortswords

Bryn's shortswords are forged from silver and are more effective than other nonmagical weapons against some creatures.

Language Proficiency

Common, Celestial, and Giant

Tool Proficiency

Flute and Thieves' Tools



BRYN, THE VIRTUOUS VAGABOND

HUMAN ROGUE (LEVEL 3)

STRENGTH +1 13	+1 SAVING THROW +1 ATHLETICS
DEXTERITY +3 16	◆ +5 SAVING THROW ◆ +5 ACROBATICS ◆◆ +7 SLEIGHT OF HAND ◆◆ +7 STEALTH
CONSTITUTION -1 9	-1 SAVING THROW
INTELLIGENCE +0 11	◆ +2 SAVING THROW +0 ARCANA +0 HISTORY +0 INVESTIGATION +0 NATURE +0 RELIGION
WISDOM +2 14	+2 SAVING THROW +2 ANIMAL HANDLING ◆ +4 INSIGHT +2 MEDICINE ◆ +4 PERCEPTION +2 SURVIVAL
CHARISMA +2 15	+2 SAVING THROW +2 DECEPTION +2 INTIMIDATION +2 PERFORMANCE +2 PERSUASION

	21
CURRENT HP	MAX HP
	3d8
TEMP HP	HIT DICE
○ ○ ○	SUCCESS
○ ○ ○	FAIL
DEATH SAVES	
14	30 ft
AC	SPEED
+3	+2
INITIATIVE	PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Longbow	+3	1d8+3 piercing
Shortsword	+5	1d6+3 piercing
Off-hand Shortsword	+5	1d6 piercing
Unarmed	+3	2 bludgeoning
Armor Proficiency		
Light Armor		
Weapon Proficiency		
Crossbow, Hand, Longsword, Rapier, Shortsword, Simple Weapons		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES

Sneak Attack

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack with a finesse or ranged weapon if you have advantage on the attack roll, or if another (not incapacitated) enemy of the target is within 5 ft. of it.

Thieves' Cant

You have learned thieves' cant.

Cunning Action

You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

Fast Hands (Thief)

You can use the bonus action granted by your Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work (Thief)

Climbing no longer costs you extra movement, and when you make a running jump, the distance you cover increases by +3 feet.

Silvered Shortswords

Bryn's shortswords are more effective than other nonmagical weapons.

Language Proficiency

Common, Celestial, and Giant

Tool Proficiency

Flute and Thieves' Tools



Ekkja, the Retired Raider

Neutral Half-Orc Fighter, she/her

Despite her time spent as a pirate raider, Ekkja does not play well with others when a fight breaks out. She tends to take the most straight-forward approach to conflict, and her combination of speed, might, and skill with her double-bladed greataxe make her a terrifying foe during combat, even when she is fighting alone. In an adventuring party, Ekkja's prowess may prove useful, but her proclivity towards rushing in no matter the cost can also make her a liability to the safety of others.

In the language of the orcish warband in which she was raised, Ekkja means "the silent leaf", a name given to her because of her uncanny stealth compared to the other soldiers in the warband. Ekkja was always the runt of her warband, even amongst the other half-orcs, and was constantly bullied by her kin. No matter how big or strong the bully was, however, she always fought back, never allowing an insult to pass. After a few years of fighting with the band, Ekkja abandoned the unit and joined up with a Waterdhavian pirate captain named Dominic. She spent several years at sea as part of his crew, where she was treated with far more respect than she ever received in her warband. As first-mate of The Blind Lady, she and Captain Dominic raided small villages and had many adventures along the Sword Coast.

Yet in all of Ekkja's time fighting, either in a warband or as a pirate, she never felt happy. Despite how good of a warrior she was, she came to loathe needless violence and hurting innocent people. Two years ago, Ekkja parted ways with Captain Dominic and set her anchor in Baldur's Gate. Though she harbors little guilt for her violent life, Ekkja is much happier now: she works as a gnome merchant's private guard during the day, and spends her time drinking ale, making friends, and wooing free-spirited maidens in the dockside taverns by night.

Stubborn, crass and darkly funny, Ekkja has become a very popular tavern regular and is well-liked by Seepo-Sparklegem-Smoochcobbler, the merchant she works for. Seepo has suggested to her that she is a good guard, but may be better suited for professional adventuring. After all, whose life is full of more fun, ale, and free-spirited maidens than an adventurer's? Ekkja has taken the merchant's advice to heart, and is eager to once again pursue a new start, and a happier life.



DESTINY



ITEMS

Chain Mail
Throwing dagger
Greataxe
Rope (hempen)
Tinderbox
Torch

Infernal War Machine ☐

TRAITS



EKKJA, THE RETIRED RAIDER

HALF-ORC FIGHTER (LEVEL 1)

STRENGTH +3 16	◆ +5 SAVING THROW ◆ +5 ATHLETICS
DEXTERITY +1 13	+1 SAVING THROW +1 ACROBATICS ◆ +3 SLEIGHT OF HAND ◆ +3 STEALTH
CONSTITUTION +3 16	◆ +5 SAVING THROW
INTELLIGENCE +0 11	+0 SAVING THROW +0 ARCANA +0 HISTORY +0 INVESTIGATION +0 NATURE +0 RELIGION
WISDOM -1 8	-1 SAVING THROW -1 ANIMAL HANDLING -1 INSIGHT -1 MEDICINE ◆ +1 PERCEPTION -1 SURVIVAL
CHARISMA +1 12	+1 SAVING THROW +1 DECEPTION ◆ +3 INTIMIDATION +1 PERFORMANCE +1 PERSUASION

	/	13
CURRENT HP		MAX HP
		1d10
TEMP HP		HIT DICE
○ ○ ○		SUCCESS
○ ○ ○		FAIL
DEATH SAVES		
16		30 ft
AC		SPEED
+1		+2
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Dagger	+5	1d4+3 piercing
Greataxe	+5	1d12+3 slashing
Unarmed	+5	4 bludgeoning
Armor Proficiency Heavy Armor, Light Armor, Medium Armor, Shields		
Weapon Proficiency Martial Weapons, Simple Weapons		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES
Great Weapon Fighting You can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.
Second Wind ☐ Once per short rest, you can use a bonus action to regain 1d10 + 1 HP.
Darkvision You can see in darkness (shades of gray) up to 60 ft.
Savage Attacks When you score a critical hit, roll one of the dice an additional time and add it to the extra damage.
Language Proficiency Common, Orc
Tool Proficiency Dice Set, Vehicles (Land)



EKKJA, THE RETIRED RAIDER

HALF-ORC FIGHTER (LEVEL 2)

STRENGTH +3 16	◆ +5 SAVING THROW ◆ +5 ATHLETICS
DEXTERITY +1 13	+1 SAVING THROW +1 ACROBATICS ◆ +3 SLEIGHT OF HAND ◆ +3 STEALTH
CONSTITUTION +3 16	◆ +5 SAVING THROW
INTELLIGENCE +0 11	+0 SAVING THROW +0 ARCANA +0 HISTORY +0 INVESTIGATION +0 NATURE +0 RELIGION
WISDOM -1 8	-1 SAVING THROW -1 ANIMAL HANDLING -1 INSIGHT -1 MEDICINE ◆ +1 PERCEPTION -1 SURVIVAL
CHARISMA +1 12	+1 SAVING THROW +1 DECEPTION ◆ +3 INTIMIDATION +1 PERFORMANCE +1 PERSUASION

	/	26
CURRENT HP		MAX HP
		2d10
TEMP HP		HIT DICE
○ ○ ○		SUCCESS
○ ○ ○		FAIL
DEATH SAVES		
16		30 ft
AC		SPEED
+1		+2
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Dagger	+5	1d4+3 piercing
Greataxe	+5	1d12+3 slashing
Unarmed	+5	4 bludgeoning
Armor Proficiency Heavy Armor, Light Armor, Medium Armor, Shields		
Weapon Proficiency Martial Weapons, Simple Weapons		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES

Great Weapon Fighting
 You can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.

Second Wind ☐
 Once per short rest, you can use a bonus action to regain 1d10 + 1 HP.

Action Surge ☐
 You can take one additional action on your turn. This can be used 1 times per short rest.

Darkvision
 You can see in darkness (shades of gray) up to 60 ft.

Savage Attacks
 When you score a critical hit, roll one of the dice an additional time and add it to the extra damage.

Language Proficiency
 Common, Orc

Tool Proficiency
 Dice Set, Vehicles (Land)



EKKJA, THE RETIRED RAIDER

HALF-ORC FIGHTER (LEVEL 3)

STRENGTH +3 16	◆ +5 SAVING THROW ◆ +5 ATHLETICS
DEXTERITY +1 13	+1 SAVING THROW +1 ACROBATICS ◆ +3 SLEIGHT OF HAND ◆ +3 STEALTH
CONSTITUTION +3 16	◆ +5 SAVING THROW
INTELLIGENCE +0 11	+0 SAVING THROW +0 ARCANA +0 HISTORY +0 INVESTIGATION +0 NATURE +0 RELIGION
WISDOM -1 8	-1 SAVING THROW -1 ANIMAL HANDLING -1 INSIGHT -1 MEDICINE ◆ +1 PERCEPTION -1 SURVIVAL
CHARISMA +1 12	+1 SAVING THROW +1 DECEPTION ◆ +3 INTIMIDATION +1 PERFORMANCE +1 PERSUASION

CURRENT HP	39 MAX HP
TEMP HP	3d10 HIT DICE
○ ○ ○ SUCCESS ○ ○ ○ FAIL	
DEATH SAVES	
16 AC	30 ft SPEED
+1 INITIATIVE	+2 PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Dagger	+5	1d4+3 piercing
Greataxe	+5	1d12+3 slashing
Unarmed	+5	4 bludgeoning
Armor Proficiency Heavy Armor, Light Armor, Medium Armor, Shields		
Weapon Proficiency Martial Weapons, Simple Weapons		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES

Great Weapon Fighting
 You can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.

Second Wind ☐
 Once per short rest, you can use a bonus action to regain 1d10 + 1 HP.

Action Surge ☐
 You can take one additional action on your turn. This can be used 1 times per short rest.

Improved Critical (Champion)
 Your weapon attacks score a critical hit on a roll of 19 or 20.

Darkvision
 You can see in darkness (shades of gray) up to 60 ft.

Savage Attacks
 When you score a critical hit, roll one of the dice an additional time and add it to the extra damage.

Language Proficiency
 Common, Orc

Tool Proficiency
 Dice Set, Vehicles (Land)



Mordecai, the Ambitious Archaeologist

Neutral Evil Tiefling Sorcerer, he/him

Mordecai is a sorcerer with a cruel-streak and much potential, who often relies on his intimidating presence and mind-controlling magic to diffuse immediate threats to his person. If he is forced to fight to the death, he has a variety of combat spells at his disposal, and uses them strategically to allow him to get the upper-hand on his enemies. Still, when faced with confrontation, he prefers to hang back out of harm's way, making him well suited for adventuring parties that can overlook his untrustworthy nature.

Mordecai was raised in the ruins of Neverwinter, and he resents the years his family spent poor and helpless. He does not blame his family, though, as it was his father who climbed from the rubble to establish one of the most wealthy merchant houses that eventually helped the city of Neverwinter reclaim its former splendor. The journey of his youth, from poor to rich, shaped the ambitious tiefling's world-view and instilled him with ambition.

As a young tiefling, Mordecai's mother raised him and taught him that he must put his needs and the needs of his family above all others. Through her, he learned that her ancestral bloodline granted him potent magic, if he could learn to wield it. Mordecai took his mother's words very seriously, and has spent his adult life as an archaeologist with a particular fascination for the occult. He has ignored romantic entanglements, or long-term friendships, in his search for artifacts that might help him untap the magic in his blood and improve his standing in the world.

Unbeknownst to his parents, who have grown to disapprove of his frivolous spending and fruitless "business" ventures, Mordecai is driven by a recurring dream that he has had since he was five years old: he has seen himself standing at the top of a tall tower, lording over an unstoppable army as Neverwinter's all-mighty Sorcerer-King. Though he has never shared his power-hungry dream with anyone, Mordecai believes it to be his destiny, and is willing to sacrifice nearly anything to see the dream become reality. To temper the bouts of anger and madness that come whenever he wakes from this dream, the tiefling starts each of his mornings by writing any new details he noticed during the dream into a locked journal. He then enjoys several glasses of red wine, while he reads books of tranquil poetry to center himself and stay focused on his goals.



DESTINY



ITEMS

Rod
Rope (hempen)
Spear
Tinderbox
Torch

Infernal War Machine ☐

TRAITS



MORDECAI, THE AMBITIOUS ARCHAEOLOGIST

TIEFLING SORCERER (LEVEL 1)

STRENGTH +0 10	+0 SAVING THROW +0 ATHLETICS
DEXTERITY +2 15	+2 SAVING THROW +2 ACROBATICS +2 SLEIGHT OF HAND +2 STEALTH
CONSTITUTION +1 12	◆ +3 SAVING THROW
INTELLIGENCE +2 14	+2 SAVING THROW ◆ +4 ARCANA +2 HISTORY ◆ +4 INVESTIGATION +2 NATURE +4 RELIGION
WISDOM -1 8	-1 SAVING THROW -1 ANIMAL HANDLING -1 INSIGHT -1 MEDICINE -1 PERCEPTION -1 SURVIVAL
CHARISMA +3 16	◆ +5 SAVING THROW +3 DECEPTION ◆ +5 INTIMIDATION +3 PERFORMANCE +3 PERSUASION

	/	8
CURRENT HP		MAX HP
		1d6
TEMP HP		HIT DICE
○ ○ ○ SUCCESS ○ ○ ○ FAIL		
DEATH SAVES		
15		30 ft
AC		SPEED
+2		+2
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Spear	+0	1d6 piercing
Fire Bolt	+5	1d10 fire
Ray of Frost	+5	1d8 cold
Shocking Grasp	+5	1d8 lightning
Unarmed	+2	1 bludgeoning

Weapon Proficiency
 Crossbow, Light, Dagger, Dart, Quarterstaff, Sling

SPELLS AND SPELLS SLOTS		
CANTRIP	1ST LEVEL	2ND LEVEL
Dancing Lights	○ ○	
Fire Bolt	Charm Person	
Ray of Frost	Thunderwave	
Shocking Grasp		
Thaumaturgy		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES
Spellcasting You can cast known sorcerer spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5). You can use an arcane focus as a spellcasting focus.
Dragon Ancestor (Draconic Bloodline) You have a red dragon as your ancestor. You can speak, read, and write Draconic and you double your proficiency bonus for CHA checks involving dragons.
Darkvision You can see in darkness (shades of gray) up to 60 ft.
Hellish Resistance You have resistance to fire damage.
Language Proficiency Abyssal, Common, Draconic, Infernal



MORDECAI, THE AMBITIOUS ARCHAEOLOGIST

TIEFLING SORCERER (LEVEL 2)

STRENGTH +0 10	+0 SAVING THROW +0 ATHLETICS
DEXTERITY +2 15	+2 SAVING THROW +2 ACROBATICS +2 SLEIGHT OF HAND +2 STEALTH
CONSTITUTION +1 12	◆ +3 SAVING THROW
INTELLIGENCE +2 14	+2 SAVING THROW ◆ +4 ARCANA +2 HISTORY ◆ +4 INVESTIGATION +2 NATURE +4 RELIGION
WISDOM -1 8	-1 SAVING THROW -1 ANIMAL HANDLING -1 INSIGHT -1 MEDICINE -1 PERCEPTION -1 SURVIVAL
CHARISMA +3 16	◆ +5 SAVING THROW +3 DECEPTION ◆ +5 INTIMIDATION +3 PERFORMANCE +3 PERSUASION

	/	16
CURRENT HP		MAX HP
		2d6
TEMP HP		HIT DICE
○ ○ ○	SUCCESS	
○ ○ ○	FAIL	
DEATH SAVES		
15		30 ft
AC		SPEED
+2		+2
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Spear	+0	1d6 piercing
Fire Bolt	+5	1d10 fire
Ray of Frost	+5	1d8 cold
Shocking Grasp	+5	1d8 lightning
Witch Bolt	+5	1d12 lightning
Unarmed	+2	1 bludgeoning
Weapon Proficiency Crossbow, Light, Dagger, Dart, Quarterstaff, Sling		

SPELLS AND SPELLS SLOTS		
CANTRIP	1ST LEVEL	2ND LEVEL
Dancing Lights	○ ○ ○	
Fire Bolt	Charm Person	
Ray of Frost	Thunderwave	
Shocking Grasp	Witch Bolt	
Thaumaturgy		
SORCERY POINTS ○ ○		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES
Spellcasting You can cast known sorcerer spells using CHA as your spellcasting modifier (Spell DC 13, Spell Attack +5). You can use an arcane focus as a spellcasting focus.
Dragon Ancestor (Draconic Bloodline) You have a red dragon as your ancestor. You can speak, read, and write Draconic and you double your proficiency bonus for CHA checks involving dragons.
Font of Magic You have 2 sorcery points that you regain when you finish a long rest. You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.
Darkvision You can see in darkness (shades of gray) up to 60 ft.
Hellish Resistance You have resistance to fire damage.
Language Proficiency Abyssal, Common, Draconic, Infernal



MORDECAI, THE AMBITIOUS ARCHAEOLOGIST

TIEFLING SORCERER (LEVEL 3)

STRENGTH +0 10	+0 SAVING THROW +0 ATHLETICS
DEXTERITY +2 15	+2 SAVING THROW +2 ACROBATICS +2 SLEIGHT OF HAND +2 STEALTH
CONSTITUTION +1 12	◆ +3 SAVING THROW
INTELLIGENCE +2 14	+2 SAVING THROW ◆ +4 ARCANA +2 HISTORY ◆ +4 INVESTIGATION +2 NATURE +4 RELIGION
WISDOM -1 8	-1 SAVING THROW -1 ANIMAL HANDLING -1 INSIGHT -1 MEDICINE -1 PERCEPTION -1 SURVIVAL
CHARISMA +3 16	◆ +5 SAVING THROW +3 DECEPTION ◆ +5 INTIMIDATION +3 PERFORMANCE +3 PERSUASION

	/	24
CURRENT HP		MAX HP
		3d6
TEMP HP		HIT DICE
○ ○ ○	SUCCESS	
○ ○ ○	FAIL	
DEATH SAVES		
15		30 ft
AC		SPEED
+2		+2
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Spear	+0	1d6 piercing
Fire Bolt	+5	1d10 fire
Ray of Frost	+5	1d8 cold
Shocking Grasp	+5	1d8 lightning
Witch Bolt	+5	1d12 lightning
Unarmed	+2	1 bludgeoning
Weapon Proficiency Crossbow, Light, Dagger, Dart, Quarterstaff, Sling		

SPELLS AND SPELLS SLOTS		
CANTRIP	1ST LEVEL	2ND LEVEL
Dancing Lights	○ ○ ○ ○	○ ○
Fire Bolt	Charm Person	Hellish Rebuke
Ray of Frost	Thunderwave	Mirror Image
Shocking Grasp	Witch Bolt	
Thaumaturgy		
SORCERY POINTS ○ ○ ○		

CLASS/RACE FEATURES AND OTHER PROFICIENCIES
Spellcasting You cast sorcerer spells using CHA (Spell DC 13, Spell Attack +5).
Dragon Ancestor (Draconic Bloodline) You double your proficiency bonus for CHA checks involving dragons.
Font of Magic You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.
Twinned Spell (Metamagic) You can spend sorcery points equal to a spell's level (1 for a cantrip) to target a second creature in range with the same spell, as long as the spell at the level it's being cast is incapable of targeting more than one creature.
Empowered Spell (Metamagic) When you roll damage for a spell, you can spend 1 sorcery point to reroll up to 3 of the dice. You must use the new rolls and you can use this option even if you've already used another Metamagic option.
Darkvision You can see in darkness (shades of gray) up to 60 ft.
Hellish Resistance You have resistance to fire damage.
Infernal Legacy You can cast hellish rebuke once per long rest.
Language Proficiency Abyssal, Common, Draconic, Infernal



Myastan Rhogar, the Anarchistic Acolyte

Chaotic Good Dragonborn Cleric, he/him

Myastan Rhogar is a fearsome warrior-priest, whose strong arm, fiery breath, and holy magic are banes to any who dare face him. He is unable to abide injustice, and believes it his duty as a cleric of Lendys to forcefully enact justice as he sees fit. While his protective and healing magics make him formidable alone, in an adventuring party his magic is life-saving... for those he deems worthy of his protection.

Rhogar, of the Myastan clan, was dedicated at birth to serve the dragon-god of justice, Lendys. For the past sixteen years of his young life, he has been raised by stern clerics who preach unbending justice and balance in all things. Yet Myastan Rhogar has grown angry as he approaches dragonborn adulthood: he is angry at his parents for abandoning him, angry at a world full of liars and injustices, and angry at the leading clerics of Lendys, too.

Myastan Rhogar has come to believe those who serve Lendys are so inflexible in their views that they allow true injustices to go unchecked. He regards all governments, large religions, noble houses, and world-leaders as corrupt, hiding behind the letter of the law so that none may see their crimes of injustice. Myastan Rhogar's world-view has become increasingly anarchistic, and when he preaches the word of Lendys, he also preaches that all powerful institutions in the world must be uprooted if the world is to be made a better place. His oaths to dedicate his life to doing whatever it takes to enact true justice and meaningful change has made him an outcast within his religion. It's also made him several influential enemies.

On his sixteenth birthday, Myastan Rhogar was unofficially exiled from his order and sent, alone and without any coin or food, to preach to the poor in Baldur's Gate. Cursing Mysastan Drakjar, the High Priest who both raised and then exiled him, Myastan Rhogar has done everything he can to make the best of a bad situation. He opened small chapter in an abandoned warehouse, with daily services dedicated to what he professes to be the true word of Lendys. However, poor as he is, Myastan Rhogar has been forced to take odd jobs as a healer and adventurer to make ends meet, and to provide shelter and food to the handful of needy individuals in Baldur's Gate that he has come to consider his flock.



DESTINY



ITEMS

Chain Mail
Mace
Reliquary
Shield
Tinderbox

Infernal War Machine ☐

TRAITS



MYASTAN RHOGAR, THE ANARCHISTIC ACOLYTE

DRAGONBORN CLERIC (LEVEL 1)

STRENGTH +2 14	+2 SAVING THROW +2 ATHLETICS
DEXTERITY -1 8	-1 SAVING THROW -1 ACROBATICS -1 SLEIGHT OF HAND -1 STEALTH
CONSTITUTION +2 14	+2 SAVING THROW
INTELLIGENCE +0 10	+0 SAVING THROW +0 ARCANA ◆ +2 HISTORY +0 INVESTIGATION +0 NATURE ◆ +2 RELIGION
WISDOM +2 15	◆ +4 SAVING THROW +2 ANIMAL HANDLING ◆ +4 INSIGHT +2 MEDICINE ◆ +2 PERCEPTION +2 SURVIVAL
CHARISMA +2 14	◆ +4 SAVING THROW +2 DECEPTION +2 INTIMIDATION +2 PERFORMANCE ◆ +4 PERSUASION

	/	10
CURRENT HP		MAX HP
		1d8
TEMP HP		HIT DICE
○ ○ ○ SUCCESS ○ ○ ○ FAIL		
DEATH SAVES		
18		30 ft
AC		SPEED
-1		+2
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Mace	+4	1d6+2 bludgeoning
Guiding Bolt	+4	4d6 radiant
Sacred Flame	DC	1d8 radiant
Breath Weapon	DC	2d6 fire
Unarmed	+4	3 bludgeoning
Armor Proficiency		
Heavy Armor, Light Armor, Medium Armor, Shields		
Weapon Proficiency		
Simple Weapons		

SPELLS AND SPELLS SLOTS		
CANTRIP	1ST LEVEL	2ND LEVEL
Light	○ ○	
Resistance	Bless	
Sacred Flame	Command	
	Cure Wounds	
	Guiding Bolt	
	Healing Word	
	Protection from Good and Evil	

CLASS/RACE FEATURES AND OTHER PROFICIENCIES
Spellcasting You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 12, Spell Attack +4) and prepared cleric spells as rituals if they have the ritual tag. You can use a holy symbol as a spellcasting focus.
Disciple of Life (Life Domain) Whenever you use a spell of 1st level or higher to restore HP, the creature regains additional HP equal to 2 + the spell's level.
Resistance (Brass Draconic Ancestry) You gain resistance to fire damage.
Breath Weapon (Brass Draconic Ancestry) ☐ As an action once per short rest, exhale in a 5 by 30 ft. line (DEX DC 12, half damage on success) for 2d6 Fire Damage.
Language Proficiency Celestial, Common, Draconic, Giant



MYASTAN RHOGAR, THE ANARCHISTIC ACOLYTE

DRAGONBORN CLERIC (LEVEL 2)

STRENGTH +2 14	+2 SAVING THROW +2 ATHLETICS
DEXTERITY -1 8	-1 SAVING THROW -1 ACROBATICS -1 SLEIGHT OF HAND -1 STEALTH
CONSTITUTION +2 14	+2 SAVING THROW
INTELLIGENCE +0 10	+0 SAVING THROW +0 ARCANA ◆ +2 HISTORY +0 INVESTIGATION +0 NATURE ◆ +2 RELIGION
WISDOM +2 15	◆ +4 SAVING THROW +2 ANIMAL HANDLING ◆ +4 INSIGHT +2 MEDICINE ◆ +2 PERCEPTION +2 SURVIVAL
CHARISMA +2 14	◆ +4 SAVING THROW +2 DECEPTION +2 INTIMIDATION +2 PERFORMANCE ◆ +4 PERSUASION

	/	20
CURRENT HP		MAX HP
		2d8
TEMP HP		HIT DICE
○ ○ ○ SUCCESS ○ ○ ○ FAIL		
DEATH SAVES		
18		30 ft
AC		SPEED
-1		+2
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Mace	+4	1d6+2 bludgeoning
Guiding Bolt	+4	4d6 radiant
Sacred Flame	DC	1d8 radiant
Breath Weapon	DC	2d6 fire
Unarmed	+4	3 bludgeoning
Armor Proficiency		
Heavy Armor, Light Armor, Medium Armor, Shields		
Weapon Proficiency		
Simple Weapons		

SPELLS AND SPELLS SLOTS		
CANTRIP	1ST LEVEL ○ ○ ○	2ND LEVEL
Light	Bless	
Resistance	Command	
Sacred Flame	Cure Wounds	
	Guiding Bolt	
	Healing Word	
	Protection from Good and Evil	

CLASS/RACE FEATURES AND OTHER PROFICIENCIES
Spellcasting You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 12, Spell Attack +4).
Disciple of Life (Life Domain) Whenever you use a spell of 1st level or higher to restore HP, the creature regains additional HP equal to 2 + the spell's level.
Channel Divinity ☐ You can channel divine energy to fuel magical effects a number of times per short rest.
Channel Divinity: Turn Undead As an action, you can use Channel Divinity. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions.
Channel Divinity: Preserve Life (Life Domain) As an action, you can use Channel Divinity and present your holy symbol to restore up to 10 HP divided among any creatures within 30 ft. up to half a creature's HP max. You can't use this feature on an undead or a construct.
Resistance (Brass Draconic Ancestry) You gain resistance to fire damage.
Breath Weapon (Brass Draconic Ancestry) ☐ As an action once per short rest, exhale in a 5 by 30 ft. line (DEX DC 12, half damage on success) for 2d6 Fire Damage.
Language Proficiency Celestial, Common, Draconic, Giant



MYASTAN RHOGAR, THE ANARCHISTIC ACOLYTE

DRAGONBORN CLERIC (LEVEL 3)

STRENGTH +2 14	+2 SAVING THROW +2 ATHLETICS
DEXTERITY -1 8	-1 SAVING THROW -1 ACROBATICS -1 SLEIGHT OF HAND -1 STEALTH
CONSTITUTION +2 14	+2 SAVING THROW
INTELLIGENCE +0 10	+0 SAVING THROW +0 ARCANA ◆ +2 HISTORY +0 INVESTIGATION +0 NATURE ◆ +2 RELIGION
WISDOM +2 15	◆ +4 SAVING THROW +2 ANIMAL HANDLING ◆ +4 INSIGHT +2 MEDICINE ◆ +2 PERCEPTION +2 SURVIVAL
CHARISMA +2 14	◆ +4 SAVING THROW +2 DECEPTION +2 INTIMIDATION +2 PERFORMANCE ◆ +4 PERSUASION

	/	30
CURRENT HP		MAX HP
		3d8
TEMP HP		HIT DICE
○ ○ ○ SUCCESS ○ ○ ○ FAIL		
DEATH SAVES		
18		30 ft
AC		SPEED
-1		+2
INITIATIVE		PROFICIENCY

ATTACKS AND PROFICIENCIES		
NAME	ATK BONUS	DAMAGE
Mace	+4	1d6+2 bludgeoning
Guiding Bolt	+4	4d6 radiant
Sacred Flame	DC	1d8 radiant
Breath Weapon	DC	2d6 fire
Unarmed	+4	3 bludgeoning
Armor Proficiency		
Heavy Armor, Light Armor, Medium Armor, Shields		
Weapon Proficiency		
Simple Weapons		

SPELLS AND SPELLS SLOTS		
CANTRIP	1ST LEVEL	2ND LEVEL
Light	○ ○ ○ ○	○ ○
Resistance	Bless	Enhance Ability
Sacred Flame	Command	Lesser Restoration
	Cure Wounds	Spiritual Weapon
	Guiding Bolt	
	Healing Word	
	Protection from Good and Evil	

CLASS/RACE FEATURES AND OTHER PROFICIENCIES
Spellcasting You can cast prepared cleric spells using WIS as your spellcasting modifier (Spell DC 12, Spell Attack +4).
Disciple of Life (Life Domain) Whenever you use a spell of 1st level or higher to restore HP, the creature regains additional HP equal to 2 + the spell's level.
Channel Divinity ☐ You can channel divine energy to fuel magical effects a number of times per short rest
Channel Divinity: Turn Undead As an action, you can use Channel Divinity. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions.
Channel Divinity: Preserve Life (Life Domain) As an action, you can use Channel Divinity and present your holy symbol to restore up to 15 HP divided among any creatures within 30 ft. up to half a creature's HP max. You can't use this feature on an undead or a construct.
Resistance (Brass Draconic Ancestry) You gain resistance to fire damage.
Breath Weapon (Brass Draconic Ancestry) ☐ As an action once per short rest, exhale in a 5 by 30 ft. line (DEX DC 12, half damage on success) for 2d6 Fire Damage.
Language Proficiency Celestial, Common, Draconic, Giant

