

A handful of fiendish encounters for the world's greatest roleplaying game



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SPECIAL THANKS

The wonderful DMsGuild community, whom we can both always count on for feedback and support, our special loved ones who keep us going as we type away into the night, and our loving fans, who keep us motivated to make every bit of content better than the last. Thank You!

ON THE COVER

A fearless magical warrior charges a monstrous demon atop their flying steed in this beautiful image, painted by Bob Greyvenstein.

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ABOUT THIS PRODUCT

So your party has finally arrived at their next destination, only to immediately dart into the nearest tavern, get drunk, start a fist-fight with the locals, and then decide to derail your carefully crafted plot further by looking for quick bounties to wet their whistle on..which, of course, you haven't had time to prepare for! Perhaps you, as Dungeon Master, have a player missing from the table, and need a quick one - shot bounty to keep the rest of your player's dice roll requirements sated until their illustrious return the following week?

Or, perhaps you've just picked up *Baldur's Gate: Descent Into Avernus*, only to discover you can't find a way to quickly drop all those fabulous new devils and demons into your homebrew campaign...
Whatever your dilemma, *Monster Hunts: Avernus* is here to help!

Brought to you by the minds behind the Mithral best selling 100 Monster Hunts and Here's To Crime, Monster Hunts: Avernus offers a way to integrate each fiendish foe found in Baldur's Gate: Descent Into Avernus into your conventional D&D games, be them fantasy rich epics, city focused adventures, or a homebrew campaign of your own design.



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CHAPTER 1:

How To Use This Book

Monster Hunts: Avernus is a digital supplement, created for use with the Dungeons and Dragons 5th edition setting. It contains a collection of monster themed bounty hunts, written to be as setting-neutral as possible, for ease of compatibility with any campaign theme.

The creatures in this book are all located in *Baldur's Gate: Descent Into Avernus*, which is available online, or at your friendly local gaming store. In addition to the above supplement, this book also assumes you have prior knowledge of, or access to, the Dungeons and Dragons 5th edition basic rules, *Player's Handbook*, and *Dungeon Master's Guide*, and the *Monster Manual*.

This supplement is intended for You, the Dungeon Master, and You alone.

You don't have to read through this entire supplement before using it, but it is advised you read through the initial start-up guide detailed below to get a general idea of how hunts operate.

HUNTING AND YOU: A GUIDE

The short quests found in this supplement are referred to as **hunts**. Each hunt has a short bounty, rumour or other plot hook you can read aloud to your players upon first introducing the hunt. Many of the bounty notes won't mention what is expected of the adventurers, or what monstrous foe they'll be hunting. This is explained in the next stage of the hunt, known as **Stage 1**: **Meeting the NPCs**.

HUNT LAYOUTS

Each hunt begins with the hunt title, adventure tier, noted bounty description, a brief overview of the hunt for the DM to read themselves, and a number of different entries that act as guidelines for the hunt. These guidelines include the following:

- Recommended Character Level. This suggests the recommended average party level (APL) the characters should be in order to take on this hunt. This is merely a guide, and can change depending on magical items, and party composition or tactics.
- Party Size. This tells you what number of party members this hunt is intended to be balanced for. More party members or less party members might still have a chance in this hunt, but it is advised to have characters hire on additional help to at least meet the basic party size requirements, should the Dm feel they need to.
- Difficulty: Deadly (4), Hard/Deadly (6). This shows two different levels
 of difficulty. The first is for a party of 4 players at the highest
 recommended level for this hunt.

The second is for a party of 6 players with an APL equal to the lowest recommended level shown for the hunt.

• Quest Creature: This details the creature the players are hunting, or dictates the creature the hunt focuses on. Not every quest creature is there to be killed. Some hunts might require players to steal a certain artifact from the quest creature, or otherwise avoid detection by that creature while they continue the hunt, for example.

HUNTS AND REFERENCING

When a hunt references a creature or object, a quick reference to where that creature or object can be found is shown in brackets. In addition, whenever a creature is mentioned or appears in the hunt to the characters for the first time, it will be written in **bold**. The book abbreviations are as follows:

- Player's Handbook (PHB)
- Dungeon Master's Guide (DMG)
- Monster Manual (MM)
- Baldur's Gate: Descent Into Avernus (DIA)

Some hunts might also provide new and interesting magical items, trinkets or other objects as rewards for the players to find. Any new rules for such items can be found under **Stage 4: Conclusion**, and in **Appendix A**, at the end of this supplement.

STAGE 1: MEETING THE NPCs

This section begins the hunt, and is approached once players have accepted the bounty, rumor or other plot hook. The section offers a chance for the player characters to meet any important NPCs of note, and reveals more details about the plot of the adventure. Often, this section also gives an opportunity to offer the characters a monetary reward for the completion of the quest, or other interesting tidbits of information the characters can use to piece together what creature it is that they might be facing.

Some NPCs happily give this information up, while other NPCs might either not have the knowledge themselves (like if something is stealing cattle, but they've not seen what), or might even be hiding something from the characters - usually either through forgetfulness or fear, than from some malicious intent.

STAGE 2: EXPLORATION

This offers the characters a chance to explore the location, and ask around or search for clues pertaining to the creature's whereabouts. The exploration stage usually provides a number of ability checks a character can make in order to reveal or spot particular information that can help them later in the hunt. For example, if the characters are hunting an owlbear, then a successful Wisdom (Perception) check might reveal recent tracks leading to a cave, or a half-eaten carcass the characters can use to determine what type of creature it is they are facing.

STAGE 3: THE HUNT

This section of the hunt details the actual encounter involving the hunt creature. Each hunt is designed to use a single map for the encounter, with previous encounters, traps, problems or exploration done in theatre of the mind. The hunt in broken down into two sections. The first section details the general layout of the environment the characters are expected to encounter the creature in, and any other simple details that might be important to the hunt. The second section goes into more detail on the creature's tactics, how it uses or interacts with the environment, and what criteria the characters must meet (if any) in order to successfully complete the hunt.

STAGE 4: CONCLUSION

This is the fourth and final section of the hunt, and deals with the aftermath of the hunt itself. Here you can find options for looting the creature or its lair, and also any rewards the characters receive once they return to their initial quest-giver, usually with proof of the completed hunt. This section also details any personality traits or other defining factors of any NPCs or locations the characters are expected to encounter during the hunt.



Recommended Level: 1

Party Size: 4 - 6

Difficulty: Medium (4), Medium (6) Quest Creature: Tressym (DIA, pg 241)

QUEST OVERVIEW

Lord Tabbisott's beauty sleep is being disturbed by a mischievous tressym, which has taken to hanging outside the noble's window in the early hours of the morning and ringing a golden bell attached to it's collar. Lord Tabbisott has requested the characters capture the cat alive and bring him both it and the bell. Little do they realize, however, that the cat is actually owned by Lord Tabbisott, who, along with other nobles in his circle, are taking bets to see how long it takes for someone to successfully capture it.

STAGE 1: MEETING THE NPCs

Should the characters attempt to contact Lord Tabbisott before they have the tressym and bell, they are simply turned away by his butler at the door to the estate. If the characters as the butler for any directions or information regarding the 'cat', the butler informs them it was last seen lurking near the riverside market stalls (Area 3), but doesn't give any other information. If pressed, the butler excuses themselves from the conversation, closing and locking the door behind them.

The characters best option is to proceed to the exploration stage and attempt to locate the cat, beginning in Area 3.

STAGE 2: EXPLORATION

The characters begin their search for the elusive cat in the SaltFyne river market (Area 3). This area is filled with merchants peddling their wares and various fishmongers and river traders. A DC 13 Wisdom (Perception) check reveals a rather angry looking fisherman gesturing up to a nearby rooftop. If the characters investigate, the fisherman informs them his prize catch of the day was just stolen by a 'flying cat'. The fisherman points the characters towards a rooftop where a white cat sits, happily chewing on the fish with a gold bell hanging from its neck. It stands up and stretches, its wings hidden by its sides, before jumping over the rooftops in the direction of the guard keep, located in Area 2.

Characters can notice the cat appears to be concealing its wings with a DC 14 Wisdom (Insight) check. At this point, a character can also choose to identify the cat by making a DC 17 Intelligence (History or Arcana) check. If a character has confirmed the cat does indeed actually have wings, this check's DC is reduced to 13. A successful check reveals the creature to be a Tressym (DIA, pg 241), which appears to have gotten loose and is running wild around the town. Once the characters give chase, proceed to Stage 3.

STAGE 3: THE HUNT

The town map is divided into 4 areas, detailed below. It takes 40 minutes to walk from one area to an adjacent area. Buildings in the town are relatively easy to scale, and can be climbed with a DC 11 Strength (Athletics) check. A character can jump across from building to building by making a DC 13 Strength (Athletics) check. On a failure, the character falls to the ground, taking 7 (2d6) bludgeoning damage.

Area 1 contains the fishing port and storage warehouses. A few rows of houses belonging to local sailors and fishermen are also located in this area, but there is otherwise nothing of note here. Should a character fall from a building, they can attempt to break their fall by making a DC 13 Dexterity (Acrobatics) check to land on a nearby pile of fish, cargo netting or other pile of objects. On a success, the character takes 4 (2d4) bludgeoning damage instead.

Area 2 contains the guard barracks, watchtowers and prison. The area is heavily guarded, and characters attempting to sneak past the guards can do so by

Bounty:

This bloody cat is driving me up the wall! Every day

I'm woken by it rattling that infernal bell outside my
window! Anyone that catches the cretin and brings
it to me — alive and with the bell intact — will find
themselves a good sum of coin richer. Find me when you
have the cat, and not a moment sooner!.

— Lord Tabbisott IV

making a DC 13 Dexterity (Stealth) check. Each time a character makes a particularly loud noise or action, they must make another Dexterity (Stealth) check to remain hidden. If caught, the guards escort them out of the area. If they are caught twice, the guards arrest them, putting the character in a holding cell for 1d4 hours.

Area 3 contains the fish market and river traders on various sailing boats, peddling their wares. The river's current is particularly strong. Any character falling from atop buildings or boats near the river lands in the water, and must make a DC 13 Strength (Athletics) check to fight against the current and grab onto a nearby object to steady themselves. A character failing this check is swept down river and deposited on the sandbanks in Area 1.

Area 4 contains the noble district. This is where the Tabbisott Estate is located. The tressym actively avoids the estate where possible, and rarely stays in this district for more than a couple of rounds at a time. Characters climbing the buildings in this area find their strange shapes and architectural design more difficult to navigate than other areas of the town. Any ability checks made to climb or jump between buildings in this area are made with disadvantage.

CREATURE TACTICS

The tressym has been trained to jump between buildings and hide around the town when chased. It remains in an area for 1d6 rounds, changing locations as it sees fit. The tressym can be lured in using fresh fish from the market stall, but stays 10 feet away from a character it can see at all times. The tressym's bell rings whenever it moves, and can be used to locate the tressym with a successful DC 13 Wisdom (Perception) check. The tressym doesn't attack a creature unless threatened, and opts to flee to a new randomly determined area, should a character attempt to grapple or restrain it and fail. Once caught, the tressym is friendly to the characters for as long as they remain in town.

STAGE 4: COMPLETION

If the characters successfully capture the tressym and return it to Lord Tabbisott, he reveals to the characters that their chase was marvellous, and they have earned their fair share of the prize pool. When questioned, Tabbisott reveals the other various nobles gathered around a viewing globe, each handing the other lost or won bets taken on the character's progress in capturing the tressym. Tabbisott comments on any particular escapades or interesting events that transpired to the characters during their attempts to capture the tressym, before awarding them the following:

- 10gp and 25sp
- 2 Potions of Healing (DMG, pg 188)
- A signet ring, marked with the symbol of House Tabbisott (100gp).

NOTABLE NPCs

Name: Lord Tabbisott

Race: Tiefling (He/Him/They/Them)

Alignment: Chaotic Neutral Occupation: Businessman Stat Block: Noble (MM, pg 348)

Personality Traits: Crass, friendly, oozes wealth, loves to hear tall tales.

SALTFYNE PORT MAP



The Horned Beast of Havenfell

TIER 1

Recommended Level: 1 - 2

Party Size: 4 - 6

Difficulty: Hard (4), Medium (6) **Quest Creature:** Bulezau, (DIA, pg 230)

QUEST OVERVIEW

A bulezau has been sighted savaging cattle in the pastures east of Havenfell village. After many failed attempts by the local farmers to capture and subdue the beast, a bounty notice has been set up offering a reward for any person brave enough to face the creature and remove its head.

STAGE 1: MEETING THE NPCS

The group are introduced to Ellyra Firrel, a dwarven farmer-turned -huntress who appears at her wits end. Frustrated and exhausted, she explains to the party that a strange horned beast has been ravaging the areas near her farmland for the past week. She continues to explain that she can't offer much in monetary repayment, but after getting a taste for the hunting life, she is more than willing to offer her battleaxe and hunting services for future quests, should the party require it. In addition, she suggests if the party skin the beast and return its head to her, she might be able to pull some strings with the local leatherworker and see if there's anything he can do with such a rare piece of pelt.

STAGE 2: EXPLORATION

Ellyra points the characters in the last known direction of the mysterious creature, and suggests they head out just before nightfall in order to have the best chance at hunting it. During the day, the characters can spend time questioning other farmers and locals around the village by making a DC 13 Charisma (Persuasion) check. The check can be performed a maximum of three times, with a new piece of information being gathered each time. Each ability check takes 1 hour to complete. If a character gets notably creative with the conversation, such as getting into character roleplay, or offering the villagers a drink at the local tavern, they make the roll with advantage. On a successful check, the character learns one of the following pieces of information:

Horned and Hunched.

"Argh! A beast it was! Gigantic... at least by dwarvish proportions, though it didn't stick around to fight f'er too long! We spotted it slashing at 'ol bessie with a spiked tail, rest her soul. Her body is still over near Stone Hill, and I'd wager that thing'll be back tonight to grab the carcass."

Maggots and Mangy Meat.

"Oh aye, I ain't seen it, but I've smelt it. Somethin' foul, it was. I've never smelt anythin' quite like it if I'm honest. Nothin' alive at least. You could smell the rot on it from the other end of the village!"

Fast and Nimble.

"It's fast, whatever it is. Little Sam barely got away from the thing. If it wasn't for that cow, I'm sure I would've been burying my boy today. People are sayin' it's some sort of mangy monkey, but I've never seen a monkey like that. It's as large as a man, but as lithe and agile as a cat."

The characters can also choose to track the creature by making a DC 13 Wisdom (Perception or Survival) check. On a success, the characters discover recent clawed footprints leading up towards a nearby field, known as Stone Hill. It takes 20 minutes to walk up to the hill from the village. A DC 14 Wisdom (Perception) check reveals rotten vegetation and flora scattered around the path leading up to the top of the hill. If a character interacts with the rotting flora, they must succeed on a DC 13 Constitution saving throw against disease or suffer 3 (1d6)

necrotic damage. A DC 13 Wisdom (Medicine) or Intelligence (Arcana) check reveals the flora to be afflicted with a decaying disease, most notably of magical and demonic origin. Once characters have successfully completed 3 of the 6 possible checks during

WANTED:

Brave adventurers with a strong arm and tough stomach needed for help hunting and killing a large, cat like beast. The creature has been assailing our cattle for the past week, and there's nothing we can do to stop the damned thing!

Interested parties should speak with Ellyra Firrel, at the Firrel Family Farm, as soon as possible.

this stage, they can attempt to work out what kind of creature has been terrorizing the village by making a DC 12 Intelligence (History) check. This check can be performed once by each party member. On a success, the creature is revealed to be a Bulezau (DIA, pg 230). The tracks continue up towards the top of Stone Hill, where a pungent aroma of rot and decay hangs in the air, along with the cracking of bone and chatter of demonic teeth.

STAGE 3: THE HUNT

Stone Hill is a large, mostly open field, used by grazing cattle. It now sits decayed and rotting, it's once verdant flora succumbing to a necrotic, otherworldly disease. A dried pool is located to the hill's north, surrounding a mound of raised stone and dirt. Sitting atop the raised mound is the hunched form of the bulezau, feasting on the corpse of bessie, a small cow. If it detects the characters, or is alerted to their presence, it attacks.

CREATURE TACTICS

The bulezau remains in the cover of the rocks where possible, running out to strike at any melee based creatures in range before darting back into cover. If the party is composed of mostly ranged creatures, it attempts to hide and flank around behind the party to target the creature separated furthest from the group. Once it is reduced to 15 hit points or fewer, it enters a berserk rage, targeting the creature closest to it that dealt the most damage to it.

STAGE 4: COMPLETION

Upon killing the bulezau, the characters can skin it by making a DC 13 Wisdom (Survival) check, provided at least one character has a small carving knife, or equivalent. A failed check damages the pelt beyond repair. The characters can then return to Ellyra with the severed head of the bulezau for their rewards, which are detailed below:

- The characters are regarded by the farmers as heroes, who quickly spread the word of their good deed. The characters are always offered free drinks when in a tavern in the region also populated by at least 1 farmer or cattle-driver.
- Ellyra offers to assist the party. Should they accept, she joins them on the road for 1d3 quests, before becoming homesick and returning. She also awards the group 20sp as thanks for their help.
- (If returning with Bulezau Pelt) Ellyra takes the pelt and convinces the leatherworker to create a piece of **Bulezau Hide** from it.

BULEZAU HIDE

Armor (hide), uncommon

This thin hide armor is crafted from the skin of a bulezau. While worn, you have advantage on saving throws to resist disease or poison.

NOTABLE NPCs

Name: Ellyra Firrel Race: Dwarf (She/Her) Alignment: Lawful Good

Occupation: Farmer-turned-huntress Stat Block: Scout (MM, pg 349)

Personality Traits: Hard working, friendly, determined, enjoys fishing.

STONE HILL MAP CHAPTER 2 | Hunts Tier 1

THE SECOND DEATH OF AMEEN WOLFGEM

TIER 1

Recommended Level: 1 - 3

Party Size: 4 - 6

Difficulty: Hard (4), Hard (6)

Quest Creature: Merregon (DIA, pg 238)

QUEST OVERVIEW

A wicked mercenary, executed by a bounty hunter, has been raised by a devil as a merregon. Despite the complete loss of personality, the bounty hunter considers this unfinished business, and hires the characters to kill it.

STAGE 1: MEETING THE NPCs

Penkurth is a small frontier town on the outskirts of civilization. The law is upheld by bounty hunters and street justice, although the town being so small and remote means problems come up rarely. Every citizen is dependant on each other for protection against the elements and outside creatures, so disputes aren't commonplace. However, occasionally the remote location makes it a beacon for fugitives and outlaws, sometimes looking for a fresh start, but more often than not, looking to stir up trouble with less consequences.

Marleen Burton is a grizzled bounty hunter who carries herself smoothly and professionally. When characters meet her and ask about the bounty, she retrieves a set of meticulously taken notes and reveals the following information:

THO THAT OF

The Outlaw.

"Ameen Wolfgem was an outlaw from a larger town, several weeks travel from here. He had multiple bounties on his head due to murders and robberies, but the town was willing to accept him at first, provided he was a hard worker and kept his head down."

A Bad Apple.

"But it was only a matter of days for Ameen's habits to return. After killing three people in a bar brawl, he also killed the first bounty hunter that attempted to apprehend him. That's when I put him down."

Robbed and Cursed.

"The town seemed satisfied and moved on, but two days ago his grave was found dug up. Now, I've has no interest in trudging through the wilderness for days tracking some undead thing. But if you want it, the pay's good."

STAGE 2: EXPLORATION

Characters visiting the graveyard to investigate the site may come across the gravedigger, Pardel Plainleaf. A successful DC 10 Wisdom (Insight) check reveals Pardel may know something about the robbery, but appears spooked, and afraid of getting too involved. Characters can bribe him with 3sp or more, or intimidate him into talking by making a DC 12 Charisma (Intimidation) check. On a success, he reveals that on the night Ameen was buried, he saw a devilish imp standing over the tombstone and whispering. When the imp was finished, Ameen began to crawl out from the dirt, faceless, and undead. Pardel panicked and fled, without looking back.

Characters can track Ameen by spending three days following the tracks leading from the graveyard. At the beginning of each day, the navigating character must make a DC 12 Wisdom (Survival) check. On a failure, the characters briefly lose Ameen's tracks, and add an additional day to their journey.

After the second day has passed and at the start of each day thereafter, while tracking Ameen, the characters come across one of the following encounters:

Robbery.

The characters are threatened by 3 (1d6) **Bandits** (MM, pg 343).

A Stalking Predator.

The characters are stalked by an **Owlbear** (**MM**, pg 249) for the day. It remains at a distance, but attacks if provoked.

The Passing Teller.

A travelling fortune teller offers to read the character's futures, in exchange for a gold coin, hinting at future campaign plot hooks.

Sounds From a Well.

A child has fallen down a nearby well, and local villagers are unsure how to get her out.

Twice on the journey, Ameen's tracks pass by other dug up graves. The graves are often found on the roadside, neglected and forgotten.

STAGE 3: THE HUNT

The characters locate Ameen stumbling down an old roadway. His body is gaunt and lifeless, and moves with slow, but determined, purpose. Characters can attempt to identify what has happened to Ameen by making a DC 13 Intelligence (History or Religion) check. On a successful check, Ameen is revealed to have been risen as a Merregon (DIA, pg 238). The merrigon is following orders given to it by the imp to journey towards a hellportal, where the rest of the creature's unit resides. The merrigon has no memory of its previous life, and all traces of Ameen's personality have been drained away. The merregon understands no other language but Infernal, and makes no response to any prodding from the characters attempting to get a rise out of him by bringing up his past.

Should it detect the characters nearby, it attacks.

CREATURE TACTICS

Due to it's magic resistance, and resistance to nonmagical weapons, the merregon focuses its attacks on any characters with magic or silver weapons, considering them the largest threat. If melee characters with magical weapons are taken down, the merregon's next priority becomes spellcasters instead, particularly those with the ability to heal others.

STAGE 4: COMPLETION

Once slain, the characters can retrieve the merregon's mask, and return to Marleen with Ameen's head for their bounty. Marleen awards the characters 15gp for their hard work, and spends some time discussing with the group how best to hunt the undead. In addition, she offer the characters a **Finely Woven Net**.

MASK OF THE MERREGON

Wondrous item (mask), rare (requires attunement)

While wearing this mask, you have telepathy out to a range of 120 feet, and you gain dark vision out to 30 feet. If you already had darkvision, this mask causes your vision to no longer be impaired by magical darkness, out to a range of 30 feet.

FINELY WOVEN NET

Weapon (net), common

Creatures caught by this tightly woven net have disadvantage on Strength saving throws and Strength checks to break free of it.

NOTABLE NPCs

Name: Marleen Burton Race: Human (She/Her) Alignment: Chaotic Neutral Occupation: Bounty Hunter Stat Block: Spy (MM, pg 349)

Personality Traits: A grizzled veteran, rugged and authoritative. Interested in expanding her skillset to hunt undead and other beings.

Name: Pardel Plainleaf Race: Human (He/Him) Alignment: Neutral Good Occupation: Gravedigger

Stat Block: Commoner (MM, pg 345)

Personality Traits: Old and weathered, soft spoken and kind. He enjoys the silence that comes with his work, but often wishes for company.

ROADSIDE PASS MAP A wicked man had a bounty on his head, so I put him in the ground. Easy money. Turns out, not so much. Devils and undead are a bit outside my wheelhouse, but if you've dealt with this kinda thing before, then head on by the town of Penkurth. I'll fill you in. 111 11 CHAPTER 2 | HUNTS TIER 1

SLUGGISH SERVICE

TIER 1

Recommended Level: 3 - 5

Party Size: 4 - 6

Difficulty: Hard (4), Deadly (6)

Quest Creatures: Bone Whelks, (DIA, pg 119)

QUEST OVERVIEW

Harriet Havisack has been dabbling with magical ingredients in a bid to create the perfect pumpkin pie. Unfortunately for Harriet, her abysmal understanding of ritualistic magic has resulted in her accidentally conjuring a small army of bone whelks into the small kitchen of her family business, known as the Salt & Pepper Inn. Embarrassed by her terrible mistake, Harriet has closed the Inn, and is advertising around town for adventurers to help clean up her mess.

STAGE 1: MEETING THE NPCS

The characters are introduced to Harriet as she is hastily putting up advertisements around town for "discreet cleaners". Upon seeing the characters, she rushes over to offer them one of her flyers, requesting the party help with a clean up effort at her restaurant. A DC 12 Wisdom (Insight) check reveals she is hiding her true intentions from the characters, and appears shy and embarrassed.

Once in a secluded location, she reveals to the characters she purchased a book from a travelling vendor a few days ago, believing it to be a cooking book. Wishing to improve on her family business, Harriet explained she attempted to follow what she thought was a magical recipe for snail stew, which instead accidentally conjured a small army of monstrously large snail-like creatures in her kitchen. She fears that if they aren't stopped, it won't be long before the town discovers what a mess she has made, resulting in the end of her family business. She requests that the characters remove the snail creatures as quickly as possible, before they get any more out of hand.

STAGE 2: EXPLORATION

Characters can question Harriet further about the strange creatures before proceeding to pry open the barricaded doors or windows to the Salt & Pepper Inn and begin the hunt. Harriet gives the following information willingly, but doesn't know anything else of note.

The Book

"I mean, I suppose the book did look a little menacing when I first saw it, but the merchant assured me it was simply an exotic cover he picked up from a 'warm climate'. I guess now it all makes sense that it was some sort of ritualistic book, but how was I to know that at the time?! I think it's still inside the inn. If you find it, you're certainly welcome to take it."

Giant Snails.

"The creatures.. I know it sounds crazy, but they're giant snails! I didn't hang around long when they started appearing, but I could have sworn a couple of them had a mound of bones for shells!"

Wall Climbers.

"Be careful when you get inside. I think I saw one of them climbing up the walls. They're really big too. About the size of an owlbear, I'd say. I've never seen anything quite like them, but the smell! Ergh! I'm going to be cleaning up for weeks to get that out of the floorboards!"

A character can peer through the gaps in the barricaded wood and spot one of the creatures inside by making a DC 14 Wisdom (Perception) check. Alternatively, a character can opt to listen at the door for any sounds of movement by making the same check. On a success, the character learns one of the following:

What Do You See?

"You see a shadowy figure of a large, mollusc like creature moving extremely slowly across an upturned and partially crushed wooden table. Skulls and bones appear to cover the creature's back, creating a makeshift shell, and it oozes a thick, clear mucus from its underside as it moves."

WANTED:

Cleaners for restaurant renovation. Must be discreet.

No questions asked. Payment upon completion of renovation.

Speak with Harriet Havisack at no. 5 Burrowbuck Lane for more information. No Time Wasters.

What Do You Hear?.

"A deep, guttural sloshing can be heard beyond the wooden barricade. The crack of bone blends with the snapping of wooden beams as something heavy crosses the room, exuding a horrid stench."

The characters can attempt to identify the strange creatures by making a DC 13 Intelligence (History) check. On a success, the creatures are revealed to be **Bone Whelks** (**DIA**, pg 119).

STAGE 3: THE HUNT

The inn has a number of different rooms, including a kitchen to the east, and a small communal sleeping area for travellers, located in the most northerly rooms. An unlit fireplace connects the kitchen to the central hall, and a two main entrances to the building are located on the eastern and western walls. The central hall is populated by 12 bone whelks, and an additional 4 bone whelks can be found in the kitchen. The tavern is dimly lit, having no inside source of light and being barricaded from the outside. If the party is detected by the bone whelks, they attack.

CREATURE TACTICS

The bone whelks are hostile to all other creatures that enter the inn. They remain inside the inn, and take refuge on the ceiling and walls out of sight, should the characters choose to attack at range from outside the inn. In combat, the bone whelks attack the nearest character to it, remaining in groups of 2 or more. If grappling a creature, the bone whelk slowly drags its target further into the inn to prevent it escaping.

STAGE 4: COMPLETION

Upon killing the bone whelks, the characters can search the inn for the mysterious "cookbook" by making a DC 16 Intelligence (Investigation) or Wisdom (Perception) check. A successful check reveals the book in on the floor of the kitchen, covered in bone whelk slime. Harriet thanks the group for their help, and gets to work clearing out the dead bone whelks with the hired help of a few "quiet locals". The characters are awarded the following items upon the hunt's completion:

• 100sp, and 2 trinkets Harriet also purchased from the mysterious vendor, in addition to the cookbook: A small packet, filled with 1lb of glowing red dust, and a glass jar containing a brownish sludge with a label that reads 'Elbow Grease'.

GILDEN RAMSES' INFERNAL COOKBOOK

Wondrous item, rare

This mysterious leather book is filled with various rituals pertaining to fiendish foodstuffs. As part of a long rest, you can spend 2 hours following a ritualistic recipe in the cookbook to summon up to 6 plates of cooked food originating from the Lower Planes. A creature that consumes a plate of this food gains 10 (3d6) temporary hit points, which last for 8 hours, and doesn't need to eat again for 6 hours. The book can perform only one ritual per day. If you attempt to perform any more additional rituals, roll a d2o. On a 1, the book emits a screech of anger in infernal, and summons 2d6 hostile bone whelks, which appear in unoccupied spaces within 30 feet of it.

NOTABLE NPCs

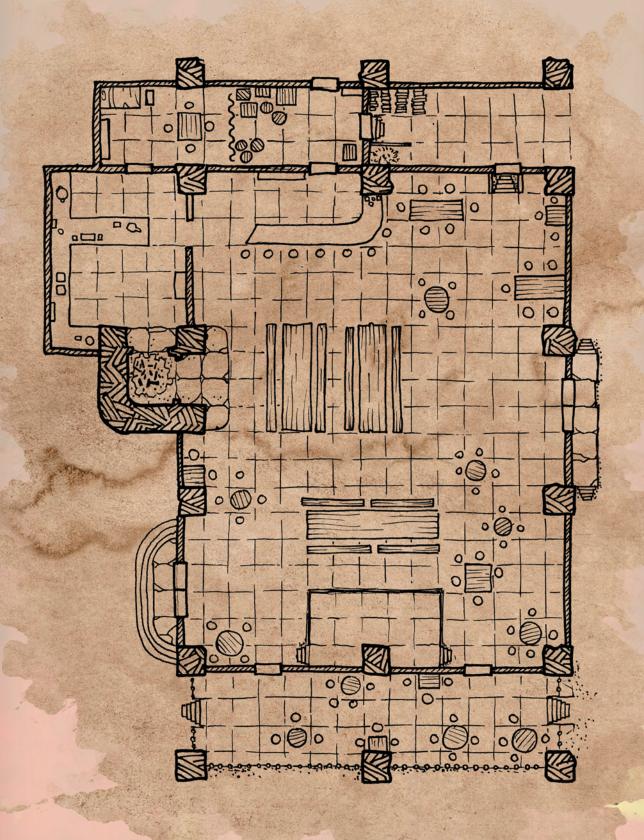
Name: Harriet Havisack Race: Any (She/Her) Alignment: Chaotic Good

Occupation: Owner of the Salt & Pepper Inn

Stat Block: Commoner (MM, pg 345)

Personality Traits: Not overly bright, carefree, kind, values hard work.

SALT & PEPPER INN MAP



Recommended Level: 1 - 2

Party Size: 4 - 6

Difficulty: Hard (4), Hard (6)

Quest Creatures: Abyssal Wretches, (DIA, pg 118)

OUEST OVERVIEW

Glimmerstone Mine, a popular source of iron for the residents of Bale Hollow, has recently been the focus of a terrible fiendish cult. Guards took the fight to the cultists during a mass ritual, managing to drive them out and defeat them, but at a terrible cost. The failed ritual expelled a burst of flesh-warping magic into the mine, transforming the surviving guards into a mass of disfigured, flesh twisted creatures, known as abyssal wretches. Unable to defeat the demonic infestation, and seeing the town falling into financial ruin, Kravin Hammersmith, mayor of Bale Hollow, has issued a bounty for their eradication.

STAGE 1: MEETING THE NPCS

Upon accepting the hunt, the characters meet with Mayor Hammersmith, a grumbling and aging halfling. His eyes are red and bloodshot, and it is clear upon his arrival that the lack of income from Glimmerstone Mine is causing him and the other townsfolk great stress. Hammerstone reveals to the characters that ever since the town guards dispatched the cult forming in the mines, he has had a shortage of new recruits, likely brought on by the demonic infestation now littering the mine. He goes on to explain that the town is extremely close to financial ruin, and that the mine is the only source of major income available to them, but nobody has the strength or conviction to destroy the creatures that were once their loved ones. He offers the party a deal: If they can rid the mines of the demons, and ensure the town's economic security, he will personally see to it that the group be awarded a signet of recognition from the town, which will allow them access to noble functions across the region, acting as representatives of Bale Hollow.

STAGE 2: EXPLORATION

Characters can choose to interview the remaining town guards before setting off for the mines, in order to gather more information about the creatures, by making a DC 14 Charisma (Intimidation or Persuasion) check. A successful check reveals one of the following pieces of information. The party can make a total of 3 checks: one for each piece of information. Each check takes 10 minutes to complete. A successful check reveals one of the following pieces of information:

Screams of Agony.

"I was there when it happened... or at least I nearly was. I chased one of those cultists out of the mines and cut it down when it pulled a knife on me. Then I hear a sudden boom, and screaming... so much screaming. I don't know how many were in there when it happened. Four, maybe six? May the gods have mercy on them."

A Mysterious Cult.

"We didn't know much about the cult, only that it was following some sort of demon-lord. What kind, I couldn't tell you. What I can tell you though, is whatever's in that mine isn't human anymore. It doesn't matter how much they might tell you otherwise. Good Luck."

Herd Mentality.

"When we returned to close off the mine, one of them were lurking at the entrance. One of the younger recruits, thinking himself a hero, charged at it, using a minecart for cover as he went, hoping to kill the beast. He only got about twenty feet in before we saw the others. They swarmed him and the minecart in seconds. I was lucky to get out in time.

The lad.. not so much."

Glimmerstone Mine is an hour's walk from the town. Characters can follow an old stone path towards the entrance, which has been closed off by the remaining guards with wooden panels. A rusted minecart lies on its side outside the

WANTED:

Bale Hollow is under siege from a wretched infestation of monstrous creatures! Anyone willing to help clear out this mess should seek an audience with Mayor Hammersmith, at Bale Hollow Hall, as soon as possible.

Reward offered on proof of creature's extermination.

mine entrance, covered in dents and scratch marks, and the decaying body of a cultist can be seen lying face down in the mud near the river. Characters can examine the minecart by making a DC 13 Intelligence (Investigation) or Wisdom (Perception) check. A successful check reveals the minecart to have come off the rails after being pushed with great force. The scratches appear to be varied in length and depth, suggesting the damage was caused by three or more individuals, likely of Medium build and height. The party can also investigate the cultist by making a DC 13 Intelligence (Investigation) or Wisdom (Perception or Medicine) check. On a success, it is revealed the cultist died from a stab wound to the stomach. In its outstretched hand lies a glistening dagger with an obsidian blade, marked with the symbology of a demon lord from the Abyss. After characters have successfully completed 3 of the 5 possible checks, they can attempt to work out what creatures they might be facing by making a DC 12 Intelligence (History) check. Each character can attempt the check once. A successful check reveals the creatures in the mine to be Abyssal Wretches (DIA, pg 118).

STAGE 3: THE HUNT

Glimmerstone Mine is a large mineshaft, with multiple areas to explore. There is no light in the mine, and characters require torches or magical light in order to see. Bloody body parts and evidence of visceral combat can be seen scattered across the ground all across the mineshaft.

Area 1 contains the bloody remains of both cultists and guards. Searching the cultists reveals each of them to carry a black obsidian dagger, but otherwise have no items of interest. Each guard has 1d6 copper pieces, and carries either a longsword, shortsword, or (if using them in your campaign) a flintlock pistol, with 1d4 rounds of ammunition.

Areas 2, 3 & 4. A pack of 6 abyssal wretches move between these locations at random intervals, beginning in one of these areas at random. The wretches are drawn to bright light or loud noises, and attack as soon as they encounter the party.

CREATURE TACTICS

The abyssal wretches remain in a group no more than 10 feet from each other where possible, and focus on characters wielding light sources, making loud noises, or casting magical spells first. If a target is reduced to 0 hit point, the wretches immediately change to a new target, often trampling or walking over their previous one.

STAGE 4: COMPLETION

Upon defeating the abyssal wretches, the characters can return to Mayor Hammersmith with evidence of the creature's defeat and claim their rewards, which are detailed below:

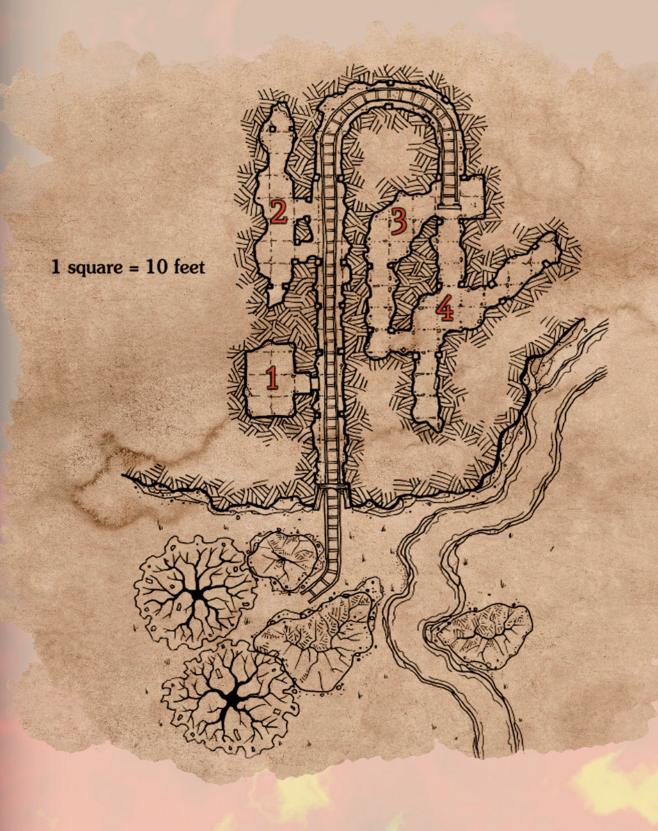
• Each character is awarded a signet ring of Bale Hollow and 5sp. Showing this ring to guards around the region allows the characters to be treated with the same respect and courtesy as if they were high-born nobility, and allows them access to various upper class events.

NOTABLE NPCs

Name: Kravin Hammersmith Race: Halfling (He/Him) Alignment: Lawful Good Occupation: Town Mayor Stat Block: Noble (MM, pg 348)

Personality Traits: Exhausted, friendly, seasoned smoker and gardener.

GLIMMERSTONE MINE MAP



ZUPPO'S SAD DAY

Tier 1

Recommended Level: 1

Party Size: 4 - 6

Difficulty: Medium (4), Easy (6)

Quest Creature: Nupperibo, (DIA, pg 239)

QUEST OVERVIEW

The characters meet a hill giant in the woods named Zuppo. Zuppo was once the hill giant king, respected among his clan for being able to eat the most food without getting sick. But recently, a nupperibo emerged from a mysterious Planar tear, and gained the hill giant's respect by out-eating Zuppo. Zuppo hires the characters to kill the nupperibo without attracting the ire of the other Hill Giants.

DM's Note: This hunt is designed to test the teamwork of the characters and their ingenuity to avoid combat with a much more powerful group of monsters. The hill giants are likely to kill the characters in a single hit. It is advised you allow the characters to flee from combat or get captured and have an opportunity to escape, and complete the hunt, should they attract the giant's ire.

STAGE 1: MEETING THE NPCs

After hearing rumors of a mysterious giant sitting alone and weeping in the forest, characters can set out to find Zuppo by making a DC 10 WIsdom (Survival) check. On a success, the characters find the giant in the woods, sitting on a massive tree and sobbing. A DC 11 Wisdom (Insight) check reveals Zuppo is genuinely upset, and doesn't appear to be hostile. A DC 11 Intelligence (History) check also reveals that Zuppo is a Hill Giant (MM, pg 155). Upon seeing the characters, Zuppo stares at them miserably, eventually opening dialogue with the characters if they don't do it first by asking what they want.

If the characters continue to explore Zuppo's strange behaviour, he provides the characters with the following information:

Paradise Lost.

"Once Zuppo was best eater! That made Zuppo king, but Zuppo not king anymore..."

A New Challenger.

"Purple monster came. Purple monster eats everything, eats even more than Zuppo! Eats and eats but never sick! Purple monster not even that big... purple monster cheating!"

After explaining his predicament, Zuppo eyes the characters with a malevolent intent, grinning and telling the characters if they kill this purple monster, then he shall award them a "bag of prizes". He also provides the following warning:

A Stern Warning.

"If you do this, you no hurt Zuppo's friends! Zuppo not king without friends! If you hurt friends, Zuppo bash you until you can't be bashed anymore!"

STAGE 2: EXPLORATION

If the characters agree to help Zuppo, Zuppo leads them towards the hill giant's enclave, a small captured farm on the edge of the woods. If characters ask Zuppo for more details on the "purple monster", he tells them it doesn't speak, and has "itchy bugs" circling around it. Characters can attempt to identify the creature from this description with a DC 13 Intelligence (History or Religion) check. On a success, the creature is revealed as a Nupperibo (DIA, pg 239), a mindless and slothful devil from the Infernal Planes.

Characters can choose to return to town to research the nupperibo further before continuing with the hunt, though Zukko only allows them a single day to prepare. If the characters take any longer, Zukko gives up and leaves, and the hunt fails. A character can spend 8 hours in quiet

research and make a DC 15 Intelligence (Investigation) check to discover either the nupperibo's damage resistances, damage immunities, condition immunities, or any lore pertaining to them. Only one

Rumor:

There's a giant sitting out in the woods just...

sobbing. It's not really scary or anything, it's

just kind of bumming everybody out.

I wonder what's up with it?

check can be made per character.

When the characters arrive in the enclave, they see the ruins of a farmhouse and the grisly remains of the farmer and his family, their bone picked clean by the giants. Four hill giants (not including Zuppo) reside in the enclave, named Boolga, Dirty Dekk, Grog and Fee.

STAGE 3: THE HUNT

Boolga is quietly napping atop a hay bale, while Dirty Dekk is attempting to hurl boulders at a distant mountain, to little effect. Grog and Fee are having a fantastic time feeding the nupperibo, piling food in front of it for it to devour, including chunks of wood. Each time the nupperibo eats something, both giants jump up and down and cheer in celebration. The hill giants are hostile to other creatures. If they see a creature, their first thought is to kill it and feed it to the nupperibo. Characters must act fast to avoid being quickly attacked. However, the giants are also gullible and can be convinced or tricked with a clever ruse. Hill giants have little patience or attention span - spend too long in conversation and the giant is far more likely to simply decide to eat the character instead of listen for more than a few minutes.

Zuppo can attempt to aid the characters in any ruse or trick, but has a difficult time following any complicated actions, and could easily end up falling victim to the trick along with the other giants. If the characters attack the hill giants, Zuppo jumps into the combat to defend them. If the giants are lured away from the farmhouse, the characters can attack the nupperibo unhindered.

CREATURE TACTICS

The nupperibo can't see beyond a ten-foot radius, but can track any creature wounded by it's Cloud of Vermin ability. The nupperibo focuses it's attacks on whatever character is first wounded by the Cloud. If a character drops to o hit points, the nupperibo attempts to devour it.

STAGE 4: COMPLETION

If the characters are seen to have killed the nupperibo by the hill giants, they mourn the loss of their "king" before attacking. If the characters flee, the giants give chase for ten minutes before becoming distracted by something else. If the characters successfully hide or sneak away from the dead nupperibo, the hill giants return to find their "king" dead, and mourn amongst themselves. A few moments later, Zuppo appears and consumes the corpse, declaring himself the new king. All the giants cheer in celebration, and return to their old ways.

The characters can meet Zuppo that evening near the woods where they first found him. He awards the characters a "Prize Bag" as thanks for their help. The prize bag is a heavy leather sack, filled with rocks of various sizes, a rotten leg of lamb Zuppo was saving for a special occasion, and a small stick he thought was funny ("It's so small!"). Hidden in the bottom of the bag is a dark onyx gemstone, worth a total of 25gp. Zuppo claims this rock to be his favourite, because it's shiny.

NOTABLE NPCs

Name: King Zuppo

Race: Hill Giant (He/Him)
Alignment: Chaotic Neutral
Occupation: King of Eatin'

Stat Block: Hill Giant (MM, pg 155)

Personality Traits: Stupid, eats everything, easy to anger and confuse.



THE CRAZY TRAIN HAS NO BREAKS

Tier 2

Recommended Level: 6 - 8

Party Size: 4 - 6

Difficulty: Hard (4), Hard (6)

Quest Creature: Demon Grinder (DIA, pg 219)

QUEST OVERVIEW

Each night, a possessed demon grinder is summoned to the city of Westport, tearing wildly through the streets and causing wanton destruction for a number of hours, vanishing before sunrise. Doc Green, a gnomish tinkerer, has devised a crazy plan to stop demon grinder, but is looking for characters brave enough to help 'test' his new contraption.

STAGE 1: MEETING THE NPCS

When the characters first arrive in Westport, they find it a desolate ghost town, with few people in the streets. The ground is torn up, creating a deep groove that extends out to near the surrounding houses, similar to that of a racing curve or dirt track. Windows are boarded up, doors nailed shut, and the front of many buildings exhibit large crushed facings or deep gouges in the brickwork, as if torn at by some monstrous beast. A DC 14 Wisdom (Perception) check reveals twisted sections of iron and metal embedded in the ground, still warm to the touch. A small gnome, with wild green hair and clad in a laboratory coat shouts down to the characters from a nearby makeshift garage, asking if they're here to "deal with the racing problem". Should the characters confirm his suspicions, he opens a small iron grate on the front of the garage and tells them to get inside.

Once inside, he introduces himself as Doc Green, and explains that there is a monstrous demonic machine running rampant across the city. The guards have no way of stopping it, and the last group of adventurers that got in its way were quickly turned into paste. After taking refuge for some time hoping help would arrive, Doc turned to his tinkering skills to create something capable of rivalling the wheeled monstrosity, but needs someone braver than he to test it.

Should the characters accept, he pulls away a large sheet of industrial metal, revealing what can only be described as a giant armored steam engine. Twelve spiked wheels flank its plated bulk, and a large engine can be seen sticking out its rear. An open cab sits atop the train, with a multitude of pintle-mounted wands protruding from either side of it, overlooking a fearsome looking battering ram.

Doc Green proudly introduces the contraption as the M.I.M (App A), or "magic-infused-machine".

STAGE 2: EXPLORATION

The characters can explore the M.I.M by making a DC 13 Intelligence (Investigation) check. A successful check reveals it to be powered by a number of enchanted runes, which draw power from the Elemental Plane of Air. Characters that examine the pintle-mounted wands find them melded to the steel bars and outfitted with triggers, which can be pulled to activate them. A DC 13 Intelligence (Arcana) check reveals the wands to be magically charged by the runes which power the engine, causing their attacks to inflict lightning damage.

Doc Green explains that the M.I.M requires at least 3 people to operate, hence his struggle to find a group capable of the job.

He also reveals that whatever the monstrous machine is, it appears to arrive every night around the same time. Doc believes this is due to it have the ability to access a different Plane of Existence somehow, and should they destroy it while it is outside its native Plane, it won't be able to come back.

The characters can examine the tracks outside the garage by making a DC 15 Intelligence check. On a success, they discover the tracks to be carved by something marked with Infernal sigils which have imprinted into the ground, suggesting the machine to be fiendish in nature.

Characters can compare the evidence they have learned thus far to try and identify the machine by making a DC 15 Intelligence (Arcana or History) check. A successful check reveals the machine to be a Demon Grinder (DIA, pg 219).

Bounty:

A crazy mechanical beast is on the loose in Westport City! The locals have tried everything to stop it, but now they just barricade themselves indoors and hope for the best. Rumor has it, Poc has something up his sleeve, though he needs folks to "test" it first...

STAGE 3: THE HUNT

That night, the demon grinder appears again, making laps of the city and destroying anything in its path. The characters must use the M.I.M to give chase, keeping pace with the demon grinder long enough to destroy it. Below a simple guideline for this chase, and assumes each vehicle is moving at 100 feet per round.

The chase takes place in stages around the city, with each area marked on the map provided different challenges for the characters and vehicles to overcome. On initiative count 20 each round, there is a 50% chance for the area to contain an obstruction. Each obstruction is detailed on the Obstruction Table, and can be different for each vehicle. Each area takes 3 rounds to move through, though certain obstructions can increase the amount of time it takes for each vehicle. The lead vehicle is the vehicle with the least amount of rounds left in an area before they can move onto the following one. For example, if the characters in the M.I.M had 2 rounds to go before changing areas, but the demon grinder had 1 round to go, the demon grinder is assumed to be in front of the M.I.M. However, if the M.I.M had 2 rounds to go and the demon grinder had 3, it would be behind the M.I.M instead. If both vehicles have the same number of rounds left, they are considered to be trading paint side by side.

When this chase begins, roll initiative for the demon grinder and the M.I.M only. All other riders take their turns during their respective vehicle's turns, and can interchange actions accordingly.

The M.I.M begins this chase with 3 rounds to complete the first area.

The M.I.M begins this chase with 3 rounds to complete the first area. The demon grinder begins the chase with 2 rounds, placing it in front.

CREATURE TACTICS

The demon grinder is piloted by a cackling Barbed Devil (MM, pg 70), who remains at the demon grinder's helm. The demon grinder has a crew of 5 additional Imps (MM, pg 76), who operate the demon grinder's Chomper, Wrecking Ball and Harpoon Flingers. The Chomper can be used against the M.I.M whenever the vehicles are trading paint, or the demon grinder is behind it. The Wrecking Ball and Harpoons can always be used.

The Imps using the harpoons focus their attacks on characters using ranged weapons, while the other crew member focus their attacks on the vehicle itself.

Should there be no creature at the helm, the demon grinder automatically fails any check or saving throw required to avoid an obstruction.

AREAS AND OBSTRUCTIONS

Area 1

This is the main housing district in Westport. Streets are narrow and covered in upturned, crushed cobblestones. Vehicles have a 75% chance to suffer an obstruction here, instead of the normal 50%.

Area 2.

This is the noble quarter. Roads are much wider, and deep gouges in the ground have created grooves that speed up the demon grinder's turning circle. Vehicles pass through this area in 1 round, not 3.

Area 3.

This is the main bridge leading towards the fishing market and river

traders. The bridge is large and wide enough for 2 vehicles to pass at the same time. It takes 2 rounds to pass through this area.

Area 4

This district contains the blacksmiths, barracks and multiple taverns and ale houses. Large wooden fortifications have been erected around this area, allowing the populace to move freely between the buildings either side of the street without too much risk of being crushed. Vehicles have a 75% chance to suffer an obstruction here, instead of the normal 50% due to the construction.

Area 5.

This is the river crossing, once used by commoners to travel between the farmland in Area 6 and the ale houses in area 4. This is now a thick, churned marshland of torn up earth and debris. Vehicles pass through this area in 4 rounds, not 3, but no other obstructions take place here.

Area 6.

This is mostly open farmland, created on the outskirts of the main market in town. The farms now lie in ruins, with the fields covered in bloodstained streaks of unfortunate livestock not fast enough to escape the demon grinder's Chomper. Vehicles pass through this area in 4 rounds, not 3, and no obstructions take place here.

Area 7

d12

Area 7 in the main open square, used mostly as a large marketplace. It now sits as a battleground, torn up and destroyed by the demon grinder's relentless racing circuit. Vehicles have a 25% chance to suffer an obstruction here, instead of the normal 50%, and pass through this area in 2 rounds, instead of 3.

STAGE 4: COMPLETION

If the characters successfully destroy the runaway demon grinder, it explodes into various flaming pieces, peppering the landscape before slowly disintegrating. The M.I.M slowly collapses into rubble, the damage and intense stress of the encounter proving too much for the haphazard vehicle. Doc assures the characters this won't be the last time he looks into creating something like the M.I.M again, though hopefully next time he'll have plenty more time and freedom with which to do it. Common folk and nobles alike crowd the characters, showering them with praise and appreciation for freeing the city from the demon grinder's tyranny. The Mayor offers the characters a small piece of farmland in area 6, remarking that should they accept, they are also welcome to have a say in the reconstruction of the city. Regardless of whether the characters accept or decline, they are rewarded with free meals and drinks in the city and special citizenship status within the city walls for life, allowing them to be treated as equal to nobility, regardless of their financial status.

DM's Note: Balduran's Guide to Kingdom Building is a great supplement to use should the characters choose to remain in the city and help the reconstruction effort.

NOTABLE NPCs

Name: Doctor Everitt Greenbeard Tinkertoy

Race: Gnome (He/Him)
Alignment: Chaotic Good

Occupation: Inventor and Tinkerer Stat Block: Druid (MM, pg 346)

Personality Traits: Fascinated by technology, enjoys strong ale, smokes a comically large pipe. Extremely friendly, positive and eccentric.

Obstruction

A collection of large barrels roll out into the vehicle's path.

The vehicle must succeed on a DC 12 Dexterity saving throw or increase their round timer for the area by 1.

- Fiery debris covers the vehicle's path. As the vehicle crashes into it, burning debris cascades into the air around the riders.

 All creatures on the vehicle must succeed on a DC 12 Dexterity saving throw or suffer 3 (1d6) bludgeoning damage and 3 (1d6) fire damage as the debris crashes around them.
- A large pile of debris is pile up in the vehicle's path! The vehicle must succeed on a DC 12 Dexterity saving throw or increase their round timer for the area by 1. If the vehicle succeeds on this saving throw by 5 or more, it is instead catapulted into the air, decreasing their round time in the area by 1.
- A roaming farmyard animal runs out into the vehicle's path. The vehicle must succeed on a DC 13 Dexterity saving throw or crash into the creature, crushing it beneath the vehicle's tracks.
- The vehicle crashes into a wall or other section of a building, causing that building to collapse onto the tracks.

 Increase the number of rounds it takes for both vehicles to cross this area permanently by 1.
- 1d4 **Abyssal Chickens** (**DIA**, pg 97) appear on the path, accidentally summoned by the demon grinder's infernal presence. The creatures land on the obstructed vehicle and angrily attack all creatures riding it for 1 round before fleeing.
- A huge sinkhole appears in front of the vehicle! The vehicle must succeed on a DC 13 Dexterity check to avoid the pit, or crash headlong into it, taking 10 (3d6) bludgeoning damage and increasing their round timer for the area by 1.
- A large section of building, containing a large stained glass window, has fallen into the vehicle's path. The vehicle must succeed on a DC 13 Dexterity check to avoid the window, or crash into it. SHould the vehicle crash into it, all creatures riding the vehicle must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) slashing damage from the cascading glass.
 - A large magonel lies in the vehicle's path. A DC 13 Wisdom (Perception) check reveals it to be armed, aiming towards the vehicle. The vehicle must make DC 12 Dexterity saving throw to avoid it. On a failed save, the vehicle collides with the magonel, destroying it and taking 11 (2d10) bludgeoning damage. On a successful save, a crew member can choose to trigger the magonel to shoot a vehicle behind it in the same area by making a ranged weapon attack against AC 20.

On a successful hit, the magonel triggers, striking the target vehicle and dealing 27 (5d10) bludgeoning damage.

- The vehicle slips and slides on uneven ground. The pilot must succeed on a DC 12 Strength check to regain control of the vehicle, or have the vehicle's round timer in that area increase by 1. If the driver succeeds this check by 5 or more, they instead pick up speed by drifting the vehicle, decreasing their round timer in the area by 2.
- The vehicle flies past low hanging clothing lines hanging across the street. One random character riding on the vehicle must succeed on a DC 13 Dexterity saving throw or be caught by the clothes line, taking 7 (2d6) slashing damage and being knocked prone.

The vehicle's path takes it through a large patch of overgrown vegetation. The vehicle must succeed on a DC 12 Strength saving throw or be slowed by the vegetation, increasing its round timer in the area by 1.





MAGIC INFUSED MACHINE (M.I.M)

Huge vehicle, unaligned

Armor Class 17 (natural armor) Hit Points 230 (20d12 + 100) Speed 100ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	- (-)	20 (+5)	- (-)	- (-)	- (-)

Damage Resistances bludgeoning damage from nonmagical attacks

Damage Immunities necrotic, poison
Condition Immunities exhausted, frightened, poisoned
Senses special

Languages —

Chassis Resistance. When the M.I.M takes damage from any source, it can use its reaction to reduce that incoming damage by 3 (1d6).

Piloted Vehicle. The M.I.M is a magically powered vehicle and requires a humanoid of size Medium or smaller to operate it. If no creature is operating it, it continues to move, but can't steer, slow down or perform manuevers of any kind. The piloting creature is considered to be in half cover when atop the M.I.M, and the vehicle uses the pilot's Dexterity, Intelligence, Wisdom and Charisma ability scores and proficiency bonus (not included in this stat block) when making ability checks, or saving throws, and when determining any special senses it might have, such as darkvision.

In addition, if the submersible is subject to, or targeted by, an effect or spell that requires an Intelligence, Wisdom or Charisma saving throw, the pilot becomes the affected target instead.

Runic Powered. The M.I.M is powered by a magical runestone, infused with magic from the Elemental Plane of Air, allowing it to operate indefinitely, as long as the rune remains undamaged.

Tracked Movement. The M.I.M ignores difficult terrain when moving on land, and is immune to being knocked prone.

PILOT ACTIONS

Forward Ram. Melee Weapon Attack: +4 (+ pilot's prof bonus) to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

Runic Booster (Recharge 5 - 6). The pilot activates the vehicles engine boost, decreasing its round timer for the area by 1. In addition, any vehicle behind it must succeed on a DC 15 Constitution saving throw, taking 21 (6d6) force damage on a failed save, or half as much on a successful one.

CREW ACTIONS

The M.I.M has 4 pintle-mounted wands, each of which can be fired by a creature aboard the M.I.M other than the pilot. Two wands are mounted on the left side of the cockpit, and two are mounted on the right hand side.

Each crew action can only be performed once per round.

Pintle Mounted Wand. Ranged Weapon Attack: +4 (+ pilot's prof bonus) to hit, range 120 ft., one target. Hit: 11 (2d10) lightning damage.

Brace For Impact! The creature braces against the side of the M.I.M. Until the start of their next turn, that creature has advantage on Strength and Dexterity checks and saving throws.

This statblock was created using guides for creating magitech powered constructs found in The Greasemonkey's Handbook, available on the Dungeon Master's Guild.

WESTPORT MAP



The Denizen of Northguard Tower

TIER 2

Recommended Level: 5 - 8

Party Size: 4 - 6

Difficulty: Deadly (4), Hard (6)

Quest Creature: White Abishai (DIA, pg 241)

QUEST OVERVIEW

A white abishai has taken up residence in the ruins of an old lookout in the mountains, known as Northguard Tower, and has captured a weapon smith from the nearby village of Winterfield. The characters must travel to Northguard Tower, rescue the weapon smith, and kill or rout the abishai if given the opportunity.

STAGE 1: MEETING THE NPCs

Upon responding to the wanted poster, the characters are introduced to Geralt Brightly, a gnome blacksmith. Brightly owns the Winterfield Arms weapons store, and is responsible for creating many of the spears and hunting gear used by the village. He explains that his daughter, Oarla, was kidnapped by a group of fearsome Kobolds (MM, pg 195). He describes the kobolds as being covered head to toe in white war paint, making them extremely difficult to spot in the snow of the mountains. He requests that the characters head north, towards the ruins of the old Northguard Tower and return his daughter to him as soon as possible. Should the characters accept, he presents them with two weapons of their choice to aid in his daughter's safe return, and a magical firearm, which he stresses should help in combat, but is very "experimental". The rules for the magical firearm are detailed in Stage 4 of this hunt.

STAGE 2: EXPLORATION

It takes the characters 3 hours to hike towards the ruins of Northguard Tower. The tower can be seen from Winterfield Village, but complex mountain paths, high winds and dangerous slopes make it extremely difficult to reach quickly. Visibility while in the mountains is reduced, and large or smaller objects and creatures more than 20 feet away are considered heavily obscured.

A DC 14 Wisdom (Survival) check reveals tracks in the snow of a clawed nature, alongside what appears to be drag marks. A characters can examine these tracks with a DC 13 Intelligence (Investigation) check. A successful check reveals the tracks appear to belong to a kobold, but are much deeper and larger, suggesting a heavier creature of some sort.

Continuing up towards the ruin, a DC 15 Wisdom (Perception) check reveals two Kobolds standing guard near the tower entrance, armed with small silvered daggers. Various broken windows populate the tower, each of which has been barricaded with wood, rocks and debris. If the characters wait for longer than ten minutes, a Medium sized, winged, dragon-like creature, wielding a fearsome silver longsword, lands heavily outside the tower, carrying with it a bloody leather bag. The creature steps inside the tower, pushing past the kobolds with

disinterest. Characters can attempt to identify this creature by making a DC 14 Intelligence (History) check. A successful check reveals the creature to be a White Abishai (DIA, pg 241). If the characters instead press into the tower, a large thud can be heard from outside once they reach the second level, which is audible to all creatures on the first level of the tower. The white abishai waits for 1 round before entering the ground floor of the tower, and then makes its way up to the upper floor.

STAGE 3: THE HUNT

Northguard Tower is a small tower that was once used as a lookout tower for Winterfield Village and the surrounding area. It is now the lair of a fearsome white abishai, which has gathered a small tribe of 10 kobolds beneath its banner, which worship it as some kind of chieftain. A DC 15 Wisdom (Perception) check reveals Oarla weeping and crying in the upper floor of the tower. She is guarded by 4 kobolds. An

additional 2 kobolds guard the outside entrance to the tower, with a final 4 kobolds patrolling the second floor. The kobolds are hostile to all creatures other than the

Wanted:

Intrepid and motivated adventurers to help with the rescue of Oarla Brightly. Kobold Kidnappers are holding her for ransom near Winterfield Village. If interested, contact Geralt Brightly, at the Winterfield Arms, as soon as possible.

white abishai (including other kobolds that aren't in their clan). The ground floor has 5 rooms. Fire traps have been set up in 2 of the rooms, determined either by random, or by the DM. A fire trap can be spotted with a DC 15 Wisdom (Perception) check, and disarmed by with a DC 16 Dexterity (Sleight of Hand) check. If triggered, a fire trap explodes outwards in a 5-foot radius. Each creature caught in the radius must succeed on a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one. The kobolds know the location of all the traps, and lure characters towards them if possible during combat.

The second floor has five rooms, all with locked doors. Each door has AC 20 and 20 hit points. The doors can be picked using Thieves' Tools by making a DC 16 Dexterity (Sleight of Hand) check. A steel door has been installed on the stairwell leading up to the upper floor. The door has AC 20 and 50 hit points, and can be picked with a DC 18 Dexterity (Sleight of Hand) check.

The upper floor has only one room. The white abishai resides here along with 4 kobolds, and the captured gnome. Various weapons in stages of construction can be seen scattered across the floor, clear evidence as to why the weapon smith was kidnapped.

CREATURE TACTICS

The abishai attacks on sight. It knows the smell of the kobolds in its clan, and can identify intruders by making a Wisdom (Insight) check with advantage, versus the disguised creature's Charisma (Deception) check. In combat, the abishai can use a bonus action to flap its wings and douse any nonmagical torchlight or open flames, causing the floor it is on to be covered in darkness. It can also use a bonus action to mentally command any number of kobolds in its clan. When fighting on the same floor as the abishai, the kobolds can't be frightened. If the abishai is reduced to 15 hit points or less, it attempts to flee and doesn't return, using whatever kobolds are left to block its path. If Oarla is in its path, it makes a single, spiteful claw attack at her as it passes by.

STAGE 4: COMPLETION

If the characters retrieve Oarla, they can return to Geralt with her in tow to claim their reward. Geralt awards the characters with one adamantine weapon of their choice each, and suggests they keep the magical firearm as thanks for her safe return. If the characters fail to protect Oarla during the hunt and return without her (or with her body), Geralt falls into mourning, eventually closing up shop and leaving the village to pursue a life of revenge against dragons and their kin.

GERALT'S FIREARM

Weapon (pistol), rare

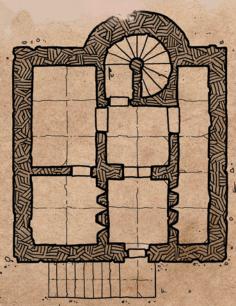
This magical clockwork pistol is powered by a small elemental crystal. It is a martial weapon with the light property and a range of 30/60 ft. It deals 1d10 damage on a hit. Roll a d4 to determine what damage type the weapon deals: (1) Fire, (2) Cold, (3) Lightning, (4) Thunder.

NOTABLE NPCs

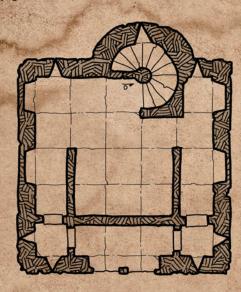
Name: Oarla Brightly
Race: Gnome (She/Her)
Alignment: Neutral Good
Occupation: Apprentice Smith
Stat Block: Commoner (MM, pg 345)

Personality Traits: Inexperienced, brave, talented inventor and tinkerer.

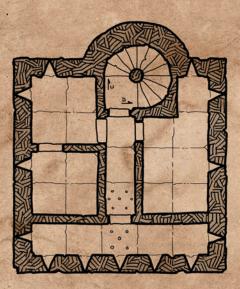
NORTHGUARD TOWER MAP



Ground Floor



Upper Floor



Second Floor

HOW THE MADCAPS STOLE MIDWINTER

TIER 2

Recommended Level: 6 - 8

Party Size: 4 - 6

Difficulty: Deadly (4), Hard (6)

Quest Creature: Madcaps (Redcap Variant) (DIA, pg 240)

QUEST OVERVIEW

A pack of madcaps have descended upon the village of Kingston Falls, attempting to ruin the Midwinter Festival. The characters must move from event to event, stopping the creatures from sowing chaos.

STAGE 1: MEETING THE NPCs

Arriving in Kingston Falls, the characters meet the following NPCs in the town square, who each invite them to an event:

Mayor Maletta.

The mayor, Isabel Maletta, a friendly, heavyset woman, is always happy to have new faces in town. She invites the characters to a dinner held on the town square at dusk, where a large feast will be served alongside the village tradition of lantern - hanging atop the vast tree which shelters the square.

Strondall Merrymaker.

This stocky dwarf tries to project a grumpy demeanour, but is clearly a softie at heart. He invites characters who want to get in out of the cold to have a few free drinks at his tavern, The Waterin' Hole.

Phoebe Deagle.

Phoebe crosses paths with the characters whilst handing out adverts for the free local midwinter play she's performing in at the playhouse tonight. The play is a dramatization of the town's first midwinter, when all of the settlers found a way to celebrate their own traditions while still staying in fellowship with the community.

STAGE 2: EXPLORATION

The characters have the option to choose whichever event interests them, splitting up to visit each one, or moving from one to the other as a group. The village is relaxed and welcoming, and a DC 13 Wisdom (Insight) check reveals everyone here is excited for the festivities, and having a fantastic time.

Until, of course, the Madcaps (DIA, pg 240) attack!

STAGE 3: THE HUNT

There are 12 madcaps in total, which appear and quickly begin terrorizing the town. The madcaps split up, attacking each of the events in the follow ways:

The Feast.

Four madcaps burst forth from the large tree in the centre of the village after all the lanterns have been successfully hung and characters have settled down to eat beneath the tree. Clinging to and swinging from the branches, the madcaps begin grabbing the lanterns one by one and throwing them towards the feasting villagers below. The redcaps aim for tables and chairs first, attempting to burn the village down. Each lantern thrown by a madcap has a 50% chance to explode near a character or villager, showering them in burning oil. Creatures hit by a lantern must succeed on a DC 13 Dexterity saving throw or take 3 (1d6) fire damage. Characters can climb the tree to reach the redcaps by making a DC 12 Strength (Athletics) check, and can put out the fires around the village using dirt, sand, water, or other creative methods.

The tree is 30 feet tall. Characters in the tree must have one hand free at all times to hold onto the swaying branches. Whenever a character is hit for the third time in a round, that character must succeed on a

DC 12 Strength saving throw or fall prone.

The Waterin' Hole.

Three madcaps lurk in the bar's cellar, drinking from a keg. While one madcap rushes upstairs to attack

random patrons, the other two are working together to slowly drag one keg at a time out of the bar, setting each one on fire and rolling them down the hill towards the feast in **Area 1**. Characters can attempt to outrun or catch the barrels by making a successful DC 12 Strength (Athletics) check if running downhill. The barrel takes 1 round to roll down the hill, at which point it strikes a table, creature or other object and explodes. All creatures in Area 1 must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much on a successful one.

The Playhouse.

Five madcaps break into the playhouse, intending to cause chaos. Instead, the creatures become allured and transfixed by the moving performance. Four madcaps sit in the front row, watching in rapt attention, as the fifth stands on stage brandishing a knife, ready to attack any performer who misses a line. The performers are clearly acting through panic, tears in their eyes as they attempt to keep the madcaps entertained. Due to the creatures transfixion on the show, Dexterity (Stealth) checks made by the characters have advantage.

CREATURE TACTICS

The homicidal, mischievous madcaps act with little to no regard for their own wellbeing. Aside from the madcaps inexplicably transfixed by the play, the creatures remain completely focused on doing as much damage as possible, even at times going as far as to ignore a character who poses a threat, instead using their turn to stab a random passerby.

STAGE 4: COMPLETION

Once the madcaps have been defeated and the village saved, the surviving common folk gather in the square, applauding and thanking the characters. If asked about a reward, Mayor Maletta regretfully reveals the village's entire monthly budget was spent on holding the Midwinter celebrations, and comments that perhaps "the real reward was the friends we made along the way." The surviving villagers join hands and begin to sing Midwinter carols, attempting to get the characters to also join in. The remains of the madcaps, however, can be harvested with a successful DC 13 Wisdom (Survival) check, each providing a small bundle of **Singed Madcap Hair**. Four bundles of singed hair can be used to craft the following charm:

MADCAP CHARM

Wondrous item, uncommon

This small bracelet is woven from the singed remains of a madcap. While you wear it, you gain the ability to commune with fey creatures, regardless of whether the fey speaks a common language or not.

NOTABLE NPCs

Name: Isabel Maletta Race: Human (She/Her) Alignment: Lawful Good Occupation: Village Mayor

Stat Block: Commoner, (+1 Charisma, -1 Dexterity, MM, pg 345)
Personality Traits: Jovial, with an amicable manner and dazzling smile.

Name: Strondall Merrymaker Race: Dwarf (He/Him) Alignment: Chaotic Good

Occupation: Owner of The Waterin' Hole.

Stat Block: Commoner, (+1 Strength, +5 (1d8) hit points, **MM**, pg 345) **Personality Traits:** Caring, soft-hearted. Collects coins and trinkets.

Name: Phoebe Deagle
Race: Human (She/Her)
Alignment: Neutral Good
Occupation: Actor and Performer

Stat Block: Commoner, (+2 Charisma, +2 Dexterity, MM, pg 345) **Personality Traits:** Energetic, playful and creative. Hates cats.

KINGSTON FALLS VILLAGE MAP "Even monster hunters deserve a break! It's said the Midwinter Celebration in Kingston Falls rivals that of even the largest cities - it's worth a visit!" 1 THE FEAST 2 THE WATERIN' HOLE THE PLAYHOUSE Mada Mala Ba CHAPTER 2 | HUNTS TIER 2

Recommended Level: 7 - 10

Party Size: 4 - 6

Difficulty: Deadly (4), Hard/Deadly (6) **Quest Creature:** Crockek'toek, (**DIA**, pg 230)

QUEST OVERVIEW

A Planar tear has opened up beneath Gallotown, causing the River Styx to flow through the sewage system, and bringing with it all manner of horrid creatures. One such creature that has found its way through to this new fragment of murky domain is Crockek'toek, Yeenoghu's demonic pet. The demon's magical presence is slowly causing the sewers to overflow - along with the poisonous waters of the River Styx.

STAGE 1: MEETING THE NPCS

The characters overhear mention of this rumor while in a tavern, inn, or other populated urban environment. If they choose to investigate it further, they can open dialogue with the commoner that bore witness to the strange sounds, who reveals the following details:

Strange Slurping.

"I heard strange slurping echoing from down the grates in the marketplace. You know, the ones near the fish stalls. Chances are whatever's down there is chomping on those discarded fish heads."

Loud Grumbles.

"Last night was the loudest I've heard it. Nobody really believes me, but it sounded low, and gutteral... Kind of like a growl of a large dog, maybe?"

A Strange Stench.

"I know the sewers aren't exactly suppose to smell fresh, but surely we're not supposed to be able to smell it all the way up here right? Maybe the sewer line is getting backed up or something. Could be something to do with whatever's down there, though it'd have to be mighty big..."

If the party choose to press on and accept the rumor, the commoner points them in the direction of the nearest sewer entrance, explaining that if they want to check it out for themselves, the fastest route under the marketplace is in that direction, as the marketplace grates are just for drainage, and not designed for anyone larger than a rat.

STAGE 2: EXPLORATION

The characters can enter the sewer system one at a time through a large storm drain, located near the nearby river or town's drainage system. The smell inside the drain is foul, and black ichor can be seen sitting atop the flowing mulch and liquid. The sewer system is dimly lit by sunlight, which streams through the various small drains from the town above. Characters can navigate the series of underground sewage tunnels by making a DC 17 Wisdom (Survival) check. On a failed check, the characters get lost in the sewer system as it slowly begins to flood. Each creature must succeed on a DC 17 Constitution saving throw or be poisoned for the remainder of the hunt, or until cured by magical means. On a successful check, the characters instead discover the half eaten remains of a **Gnoll** (MM, pg 163). A DC 15 Wisdom (Medicine) check reveals the gnoll to have died by drowning, and was consumed later by between 2 and 3 other creatures. A DC 16 Wisdom (Perception) reveals cackling grunts and gargling chuckles, coming from further down the sewer pipe. In the characters investigate, they discover the recently deceased corpse of another gnoll face down in the murky

If the characters stop to investigate it further, a sudden rush of sewage water washes the body further into the pipe. Any creatures low to the ground, such as halflings, or crouched investigating the gnoll must succeed on a DC 17 Dexterity saving throw or be knocked prone and washed away with the gnoll. Characters wash up near a rusted metal platform, held along the wall by rivets and bolts, While other characters

that followed after the rush of water appear atop the platform instead. The platform leads through a small alcove in the sewer wall, emerging into a stone path built Rumor:

Something's down in that sewer. I can hear it moving around beneath the grates at night. It's not the rats, that I can be sure of. Some are saying it's a crocodile, but I don't know... It seems bigger.

atop mounds of skulls, flesh and rotting mulch, leading to a rickety wooden bridge strewn across the river (see the bottom of Gallotown Sewer Map). A creature of good alignment must immediately make a DC 17 Wisdom saving throw when entering from the alcove. On a failed save, the character suffers 10 (3d6) psychic damage. A gargantuan creature can be seen slipping beneath the water, emitting a deep, gutteral gurgling.

At this point, characters can attempt to identify the creature, and their current location, by making a DC 16 Intelligence (History or Religion) check. A successful check reveals the creature to be **Crockek'toek** (**MM**, pg 230), the demonic pet belonging to the Beast of Butchery, Yeenoghu, and that the characters have unknowingly stumbled into the first level of Hades, known as Oinos. Oinos is a land of disease, evident by the rotting stench and mounds of skeletal corpses which populate the embankment of The River Styx. A mysterious black aura trails behind Crockek'toek as it moves. A character that spends 10 minutes to observe this aura can discern its purpose by making a DC 16 Intelligence (Arcana) check. A successful check reveals this aura to be causing the opening to Hades. The characters can close this Planar tear by defeating and banishing Crockek'toek back to the Abyss.

STAGE 3: THE HUNT

The three mounds shown in the sewer map are connected by small wooden bridges, beneath which flows the River Styx. While the mounds are safe from destruction, the bridges can be destroyed, and have AC 15 and 30 hit points. A creature that is on the bridge when it is destroyed falls into the River Styx, and must swim to shore before initiative count 20 on the following round, which is when the effects of the Styx begin to take hold (see page 76/77 in **DIA** for more details on the River Styx).

CREATURE TACTICS

Crockek'toek is considered in Half Cover (PBH, pg 196) while swimming the River Styx. In addition, it can dive beneath the Styx as a bonus action on its turn, granting it Three-Quarters Cover against attacks until it surfaces again at the start of its following turn. Crockek'toek begins the encounter using its Disgorge Allies action, targeting one of the mounds closest to the characters. Whenever Crockek'toek uses this action, bloody chunks of flesh are also vomited up along with the demons. It then remains in the Styx as much as possible. If it leaves the Styx to attack a character, it remains out of the river for no more than 2 rounds before diving back into it. While in the River, Crockek'toek regains 3 (1d6) hit points at the start of its turn.

STAGE 4: COMPLETION

If the characters successfully reduce Crockek'toek to 0 hit points it is banished back to the Abyss, and the Planar tear seals itself closed. The River Styx reverts back to foul smelling liquid, and the remaining demons (dead or alive) dissolve into **Demon Ichor** (**DIA**, pg 78).

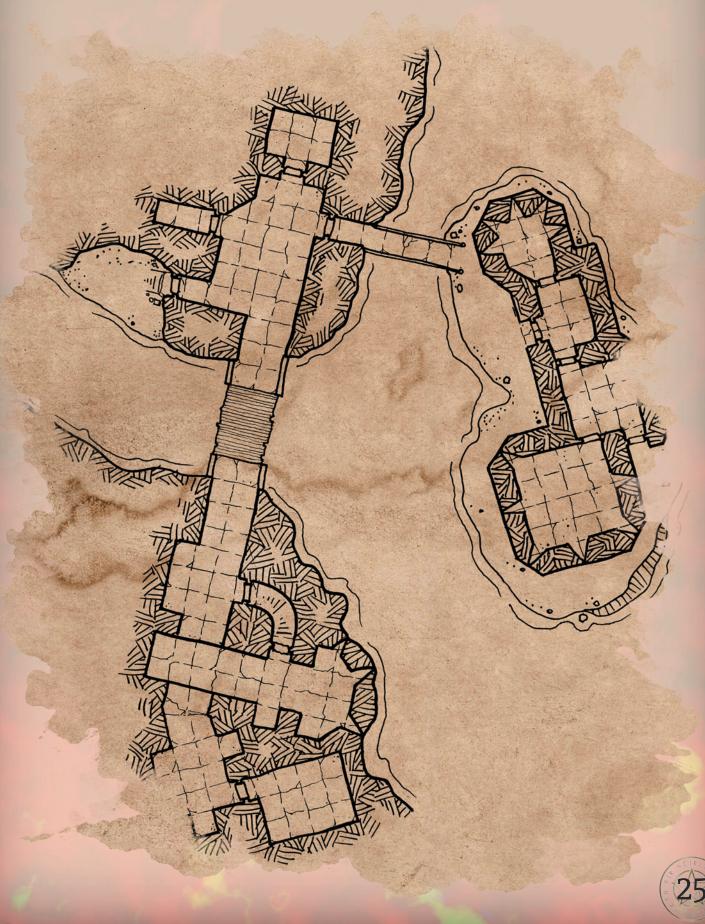
The remaining bloody chunks can be harvested by the characters and crafted into a set of **Gorged Armor**, or boiled using Alchemist's Tools over the course of 6 hours to create 1d4 **Potions of Water Breathing** (**DMG**, pg 188).

The Potions of Water Breathing have a blood red tint to them, and drinking one causes the bearer to cackle like a hyena for 1d4 minutes.

GORGED ARMOR

Armor (any Medium armor), rare (requires attunement)
While you wear this red, fleshy armor, you are immune to the waters of
the River Styx, and any effect that would steal or modify your thoughts.

GALLOTOWN SEWER MAP



Recommended Level: 5 - 7

Party Size: 4 - 6

Difficulty: Hard (4), Medium (6)

Quest Creature: Abyssal Chickens (DIA, pg 97)

QUEST OVERVIEW

The characters are hired by a failing restaurant to gather abyssal chickens from a nearby ruin for a devilish new sandwich that aims to give them the edge over the competition.

STAGE 1: MEETING THE NPCS

Cadelle Yesola owns a sandwich shop on the main street of town, known as "Cadelle's Cuisines". Although she makes good sandwiches, lately business has been getting crushed by her competitor, "Gardal's Grubs". Gardal, talented human of questionable repute, owns a sandwich shop up the street, with lines around the block on most weekends. His sandwiches are known to locals and passing traders and the best in town. However, in his personal life, Gardal is an unrepentant xenophobe, and it is no secret that much of the money made from his sandwich purchases go into funding of the fanatical "Human First" movement. Although many know this, they find his sandwiches too delicious to resist. Cadelle believes if she can come up with a sandwich to rival his, she could put Gardal's Grubs out of business for good.

Upon meeting the group and regaling her plight, Cadelle reveals she has come up with a secret ingredient for a devilishly tasty new recipe. Recently, a group of adventurers fought a devil atop a set of ancient ruins, taken over by cultists. They slew the beast, and stopped whatever foul ritual the cultists were performing there, but left a flock of rather fatty looking Abyssal Chickens (DIA, pg 97) still wandering the grounds.

Cadelle hands the characters a **Bag Of Holding (DMG**, pg 153), and tells them she'll happily pay 3gp for each Abyssal Chicken brought back to her, though the chickens must be edible. She explains that she won't pay for any chicken killed or damaged by fire or cold, insisting that she must make sure she cooks them herself, and that all of her sandwiches are made with fresh ingredients, not frozen.

STAGE 2: EXPLORATION

When venturing towards the ruins, the characters find a clan hall in disrepair, devastated from the battle between a powerful adventuring party and the devils who fought them. The ruins sit, abandoned and desolate, but 25 abyssal chickens remain wandering the ruins, beating their leathery wings to compete with each other over the meagre samples of foodstuffs scattered within the area.

STAGE 3: THE HUNT

The chickens are spread throughout the ruined fort, engaged in various activities listed below.

- Two chickens are feeding on opposite ends of an unfortunate goblin corpse. Occasionally, one strides too close to the other, the latter releasing a shrill shriek until the former backs off again.
- Six chickens stand over the corpse of a hobgoblin, each trying to intimidate the others away by nipping at their rival's wings and flapping wildly.
- Three chickens can be seen roosting on high ledges nearby with a successful DC 14 Wisdom (Perception) check.
- Two male chickens can be seen preening around the ruins in an attempt to draw in a female. A DC 13 Wisdom (Insight) or Intelligence (Nature) check reveals that a fight is likely to break out between the two creatures sooner, rather than later.
 - A flock of six abyssal chickens wander the largest room, sniping and biting at any other chickens who try to enter.

Bounty:

"Our chicken sandwiches just can't compete with our rivals, but we've found a secret ingredient that may push us over the top, we just need a little help grabbing it... Head to Cadelle's Cuisines if you're up for the challenge!"

- Six chickens aimlessly wander between the ruins, occasionally attempting to fly before being distracted by an insect, or other foodstuffs.
- One normal chicken hides in a corner, scared and confused

CREATURE TACTICS

The Abyssal Chickens are angry, temperamental beasts, attacking the characters or each other at even the slightest provocation. Their minds too simple to make a connection between spells and the caster, they primarily focus attacks on melee characters, or those close enough to the flock to be deemed a threat.

The chickens swarm characters that step too close to either of the corpses, attacking furiously until the character retreats or is reduced to o hit points. If a character in rendered unconscious, the chickens continue their attack, attempting to eat the target if it is killed.

STAGE 4: COMPLETION

Once the characters have amassed what they deem to be enough chickens, they can return to Cadelle, who happily begins cooking up her new recipe. She stays true to her word, offering 3gp for each abyssal chicken the characters have collected. Should the characters collect twenty chickens or more, she also offers them the **Bag Of Holding** (DMG, pg 153) as additional payment for their hard work, revealing that while it's not every day she has a chance to make use of such an uncommon magical item, she feels it would be much better suited to a life of adventure than to sit atop her cooking books.

The Bag Of Holding contains the following items:

- 5cp and a half finished bottle of halfling brandy
- A spare change of fine clothes, which fit a halfling or gnome female
- Two rugged towels, extremely clean and with a scent of lavender
- A strange, muddy ornate brooch of dwarvish design
- A tiny mechanical crab, which moves one inch to the right whenever it isn't being observed.

In addition, the bones of the abyssal chickens, if gathered after Cadelle is finished carving them up, can be bound together and crafted into a **Chicken Charm**. Each charm requires 5 abyssal chicken skeletons in order to craft.

CHICKEN CHARM

Wondrous item (charm), uncommon

This bizzare skeletal charm is crafted from the bones of a flock of abyssal chickens. While you wear this charm, you have a flight speed of 15 feet. You fall at the end of your turn if the only thing holding you aloft is the flight speed granted by this charm.

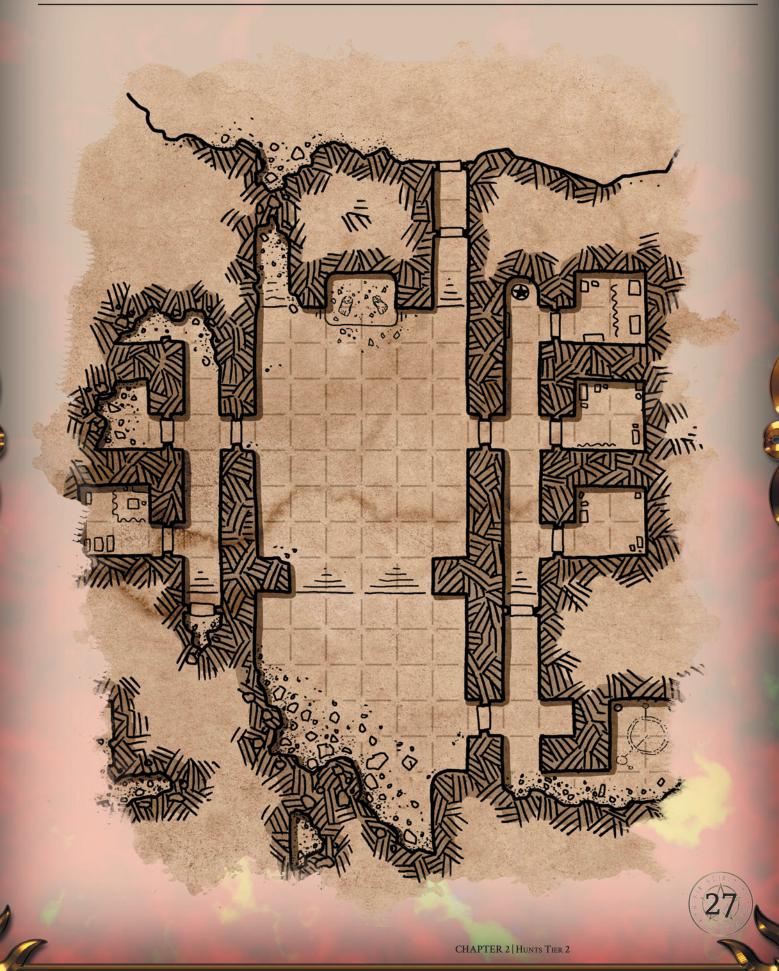
NOTABLE NPCs

Name: Cadelle Yesola Race: Halfling (She/Her) Alignment: Neutral Good

Occupation: Owner of Cadelle's Cuisines Stat Block: Commoner (MM, pg 345)

Personality Traits: Wonderful cook, fantastic manners, but eccentric in her accent and home decor. She adores reptiles and birds of all types.

ABYSSAL CHICKEN RUINS MAP



THE RELUCTANT CRUSADE

Tier 2

Recommended Level: 6 - 9

Party Size: 4 - 6

Difficulty: Deadly (4), Medium/Hard (6) **Quest Creature:** Narguzon, (**DIA**, pg 239)

QUEST OVERVIEW

The characters hear of a devil hunting order of paladins looking for help to investigate a series of murders. Paladins in the order have been dying off, one by one. The characters learn the culprit is a fallen paladin who was forced to make a pact with a devil and became a narguzon. The narguzon believed one of his former comrades would have been able to stop him, and hopes the characters can succeed where the other paladins have failed.

STAGE 1: MEETING THE NPCs

The Order of Seraph is a fellowship of paladins primarily focused on hunting devils of all kinds. The leader of their order, Lady Jocelyn Seraph, is also the face of the organization. She meets face to face with any who come to the temple, usually expecting it to be someone requesting aid. If characters mention the rumors about paladins vanishing, Lady Jocelyn makes inquiries about their previous monster hunting experiences, fixing the characters with a judging look. A DC 14 Wisdom (Insight) check reveals she clearly has concerns about putting "civilians" in the way of whatever devilish creature is presumably hunting them. However, once she is satisfied they have the necessary skills, she tells them of the Order's problem.

Over the past two months, four paladins have gone missing. The first, Sir Luthien, vanished while tracking a devil in the town of Firstford a week's journey away. The most recent, Lady Duelle, was killed two days ago. She had a squire with her, but it is unknown if her squire survived or not. Lady Jocelyn suggests either tracking the squire, or following up on the devil Sir Luthien was hunting.

STAGE 2: EXPLORATION

If characters investigate the squire, they must travel through the local wilderness to find the paladin's last known location. A successful DC 14 Wisdom (Perception) or Intelligence (Nature) check reveals a set of tracks, most likely belonging to a dwarf, along the paladin's route of disappearance, which the characters can quickly assume is the squire. The squire, Bartle the Bold, a young dwarf, can be found tending to the gravesite of Lady Duelle. When confronted, he reveals plans on returning to the Seraphin temple once seven days of mourning have passed. If asked about Lady Duelle's death, Bartle recounts the following information:

A Figure Clad In Black.

"My Lady was killed, murdered, by a figure clad in black iron, wielding a fiery lance and riding atop a flaming steed. Terrifying, it was!"

An Honourable Duel.

"Despite the figure's imposing nature, my Lady spoke amicably with it before engaging in an honour duel."

Remorseful Murderer.

"After Duelle was killed, the figure buried Duelle, even allowing me to help it, and performed funeral rites known to the Knights of Seraphin, before riding off in the direction of Firstford."

The other avenue of investigation is looking into Luthien, the first paladin who vanished. After travelling to Firstford, the characters can gather the following information, either by speaking with the mayor, or asking for rumors in the tavern, by making a DC 14 Charisma (Persuasion or Intimidation) check. Each check reveals one piece of information. A check can only be made once by each

character.

The Devil In The Details.

"A devilish creature appeared before the temple overlooking

Rumor:

The Order of Seraph is too proud to ask for help, but an unusual amount of Paladins have gone missing recently...

the town. There it stood, estranged and fiendish, for many hours before disappearing before our eyes. We sent word to the Order for help, and Sir Luthien answered."

A Mystery Unsolved.

"Sir Luthien arrived and entered the temple, brandishing his holy blade to thwart the invader, but did not return for several days. A figure, clad in black armor, was seen riding out of the temple atop a fiery steed a few days after Sir Luthien went missing. We see the figure come and go from the temple, but last we saw it went in and hasn't come back out."

At this point during the hunt, either after speaking with Bartle or with townsfolk in Firstford, characters can attempt to identify the mysterious figure by making a DC 14 Intelligence (History or Religion) check. On a success, the creature is revealed to be a **narguzon** (**DIA**, pg 239).

STAGE 3: THE HUNT

Sir Luthien, now a narguzon, waits inside of the temple, on a vigil. If characters engage him in conversation, he provides the following information willingly, speaking with sadness and frustration:

"When I entered this temple to face the devil within, my eyes fell upon a terrible sight: a horde of fiends meant to attack and despoil this town! But I alone was ready to stand against them. Every devil slain was a person saved, but seeing opportunity, their cruel master offered a bargain. If I pledged myself to him, the portal would close, and the town would live, knowing not what disaster might have been wrought upon them. What value is my soul, against the lives of all in that town? So the bargain was struck. As pledged to the devil, I swore to hunt down and slay all in my Order. I made this promise, believing my brethren powerful enough to stop me, but sadly, I underestimated my own skill.

I pray you may succeed where others have failed, but I warn you - my pledge prevents me from backing down from this. I will fight you until my last."

CREATURE TACTICS

The narzgulan rides upon his nightmare, and attempts to defeat the characters with hit and run tactics, using his nightmare's abilities to separate the characters, duelling them one on one. His nightmare takes attacks of opportunity of its own accord. Once the nightmare is slain, he stands his ground, trading blows with the character in closest proximity, wishing them luck and complimenting their skill all the while.

STAGE 4: COMPLETION

If the Narzgulan is slain, characters can recover his Infernal Tack (**DIA**, page 224). In addition, upon returning to Lady Jocelyn and informing her of Luthien's fate, she thanks the party for setting his spirit free, and awards the characters with the following items:

• 3 Potions of Healing (DMG, pg 188), and a blessed symbol of Seraph (worth 300gp). If the party met Bartle, he also pledges his service to the party, acting both in combat and as a retainer to show his gratitude.

NOTABLE NPCs

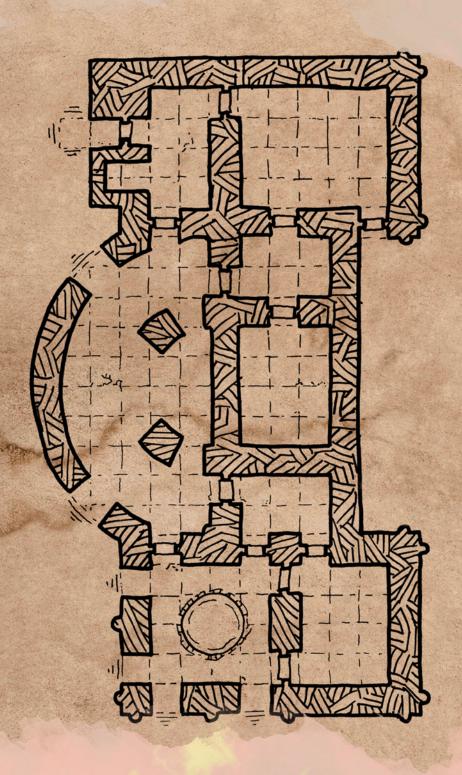
Name: Bartle the Bold Race: Dwarf (He/Him) Alignment: Lawful Good

Occupation: Former Squire of Lady Duelle

Stat Block: Priest (MM, pg 348)

Personality Traits: Loyal, brave, but frightened of the dark. Enjoys ale.

FIRSTFORD TEMPLE MAP



Recommended Level: 6 - 8

Party Size: 4 - 6

Difficulty: Deadly (4), Deadly (6)

Quest Creature: Fiendish Flesh Golem, (DIA, pg 236)

QUEST OVERVIEW

A recent siege at the Farinwood Fort by a roaming band of goblins has resulted in the accidental release of a monstrous flesh golem, brimming with demonic energy. It prowls the fort grounds, attacking any would-be adventurers who stray too close. The local militia have orders to recapture Farinwood Fort, but the golem is proving far too dangerous a foe. The Captain of the Guard has issued a bounty for the creature's defeat, and is offering a sizeable reward to those who bring him its head.

DM's Note: This hunt doesn't require the characters to initially meet the Captain of the Guard. Instead, the characters can simply choose to take the bounty and hunt the golem first, returning to the captain afterwards. The hunt still assumes the characters have met with the captain first, however, and is written as such.

STAGE 1: MEETING THE NPCS

The characters are introduced to Captain Edgar Reaver, the leader of the Farinwood militia initially stationed at Farinwood Fort. He explains the fort was assaulted by goblins around a week ago, and though they have since expunged the goblins from the land, a fearsome and demonic looking golem still wanders the grounds of the fort, attacking anything nearby. Scouts have reported other creatures joining it each day, lessening the chances of retaking the fort the long the captain belays the order. He requests the characters head to the fort as soon as possible and destroy the golem stationed there, in the hope that the other creatures that were drawn to its presence would also flee upon its destruction. Reaver provides the characters with two potions of healing (DMG, pg 188), and insists they leave as soon as possible. At the character's request, Reaver also provides 4 guards (MM, pg 347) to assist the characters in retaking the fort.

STAGE 2: EXPLORATION

Reaver provides concise directions to the fort, which is located roughly a day's walk from Farinwood town. If the characters don't meet Reaver and instead attempt to find the fort on their own, they can do so with a successful DC 14 Wisdom (Survival) check. This check is made with advantage if the characters also have a map of the region with them.

If the characters have the guards with them, they can question them during the journey to gleam more information about the golem by making a number of DC 12 Charisma (Persuasion or Intimidation) checks. Each check takes 10 minutes to complete, and provides one of the following details. Each detail can only be learned once, thought each character can attempt the ability check.

Monstrous and Fearsome.

"The thing was.. colossal. It threw the men around like they were toys, and crushed poor Ivan's head like a melon! The goblins didn't stick around long to see it, mind. Glad to be rid of those, at least."

A Winged Combatant

"You'd better watch yourself when we get near the fort. It doesn't leave, but it has these... huge fleshy wings, carved from arms and heads. I don't know how, but it can use them to fly. Not very fast, but fast enough."

Unbridled Rage

"I'm pretty sure none of us ever managed to even scratch it, but something made it angry. And when it was... it was all over then. There was nothing we could do but run."

30

Once arriving nearby the fort, the characters can attempt to sneak into the southern entrance by making a DC 11 Dexterity (Stealth) check. A DC 13 Wisdom (Perception) check reveals howling and scrabbling from within the

WANTED: DEAD

Flesh Golem

A monstrous flesh golem has ravaged Farinwood Fort.

Any who bring me the beast's head shall be monetarily rewarded for their efforts. You can find me at the Farinwood Barracks, near the eastern river crossing.

— Captain E. Reaver, Farinwood Militia.

fort itself. Tracks leading in and out of the southern entrance can be examined with a DC 14 Wisdom (Survival) check. On a success, they are revealed to belong to a 4-legged creature of some kind, likely the size of a large dog.

If the characters successfully collected the information provided by the guards, they can attempt to identify the golem and other creatures by making a DC 14 Intelligence (History or Arcana) check. On a success, the golem is revealed to be a **Fiendish Flesh Golem** (**DIA**, pg 236), and the other creatures prowling within the fort are also identified as belonging to a group of **Dretches** (**MM**, pg 57).

STAGE 3: THE HUNT

Farinwood Fort is a small fort nestled between a collection of hilltops, overlooking the region. While relatively easy to defend, it only has enough space for a handful of militia at any given time, making a large assault difficult to prepare for. The golem moves around in the main courtyard, and can force its way into the buildings, should it choose to. The buildings are mostly constructed out of wood, and are highly flammable. If the fort is destroyed during the fighting, the hunt fails, and no reward is given by the Captain, should he see the plumes of smoke rising from the fort.

CREATURE TACTICS

The dretches move as a pack, attacking the same target if possible. If a target is reduced to 0 hit points, the dretch attempt to drag it away from the combat, in order to feast on it later, but otherwise don't attack it further. The golem attacks any hostile creature it can see within range. If it gains an opportunity to, it grapples a target and flies directly upwards, until it reaches a height of 60 feet, and then drops the target near the dretch. It performs this only twice during the encounter. Upon defeating the golem, the dretch don't vanish, and instead continue fighting, but have no coherency or pack tactics, instead targeting a random hostile creature within range.

STAGE 4: COMPLETION

Upon defeating the dretch and golem, the characters can sever its head, remove its core, and return to Captain Reaver for payment. The captain praises them for their hard work and prowess, awarding them a total of 250gp. The golem's core can be crafted into a magical charm with a successful DC 15 Intelligence (Arcana) check, and 4 hours of work, taken as part of a long rest.

FLESH CHARM

Wondrous item (charm), uncommon

This fiendish looking charm is crafted from the pulsing core of a fiendish flesh golem. While you wear this charm, once per day, you can cause a single melee weapon attack or Strength check you make to be made as if you had a Strength score of 20 (+5).

NOTABLE NPCs

Name: Captain Edgar Reaver Race: Human (He/Him) Alignment: Lawful Good

Occupation: Captain of the Farinwood Guard

Stat Block: Knight (MM, pg 347)

Personality Traits: Enjoys music and the arts. Tough, but fair and kind.

FARINWOOD FORT MAP



BEHIND ENEMY LINES

TIER 3

Recommended Level: 13 - 16

Party Size: 4 - 6

Difficulty: Deadly + (4), Hard/Deadly (6) **Quest Creature:** Amnizu (**DIA**, pg 228)

QUEST OVERVIEW

The characters meet an army of paladins at open war with devils. While the battle on the front line rages, the characters are recruited for a secret assassination mission. Disguising themselves as devils using merregon masks, the characters must infiltrate devil's fortress and assassinate the Amnizu leader, to help turn the tide of the battle in the paladin's favor.

DM's Note: This hunt referencing the Order of Seraph, a paladin order mentioned in the Reluctant Crusade hunt. Should characters have already completed that hunt, it is expected the order would contact the characters directly, instead of the characters needing to seek them out.

STAGE 1: MEETING THE NPCs

The characters see a group of knights, hailing from the Order of Seraph, roaming through towns and villages gathering recruits to help bolster their forces in an ongoing war against an encroaching devil legion. Seeing the characters are more experienced than the average farmhand, the knights request their services. Should the characters accept, they are taken to the leader of the order, Jocelyn Seraph. Jocelyn is located in a war tent near the forefront of the battlefield.

Upon being introduced, she explains that her scouts discovered a portal linking to the Infernal Planes. By the time they had returned with the news, a legion of devils had already attacked and established a beachhead at a nearby fortress. With the garrison now under siege by Jocelyn's forces, she reveals that, while the order is currently keeping the devils at bay in the battlegrounds around the fortress, they are struggling to make any progress towards the stronghold itself. She believes the fortress could be infiltrated by a small strike team of talented individuals. Should the characters be willing and able, she requests that they sneak into the fort under the cover of battle and assassinate the devil's leader, a fearsome and formidable Amnizu (DIA, pg 228).

Jocelyn reveals that her scouts have discovered a small supply gate, no longer used by the devils, that could be used as an access point for the characters, though it is guarded by a group of Merregons (DIA, pg 238). She advises the characters kill the merregons and take their masks to disguise themselves, as it would prove an easy method for infiltration.

STAGE 2: EXPLORATION

The characters are given clear instructions on how to approach the stronghold while avoiding the massive battle raging in the fields surrounding it. While travelling towards the devil's fortress, a DC 15 Wisdom (Perception) check reveals roaming packs of devils, skirting the edges of the battlefield in search of stragglers or flanking enemies. Each character in the group must succeed on a DC 15 Dexterity (Stealth) check, or be spotted by one of the following roaming groups, which lunge towards the spotted character and attack:

1) 2 (1d3) Barbed Devils (MM, pg 70).

2) 5 (2d4) **Bearded Devils** (MM, pg 70) and 2 (1d3) **Spined Devils** (MM, pg 78).

3) A Bone Devil (MM, pg 71), leading 3 (1d6) bearded devils.

4) A bone devil leading 5 (1d8) spined devils.

After arriving at the fort, a DC 14 Wisdom (Perception) check reveals a group of merregons (one for each party member) standing guard outside the stronghold entrance. The merregons are stationed far enough away as to not be able to alert the devils inside the fortress without running inside. Should the characters attack, the merregons fight back for 3 rounds before retreating and sounding the alarm.

If the characters are successful in defeating the merregons and disguising themselves with their masks, they can move throughout the stronghold with impunity. The devils residing within the walls pay them no heed, as merregons are widely seen to be mostly mute. Should the characters decide to storm the stronghold or otherwise alert the forces within, the stronghold contains the following creatures, which arrive to defend the stronghold a group at a time, over the course of 10 minutes:

1) An Ice Devil (MM, pg 75), leading a group of 10 merregons.

2) A Horned Devil (MM, pg 74), leading a group of 10 spined devils.

3) A bone devil, leading 12 merregons.

The garrisoned forces detailed above don't chase the characters should they choose to retreat. Instead remaining on guard for 30 minutes before returning to their duties.

The characters can locate the amnizu by making a DC 16 Wisdom (Survival) check. Characters that might have visited or otherwise have experience with forts constructed in the same style as this one can instead choose to make a DC 14 Intelligence (History) check.

STAGE 3: THE HUNT

When then characters find the amnizu, it is alone, studying various battle maps and designs for weapons of war. Should the characters appear to it disguised as merregons and attack, it is surprised. Due to the roar of combat outside, the battle with the amnizu doesn't draw attention from the devils inside the fort. However, should characters cause large explosions or other effects that would draw attention to the conflict, they have 4 rounds in which to defeat the amnizu and escape before the garrisoned forces arrive.

CREATURE TACTICS

The amnizu first targets a melee character with low intelligence with its Forgetfulness, aiming to keep the character stunned for the combat. It then focuses on healers with its Taskmaster Whip and Disruptive Touch, hoping to quickly take remove them from the fight.

Once the healer is unconscious, the amnizu uses its Poison Mind on any remaining characters it deems the most threatening.

STAGE 4: COMPLETION

Once the amnizu is slain, the characters must flee the stronghold as quickly as possible, and in any way they deem fit, and return to Jocelyn. Upon hearing of the amnizu's defeat, Jocelyn awards the characters with 250pp, a **Holy Symbol of Seraph**, and a **Mace of Disruption (DMG**, pg 179), which Jocelyn revealed belonged to one of her strongest warriors, who was decapitated in battle ten or so minutes after the characters initially departed, as he tried to catch up to the group to aid them.

HOLY SYMBOL OF SERAPH

Wondrous item, very rare

This golden symbol is encrusted with various precious gemstones. As an action, you can raise the symbol to an open sky and cast *heroes feast*. Once used in this way, the symbol can't be used again for 1 week.

NOTABLE NPCs

Name: Jocelyn Seraph Race: Human (She/Her)

Alignment: Lawful Good

Occupation: General and Leader of the Order of Seraph
Stat Block: Priest (MM, pg 348), with the following additions:
Str 16 (+3), Int 14 (+2), Cha 18 (+4), AC: 18 (plate armor)
Spell save DC 14, +6 to hit with spell attacks. Jocelyn wields a magical +3 mace, known as the Hammer of Seraph (+9 to hit, 13 (2d6 + 6) bludgeoning damage).

Personality Traits: A veteran of countless wars. Has experience of the Blood War, which she uses to fight fiendish incursions when they arise. She is calm, collected, and devoted to her cause.



Recommended Level: 10 - 14

Party Size: 4 - 6

Difficulty: Hard/Deadly (4), Hard/Deadly (6)

Quest Creature: Bel (DIA, pg 155)

QUEST OVERVIEW

The devil Zariel, hearing of Bel's Blood War inventions, has decided to have a group of adventurers cause a "distraction" to disrupt his progress by destroying a piece of the devil's beloved infernal machine.

STAGE 1: MEETING THE NPCS

After hearing the rumor, if a character expresses interest or wonder concerning it, the following night they are visited by Zariel, who appears in their dreams as a winged humanoid figure, appealing to whatever form makes the character most comfortable. Zariel makes the character an offer: travel to Avernus and destroy a piece of Bel's infernal machine currently being assembled beneath his Forge, and be rewarded with various infernal gifts upon the hunt's completion.

She hints to the character, after they accept the offer, that Bel himself will likely be overseeing the development of such an important piece of equipment, suggesting they sufficiently distract him or ensure they don't attract his attention while destroying the part. Zariel also reveals that the characters will have an hour, upon entering Avernus, to destroy the part and return, before being detected by Bel's forces.

STAGE 2: EXPLORATION

The following day, if all characters agree to the offer presented, they notice a fiery door appear near their location, emblazoned with infernal symbols. Only the characters see the door, and only they can pass through it. The door leads to Avernus, depositing the characters on the outskirts of a rocky underground cavern, leading to a cave beneath Bel's Forge. The characters are protected from detection by Bel by Zariel's magic for 1 hour. Once this magic expires, Zariel leaves the characters to their fate.

(DM's Note: See **DIA**, page 113, for details on being detected while in Bel's domain.)

A DC 15 Wisdom (Perception) check reveals the cave to be populated with various infernal equipment, including colossal melee weapons and mechanical parts. Two gigantic chains sit at the back of the cavern, which carry materials into the forge itself.

In the most northerly area of the cavern sits a Large metallic structure, with protruding pipes, gears and bolts. A DC 16 Intelligence (Investigation) reveals this to be the component for Bel's infernal war machine. The structure is immune to psychic damage, and resistant to all other nonmagical damage. It has AC 20, and 60 hit points. The component is guarded by a chained **Fire Giant (MM**, pg 154) and 4 - 6 **Bearded Devils** (MM, pg 70). While chained, the fire giant has a walking speed on 10 feet. The giant's mouth has been burned closed, and a large metal plate covers its lower jaw. The chains that bind the fire giant can't be broken or unlocked except by Bel.

Every ten minutes, a group of 10 Lemures (MM, pg 76) appears in the cave, entering from a collection of tiny holes. The Lemures carry small bolts and other components towards the fire giant, who slowly attaches them to the piece of the infernal machine. If the Lemures spot the characters, they screech incoherently, alerting and attracting Bel to the cavern. Bel searches the cavern for 1d3 rounds before returning to his forge. The characters can identify the lemures and the fire giant by making a DC 15 Intelligence (History) check, learning a brief history of the creature's existence or lore on a successful check.

Bel also enters the mouth of the cave of his own volition once every thirty minutes.

During this time, he remains in front of the contraption for 10 minutes, examining the fire giant's progress before returning to his forge.

Rumor

"Rumor has it the feud between the devils Bel and Zariel is fast approaching yet another scheme. But who will start it first, I wonder?"

STAGE 3: THE HUNT

The characters have a limited time-frame in which to destroy the piece of the infernal war machine. While under Zariel's protective magic, the characters have advantage on Dexterity (Stealth) checks made to hide from creatures within the cave. In addition, characters can take the Hide action as a bonus action, and can attempt to hide in plain sight of a hostile creature, provided that creature isn't within 10 feet of them. Hiding in plain sight doesn't hide a creature from Bel's truesight. Once the component has been destroyed, a door appears outside the cave, which the characters can flee into to escape Avernus. Provided at least one character returns alive after successfully destroying the machine component, Zariel plucks all other characters from Bel's domain before he has a chance to resurrect them for questioning, returning them to life unharmed within 30 feet of a surviving character while hinting they might now owe her their life.

CREATURE TACTICS

Upon attacking the component, the fire giant attacks, hurling tools, chains and other metal components from around the cavern instead of boulders. The bearded devils attack the characters in pairs, flanking characters and turning their attention to a new target when their current target is knocked unconscious or reduced to 0 hit points. If Bel is drawn to the cave during the combat and sees the characters, he watches with interest, only taking part in the conflict himself if the component of the infernal war machine is attacked and destroyed. Due to Zariel's magic, Bel can only see the characters when within 60 feet of them. Should the characters all be hidden by the time Bel arrives within range, he questions the fire giant and bearded devils, ordering them to locate the characters as soon as possible. Bel remains searching for the characters for 1 round before leaving to oversee his forge.

Should Bel see the component destroyed, he sighs in frustration, attacking the party with fireballs and his greatsword, and using his Summon Ice Devil feature to restrict them from leaving the cave, resorting to casting *imprisonment* or *meteor swarm* only if goaded or jeered at by characters (this includes spells that insult, such as *vicious mockery*). If Bel successfully kills all characters, he returns to his forge and resurrects them for questioning.

(DM tip: Consider the Roleplaying Bel entry on page 114 of **DIA** for tips on how Bel might find a use for such interlopers.)

STAGE 4: COMPLETION

Should the characters successfully destroy the component and return alive, they emerge from the infernal door to find Zariel standing nearby it, expectantly. She congratulates the surviving characters on a job well done, and provides them with one of the following groups of items:

- 3 Potions of Greater Healing (DMG, pg 188) two Hellfire Weapons of the party's choice (DIA, pg 223), and a set of Obsidian Flint Dragon Plate (DIA, pg 224).
- Gold, jewels, various trinkets and statuettes, worth a total of 3,000 gp,
 a Soul Coin (DIA, pg 225) and a Staff of Power (DMG, pg 202).
- A Ring of Spell Storing (DMG, pg 192), Lantern of Revealing (DMG, pg 179), and an iron shield, embossed with the head of a chimera with rubies for eyes (Shield of Missile Attraction, DMG, pg 200)

BENEATH BEL'S FORGE MAP



Recommended Level: 8 - 12

Party Size: 4 - 6

Difficulty: Deadly (4), Deadly (6)

Quest Creature: Hellwasp (DIA, pg 236)

QUEST OVERVIEW

The characters are hired by a gnome merchant, named Gimble Galefeeny, to capture or hunt a vicious hellwasp from a nearby colony. The characters must sneak into the hive, capture a hellwasp, and rescue the townsfolk trapped inside.

STAGE 1: MEETING THE NPCs

Gimble Galefeeny is a fast talking huckster, and his newest money making venture is a "Traveling Zoo of the Infernal". Characters arriving at the Zoo see a hastily built "pop-up" structure with a long line in front of it. Gimble stands on a box by the door, yelling about the grim terrors contained inside:

"Beware! This is not for the faint of heart!"

"Gaze upon devils from the realms beyond!"

"Two silver pieces! Limited time only!"

Should characters approach Gimble and announce they are here about the bounty posting, he tells them to return in an hour, when the zoo is closed for the day, but offers to let them take a free walkthrough of the exhibits.

The exhibits are as follows:

- A goblin, painted to look like an imp. He paces back and forth behind glass, occasionally snarling and yelling at passersby to make them jump. Characters questioning the goblin find he is hesitant to "break character" if other patrons are near, but once alone with the characters he assures them that he is there willingly and being paid a fair cut.
- A pit fiend's skull is displayed on an altar. A successful DC 12 Wisdom (Perception) check shows it to be a real skull, but the engravings on the altar are utter nonsense. If asked, Gimble reveals that it's real as far as he knows, and an adventurer he was visiting had it displayed on the wall, so Gimble purchased it for a modest sum.
- Chains hang from the wall, covered in sulphur. A plaque identifies them as belonging to a slain chain devil, but a DC 18 Wisdom (Insight) or Intelligence (Arcana) check reveals them to be fake, which Gimble admits when other patrons are not around.
- A Lemure (MM, pg 76) sits in a glass box, writhing in apparent agony and making no attempt to escape. If asked about it, Gimble says the lemure was captured by an adventuring party investigating a cult.

When the characters return later, Gimble reveals he is looking to expand his Infernal Zoo with a **Hellwasp** (**DIA**, pg 236). He has heard rumors of a hellwasp nest nearby the outskirts of town, and offers the group 400gp to capture one of the creatures alive, or 200gp to return to him with a hellwasp's intact corpse. He provides the characters with a large wheeled reinforced cage for storage and transport of the hellwasp, and provides a horse to pull it, should the characters require one.

STAGE 2: EXPLORATION

Characters following Gimble's directions arrive at the hive in 1d3 hours. The hive is a vast organic structure, hidden between a large crack in a cliff face, and constructed from solidified bile. Upon entering, characters find the walls unnaturally smooth. Unless a character has a natural climbing speed, or climbing gear, such as pitons and rope, flight is the only other way to access the varying levels of the hive.

A DC 13 Wisdom (Perception) check reveals the sounds of whimpering and moaning from three captured townsfolk, whom the hellwasps have bound to the inner walls to feed on later.

STAGE 3: THE HUNT

A swarm of 5 hellwasps patrol between the levels of the hive, moving from floor to floor with meticulous consistency. Characters can hide from the hellwasps by making a DC 15 Dexterity (Stealth) check. If characters make their way to the top level, they see a small family, bound to the walls by solidified bile. The family consists of two men, called Eldan and Ason Brookridge, and their fourteen year old son Harum. They can speak feebly, and if asked, weakly exclaim that they were captured by the hellwasps while taking a beach walk, before pleading to be released. The characters can oblige the family by breaking apart the bile with a DC 13 Strength (Athletics) check. Alternatively, the bile can be hacked apart by a weapon that deals slashing damage, though it takes 10 minutes to free each family member.

CREATURE TACTICS

Hellwasps communicate via a telepathic hive mind. If one hellwasp is alerted to the presence of the characters, all will converge on their location. If a character is reduced to 0 hit points, the hellwasps carry them into the upper level and use their action to bind them to the wall, intending to enjoy them as a meal later. A bound character automatically stabilizes, but remains unconscious for 2d4 hours, unless another creature uses their action to wake them.

STAGE 4: COMPLETION

Should the characters successfully capture or kill a hellwasp and return it to Gimble, he collects their contract and pays them in full. He also offers to hire them again, should any other work arise.

Should the characters free and save the family, upon returning to the town, the Brookridges thank them by offering them a place to stay whenever the characters are in town, and cook them a warm meal with the meagre supplies their lifestyle awards them.

The stinger can be removed from a defeated hellwasp by making a DC 14 Wisdom (Survival) check. On a failed check, the stinger snaps, and is destroyed. A harvested stinger can be crafted into a Stinger Sword, detailed below.

STINGER SWORD

Weapon (longsword, dagger, rapier or shortsword), common
This magical weapon is crafted from the stinger of a hellwasp, and has
3 charges. When you hit a creature with this weapon, you can expend 1
charge to force that target to make a DC 12 Constitution saving throw,
or be poisoned for 1 minute. While poisoned in this way, the target is
also paralyzed. The target can repeat the saving throw at the end of
each of its turns, ending the effect on itself on a success.
Once the weapon expends its last charge, it shatters, and is destroyed.

NOTABLE NPCs

Name: Eldan and Ason Brookridge

Race: Humans (He/Him) Alignment: Neutral Good

Occupation: Eldan is a candlemaker, and Ason is a butcher.

Stat Block: Commoners (MM, pg 345)

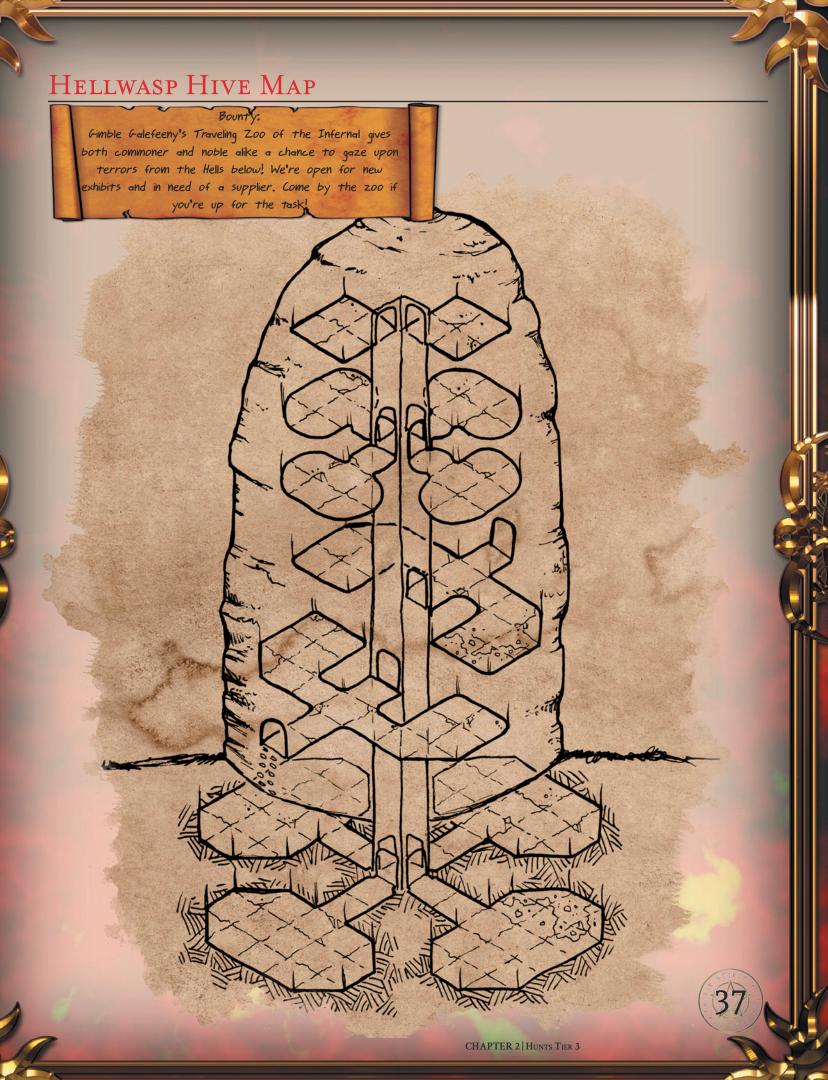
Personality Traits: Eldan has a beautiful singing voice, and spends much of his free time reading or whittling wood. Kind, good natured and hard working. Ason is a cheeky prankster, and enjoys joking around with the locals. Lively and positive, but hates the dark.

Name: Gimble Galefeeny Race: Gnome (He/Him) Alignment: Chaotic Neutral

Occupation: Owner of Gimble's Traveling Zoo of the Infernal

Stat Block: Commoner (MM, pg 345)

Personality Traits: Quick thinking, witty, clever and a smooth talker, Gimble enjoys turning a profit, but yearns for more interesting creatures he can add to his ever expanding travelling menagerie.



MAZE OF THE BAPHOMET

TIER 3

Recommended Level: 12 - 15

Party Size: 4 - 6

Difficulty: Deadly+ (4), Hard (6)

Quest Creature: Baphomet(DIA, pg 229)

QUEST OVERVIEW

To save a fallen city from the destructive influence of Baphomet's cult, the characters must explore a maze beneath the city, locating and destroying various altars to Baphomet while avoiding a monstrous avatar of the demon lord himself, who patrols the halls.

STAGE 1: MEETING THE NPCs

The characters are introduced to a gnome refugee from the town of Oppidium Ancona, called Nasica. When asked about the bounty, he offers the following pieces of information:

A Golden Age.

"Oppodium Ancona was founded on principles of mutual respect and intellectual curiosity. All races and creeds gathered for open exchanges of ideas. Rather than rulership by blood or conquest, political decisions were made by open debate on the town square, with a focus on practical, testable solutions. As a result, this town was beginning a golden age of civilization."

The Maze

"Cultists of **Baphomet** (**DIA**, pg 229), who value savagery, moved into the maze-like aqueducts beneath the city, and constructed altars to Baphomet, summoning an avatar of the great Demon Lord to walk the maze."

Twisted Corruption.

"Baphomet's very presence began to corrupt the spirit of the city. Citizens turned to hateful demagogues for guidance, and public debates turned away from exchanging ideas, and more into scoring points to build yourself up and tear down your opponent.."

A Bitter Ending.

"So I fled, constructing a library in an attempt to spread the ideals his culture had been founded on. If you can get into the aqueducts and destroy the altars binding Baphomet's influence on the town, I believe this place has a chance to return to its golden roots once more."

STAGE 2: EXPLORATION

Nisica provides the characters with a map of the aqueduct maze, with the two altars marked by stars. Characters may enter through either side, and have an opportunity to plan their route or make contingency plans for methods of escape should they come across Baphomet's avatar, who still lurks within the maze, fuelled by Baphomet's will.

DM's Note: In a straight fight, Baphomet will likely prove far too much of a challenge for a party of 4 characters. Consider offering advice on alternative tactics, or allow them to escape or hide from Baphomet, should the characters decide to mindlessly attack him and fail.

Once characters enter the maze, roll a d4 to determine what area of the maze Baphomet is in. Every three rounds, Baphomet moves from one section of the maze to another in a clockwise direction. Characters can attempt to discover the location of Baphomet by making a DC 15 Wisdom (Perception) check. A success reveals the area Baphoment currently resides in. A result of 20 or greater also details what tunnel he is in, and which direction he is facing. There are small alcoves, large enough for 2 Medium creature to hide in, marked out in red on the map.

STAGE 3: THE HUNT

The aquaduct has 4 altars, which are marked in blue on the map. An altar has an AC of 15 and 60 hit points. The altar is immune to psychic and necrotic damage, and resistance to nonmagical bludgeoning,

piercing and slashing damage. A character can disarm an altar either by destroying it, rendering it's magical power useless by making 2 successful DC 16 Wanted

Oppidum Ancona was once a crown jewel of civilization, until cultists of Baphomet laid it low. The glory of Oppidum Ancona could be restored by those with keen minds and sharp steel. Come find me Library of Sybarris for more information. Ask for Nasica.

Intelligence (Religion or Arcana) checks, or casting a dispel good and evil spell on it, using a spell slot of 4th level or higher. When an altar is destroyed, or otherwise deactivated, it draws the attention of Baphomet, who moves to investigate it. Once a second altar has been deactivated, Baphomet actively searches for the characters through the maze, moving between both the surviving altars.

CREATURE TACTICS

Should Baphomet find the characters in the maze, he relishes the opportunity to punish them for their treacherous attacks. Using a mixture of his Charge and Heartcleaver actions, he attacks those closest to him or the altar, using the narrow walls of the aqueduct to his advantage, both to single out characters and maximize his reach and damage.

DM's Note: While Baphomet's avatar within the aquaduct is considered Huge for target and grappling purposes, he is able to have it move unhindered within the confines of the tunnels, effectively filling an entire square area and preventing characters from running, sliding or otherwise getting past him.

If Baphomet encounters the characters while defending the second altar, he focuses on protecting it. Baphomet casts *maze* on whichever character was responsible for removing the first altar, then focus his attacks on whomever is taking the most aggressive action towards the second altar. He has little interest for his own wellbeing, accepting opportunity attacks in exchange for backing up to use his Charge and Gore actions. His primary goal is keeping the altars up and standing. Once the fourth altar has been destroyed or rendered ineffective, Baphomet's hold on the city is broken, and his avatar disperses in a cloud of black ichor.

STAGE 4: COMPLETION

Upon breaking Baphomet's hold on the city and returning to Nasica, the characters are each presented with a piece of technology from Oppidum Ancona's golden age, resembling a clockwork familiar. The familiars can resemble any beast, chosen by the DM, but uses the stat block for a **Scorpion (MM**, pg 337), using a sharp jolt of lightning as its Sting. Once they've become acquainted with their new familiars, Nasica invites the characters to visit the city, to see civilization done right. Once there, he is disappointed to see nothing has changed. The public square debates are still filled with screaming, empty posturing, and leaders playing on fear and exploiting biases.

Nasica theorizes that perhaps it wasn't Baphomet's presence that caused their behaviour, but rather their behaviour gave Baphomet a foothold, allowing him to occupy the realm.

Although he wishes the solution to these problems was as easy as crawling through a dungeon and destroying some relics, Nasica muses that he must recommit himself to the hard work of building consensus, and opts to remain in the city to rally others to his cause, also inviting the characters to return in a few years to see if he was successful.

NOTABLE NPCS

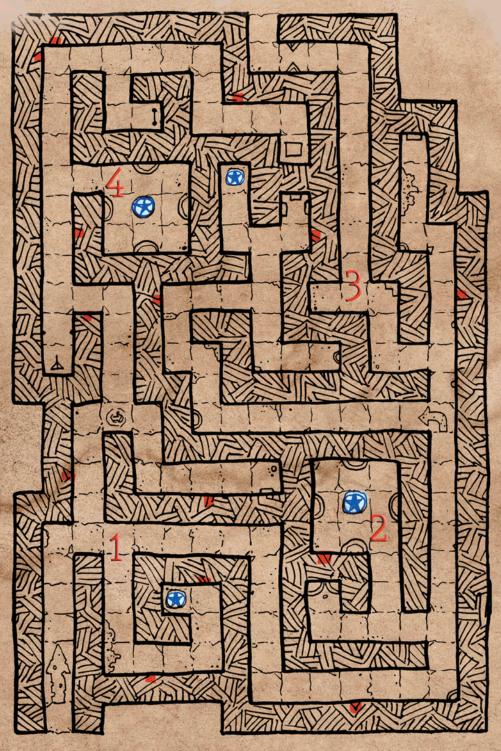
Name: Nasica

Race: Gnome (He/Him)
Alignment: Neutral Good

Occupation: Scholar and Teacher Stat Block: Commoner (MM, pg 345)

Personality Traits: Experienced, wise, friendly and filled with stories.

AQUADUCT MAP



1 Square = 10 feet

Recommended Level: 10 - 12

Party Size: 4 - 6

Difficulty: Hard (4), Hard (6)

Quest Creature: Hollyphant (DIA, pg 237)

QUEST OVERVIEW

A hollyphant has been sighted flying around Icespire Grove by a local half orc, a drunk named Grogitz. Nobody believes him, but he's convinced it's trying to tell him something. The characters, upon meeting the hollyphant, discover it has lost it's message - instructions scrawled on a piece of parchment, and sealed in a magical bottle - to a group of spined devils. The characters must help the hollyphant retrieve its message from the devils before they figure out how to dispel the magic sealing the bottle's contents.

STAGE 1: MEETING THE NPCS

The characters are introduced to Erikka Bonesnappa, a female half orc who runs a bakery in Icespire Grove. She vents her frustrations about her brother, Grogitz, explaining to the characters that he keeps getting blind drunk and then vanishes overnight, appearing in the morning ranting and raving about some flying elephant before falling asleep. When he awakes the following day, he has no memory of the previous night. She requests the characters follow her brother next time he heads out and find out what's going on.

If the characters question her further, she provides the following details:

Trumpeting Chorus.

"Each night when he wanders off, I swear I can hear trumpeting off in the distance. Must be my imagine though. Probably from staying up all night wondering when he's coming back!"

Strange Health.

"Now I'd expect anyone to wander off alone into those hills at night to at least come back with some scratch marks, or bruises. But each night he's out, he's back healthier than the one before."

Words in the Mind.

"Every time I ask him where he's been, it's always the same thing. "It was speaking in me mind" he says. When I ask what, he starts banging on about that bloody elephant again!"

After hearing Erikka's information, characters can attempt to identify the mysterious creature by making a DC 15 Intelligence (History or Religion) check. On a success, the creature is revealed to be a **Hollyphant** (**DIA**, pg 237).

STAGE 2: EXPLORATION

The next night, the characters can follow Grogitz as he drunkenly wanders off into the night. After an hour of walking over the hills, a DC 15 Wisdom (Perception) check reveals a glittering shape flying nearby a large cave. Creatures of good alignment hear a voice echoing in their thoughts, shouting at Grogitz to stay away. A DC 14 Wisdom (Insight) check reveals this to be the voice of the hollyphant, who, for reasons unknown, is insisting the half orc leaves the area.

Characters investigating the area notice scratch marks on trees and rocks nearby, and a foul smell emanating from within the cave. A character can attempt to identify what creature these tracks might belong to by making a DC 16 Intelligence (Arcana or History) check. A successful check reveals the markings to belong to a **Spined Devil (MM**, pg 78).

Upon noticing the characters, the Hollyphant approaches them and asks for their help. It reveals it lost a valuable message given to it by its master, which is held inside a magically warded bottle. The bottle was taken by a group of spined devils, which followed it when it left the Nine Hells, and now reside in the nearby cave. The hollyphant explains that it

doesn't wish to fight them alone, and has requested the half orc help it instead, but has ended up each night simply healing Grogitz of his wounds and teleporting him back to his village before the devils kill him.

After 10 minutes of conversation, Grogitz wanders into the cave, and suddenly cries out for help. The hollyphant quickly flies in after the drunken half-orc, telepathically asking the characters to help it. If the characters follow into the cave, they find Grogitz surrounded by a flock of 12 Spined Devils, which the hollyphant is barely keeping at bay.

STAGE 3: THE HUNT

The cave is tight and narrow, offering little space for massed combat. While 5 feet wide, the cavern is 10 feet high, allowing for vertical combat between creatures. A small hidden alcove, located in the centre of the map, can be spotted with a DC 16 Wisdom (Survival) check, should creatures be within 20 feet of it. A Medium or smaller creature can squeeze into this alcove, revealing the remains of a long lost adventurer, still clad in moth-eaten robes and clasping an old battered book (Tome of Clear Thought, **DMG**, pg 208).

CREATURE TACTICS

The spined devils make use of their Flyby feature by flying over the heads of the characters and attacking them before moving around the cavern and out of reach.

Grogitz curls up on the floor, sharing the hollyphant's space while it remains near the ground. The spined devils attack the hollyphant, but ignore Grogitz, unless he is left unattended.

The hollyphants Aura of Invulnerability prevents spells such as *fireball* from affecting Grogitz or itself when cast, but also affects any spined devils within the area, and can prevent such spells from reaching their full potential, due to the cavern's small spacing. The hollyphant refuses to suppress the Aura while the characters or Grogitz is in the combat, and flies around healing and support all characters where possible, but doesn't attack or use its trumpet unless it has no other choice. When the flock of spined devils is reduced to less than 3, the remaining spined devils must immediately make a DC 14 Wisdom saving throw (one for the group). On a failed save, the spined devils flee, and don't return.

STAGE 4: COMPLETION

Once the spined devils are defeated, the characters can help the hollyphant search for its lost message by making a DC 14 Intelligence (Investigation) check. Once the hollyphant obtains its message, it bids the characters farewell, flies off into the night and doesn't return. The remains of the spined devils can be harvested by making a DC 15 Wisdom (Survival) check. Each devil can be harvested once, and provides either a devil's spine, or infernal wing, which can be crafted into either a **Charm of Infernal Protection**, or a **Devil's Cape**. Upon returning Grogitz to his sister, Erikka rewards the characters with free bakery rations for life.

CHARM OF INFERNAL PROTECTION

Wondrous item, very rare, requires attunement and 7 devil's spines to craft. This small trinket hangs around the neck, displaying 7 fiendish spikes. While you wear this charm, you are immune to fire damage.

DEVIL'S CAPE

Wondrous item, rare, requires attunement, and 7 infernal wings to craft. This fiendish cape sits atop your shoulders. While you wear it, you can use a reaction when falling to spread the wings of the cape wide, and suffer no damage from the resulting fall.

NOTABLE NPCs

Names: Grogitz and Erikka Bonesnappa Races: Half-orc (He/Him and She/Her)

Alignments: Chaotic Neutral

Occupations: Bakers (Erikka is head chef) Stat Blocks: Commoners (MM, pg 345)

Personality Traits: Erikka is brash, hard working, and enjoys music. Grogitz, when sober, is soft of speech and a talented musician.



A Tyrant's Bodyguard

TIER 3

Recommended Level: 10 - 13

Party Size: 4 - 6

Difficulty: Deadly (4), Deadly (6)

Quest Creature: Horned Devil (MM, pg 74)

QUEST OVERVIEW

The horned devil Vorigath is overseeing the construction of a Planar teleportation circle. Once complete, it can allow fiendish forces to pillage and plunder the mortal realm however they see fit. With the help of a pair of investigators known as Librarians, the characters must infiltrate Vorigath's lair and put an end to the circle's construction.

DM's Note: Vorigath wields a Belt of Fire Giant Strength (**DMG**, pg 155) and the Gauntlets of Flaming Fury (**DIA**, pg 223), earned from various battles across Avernus.

STAGE 1: MEETING THE NPCS

The characters are introduced to Ivanfore Irondrake and Sienna Faith. Ivanfore reveals that a fearsome horned devil known as Vorigath (MM, pg 74), has been constructing a teleportation circle capable of magical travel between the Planes of Existence. Should this circle be completed, it would allow all manner of devils to wreak havoc across the Material Plane. Sienna explains they have figured out a way to teleport into Vorigath's domain, but require help from the characters to locate the circle and destroy it, preferably defeating Vorigath in the process. Should the characters accept, Sienna and Ivanfore reveal the following:

A Labyrinthine Lair.

"Vorigath is a devil, so it's pretty obvious he'd choose to place his base of operations in a well fortified area. He'll have outfitted it with all manner of traps and minions, so we'll have to ensure we always be on guard."

The Bodyguard of a Tyrant.

"Have you ever heard of Loroth the Undying? Well, it just so happens Vorigath is his right-hand fiend, so to speak. We know Vorigath is well-equipped, but we have to assume he's also got access to some of Loroth's forces as well as his own."

Barbaric and Brutal

"We've faced Vorigath once before, and came very close to defeat. He's a brutal and barbaric fighter. Once we face him, don't give him an inch. He'll happily gore you in two and wear your corpse as a fashion accessory."

STAGE 2: EXPLORATION

Ivanfore produces two Spell Scrolls (**DMG**, pg 200), containing the *plane shift* spell, and uses one to transport himself, Sienna and the characters to **Area 1** of Vorigath's domain. He has one other scroll available to transport characters back once the hunt is complete, or should he or Sienna determine the hunt to be a failure (such as if one of them is reduced to 0 hit points and not revived quickly enough.)

Areas 1, 2, 3 & 4. These rooms are littered with crushed corpses of various dead and butchered humanoids. A DC 16 Wisdom (Perception) or Intelligence (Investigation) check made in Area 2 or 3 reveals a hidden door, leading to a cache of treasures. Each cache contains precious gemstones, artwork and trinkets worth a total of 500 gp, plundered from the Material Plane. The hidden cache in Area 5 also contains 2 Potions of Healing (DMG, pg 188).

Areas 6 & 7.

These rooms contain 2 wandering **Minotaurs** (**MM**, pg 223). The minotaurs are clad in an iron armor, marked with infernal sigils and protruding spines, granting them an AC of 16. If they see the characters, they attack. The minotaurs speak Infernal, and can be intimidated into revealing Vorigath's location in the lair with a DC 17 Charisma (Intimidation) check, after being reduced to 1 hit point.

Areas 8, 9, 10, 11, 12, & 13.

Doors leading into and out of these rooms are sealed with magical locks (DC 18 Intelligence (Arcana) to unlock). Each room has a 50% chance to be populated

by 3 (1d6) **Kobolds (MM**, pg 195). The Kobolds are adorned with hide armor (**PHB**, pg 145), granting them an AC of 14. If they see the characters, they flee towards **Area 15** and alert Vorigath to the intruders.

Areas 14, 16, 17, 18, 20 & 23.

Each of these areas is trapped with an explosive rune (DC 17 Wisdom (Perception) check to spot, DC 16 Intelligence (Arcana) or *dispel magic* to disarm). If triggered, a rune explodes out in a 10-foot radius sphere. Any creatures caught in the rune's area must succeed on a DC 16 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much on a successful one.

Areas 19, 21, 22, 24, 27 & 28.

These areas are in complete darkness. Each room has a 50% chance to contain one of the following: 3 (1d6) kobolds, 1 minotaur, or 1 (1d3) fire traps (DC 16 Wisdom (Perception) to spot, DC 17 (Dexterity (Sleight of Hand) to disarm). Creatures patrol the rooms and neighbouring areas, using connecting corridors. A Fire trap is triggered when a creature moves within 5 feet of it. When triggered, the fire trap unleashes a gout of flame in a 15-foot cone. Creatures caught in the area must succeed on a DC 16 Dexterity saving throw or take 7 (2d6) fire damage.

Areas 25 & 26.

These rooms contain the resting quarters for Vorigath and his minions. Vorigath's room is located in **Area 26**. The barracks is located in **Area 25**. Vorigath's room is covered in a carpet of human skulls. A bed, composed of velvet fabrics and hay is located in the far corner, and the walls are adorned with plundered paintings and gilded tapestries, worth of a total of 1,200 gp. The barracks is filled with hay, food, and various crude beds. At any time, the barracks contain 7 (2d6) sleeping kobolds, which wake upon hearing loud speech or sounds.

STAGE 3: THE HUNT

Area 15 contains the half-finished teleportation circle, which Vorigath can be seen supervising, flanked by 2 Half - Dragons (MM, pg 180). The teleportation circle is being constructed by 10 kobolds. Upon seeing the characters, Vorigath roars in anger and charges Ivanfore and Sienna, shouting to his minions to kill the intruders.

CREATURE TACTICS

Vorigath focuses his attacks against another melee focused character in range or nearest him. If Vorigath is reduced to half his hit points or fewer, he uses his Rage feature. Each half - dragon commands a group of 5 kobolds, who take their turns on the same initiative. One group focuses their attacks on healers and spellcasters, while the other focuses their attacks on characters attacking Vorigath. The creatures fight to the death, and are banished to the lower level of the Nine Hells when reduced to 0 hit points, leaving behind any magical items they were carrying.

STAGE 4: COMPLETION

Upon defeating Vorigath and his minions, Ivanfore and Sienna amend the teleportation circle to link to Celestia, causing any devils or demons that enter the circle to be immediately smote by the Devas residing there. Ivanfore teleports the group back to the Darkling Pit Tavern, being sure to collect Vorigath's Gauntlets of Flaming Fury (DIA, pg 223), Belt of Fire Giant Strength (DMG, pg 155), and a Soul Coin (DIA, pg 225). He awards the characters the gauntlets and belt as rewards for their assistance, but keeps the coin, mentioning something about "that dirty git's debt now being paid in full".

NOTABLE NPCs

Names: Invanfore Hardhammer, Sienna Fate Races: Dwarf (He/Him), Human (She/Her)

Alignments: Chaotic Good

Occupations: Supernatural Investigators (Librarians)
Stat Blocks: See Appendix A for character Stat blocks.

Personality Traits: Ivanfore is gruff, sly and extremely intelligent. Sienna is a quick-witted gunslinger, chain smoker and hard-ass.



VORIGATH'S LAIR MAP Adventurers looking to make some good coin. Must be experienced with danger ξ teamwork. Those interested should speak with Ivanfore Irondrake at the Parkling Pit Tavern, as soon as possible. CHAPTER 2 | HUNTS TIER 3

Recommended Level: 10 - 12

Party Size: 4 - 6

Difficulty: Hard/Deadly (4), Medium/Easy (6)

Quest Creature: Sibriex (DIA, pg 117)

QUEST OVERVIEW

The characters are recruited by a fey to visit a sibriex and convince it to part with a very sensitive piece of information - the true name of a devil the fey has a friendly rivalry with. Characters can either accomplish this by hunting devils to give to the sibriex for experiments, or by attacking the sibriex directly.

STAGE 1: MEETING THE NPCs

A massive hedge maze, located in the front yard of a nobles estate is well known to draw attention from the local children. The noble welcomes them to navigate the maze as a gesture of goodwill. However, rumors have persisted that reality grows weak within the maze, with some claiming that by turning the wrong corner, they have discovered vast mountain ranges and mysterious forests, while others believe that fey and demons stalk the maze, looking for children to eat. Characters walking through the maze come across an Eladrin, who introduces themselves as Olanorn. Taking note of the characters, Olanorn reveals they, for the past 400 years, have been involved in a playful rivalry with a devil. The two face off through a great game of manipulation and trickery, each trying to gain the advantage over the other. This time, it was Olanorn's turn to try and get the advantage. They offer the characters a deal: should the characters manage to learn the devil's true name, they will be rewarded with something very few mortals have ever possessed - a favor from a fey.

The devil has been careful with its secret, Olanorn explains, but reveals that the devil has had contact with a **Sibriex** (**DIA**, pg 117). Olanorn knows such creatures collect secret knowledge, and between deals it may have made with the devil or its telepathic cunning, Olanorn is certain the Sibriex will have the answers they seek.

If the characters agree to the quest, Olanorn suggests they move through the move with an intent to locate the sibriex, for only then shall they find the creature's hidden path. They also hint that while the sibriex might not be overly fond of parting with such sensitive information, it certainly might if it believed itself to be a terrible danger, before vanishing as quickly as they appeared.

STAGE 2: EXPLORATION

While venturing within the maze, a character can focus their thoughts on the name sibriex, by making a DC 16 Intelligence (Investigation) check. One three characters have succeeded the check, the following corner of the maze opens up to reveal a vast library, coated in pulsing flesh. Tendons stretch across the room, forming structural supports, and large yellowed bones stand as pillars, bursting forth from the fleshy mounds like jagged spires. A DC 16 Intelligence (Arcana or History) check reveals this to be an abyssal library, a lair used by demons and creatures of the Abyssal Planes.

A DC 15 Wisdom (Perception) reveals the hulking, bloated form of a sibriex, floating silently atop a large raised platform, connected by three flights of stairs. It watches the characters with caution, before questioning them using its telepathy, eager to know how they found it's library, and why they are here.

Should the characters explain to the sibriex what they require of it, the creature offers them a deal.

Should they find and capture an **Ice Devil** (MM, pg 75) for it, then the sibriex offers the characters the devil's true name.

Should the characters accept, they can step back through into the maze and begin searching for the ice devil, eventually arriving in an icy cavern

within the layer of Stygia. One ice devil patrols the tunnels here, hunting and killing lesser fiends with its icy spear.

Rumor

"It is said that those who move through the hedge maze at dusk may come across a wandering fey; a creature offering treasures from its realm, in exchange for a favor..."

STAGE 3: THE HUNT

If character choose to attack the sibriex, then proceed to the sibriex entry in the Creature Tactics section of this hunt. Should the characters instead choose to hunt the ice devil, they can track its progress through the cave system by making a DC 16 Wisdom (Perception) check. If the ice devil hears them, it lies in ambush, leaping out and surprising the characters by attacking with its ice spear.

CREATURE TACTICS

The Ice Devil.

The ice devil, it uses its Wall of Ice to keep characters separated into two groups, focusing its attacks on characters using divine healing magic or ranged attacks first. If it defeats the characters while others are trapped on the other side of its wall of ice, it flees into the cavern and stalks them from a distance, attempting to ambush them again when their guard is down. If the ice devil is reduced to 0 hit points the characters have 1 round to stabilize it before its body disintegrates.

The Sibriex.

Should the characters attack the sibriex, it remains as far out of melee range as possible with keeping characters within range of its Field of Contamination. It uses *feeblemind* and *charm person*, targeting spellcasters first, before using its Warp Person to pressure the characters into a retreat. If it is reduced to 40 hit points or fewer, it yields and reveals the devil's true name, "Bazziren".

Stage 4: Completion

Once the characters have the devil's true name, they can return to the maze and look for Olanorn. Before Olanorn appears, however, Bazziren (Horned Devil, MM, pg 74) locates the party, and offers to make a deal with the party, and owe them a favor, should they choose to give Olanorn a false name.

If the characters agree, Bazziren presents a binding contract, written in Infernal, and returns to the Nine Hells once the characters sign it. Should the characters give up Bazziren's name to any person, the contract breaks and the deal is broken. If they don't accept the deal, he curses their names in Infernal, before warning them that this "isn't over" and vanishing a burst of fiendish fire.

After a few more minutes of searching, the characters then come across Olanorn, who asks if they were successful. Characters can be truthful to them, or attempt to trick them by giving out a false devil name by making a DC 20 Charisma (Deception) check, thus gaining a favor from both a devil and a fey. On a failure, Olanorn chuckles at their attempt, and insists they tell the truth. Should Olanorn discover that the characters have a contract with Bazziren, they mutter a sigh of acceptance towards the devil, and vanishes in a burst of autumn leaves.

NOTABLE NPCs

Name: Olanorn

Race: Eladrin (They/Them) Alignment: Chaotic Neutral Occupation: Trickster fey

Stat Block: Archmage (MM, pg 343)

Personality Traits: Wistful, quick to change emotions, friendly and mischievous. Olanorn's hands continuously move, as if they hold a small trinket or item the size of a pin.

ABYSSAL LIBRARY AND ICE CAVERN MAPS



Recommended Level: 16 - 20

Party Size: 4 - 6

Difficulty: Deadly + (4), Deadly + (6) **Quest Creatures:** Kostchtchie, (**DIA**, pg 105)

QUEST OVERVIEW

The demon Lord Grazzt seeks to hire the characters to battle Kostchtchie, the ferocious demonic giant. Grazzt dislikes Kostchtchie, and being defeated on the material plane would embarrass the demon lord on his return to the Abyss. The characters must travel to an icy mountain range, convince a pack of frost giants to summon Kostchtchie, and then battle, and ultimately, defeat him.

STAGE 1: MEETING THE NPCS

If the characters decide among themselves that they are interested in the job, the Demon Lord Grazzt will send a representative to find them. Next time the characters are at a tavern or inn, several beautiful women approach the characters and invite them to dinner with their host to discuss the hunt. A DC 15 Wisdom (Insight) check reveals these women to be worshipers of Grazzt, who appears at the dinner as a shockingly handsome and charming human male, dressed in a fine black suit. Whatever the financial state of the town is, Grazzt uses his considerable resources to treat the characters to an opulent feast of fine dining, during which the demon lord refuses to speak business, instead engaging the characters in idle chatter and light conversation. Grazzt disdains the characters, considering them beneath him, but does his best to hide the fact, aside from an occasional patronizing comment to one of his servants or followers.

Once dessert is served, Grazzt informs the characters that the Demon Lord Kostchtchie (DIA, pg 105) is crass, obnoxious, and generally uncouth, and he wishes to have Kostchtchie bested on the Material Plane, by mere mortals, to embarrass him. A group of mortals slaying him here, he explains, would banish him to the Abyss for a time, humiliating the demon lord to Grazzt's satisfaction. Grazzt hints at a reward "greater than mere monetary value", should the characters accept, but refuses to say what.

Should the characters accept the offer, Grazzt points them in the direction of a mountainous region where Kostchtchie was last seen. He reveals that Kostchtchie can be summoned by the frost giants residing there via a ritual, and suggests the party either learn it for themselves, or trick the frost giants that reside there to summon Kostchtchie for them. After finishing his dessert, Grazzt motions for the characters to be dismissed, avoiding any further questions and politely excusing himself.

STAGE 2: EXPLORATION

The Frost Giant alter to Kostchtchie is a three week journey through a frozen tundra. During the travel, each week the character leading the expedition must make a DC 16 Wisdom (Survival) check. On a failed save, the party becomes briefly lost, stumbling into one of the following encounters:

- A mating pair of Abominable Yeti (MM, pg 306)
- A pack of 5 Ice Trolls (Trolls, MM, pg 291)
- One extremely angry Remohoraz (MM, pg 258)
- Or an abandoned hunting shack, in which lurks a **Mimic** (**MM**, pg.220) masquerading as a moth-eaten, half frozen armchair.

DM's Note: Should you choose to, you can waive these encounter complications to instead focus directly on the hunt.

Once they near the region where Kostchtchie has been seen, characters must discover the exact location of his altar, by performing one or both of the following actions:

Follow Frost Giant Tracks.

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Characters can follow the tracks of a nearby frost giant tribe with a successful DC 16 Intelligence (Nature) or Wisdom (Perception) check.

Mysterious Note:

There is profit to be had for hunters of above average skill, and whom can be trusted with the utmost discretion.

If you have an intention of pursuing this opportunity, simply wait. I will contact you.

The characters can attempt to locate the altar by making reasonable assumptions of potential locations while consulting a map of the region by making a DC 16 Intelligence (Investigation) check. If the characters have no map, they can instead make this check to locate a small settlement, and have the locals give them instructions to the location by asking about dangerous areas they know to avoid.

STAGE 3: THE HUNT

There is a small encampment of 5 **Frost Giants (MM**, pg 155) settled near the altar, who perform the summoning ritual. Though they can approach the hunt in any way they see fit, below are a few examples:

Patient Hunters. Characters can spy the ritual with a DC 15 Dexterity (Stealth) check. After four days, the giants summon Kostchtchie. Characters can ambush the frost giants and Kostchtchie then, or learn the ritual they observed to perform it on their own with a successful DC 16 Intelligence (Arcana) check. To perform the ritual, characters must place the organs of a dead Polar Bear (MM, pg 334) on the altar and perform the appropriate chants. After completing the ritual, Kostchtchie is summoned with a successful DC 17 Intelligence (Arcana) check. This roll is made with advantage if the characters did anything to better observe the ritual as it was initially being performed.

Swift Diplomats. Characters can attempt to trick or convince the frost giants into performing the ritual with a successful DC 21 Charisma (Persuasion or Deception) check. On a success, the frost giants summon Kostchtchie on the behalf of the characters. On a failure, the frost giants attack the characters instead.

Ambush the Giants. If characters ambush the frost giants, 3 of them defend themselves as the fourth attempts to perform the ritual. Performing the ritual takes 4 rounds. At the start of the frost giant's 4th turn, the ritual is completed and Kostchtchie is summoned. Characters can opt to disrupt the ritual until the other frost giants are defeated, or attempt to simply rush in and kill the all other frost giants until Kostchtchie is summoned. If only one frost giant remains, it turns to attack the characters unless it believes itself to have enough time to complete the ritual.

CREATURE TACTICS

Kostchtchie does not take a subtle approach to the combat, directing hammer attacks against whatever character seems to be the largest. To the demon lord, this is a straight brawl. If he is somehow disarmed, he focuses his attention on regaining the hammer. Any frost giants alive while Kostchtchie is present join the combat, and flee if they are reduced to half their hit points or fewer.

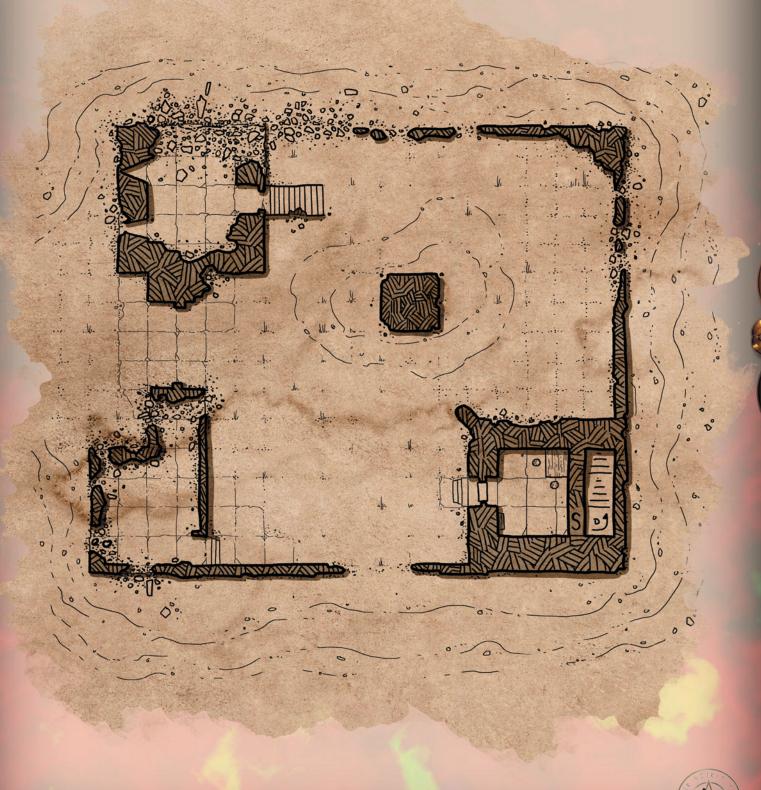
STAGE 4: COMPLETION

When Kostchtchie reaches o hit points, his form is returned to the Abyss. When he vanishes, his hammer, *Matalotok* (**DIA**, pg 224), remains, and can be claimed by a character if they so choose. Upon returning to Grazzt, he invites the characters to another meal, joyously regaling them with tales of the mockery Kostchtchie is being subjected to in the Abyss, before presenting them with the following gift:

GRAZZT'S CLOAK OF FINERY

Wondrous item (cloak), very rare (requires attunement)
While you wear this velvet cloak atop your shoulders, your Charisma score increases to 23. If your Charisma is already equal to or greater than the cloak's score, the item has no effect on you.

FROST GIANT ENCAMPMENT AND ALTAR MAP



Four Heads Are Better Than Five

TIER 4

Recommended Level: 17 - 20

Party Size: 4 - 6

Difficulty: Deadly (4), Deadly (6) **Quest Creature:** Tiamat (**DIA**, pg 151)

QUEST OVERVIEW

Characters are hired for the ultimate hunt; slice off one of the heads of Tiamat. They must travel to the Tomb of the Lost Heroes, and discover how to traverse into the Dragons Graveyard, and battle Tiamat in her own back yard.

STAGE 1: MEETING THE NPCS

Characters answering the bounty meet with Eio Reeves, a human noble, owner of the Reeves estate. Upon asking Eio for more information on why this particular bounty is so foolhardy, he takes a moment for pause, before announcing, in no uncertain terms, he intends for the party to hunt down and behead Tiamat. He reveals that several years ago, when cultists attempted to bring Tiamat back to the material plane, Eio was a part of the army laying siege to the temple. During the battle, Eio's son was killed by Tiamat's breath- specifically, breath from the white head. He requests the characters locate the dragon queen, and severe her white head from her body. Eio has found Tiamat often resides in a pocket dimension known as the "Graveyard of Dragons", a mysterious Plane where dragons go to die. A portal could be opened to this graveyard, and remain open, allowing characters to quickly strike at Tiamat, then escape.

Eio offers to accompany the characters to the tomb, and help them open the portal, but, due to old war wounds, is incapable of fighting Tiamat himself. He explains that while the characters battle the dragon queen in his stead, he shall ensure the portal remains open and ready to be closed at a moment's notice.

He encourages the characters to make any preparations they can to limit Tiamat's effectiveness, for she is a powerful and dangerous opponent, and few can stand against her for more than a few seconds at best.

DM's Note: While planning, be sure to inform players that to slice off one of Tiamat's heads, they must deal 125 points of slashing damage to her. Allow them to make plans on what weapons will be used during the assault, and what to consider taking to protect themselves from her breath weapons.

STAGE 2: EXPLORATION

Eio guides the characters to a gigantic stone tomb, known as the "Tomb of Lost Heroes". Travelling to the tomb takes a litte over a week, and forces the characters to trek through a large desert, ending in the edges of a jungle wilderness. Upon reaching the stone tomb, the characters find the following verse etched into it's front:

Here Lie the Lost Heroes Who Came From Beyond to Stand Against Venger In Rest, Let Them Find Their Home

Inside the tomb, the characters discover 6 skeletons. A DC 15 Wisdom (Medicine) check reveals each skeleton to be that of a human. One skeleton lies clasping a simple wooden bow. A second lies beneath a battle damaged shield, while a third lies with one hand clasping a steel bo staff. The fourth skeleton lies with its face covered by a battered blue hat. The fifth skeleton appears to be buried alongside a large club, and curled around a unicorn's skeleton. The final sixth skeleton can only be seen from the chest up, it's body covered by a Cloak of Invisibility (DMG, pg 158).

From writings Eio has studied about the Lost Heroes, he reveals to the characters that the items they had were forged in the Graveyard of Dragons, and thus possess a way to open the portal. The only clue he has managed to unearth thus far, however, is to "Start with the Ranger". He suggests beginning with the bow, and using trial and error to see if the portal can be discovered.

The solution to this puzzle is detailed below.

1) When a character lifts the bow, energy arrows appear

in the quiver. Firing the arrow causes it to fly about the tomb, making a star pattern before gathering into a flying orb.

- 2) If the orb is caught in the blue hat, it remains there briefly before ejecting and increasing in size, and lazily drifts around the room.
- 3) Tapping the glowing orb with the shield then makes the shield glow as well. The orb lazily drifts around the room again, still growing.
- 4) Attempting to move near the orb with the cloak causes it to drift away, but the bo staff can be used to gently tap it toward the cloak.
- 5) After being tapped with the bo staff, the orb grows large still, and then gently moves nearer the cloak, allowing itself to be covered by it.
- **6)** The orb remains under the cloak until it grows in size again. At this point, hitting the orb with the club opens the portal.

STAGE 3: THE HUNT

Eio gathers the items in a star pattern on the ground, explaining that keeping them in place should ensure the portal remains open. He readies himself at the base of the portal, ready to close it once the characters have completed their task and returned.

Stepping through the portal, characters see a desert realm with a dark sky above, bright stars shining. Hundreds of dragon skeletons lie strewn across the sands. Suddenly, the characters hear a monstrous roar, and Tiamat crests the sand dunes, swooping low to attack.

CREATURE TACTICS

Tiamat uses her action to bite and claw at the nearest melee characters, while using her Legendary Actions to inflict a steady stream of damage across all party members. Tiamat loses her white head once characters have inflicted 125 points of slashing damage to her.

DM's Note: Tiamat's Regeneration trait affects the amount of damage the characters have dealt, often forcing them to inflict more than the 125 points of damage to successfully sever her head, so it is advised to keep a separate note of the damage dealt by slashing weapons for the duration of this encounter to make the overall damage calculation easier.

STAGE 4: COMPLETION

If characters slice off one of Tiamat's heads, they may decide to keep fighting and attempt to defeat Tiamat If so resume the encounter while continuing to track the slashing damage dealt, giving the characters the opportunity to take her down head by head.

Should Tiamat be defeated, the characters are approached by Bahamut, sensing that great champions have risen once again to face Tiamat and defeat her for good. He offers characters a chance to join his holy crusade across the Upper Planes. If they agree, Bahamut transports them to a temple on the Elemental Plane of Air, where he instructs them to rest and await for a siege against Hell to slay Tiamat for good.

If characters successfully escape after severing the white head of Tiamat, Eio keeps his word, granting the characters land, a stronghold, titles of nobility, and awards the group 10,000gp. If retrieved, Tiamat's severed white head is displayed in their feast hall. Should the characters collect the items from the Tomb of Lost Heroes, they also gain the following items:

- · Bow of the Ranger (App A),
- Shield of the Cavalier (App A)
- Staff of the Acrobat (App A)
- Prestos Hat (App A)
- The Cloak of Invisibility (DMG, pg 158)
- · Bobby's Club (App A).

NOTABLE NPCs

Name: Eio Reeves

Race: Human (He/Him)

Alignment: Neutral Good

Occupation: Noble

Stat Block: Noble (MM, pg 348)

Personality Traits: Friendly, welcoming, scholarly and a meticulous note-taker. Also enjoys practicing cantrip magic in his spare time.



Bounty:

This mission is foolhardy at best, suicidal at worst, and only recommended for the best of the best. Those up to the challenge will receive glory, gold, land, and papers of nobility. Interested? Find me at the Reeves Estate, south of Winter's Watch.



Recommended Level: 16 - 19

Party Size: 4 - 6

Difficulty: Deadly + (4), Deadly (6)

Quest Creature: Demilich, Horned Devil, and Mage

(MM, pg 48, 74 & 347)

OUEST OVERVIEW

The characters are recruited by the dark mage Arigath to help him locate and retrieve his master, a demilich known as Loroth the Undying, before he accidentally summons Bahamut, believing himself worthy enough to challenge him.

STAGE 1: MEETING THE NPCS

Should the characters take up the offer, a successful DC 16 Wisdom (Survival) check points them in the right direction for Ironspine Tower, a large formation that sits atop a vast mountain range. Travel to the mountain range takes 1d3 weeks, depending on the character's current location.

Once at the tower, the characters are greeted by 5 **Skeletons** (**MM**, pg 272), who chatter and crack their jaws together, alerting others to the character's presence. The characters are then introduced to **Arigath** (**MM**, pg 110), who offers thanks to the characters for their long journey, before quickly explaining that the fearsome dragonborn **Loroth the Undying** (**MM**, pg 48), has taken it upon himself to travel to a sacred and forgotten shrine of Celestia, in order to summon and defeat Bahamut. Arigath reveals that Loroth is too powerful for him to combat alone, and requests the characters assist him in halting the summoning ritual before it is too late, and Loroth is destroyed forever. Should the characters prove skeptical in helping a demilich, Arigath points out that the ensuing battle between both creatures is likely to kill hundreds, if not thousands, before it reaches its end.

As a reward for assisting him Arigath reveals that many magical artifacts are required to summon Bahamut, and that the characters are welcome to them, should they manage to help him stop Loroth.

If the characters accept, Arigath reveals to them a teleportation circle linking the tower to the ancient summoning site. He activates it and steps through first, beckoning the others to follow suite.

STAGE 2: EXPLORATION

Once teleported beneath the ancient ruin, characters can ask Arigath more about Loroth, to learn how best to defeat him. Arigath reveals that Loroth's strength resides in his bond to Vecna, whom his is bound to, and grants him incredible magical power. As Arigath navigates through the underground tunnels of the ruin, sudden booms of necrotic power can be felt trembling from above. Arigath continues on, quickening his pace, and informs the characters that the ritual is almost complete. Once characters reach the bottom of the ruin's top level, they see Loroth floating atop the dead body of a **Young White Dragon (MM**, pg 101), facing away from the characters while arcane sigils emblazoned with blackened smoke weave and dart around him.

A DC 15 Wisdom (Perception) check reveals the hulking form of Vorigath, a Horned Devil (MM, pg 74), standing alongside him. Arigath moves towards Loroth, his hands raised, and shouts for him to stop, revealing with a dark grin that the ritual is not yet complete. Turning to the characters and brandishing his arcane focus, he says "The last piece of the puzzle is here. A heroic blood sacrifice, for our lord!"

STAGE 3: THE HUNT

Arigath laughs, mocking the characters for their stupidity, before moving up to join Loroth. A DC 16 Wisdom (Insight) check reveals the altar to be marked and converted to worship Vecna, and that the final piece of the ritual requires Loroth to reduce one of the characters to o hit points, and have their body thrown on the altar.

Should he succeed, Loroth tears the soul from the character's body, killing them instantly and strengthening his bond to Vecna. Once all characters

Vanted:

Powerful adventurers, capable of leaving their morality on the sidelines for the Greater Good.

If you believe yourselves worthy of greatness, ring the Ironspine Bell three times. I will know.

have been defeated, Loroth uses the ritual site to commune with Vecna, and begins his rise to true lichdom.

CREATURE TACTICS

Loroth the Undying.

Loroth focuses his attacks on enemy spellcasters first, knowing all too well the power arcane wielders hold. He begins at range, using *Howl* weaken the characters, before charging into close range. Should the battle not be going in Loroth's favour, he retreats towards the top of the ruin, and uses his action to resurrect the adult white dragon by praying to Vecna. When resurrected, the dragon's type becomes undead, and it's breath weapon deals necrotic damage instead of cold damage. Loroth can mentally command the dragon as a bonus action.

Vorigath

Should the characters have completed "A Tyrant's Bodyguard" and taken Vorigath's magical items, he doesn't have any special equipment. If the characters who defeated him in the previous hunt are in this encounter, he focuses solely on them. If he reduces a character to 0 hit points, he uses his following actions to remove any magical items the characters have, re-equipping his lost magical items should he find them.

Arigath.

Arigath begins by casting *cone of cold* on characters he deems the most dangerous to Loroth. He then remains casting spells from the back lines where possible, targeting enemy spellcasters and healers with *counterspell* or *fireball*. Should Vorigath or Loroth appear to be harmed, Arigath uses a **Spell Scroll** (**DMG**, pg 200) of *cure wounds* on them, or throws each of them a **Potion of Healing** (**DMG**, pg 188) from his sling bag. When Arigath believes the characters to be weak enough, he uses a spell scroll of *divine word* on them.

STAGE 4: COMPLETION

If the characters survive Arigath's ambush and defeat the trio, Loroth, Arigath and Vorigath's souls vanish back into the Nine Hells, and don't return.

Characters can retrieve the following items from their corpses before they disintegrate:

Loroth The Undying.

Loroth leaves behind 4 Soul Coins (DIA, pg 94).

Vorigath

If he retrieved them or had them in his possession, Vorigath leaves behind his **Belt of Fire Giant Strength (DMG**, pg 155) and **Gauntlets of Flaming Fury (DIA**, pg 223).

Arigath.

Arigath leaves behind 1d4 Potions of Healing (DMG, pg 188), two Soul Coins (DIA, pg 94), and 2 Spell Scrolls (DMG, pg 200) of cure wounds, and a Spell Scroll of divine word, if he hasn't used them.

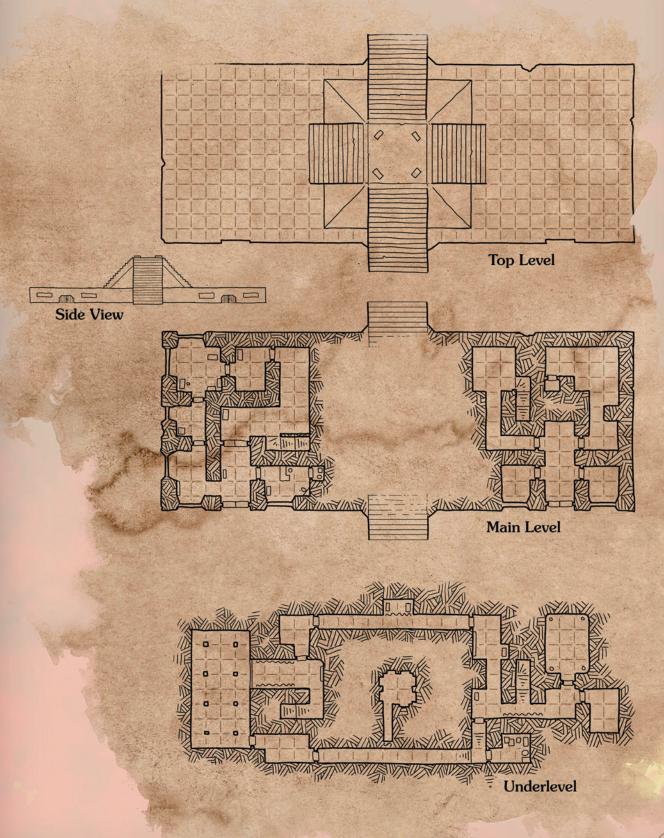
The white dragon can be harvested with a DC 16 Wisdom (Survival) check. On a successful check, the characters gain a set of white dragon scales, which can be forged into **White Dragon Plate**.

WHITE DRAGON PLATE

Armor (plate), rare

This glistening white armor is crafted using the scales of a white dragon. While you wear it, you have immunity to cold damage, and can move and climb across icy surfaces without needing to make an ability check. In addition, difficult terrain composed of ice or snow doesn't cost extra movement.

TEMPLE OF LOROTH MAP



Recommended Level: 17 - 20

Party Size: 4 - 6

Difficulty: Deadly +/Hard (4), Hard (6)

Quest Creature: Zariel (DIA, pg 243), Cultists of the Dead Three (DIA, pg

231), Planetar (**MM**, pg 17)

QUEST OVERVIEW

Zariel, an Archdevil Angel, has vowed to destroy an entire city due to the presence of cultists whom plan on summoning a being to invade the Nine Hells for the glory of the Dead Three. Characters can choose between battling Zariel directly, to drive her back, or killing the cultists before Zariel's time limit is up.

STAGE 1: MEETING THE NPCs

Upon arriving at Stamford's Vale, characters who ask around learn from locals that over the past week, the following events have been reported across the city.

Waterborne Curse.

"It all started six days ago. Most of the city's water supply is gone.

Turned to blood, all in the blink of an eye!"

Druidic Mishap.

"Five days ago, we got this horrid infestation of frogs. Everywhere! I reckon some poor druid got his summoning circles mixed up. Bloody mayhem!"

Feast of Flies.

"For the last four days, we've been getting pillaged by lice, gnats.. all sorts of gribblies and horrible insects! It's bee horrific, to say the least."

Sudden Panic.

"I wouldn't go near the cattle. Hell, I wouldn't even go near my cat nowadays. Started three days ago, but it seems like all the animals have just gone crazy! Most of them died the following day when this strange disease hit, but the ones that survived... I don't think they'll last long."

Famine

"We've got very little food left in our stores. Yesterday a massive swarm of locusts hit the corn fields, and we did all we could to get rid of them. I head we've got food to fill the city up for about a month, but after that those stocks'll run dry. I think the mayor was counting on the harvest this season to top up the rations."

Once characters learn the last of these strange events, the sky above Stamford's Vale turns a crimson red as Zariel appears above the town square, her voice booming throughout the city, announcing it's destruction. Read or paraphrase the following:

"I have seen the wickedness harboured within this town! Your trees bear bitter fruit, and I shall tear them all out by the roots. Flee, or stand, if you so choose. Your choice matters not,"

Characters can approach and speak with Zariel if they choose. She offers the following information willingly:

"Cultists of the Dead Three reside here mortal. This town has given them space to plot and prosper. They either are either unwilling or incapable of solving the problem themselves, which makes them no better.

I shall raze this town until only a crater remains, an example and a warning to all who would test my wrath".

Characters can offer to save the city by making a deal with Zariel, or by attacking her. Should the characters offer to broker a deal, Zariel provides the following offer:

"These miserable cultists mean to awaken a vile thing and send it to my domain. Kill the cultists, kill their avatar. Bring their heads to me, then display them in the towns square for one weeks time. Do this, and I shall spare this city. For now, at least. The deed must be done within the hour."

If the characters instead choose to fight Zariel, she laughs, brandishing her warhammer and lunging in to strike. Ignore the exploration stage of this hunt, and proceed directly to Zariel's section on Stage 3: The Hunt.

STAGE 2: EXPLORATION

Characters making even a rudimentary investigation will learn of the Cultists of the Dead Three, either from Zariel or from other guards around the city that have heard rumors of the cult's involvement in the city's infrastructure. The contingent active in this town are all followers of Bane (DIA, pg 231). Such town guards or tavern rumors can point the characters towards a Temple of Bane, near the outskirts of town, where the cult resides. Within the temple are 4 Fists of Bane, 1 Iron Consul, 1 Black Gauntlet of Bane, (DIA pg 232) and a Planetar (MM, pg 17).

STAGE 3: THE HUNT

The characters have the opportunity to speak with the cultists, should they choose to not charge in and attack immediately. Speaking freely with the cultists, it is revealed that the cultists have been working for months on a ritual to revive a planetar of Bane, aiming to have the creature force its way into the first level of the Nine Hells and seize territory there. The cultists, aware of Zariel's plan, suggest a counter offer to the characters - Should they draw the archdevil to the temple and fight her, they can do so with the aid of the planetar in tow. If not, the characters can choose to honour their initial deal, and attack the cultists and planetar, who fight to the death.

CREATURE TACTICS

Zariel.

If characters attack Zariel on their own, she takes to the sky. If characters are landbound, she focuses her attacks using *fireball*, *finger of death*, and Immolating Gaze. If a character has flight, she focused on them first, using melee attacks while using Immolating Gaze to keep the pressure on any spellcasters or healers below.

Cultists.

If characters attack the cultists within the temple, the planater takes flight, focusing its melee attacks on any other flying characters, while the cultists attack any spellcasters or healers at ground level.

Accepting the Cultist's Offer.

If the characters team up with the planetar to fight Zariel, the two angels take flight and focus on one another. Instead of rolling, each turn, the Planetar deals 86 damage to Zariel, and Zariel deals 116 to the Planetar. Zariel uses her Immolating Gaze on any characters assisting the planetar with healing or other spellcasting.

STAGE 4: COMPLETION

The true purpose of Zariel's raid on the city was to see if any creature would attempt to stop her, and if so, whether they would be worthy of recruitment into her army. If the characters return the cultist's heads to her, or they reduce her to 30 hit points or fewer, Zariel halts the combat and makes an offer, revealing her true intentions. She offers to grant the characters great power in exchange for joining her army and fighting demons in Avernus. Characters who accept this immediately gain 1 level or a Blessing (DMG, pg 227) determined by the DM, and are transported with Zariel to the Nine Hells. However, such loyalty comes with a price; should the characters die anywhere other than the Nine Hells, they are irrevocably transformed in a Lemure (MM, pg 76).

Should the characters decline her offer, she leaves, and the city, now free from her threat, award the characters 4,000gp and a tavern, house or other building located in the city, to do with what they wish. The Planetar, if defeated, can be harvested by making a DC 17 Wisdom (Survival) check. On success, the characters gain a set of **Planetar Feathers**, which can be crafted with leather into **Angelic Armor**.

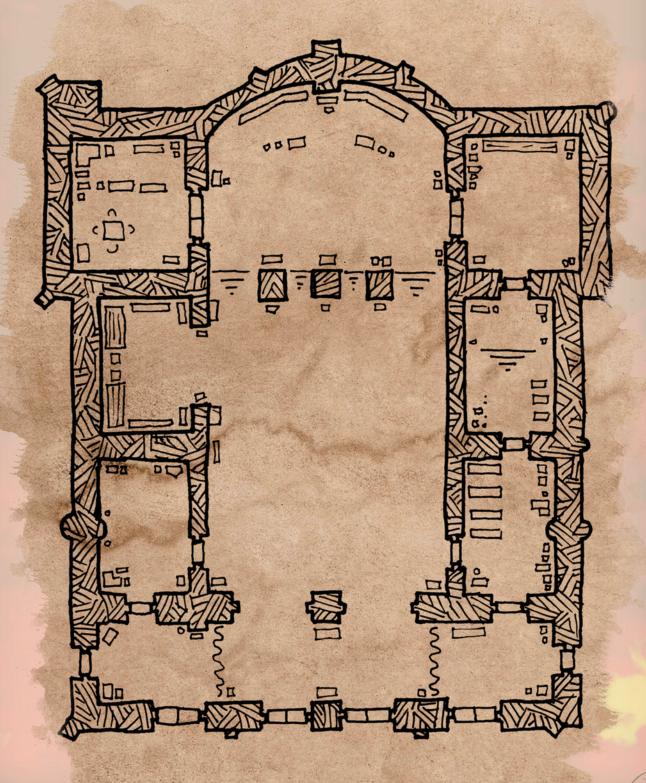
ANGELIC ARMOR

Armor (leather), very rare (requires attunement)

This thick leather armor is inbued with the power of a planetar. While worn, you always know when a creature is lying to you. In addition, you can use your action to magically restore 30 (6d8 +3) hit points to a creature you touch. You regain the use of this feature at the next dawn.

TEMPLE OF BANE MAP

"Judgement has come to Stamford's Vale. A shadow falls upon this city, and I fear none shall survive it's wrath..."



Appendix A: Hunt Items

This section lists all new objects, trinkets, magical items featured throughout the supplement for ease of access later. The items detailed here are in alphabetical order.

ANGELIC ARMOR

Armor (leather), very rare (requires attunement)

This thick leather armor is inbued with the power of a planetar. While worn, you always know when a creature is lying to you. In addition, you can use your action to magically restore 30 (6d8 +3) hit points to a creature you touch. You regain the use of this feature at the next dawn.

BOBBY'S CLUB

Weapon (greatclub), very rare (requires attunement)

This magical greatclub has a +2 bonus to attack and damage rolls. In addition, as an action, you can speak the weapon's command word and slam it on the ground to cast the *earthquake* spell (DC 16), centred on yourself. Once used in this way, the greatclub can't be used to cast this spell again until the next dawn.

BOW OF THE RANGER

Weapon (shortbow or longbow), very rare (requires attunement)
This is a magical bow with a +2 bonus to attack and damage rolls.
The bow requires no ammunition in order to fire. Instead, when you draw the string back, the bow creates a glowing arrow of magical force, which deals radiant damage on a successful hit. Before loosing the arrow, you can choose to cause the arrow to restrain a target for 1 minute if you hit it, instead of dealing damage. A restrained target can use their action on subsequent turns to attempt to break free by making a DC 17 Strength (Athletics) check.

BULEZAU HIDE

Armor (hide), uncommon

This thin hide armor is crafted from the skin of a bulezau. While worn, you have advantage on saving throws to resist disease or poison.

CHARM OF INFERNAL PROTECTION

Wondrous item, very rare, requires attunement and 7 devil's spines to craft. This small trinket hangs around the neck, displaying 7 fiendish spikes. While you wear this charm, you are immune to fire damage.

CHICKEN CHARM

Wondrous item (charm), uncommon

This bizzare skeletal charm is crafted from the bones of a flock of abyssal chickens. While you wear this charm, you have a flight speed of 15 feet. You fall at the end of your turn if the only thing holding you aloft is the flight speed granted by this charm.

DEVIL'S CAPE

Wondrous item, rare, requires attunement, and 7 infernal wings to craft. This fiendish cape sits atop your shoulders. While you wear it, you can use a reaction when falling to spread the wings of the cape wide, and suffer no damage from the resulting fall.

FINELY WOVEN NET

Weapon (net), common

Creatures caught by this tightly woven net have disadvantage on Strength saving throws and Strength checks to break free of it.

FLESH CHARM

Wondrous item (charm), uncommon

This fiendish looking charm is crafted from the pulsing core of a fiendish flesh golem. While you wear this charm, once per day, you can cause a single melee weapon attack or Strength check you make to be made as if you had a Strength score of 20 (+5).

GERALT'S FIREARM

Weapon (pistol), rare

This magical clockwork pistol is powered by a small elemental crystal. It is a martial weapon with the light property and a range of 30/60 ft. It deals 1d10 damage on a hit. Roll a d4 to determine what damage type the weapon deals: (1) Fire, (2) Cold, (3) Lightning, (4) Thunder.

GILDEN RAMSES' INFERNAL COOKBOOK

Wondrous item, rare

This mysterious leather book is filled with various rituals pertaining to fiendish foodstuffs. As part of a long rest, you can spend 2 hours following a ritualistic recipe in the cookbook to summon up to 6 plates of cooked food originating from the Lower Planes. A creature that consumes a plate of this food gains 10 (3d6) temporary hit points, which last for 8 hours, and doesn't need to eat again for 6 hours. The book can perform only one ritual per day. If you attempt to perform any more additional rituals, roll a d2o. On a 1, the book emits a screech of anger in infernal, and summons 2d6 hostile bone whelks, which appear in unoccupied spaces within 30 feet of it.

GORGED ARMOR

Armor (any Medium armor), rare (requires attunement)

While you wear this red, fleshy armor, you are immune to the waters of the River Styx, and any effect that would steal or modify your thoughts.

GRAZZT'S CLOAK OF FINERY

Wondrous item (cloak), very rare (requires attunement)

While you wear this velvet cloak atop your shoulders, your Charisma score increases to 23. If your Charisma is already equal to or greater than the cloak's score, the item has no effect on you.

HOLY SYMBOL OF SERAPH

Wondrous item, very rare

This golden symbol is encrusted with various precious gemstones.
As an action, you can raise the symbol to an open sky and cast *heroes* feast. Once used in this way, the symbol can't be used again for 1 week.

MADCAP CHARM

Wondrous item, uncommon

This small bracelet is woven from the singed remains of a madcap. While you wear it, you gain the ability to commune with fey creatures, regardless of whether the fey speaks a common language or not.

MASK OF THE MERREGON

Wondrous item (mask), rare (requires attunement)

While wearing this mask, you have telepathy out to a range of 120 feet, and you gain dark vision out to 30 feet. If you already had darkvision, this mask causes your vision to no longer be impeded by magical darkness, out to a range of 30 feet.

PRESTOS HAT

Wondrous item, rare

This mysterious blue hat has 4d4 + 6 charges. It regains 1d4 charges daily at dawn While wearing it, you can use an action to reach into the top of the hat and pull out a random object or creature from the table below. When you expend the hat's last charge, it becomes an ordinary garment, losing its magical potency.

d100	Result
01 - 08	A bag containing 100gp
09 - 15	A silver coffer (1 foot long, 6 inches wide and deep) worth 500gp
16 - 22	An iron door (up to 10 feet wide and 10 feet high, barred on one side of your choice), which you can place in an opening you can reach; it conforms to fit the opening, attaching and hinging itself
23 - 30	10 gems, worth 100gp each
31 - 44	A wooden ladder (24 feet long)
45 - 51	1d4 Abyssal Chickens (DIA , pg 97). Each chicken has a temperament similar to that of any small animal suddenly dragged out of an equally small hat
52 - 59	A large pit (a cube 10 feet on a side), which you can place on the ground within 10 feet of you
60 - 68	4 Potions of Healing (DMG, pg 188)
69 - 75	A 12 foot long rowing boat, complete with 2 extra oars
76 - 83	A Spell Scroll (DMG , pg 200) containing one random spell of 1st to 3rd level.
84 - 90	2 Mastiffs (MM , pg 332), both of which act as if they haven't seen you in over 50 years and <i>really</i> need the loo
91 - 96	A clear window (2 feet by 4 feet, up to 2 feet deep), which you can place on a vertical surface you can reach.
97 - 100	A portable ram, gilded with gold.

SHIELD OF THE CAVALIER

Armor (shield), very rare (requires attunement)

This is a shield, which grants an additional +1 bonus to AC when donned, for a total bonus of +3. In addition, the shield has 3 charges. It regains 1d3 charges daily at dawn. As an action, you can expend 1 of the shield's charges to cast *wall of force*, without requiring material components.

STAFF OF THE ACROBAT

Weapon (quarterstaff), very rare (requires attunement)
This is a magical quarterstaff with a +2 bonus to attack and damage rolls. While you remained attuned to this staff, your Dexterity score increases to 20.

STINGER SWORD

Weapon (longsword, dagger, rapier or shortsword), common
This magical weapon is crafted from the stinger of a hellwasp, and has 3 charges. When you hit a creature with this weapon, you can expend 1 charge to force that target to make a DC 12 Constitution saving throw, or be poisoned for 1 minute. While poisoned in this way, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once the weapon expends its last charge, it shatters, and is destroyed.

WHITE DRAGON PLATE

Armor (plate), rare

This glistening white armor is crafted using the scales of a white dragon. While you wear it, you have immunity to cold damage, and can move and climb across icy surfaces without needing to make an ability check. In addition, difficult terrain composed of ice or snow doesn't cost extra movement.

APPENDIX A: STATBLOCKS

This section lists all new statblocks featured throughout the supplement for ease of access. The statblocks detailed here are in alphabetical order.



IVANFORE HARDHAMMER

Medium humanoid (dwarf), Chaotic Good

Armor Class 17 (natural armor) Hit Points 90 (12d8 + 36) Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	18 (+4)	16 (+3)	15 (+2)

Saving Throws Int +7, Wis +6

Skills Arcana +10, Athletics +5, Deception +5, History +7, Intimidation +5, Investigation +10, Perception +5, Stealth +6, Survival +6

Damage Resistances poison

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 15

Languages Common, Deep Speech, Dwarvish, Elvish, Undercommon

Challenge 7 (2,900)

Dwarvish Resistance. Ivanfore has resistance to poison damage, and advantage on saving throws to resist the poisoned condition.

Fast Hands. When using crossbows, Ivanfore ignores the loading property.

Librarian. Ivanfore is a librarian; a member of an ancient group of secretive investigators of the supernatural and otherworldly. He has advantage on Intelligence (History) checks made to track aberrations, fiends and monstrosities. In addition, whenever he sets foot inside a lair, he immediately knows what kind of creature is belongs to, but not it's named identity.

Partnered Detective. When Ivanfore is within 30 feet of Sienna, he has advantage on saving throws to resist effects from creatures originating from another Plane of Existence.

Toxin Application (3/Long Rest). As a bonus action, Ivanfore can apply a deadly toxin onto a crossbow bolt or his shortsword. The toxin lasts for 1 minute, or until the weapon or ammunition hits a creature. The target creature must succeed on a DC 15 Wisdom saving throw or be blinded for 1 minute. A creature blinded in this way is unable to regain hit points for the duration. The blinded target can attempt the saving throw again at the end of its subsequent turns, ending the effect on itself on a success.

Spellcasting. Ivanfore is a 5th level spellcaster. His spellcasting ability is Intelligence (DC 15,). He has the following wizard spells prepared:

1st level (4 slots): comprehend languages, detect magic, shield 2nd level (3 slots): invisibility, misty step 3rd level (2 slots): counterspell, fireball

ACTIONS

Multiattack. Ivanfore makes two attacks with his shortsword or crossbow.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage. If the target is a creature affected by Ivanfore's or Sienna's Toxin Application feature, it takes an additional 10 (3d6) necrotic damage.

Crossbow. Ranged Weapon Attack: +6 to hit, range 100/400, one target. Hit: 9 (1d10 + 3) piercing damage. If the target is a creature blinded by Ivanfore's or Sienna's Toxin Application feature, it takes an additional 10 (3d6) necrotic damage.



SIENNA FATE

Medium humanoid (human), Chaotic Good

Armor Class 18 (natural armor) Hit Points 85 (13d8 + 26) Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	20 (+5)	17 (+3)	12 (+1)

Saving Throws Int +8, Wis +6

Skills Arcana +9, Athletics +3, Intimidation +4, Investigation +11, Perception +9, Stealth +7, Survival +7

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 19

Languages Sienna understands and speaks all languages.

Challenge 6 (2,300)

Avid Tinkerer. Sienna has created a set of goggles for herself that grant her darkvision out to a range of 60 feet. In addition, she is proficient with all vehicles.

Librarian. Sienna is a librarian; a member of an ancient group of secretive investigators of the supernatural and otherworldly. She has advantage on Intelligence (History) checks made to track aberrations, fiends and monstrosities. In addition, whenever she sets foot inside a lair, she immediately knows what kind of creature is belongs to, but not it's named identity.

Partnered Detective. When Sienna is within 30 feet of Ivanfore, she has advantage on saving throws to resist effects from creatures originating from another Plane of Existence.

Quick Reactions. Sienna can't be surprised while she is conscious, and has a +5 bonus to initiative checks.

Toxin Application (3/Long Rest). As a bonus action, Sienna can apply a deadly toxin onto a crossbow bolt or the tip of her

long-rifle. The toxin lasts for 1 minute, or until the weapon (or shot) hits a creature. The target creature must succeed on a DC 15 Intelligence saving throw or be poisoned for 1 minute. A creature poisoned in this way is unable to speak coherently, and has disadvantage on ability checks and attack rolls for the duration. The poisoned target can attempt the saving throw again at the end of its subsequent turns, ending the effect on itself on a success.

Spellcasting. Sienna is a 5th level spellcaster. Her spellcasting ability is Intelligence (DC 16). She has the following wizard spells prepared:

1st level (4 slots): comprehend languages, detect magic, magic missile, shield

2nd level (3 slots): invisibility, misty step 3rd level (2 slots): counterspell, fireball

ACTIONS

Multiattack. Sienna makes two attacks with her dagger or long-rifle.

Dagger. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage. If the target is a creature affected by Sienna's or Ivanfore's Toxin Application feature, it takes an additional 10 (3d6) necrotic damage.

Long-Rifle. Ranged Weapon Attack: +7 to hit, range 300/600, one target. Hit: 17 (2d12 + 4) piercing damage. If the target is a creature affected by Ivanfore's or Sienna's Toxin Application feature, it takes an additional 10 (3d6) necrotic damage. This weapon can be fired 4 times. If must then be reloaded as an action in order to be fired again.





MAGIC INFUSED MACHINE (M.I.M)

Huge vehicle, unaligned

Armor Class 17 (natural armor) Hit Points 230 (20d12 + 100) Speed 100ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	- (-)	20 (+5)	- (-)	- (-)	- (-)

Damage Resistances bludgeoning damage from nonmagical attacks

Damage Immunities necrotic, poison
Condition Immunities exhausted, frightened, poisoned
Senses special

Languages —

Chassis Resistance. When the M.I.M takes damage from any source, it can use its reaction to reduce that incoming damage by 3 (1d6).

Piloted Vehicle. The M.I.M is a magically powered vehicle and requires a humanoid of size Medium or smaller to operate it. If no creature is operating it, it continues to move, but can't steer, slow down or perform manuevers of any kind. The piloting creature is considered to be in half cover when atop the M.I.M, and the vehicle uses the pilot's Dexterity, Intelligence, Wisdom and Charisma ability scores and proficiency bonus (not included in this stat block) when making ability checks, or saving throws, and when determining any special senses it might have, such as darkvision.

In addition, if the submersible is subject to, or targeted by, an effect or spell that requires an Intelligence, Wisdom or Charisma saving throw, the pilot becomes the affected target instead.

Runic Powered. The M.I.M is powered by a magical runestone, infused with magic from the Elemental Plane of Air, allowing it to operate indefinitely, as long as the rune remains undamaged.

Tracked Movement. The M.I.M ignores difficult terrain when moving on land, and is immune to being knocked prone.

PILOT ACTIONS

Forward Ram. Melee Weapon Attack: +4 (+ pilot's prof bonus) to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

Runic Booster (Recharge 5 - 6). The pilot activates the vehicles engine boost, decreasing its round timer for the area by 1. In addition, any vehicle behind it must succeed on a DC 15 Constitution saving throw, taking 21 (6d6) force damage on a failed save, or half as much on a successful one.

CREW ACTIONS

The M.I.M has 4 pintle-mounted wands, each of which can be fired by a creature aboard the M.I.M other than the pilot. Two wands are mounted on the left side of the cockpit, and two are mounted on the right hand side.

Each crew action can only be performed once per round.

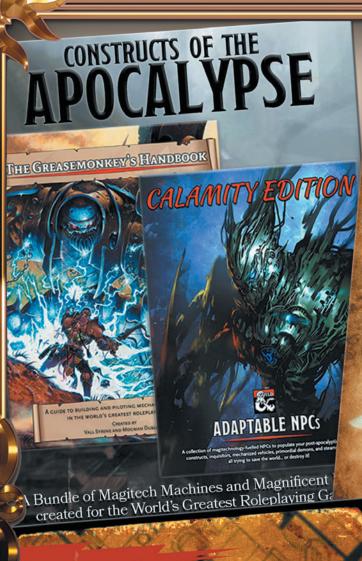
Pintle Mounted Wand. Ranged Weapon Attack: +4 (+ pilot's prof bonus) to hit, range 120 ft., one target. Hit: 11 (2d10) lightning damage.

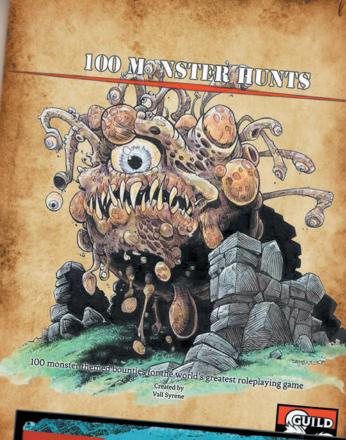
Brace For Impact! The creature braces against the side of the M.I.M. Until the start of their next turn, that creature has advantage on Strength and Dexterity checks and saving throws.

APPENDIX B: HUNT TABLES

Here you can find a list of every hunt in this book, set out in 4 easy to use tables organized by tier. Each table lists the name of the hunt, average party level (APL) hardest difficulty, hunt creature, and page references.

D6	Hunt Name	APL	Difficulty	Hunt Creature	Page no.
1	The Horned Beast of Havenfell	1 - 2	Hard	Bulezau	6
2	The Second Death of Ameen Wolfgem	1 - 3	Hard	Merregon	8
3	Feline Felonies	1	Medium	Tressym	4
4	Sluggish Service	3 - 5	Deadly	Bone Whelk	10
5	A Wretched Infestation	1 - 2	Hard	Abyssal Wretch	12
6	Zuppo's Sad Day	1	Medium	Nupperibo	14
D8	Hunt Name	APL	Difficulty	Hunt Creature	Pg
1	The Denizen of Northguard Tower	5 - 8	Deadly	White Abishai	20
2	The Crazy Train Has No Breaks	6 - 8	Hard	Demon Grinder	16
3	How the Madcaps Stole Midwinter	6 - 8	Deadly	Madcap	22
4	One Hell of A Sandwich	5 - 7	Hard	Abyssal Chickens	26
5	The Maw Beneath The Market	7 - 10	Deadly	Crockek'toek	24
6	Siege of Farinwood Fort	6 - 8	Deadly	Fiendish Flesh Golem	30
7	The Reluctant Crusade	6 - 9	Deadly	Narzugon	28
8	It's a Bug Hunt, Man!	8 - 12	Deadly	Hellwasp	36
D6	Hunt Name	APL	Difficulty	Hunt Creature	Pg
1	A Fiendish Feud	10 - 14	Deadly	Bel	34
2	Shooting the Messenger	10 - 12	Hard	Hollyphant	40
3	Maze of the Baphomet	12 - 15	Deadly +	Baphomet	38
4	What's In A Name?	10 - 12	Deadly	Sibriex	44
5	A Tyrant's Bodyguard	10 - 13	Deadly	Horned Devil	42
6	Behind Enemy Lines	13 - 16	Deadly +	Amnizu	32
D ₄	Hunt Name	APL	Difficulty	Hunt Creature	Pg
1	Wrath Of The Angel	17 - 20	Deadly	Zariel, Cultists of the Dead Three, Planetar	52
2	Four Heads Are Better Than Five	17 - 20	Deadly	Tiamat	48
3	Blood On The Ice	16 - 20	Deadly +	Kostchtchie	46
4	One Head To Rule Them All	16 - 19	Deadly	Demilich, Horned Devil, Mage	50





HERE'S T A Guide to Capers and Heists

BY
JIMMY MERITT

PANIDIFUIL OF HIBISTS

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