

CCC-GSP02-01

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MINAUROS UNCHAINED

PAUL GABAT

A TWO TO FOUR-HOUR ADVENTURE FOR
LEVEL 1-4 CHARACTERS

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CCC-GSP02-01



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A Greasy Snitches Adventure



The valkyrie Sigdrí is looking for adventurers to go with her to the Nine Hells. Tasked to free heroic souls that are supposed to go to Ysgard but instead are stuck somewhere in different layers of Hell. Her first mission is to save a loyal and fearless minotaur druid that's currently trapped in Minauros, the 3rd layer of Hell. Part One of *Heroes in Nine Hells*.

A Two to Four-Hour Adventure for Tier 1 Characters. Optimized for APL 3.

WARNING: *There's MATH involved in this adventure! So evil!*

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Adventure Primer

"You've built yourselves a god from silver and gold. How does that differ from idol worship, except Those people worship one god and you a hundred?"

– Dante Alighieri, *Inferno*

This adventure is designed for **three to seven 1-4 level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure. This adventure occurs in the city of Jangling Hiter, at Minauros, the 3rd layer of Hell.

Background

The valkyrie **SIGDRRI** has been given her most difficult mission yet. She is to retrieve specific souls trapped in the **NINE HELLS**. Once these souls are free, she will guide them back to **YSGARD**, the home plane of slain heroes.

Searching for these souls in the Nine Hells has taken a toll on Sigdrri. Overcoming the dangers of the plane and encountering murderous fiends has made her body wounded and weak. Dedicated in completing her quest, Sigdrri made a deal with a devil as a last resort, allowing her to summon heroes from the material plane who will accompany her in the Nine Hells and make sure that her mission becomes a success.

The first soul that she needs to rescue is the flame druid **BAGA**. Baga is a minotaur and was a 2nd generation member of a group of adventurers called the Five-Leaf Clover when he was still alive. The minotaur's soul is currently trapped in **JANGLING HITER**, also known as the city of chains, located in **MINAUROS**, the 3rd layer of hell.

Overview

The adventure's story is spread over **three parts** and takes approximately **2 hours** to play. The adventure begins with a **Call to Action** scene. If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Part 1: The Valkyrie Sigdrri (Call to Action).** Sigdrri summons the characters at an abandoned inn called the **WEAKEST LINK** in Jangling Hiter. This is the **Call to Action**.
- **Part 2: It's All About the Money.** As the characters explore Jangling Hiter, they meet a blue imp informant named **JUNJUN**. Getting the information from Junjun regarding where Baga's soul is being kept is **Story Objective A**.
- **Part 3: Item Not Sold!** Arriving at the auction house, the characters need to retrieve Baga's soul either through winning the auction or by force! Freeing Baga's soul is **Story Objective B**.
- **Bonus Objective A: Please by my Downline.** Junjun is desperate to be promoted as a devil and needs the adventurers' help in making his pyramid scheme business successful. Joining Junjun's business and making at least 1 other person join it is **Bonus Objective A**, which can be found in **Appendix 1**.
- **Bonus Objective B: The Wolf of Jangling Hiter City.** In Junjun's desperate attempt to get promoted as a devil, he asks the characters to help him make money through stock exchange. Participating in the stock exchange and making profit is **Bonus Objective B**, which can be found in **Appendix 2**.

Adventure Hooks

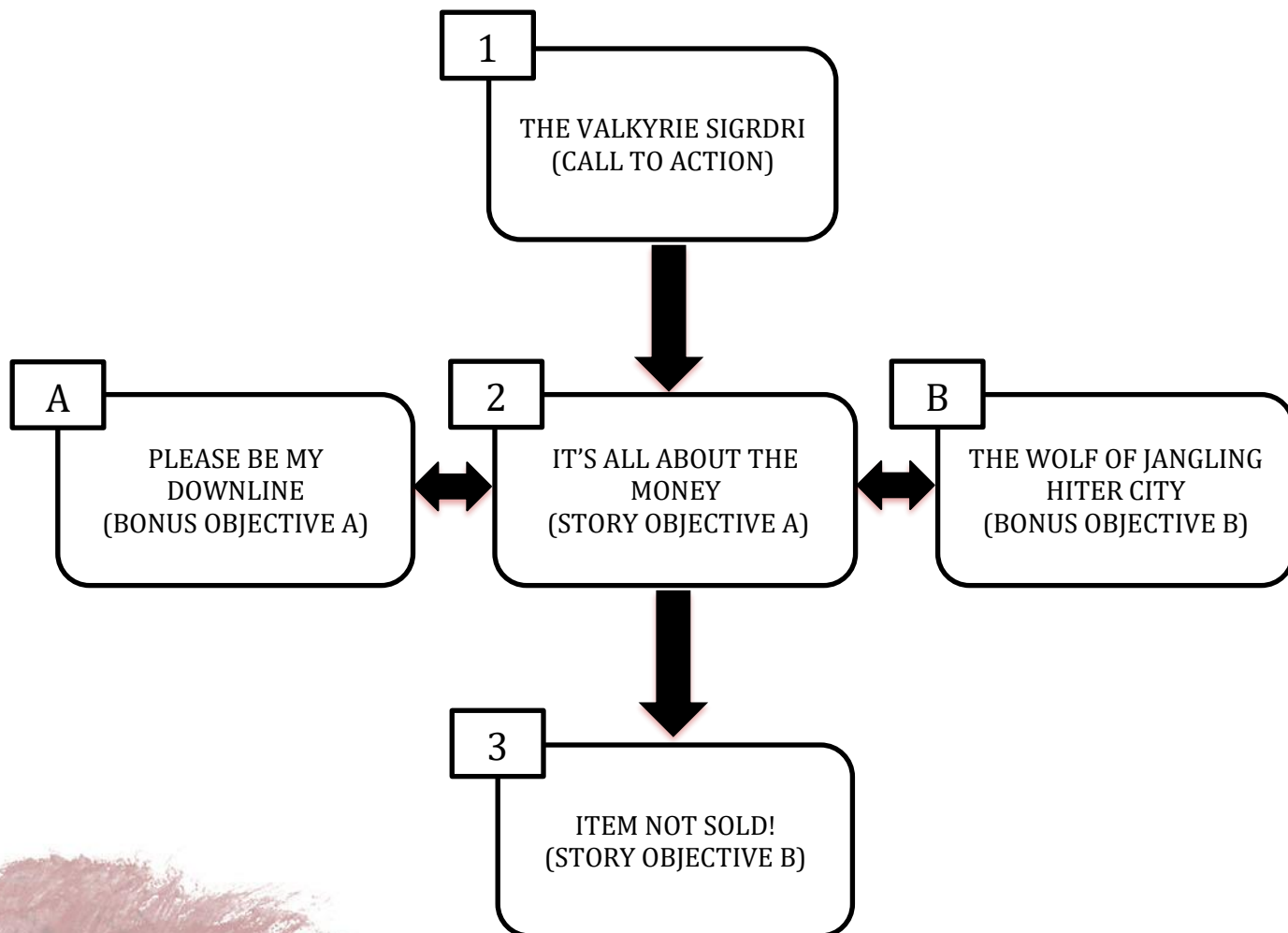
Adventure Hook. An image of a badly wounded and restless valkyrie appears in the character's dream. The valkyrie introduces herself as Sigdrri. She urgently requests for the characters to help her in the Nine Hells and save the souls of those who do not belong there. Should the characters agree, they wake up, together with their equipment, companion, etc. at an abandoned inn in Jangling Hiter, Minauros.

Valkyries of Ysgard

Humanoids that have been infused with the power of Ysgard. These warrior servants of the gods are usually tasked in finding the souls of heroes and bring them to Ysgard, where they will receive their reward of eternal glorious battles and fine ale!

Adventure Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Part 1: The Valkyrie Sigdrí

(Part 1: The Valkyrie Sigdrí)

Estimated Duration: 0 hour 15 minutes

The Weakest Link

The characters wake up in an abandoned inn inside Jangling Hiter.

Area Information

This area has the following features:

Dimensions & Terrain. A two-story 80 ft. by 40 ft. abandoned inn called the Weakest Link is one day away from collapsing due to it being poorly made.

Lighting. The light from the twilight skies travels through the inn via the broken windows and holes on its barely standing walls.

Smell and Sounds. The smell of blood, sewers, and rotting bodies. Screams from different tortured entities and the sound of metal chains being dragged are always present.

Creature Information

Sigdrí (N, aasimar **blackguard**) has been gravely wounded after fighting devils just to get to Jangling Hiter. Unable to fight anymore and out of desperation, the valkyrie made a deal with a devil. Sigdrí has been granted the power to summon heroes to the Nine Hells who can do her quest in exchange for her soul.

As part of the deal, she can only provide information to the heroes summoned, but she herself cannot participate or intervene on their quest.

Objectives/Goals. Sigdrí wants the characters to look where Baga's soul is currently hidden in the city. Once the soul is found, she will perform a prayer ritual to send the soul to Ysgard and finally be free from the Nine Hells.

Third Layer of the Nine Hells

Ruled by Lord Mammon, Minauros is a realm of endless swamp with cities sinking into the mud. Mammon refuses to spend coin to make his realm look better unless it is necessary. He is one of the few who genuinely knows that "money is the root of all evil."

What Does She Know? Once introductions are done, Sigdrí can provide the following information:

- Sigdrí has been sent here by the gods of Ysgard to free heroic souls that are currently trapped in hell. On her quest to find these souls, she was attacked by devils until she had no choice but to strike a deal with one of them.
- The first soul on her list is Baga, the flame druid. A minotaur who died centuries ago saving villages from aberration attacks.
- Sigdrí can confirm that Baga's soul is in Jangling Hiter. but doesn't know where exactly.
- Sigdrí has nothing to offer the characters as a reward other than glory and a way back home once they are done with their quest.

Call to Action

Sigdrí asks for the characters to go around the city and find clues as to where Baga's soul might be. Once it is found and secured, she will send it to Ysgard through a prayer ritual.



Part 2: It's All About the Money

(Part 2: It's All About the Money)

Estimated Duration: 1 hour 0 minutes

Jangling Hiter

The city of chains is suspended above the fetid swamps of Minauros, the 3rd layer of the Nine Hells. For more information about Jangling Hiter, be sure to check *Pipyap's Guide to All of the Nine Hells*. The characters can see Areas 1 to 4 and can check each one of them.

Area Information

This area has the following features:

Dimensions & Terrain. The whole city is suspended in the air. Attached to chains that are connected to the sky. Most of the structures here are made out of chains, literally, and covered in mud, including the road. Chain devils live in Jangling Hiter, all taking care of their own workshops to torture poor souls.

Chains. Surrounding the city is a network of chains. These chains somehow protect the city but mostly it is to prevent visitors from leaving. This network of chains is 20 ft. thick and also razor sharp. Tons of lacerated bodies are trapped in these chains and can easily be seen.

For every five feet of chain that a creature tries to pass through, they must succeed on a **DC 20 Dexterity (Acrobatics) check**; a failure results in 9 (2d8) points of slashing damage and the creature can't enter that space.

Weather and Lighting. The twilight sky provides enough light for the city. Blood and innards rain on different parts of the city whenever a body gets caught on the network of chains and gets dragged and grinded above the city.

Smell and Sounds. An orchestra of screams and howls from souls being painfully tortured can always be heard.

Story Objective A

Talking to the blue imp Junjun and knowing the location of Baga's soul completes **Story Objective A**.

The Merchant District

"Are you angry at someone? Is revenge your thing? Someone killed your parents? Bring your enemies to the torture workshops here in the Merchant District! The chain devils are ready to give them an experience they'll never forget."

These are most of the advertisement that can be seen in the streets. Creatures from different planes gather here to buy goods and services that can only be found in Jangling Hiter.

Area Information

This area has the following features:

Dimensions & Terrain. The streets are lined with shops that offer torturing services manned by chain devils. All hoping to earn "Uros," a new paper currency that has been implemented recently by the ruler of the Jangling Hiter.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. If the characters are looking for a fight or you feel the need to provide a combat encounter as a DM, a group of five rare **Minauros lemures** tasked in cleaning the muddy streets spot the characters. Driven by madness due to their impossible job, they see the characters as dirt that needs to be removed.

Exploration. Different establishments can be found in this area. However, the characters first need to go to the bank to exchange their gold with banknotes called "Uros" if they wish to purchase anything.

Social. The devils in the merchant district are all willing to trade and sell their services to the characters, especially if they can offer to give up their souls. As a DM, feel free to create more devil NPCs the characters can interact with.

Characters should be careful in stealing Uros in Jangling Hiter unless they are ready to face the wrath of the chain devils (at least two devils at a time).



Area 1. Torture Workshops

One-story structures made out of chains with signages showing a big cross with an upside-down human drawn on it can be seen left and right within the merchant district. The chain devils who own these torture workshops usually have their main torturing device out in front for display. There's even a live demonstration! From eye stabbing needle machines to eternal performances of prequel trilogy plays, everything that can possibly torture a soul is all here!

This area has the following features:

Dimensions & Terrain. Each torture workshop is usually just a small 20 ft. x 20 ft. office. Used for client inquiries and receiving "guests," these offices are all connected to a huge dungeon below Jangling Hiter where all the torture happens.

Creature Information

The **chain devils** who own the workshops do not know anything about Baga or the location of his soul. A chain devil can direct the characters

to Junjun, the blue imp if they avail one of the services offered. Junjun is located in front of the Minauros Bank and may know something about what they are looking for.

Objectives. The chain devils are passionate about their job in torturing souls and making Uros at the same time. They will do their best to convince the characters to avail their services.

Services Offered

Cost

Torture a named soul in Minauros for 10 years after its mortal body dies.	500 Uros
Torture a named soul in Minauros for 10 years after its mortal body dies.	Be tortured for 1 day
Torture 3 named souls in Minauros for 10 years after their mortal body dies.	1,300 Uros
Torture a named soul in Minauros for 100 years after their mortal body dies.	Your soul. To be claimed after the death of the character

A character who agrees to be tortured for a day must roll a d6. At the end of the day, that character gains a level of exhaustion equal to the result.

What Are Uros?

Mammon, the ruler of Minauros has come up with a brilliant idea to increase his treasure. A new law has been implemented in his domain that all monetary transactions shall be done through the use of Uros, these are very thin banknotes that's easy to tear apart, dissolves when it gets wet, and very susceptible to burning. Gold, treasures, or other belongings can be surrendered to a bank in exchange for Uros. Banks cannot exchange Uros back into gold coins. This process has not been implemented yet. Whether or not this is intentional, nobody knows except Mammon himself.

No Value Outside this Adventure. Uros as a currency cannot be used outside this adventure.

Promotion. Devils of Minauros have a higher chance of getting promoted into a greater devil the more Uros it collects.

Buying PHB Items, potions, and Scrolls. No one is foolish enough to sell items found the *Player's Handbook*, potions, and/or spell scrolls for Uros.

Area 2. Styg Ice Company

Bonus Objective A

If the characters wish to visit the Styg Ice Company that sells Styg Ice Ointment, refer to **Appendix 1**.

Area 3. Stock Exchange

Bonus Objective B

If the characters wish to visit the Minauros Stock Exchange, refer to **Appendix 2**.

Area 4. Minauros Bank

The only place in Jangling Hiter that accepts gold coins, gems, and other non-Uros treasure.

Area Information

This area has the following features:

Dimensions & Terrain. Shaped almost like a cathedral with multiple floors made out of chains. The receiving area on the first floor is full of visitors from different planes. All lining up to exchange their coins for Uros.

Smell and Sounds. Gold coins being poured into large treasure chests can be heard and the smell of freshly printed banknotes.

Currency Exchange: Imps dressed in black and white act as bank tellers. Their job is to take coins or anything a person has in exchange of Uros.

Item	Uros Equivalent
1 Gold Coin	50 Uros
1 Soul. To be claimed by the bank after the death of the character	1,000,000 Uros
1 Soul Coin	1,000,000 Uros

The imps or anyone who works at the bank do not reveal this information but each day that passes, the Uros equivalent in exchange for 1 gold coin decreases by 5. After five days, the exchange rate becomes normal again and the cycle of decreasing value continues.

If the characters come up with other ideas of what to exchange for Uros, as a DM, feel free to decide if it'll work or not. Just consider that these transactions should work in the favor of the devils.

No Value Outside This Adventure

The bank teller imps are required to inform the characters EVERY TIME they make an exchange that Uros can only be used in Minauros and currently has no value outside the third layer of the Nine Hells.

They may communicate this by whispering or talking really fast. A character who makes a successful **DC 10 Wisdom (Perception) check** can clearly make out what the imps are saying.

Creature Information

Two **merregons** are guarding the only entrance/exit and another two are roaming around. They are ruthless and will not hesitate to kill thieves if they are caught.

There are 3 **imps** working as bank tellers. Just outside the bank is another imp, with blue skin, begging anyone it comes in contact with for some Uros.



What Does He Know? If the characters are willing to help Junjun the blue **imp** get promoted, he tells the them that a soul of a minotaur hero is about to be auctioned tonight at the Gorva Auction House. He can provide directions if needed.

Objectives. Junjun used to work at a bank but got fired recently for being bad with numbers.

He begs for anyone to help him get as many Uros as possible, get promoted and transform into a stronger devil. He is hopeful that once he gets promoted, his new form will also be smarter. Junjun is willing to share everything that he knows for 5,000 Uros or more.

As an alternative or if the characters don't have enough Uros, Junjun will do his best to convince the characters to do **Bonus Objectives A & B** and make some money!

Part 3: Item Not Sold!

(Part 3: Item Not Sold!)

Estimated Duration: 0 hour 45 minutes

Gorva Auction House

Located at the north west area of the Merchant District is an Auction House owned by a black dragon wyrmling.

Area Information

This area has the following features:

Dimensions & Terrain. The auction house is 80 ft. long and 40 ft. wide. The walls and the ceiling are all made out of chains and stones. Two columns of 10 ft. long stone pews covered in mold takes up most of the space inside. At the far end of the room is a stone dais 2 ft. off the ground.

The auction house is flooded inside with swamp water at least 12 inches high.

There is a 10 ft. wide hole at the north west corner of the room, leading down to the basement that's filled with swamp water.

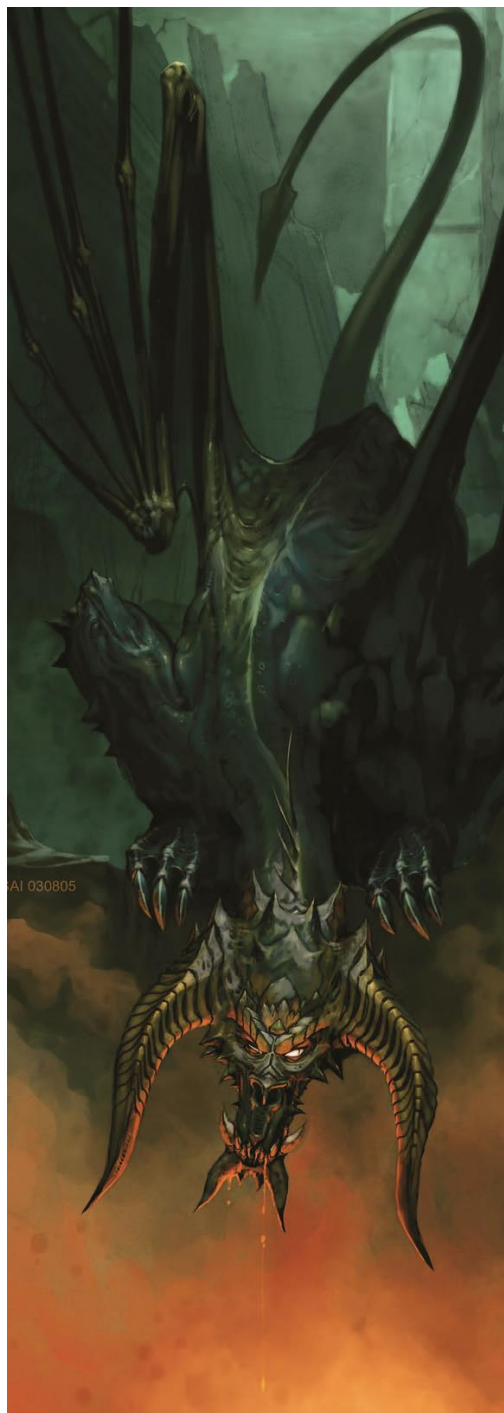
Lighting. Torches attached to the walls provide ample light inside the auction house.

Smell and Sounds. The stench coming from the swamp water is unbearable to most living creatures.

The sound of a wooden hammer slamming down in a quick succession to a wooden surface echoes throughout the auction house.

"Alright-alright-alright-alright on the, on the next item! A wizard hat with 3 shards of souls all manifesting as animals when you take it out! Let's start at 300 Uros, 400, 500!" with a raspy but hasty voice, a black dragon wyrmling holding a wooden hammer continues with her auction.

Current Item Being Sold. When the characters arrive, a *hat of vermin* is currently being auctioned off. The characters can participate by raising their hand and yelling how much they are willing to purchase the item, or by just raising



their hand quietly which automatically increases the bidding price by 100 Uros.

Devils and other creatures from different planes are willing to fight for the item until 2,500 Uros. If a character bids with a higher amount, they win the item.

Creature Information

Gorva, the Stranded Scales is a **black dragon wyrmling** currently trapped in hell after unknowingly entering a one-way portal at the bottom of the swamp in the Twilight Marsh, located in the Moonsea region.

Over the years, Gorva managed to “collect” items from unwilling visitors and start amassing her hoard here in Jangling Hiter. To please the lord of Minauros, she started an auction house for items that does not interest her. Her auction house has served as a way for devils and visitors alike to spend Uros and keep the banknote scam alive.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group:

- **Very Weak and Weak:** Gorva only uses **Acid Breath** once.
- **Very Strong:** Gorva has 54 hp.

Objectives. Gorva is here to auction off items that she found in Minauros. These items are soul coin prototypes or test items. The main item she is about to reveal is one of her best finds. It is a soul of a minotaur hero, Baga, bound to a red corundum gem.

Gorva summons Baga, a druid minotaur from the gem to showcase it to potential buyers. As soon as the minotaur’s soul is out, it transforms into a fire elemental and tries to escape, however giant metal chains stretches from the ceiling and the walls of the auction house, restraining the minotaur soul and crushing its manifested form, forcing it to go back to the magical corundum gem. The gem doesn’t break when Gorva uses it.

If the soul of Baga gets converted to a devil, it’ll surely become an ice devil at least, if lucky, it might even become a pit fiend! The starting price is 1 million Uros.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. If the characters are caught trying to steal Baga’s gem or make a scene at the auction house, Gorva attacks them.

If your players are in need of a final battle, a messenger of Mammon appears and commands Gorva to eliminate the characters, even if they win the auction. If combat occurs, participants of the auction runs away, not wanting to be a part of this chaos.

Exploration. Anyone who makes a **DC 13 Wisdom (Perception)** check notices the hole that leads to the basement.

Social. The characters can participate in the auction. Other bidders are willing to spend just below 3 million Uros for Baga’s soul. If the characters bid 3 million Uros or more, they win!

Treasure

Aside from the *hat of vermin*, if the characters manage to enter the basement of Gorva’s auction house, aside from her hoard, which are mostly useless items and some gold coins, there is one *potion of healing* and a Stygian ledger #665.

The ledger contains information of failed trade transactions between Minauros and Stygia, the 5th layer of hell. One of these transactions is a shipment of magical weapons with trapped entities inside. An item name that sticks out is the Staff of Bulkawa, the slithering protector.

If mentioned to Sigdrri, she becomes hopeful again. The name Bulkawa is actually on her list of souls that needs to be saved. Follow the next adventure *CCC-GSP02-02 Stygia Untamed* to know more!



Conclusion

When the characters bring the gem back to Sigdri, she is thankful and very proud of their accomplishment. She performs a prayer ritual to release Baga's soul and sever its bind from the gem. A portal to Ysgard opens up, revealing tremendous rivers of earth and stone from the other side. Only Baga is worthy enough to enter the portal.

If the characters talk to Baga and ask about his past or how he got trapped in hell, see **Appendix 4**.

Sigdri opens up another portal using the powers she received from the devil she made a deal with. This portal leads back to where the characters came from before this adventure. She thanks the characters for the last time but also welcomes them to stay if they want to go with her and find the next soul on her list.

What About My Uros?

Lastly, because of the actions of the adventurers, Mammon, the lord of Minauros has concluded that using paper currency and building an economy around it is too much of an effort for him to deal with. He dismisses the use of Uros in his domain a few days later.

The Minauros Bank is willing to exchange whatever Uros the characters have left back to gold pieces. See the Reward section on how much gold you can give.

If the currency exchange is fair or not, the bank teller imps do not care. They will all be jobless in a few days. If there are complaints, they ask the characters to go the deepest layer of Hell and complain to Asmodeus himself, if they can.

Mammon also needs someone to blame why Uros didn't work and blames the adventurers for it. Every character gains the following story award, ***Banned: Minauros***.

Treasure

The red corundum gem is actually an *elemental gem* with a tiny shard of Baga's soul is still trapped inside.

Rewards

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

Player Rewards

The characters earn the following rewards:

Advancement

Upon completing this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit Per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Story Award

The characters unlock the following story award for **completing the adventure**:

Banned: Minauros. Mammon's baleful gaze is upon you. Perhaps you angered him directly, or perhaps your actions caused a disruption in his operations—whatever the case may be, he has elected to ban you from Minauros, the third layer of the Nine Hells, entirely. You can't participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Minauros. This story award is described in **Appendix 6**.

Magic Items

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 5**.

- *Hat of vermin*
- *Elemental Gem (red corundum)*
- *Potion of healing*

Dungeon Master Rewards

For running this adventure, you gain a **DM Reward**. This reward can be redeemed for levels, magic items, and other season-themed things. See the Adventurers League DM Rewards document for more info.

Dramatis Personae

The following NPCs and locations feature prominently in this adventure.

Sigrdri (ZIG-dri). Fierce and does not know when to quit. She is a valkyrie from the plane of Ysgard sent by the gods to retrieve heroic souls that are currently trapped in the Nine Hells.

- **What They Want.** To complete the mission given to her, no matter the cost.
- **A Loyal Soldier.** Good or evil does not exist in Sigrdri's vocabulary. Any order she receives from her superior, she follows to the best of her abilities, no matter the consequence.

Junjun (Jun-jun). A bouncy, blue imp beggar currently residing in Minauros. Tendays ago, he was working as an accountant in the Minauros bank until he got fired for being bad at numbers.

- **What They Want.** Frustrated in being bad at math, Junjun wants to get promoted as a devil. If he becomes something greater than an imp, then perhaps his intelligence would go up as well.
- **Schemer.** Junjun likes to take advantage of situations where the result of his actions will end up in his favor. He is a devil after all.

Gorva (GOR-va). A female black dragon wyrmling from the Twilight Marsh who is currently trapped in the Nine Hells after traversing a one-way portal deep in the swamp.

- **What They Want.** Gorva will do what she can to survive until she finds her way back home. However, she can't do that being powerless. She is in the process of building her hoard but selling some of it through her auction house to gain the favor of Lord Mammon.
- **Protect her Home.** The auction house is a sacred place for her. No one is allowed to disturb the little sanctuary she managed to create here in hell.

Baga (BA-GA). A minotaur druid with four horns. He has an affinity for fire spells and likes

to transform into a fire elemental when fighting. Easy to anger, but deep within, he has a gentle heart.

- **What They Want.** Baga's soul has been waiting for centuries in hell, waiting to escape.
- **Five-Leaf Clover.** When he was alive, he was a 2nd generation member of an adventuring group called the Five-Leaf Clover. A black tattoo of a five-leaf clover can be seen at the back of his right hand. Whenever he puts his will into it, harmless green flame erupts from the tattoo and engulfs his whole hand.

Temman Dander (Te-MAN DAN-der). An old stout halfling monk who is a member of the Greasy Snitches. Drunk and unpredictable, he usually causes more problems to the people he's with but he can be a strong ally when it counts.

- **What They Want.** He doesn't really know what he wants.
- **Red Herring.** He doesn't mean it, but that's what he is to others, a distraction. Is it a curse or a blessing?

Madam Vanessa (VUH-nes-uh). Young but wise, she leads a group of vistani to trade in the Nine Hells and bring back goods that will please the dark lord of the Demiplane of the Dread.

- **What They Want.** Goods trade and information.
- **Loyal Servant.** Everything she does is for the benefit of the dark lord.

Mr. White (Walt). A bone devil that's an expert in making infernal deals that's very hard to turn down.

- **What They Want.** Souls and a good game of dice.
- **Gambler.** High risk, high reward games are hard for him to resist. Sure, sometimes he loses, but if you're a devil from hell and have eternity to play, he's sure to get it all back sooner or later.

Creature Statistics

Blackguard (Sigdri)

Medium aasimar, neutral

Armor Class 18 (plate armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *protection from evil and good*, *thunderous smite*

2nd level (3 slots): *branding smite*, *find steed*

3rd level (2 slots): *blinding smite*, *dispel magic*

Actions

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest).

The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

Lemure

Medium fiend (devil), lawful evil

Armor Class 7

Hit Points 13 (3d8)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	11 (+0)	1 (-5)	11 (+0)	3 (-4)

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Infernal but can't speak

Challenge 0 (0 or 10 XP)

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

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

Actions

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Minauros Lemure

A Minauros lemure uses the **lemure** stat block with the following changes:

- **Reckless Attack.** Minauros lemures always attack recklessly. This gives them advantage on melee weapon attack rolls using Strength during their turn, but attack rolls against them have advantage.
- **Mob Mentality.** While not expressly intelligent (they're still lemures, after all), they're prone to working in groups when faced with something that they can attack or consume.

Chain Devil

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Con +7, Wis +4, Cha +5

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 8

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

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

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

Actions

Multiattack. The devil makes two attacks with its chains.

Chain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest).

Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

Reaction

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

Merregon

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	8 (-1)

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

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Infernal but can't speak, telepathy 120 ft.

Challenge 4 (1,100 XP)

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

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

Actions

Multiattack. The merregon makes two halberd attacks, or if an allied fiend of challenge rating 6 or higher is within 60 feet of it, the merregon makes three halberd attacks.

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Reaction

Loyal Bodyguard. When another fiend within 5 feet of the merregon is hit by an attack, the merregon causes itself to be hit instead.

Imp

Tiny fiend (devil), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Black Dragon Wyrmling (Gorva)

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +4, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +4

Damage Immunities acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Martial Artist Adept (Temman Dander)

Medium Humanoid, lawful evil

Armor Class 16 (chain shirt)

Hit Points 60 (11d8 +11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Dart. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Reaction

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

Temman Dander

Temman Dander uses the **martial artist adept** stat block with the following changes:

- **Size.** Small instead of Medium.
- **Languages.** Knows Common and Halfling.
- **Size.** His speed is 35 ft. instead of 40 ft.

Bandit

Medium human, lawful evil

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Actions

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Cult Fanatic

Medium human, lawful evil

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *hold person*, *spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

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

Purple Wormling

Large monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Senses blindsight 30 ft., tremorsense 30 ft., passive Perception 8

Languages -

Challenge 2 (450 XP)

Actions

Multiattack. The wormling makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 5) piercing damage. If the target is a Small or smaller creature, it must succeed on a DC 13 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the wormling, and it takes 3 (1d6) acid damage at the start of each of the wormling's turns.

If the wormling takes 10 damage or more on a single turn from a creature inside it, the wormling must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the wormling. If the wormling dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Bone Devil

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Int +5, Wis +6, Cha +7

Skills Deception +7, Insight +6

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 9 (5,000 XP)

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

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

Actions

Multiattack. The devil makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Appendix 1: Please Be My Downline (Bonus Objective A)

Appendix 1: Please Be My Downline (Bonus Objective A)

Estimated Duration: 1 hour 0 minutes

Styg Ice Company

The office of the Styg Ice Company is a rare establishment located in the merchant district. Bards play joyous music day and night to attract customers and a lot of devils gather here to buy their product. Styg Ice Ointment is a menthol topical ointment that can make any body part you spread it on feel cool and fresh. This refreshing feeling only lasts for ten seconds though, and for a product that costs 1,000 Uros per vial, it seems too expensive. An instant hit at first, the citizens of Jangling Hiter quickly realized that the product is a scam.

Styg Ice Company has prepared for this though. They rolled out a new business scheme.

The Pyramid Scheme. A Styg Ice Company member can purchase the ointment at 50% off and can resell it at retail price! (Styg Ice Ointment Retail Price = 1,000 Uros per vial). To become a member, a person just needs to pay a one-time membership fee of 10,000 Uros. For every person you recruit, you get 5,000 Uros and your recruitment manager gets 2,000 Uros.

Give the characters **Appendix 5** as a reference and to make it easier to track their transactions.

Bonus Objective A

Helping Junjun earn Uros as a recruitment manager and successfully recruiting one or more people to become a member of the Styg Ice Company is **Bonus Objective A**.

Area Information

This area has the following features:

Dimensions & Terrain. The Styg Ice Company office is a 100 ft. by 100 ft. structure, full of decorations inside and out, as if there is a celebration going on. Free finger food and drinks are available as well. Devils and visitors from other planes fill the place, all wearing fine clothing. Fancy infernal war machines are also parked right outside the office, giving everyone a

false sense of hope that you can be rich like the people in the office if you join the company and become a member.

Weather and Lighting. A 12-inch slab of ice from Stygia, the 5th layer of hell, on a golden pedestal with grand design is displayed at the center of the office. The ice does not melt and has managed to lower the temperature inside the office, making everyone inside feel comfortable and refreshed compared to the hot and humid weather outside.

Smell and Sounds. The fetid smell of the swamps under Jangling Hiter is barely noticeable inside the office. Everyone in the office seems to be in a cheery mood and laughing most of the time.

Creature Information

Junjun, the blue **imp** beggar is here if he didn't follow the characters during Part 2 and just spent most of his Uros signing up to become a member of the Styg Ice Company.

If the characters went to the Styg Ice Company office with Junjun, he goes and pay the membership fee as soon as possible.

Objectives. Junjun begs to recruit the party in becoming a member of the Styg Ice Company under him and pay the membership fee of 10,000 Uros. He does his best to explain the pyramid scheme and how the characters can take advantage of it by recruiting more people to join and sell Styg Ice Ointment!

Once the characters pay the membership fee, Junjun will act as their recruitment manager and asks them to go around the city and recruit more people to join the Styg Ice Company!

What Does He Know? Junjun knows that most, if not all of the devils in Jangling Hiter are already members of the Styg Ice Company. If someone look closely, every shop in the Merchant District has Styg Ice Ointment

displayed. The best place to get new recruits is at the Visitors District.

If this is the first time the characters meet Junjun, he is willing to provide everything he knows in **Part 2** of this adventure if they complete **Bonus Objective A**.

The Visitors District

Also known as the Meat District. Visitors who lack the appropriate documents and writ of passage to Minauros are invited to stay here while they wait to get everything sorted out. This rarely happens and very few undocumented guests escape this district with their very lives.

This area has the following features:

Dimensions & Terrain. Most of the structures here are on the verge of collapsing. Like the people trapped in this district, the roads and houses here have been neglected by the ruler of the city.

Weather and Lighting. The twilight sky provides enough light. Blood and innards rain on different parts of the district whenever a body gets caught on the network of chains and gets dragged and grinded above the city.

Smell and Sounds. Abandoned dead bodies are common here and their stench fills every street. It is mostly quiet here, as if you can hear the sound of hopelessness.

Creature Information

Visitors from other planes come here to trade but somehow failed to acquire proper documents and now they are stuck here in the Visitors District, destined to die unless a miracle happens.

Who to Talk to?

Most of the people in the Visitors District have given up hope. Whenever someone talks to them, they just give a blank stare or sometimes whisper something that does not make any sense.

However, there are some who have not given up yet. They are determined to get away and make some trade in Merchant District or go back to their home plane. They are just waiting for the right opportunity.

Below are the people the characters can talk to and recruit to the Styg Ice Company:

1. Temman Dander

Roaming around the district aimlessly is an old bearded, homeless-looking male halfling wearing an alcohol-stained and tattered gi with loose-fitting pants. He also wears a black cloak with the symbol of the Greasy Snitches, crossed swords with a polyhedron shape like icon above, on it.

Objective: Temman is just looking for a way back home in Phlan. After taking a piss one morning, he got lost in a forest. After he managed to get out, the next thing he knows, he's in Hell.

What the characters can offer: If the characters bring Sigdrif here to the Visitors District, she can open up a portal back to Phlan for Temman. The halfling is willing to give and convert his gold to Uros which is enough to pay for a membership fee.

Complication. Before he gives his coin to the characters, he wants them to listen to his stories about what he's been through ever since he got here. He's been wandering randomly through the different layers of hell for 47 days. He finishes telling his stories after 3 days. As a DM, feel free to come up with ridiculous stories to tell your players! Each character who stayed and listened to Temman must make three **DC 10**

Constitution saving throw or gain a level of exhaustion for each time they fail.

Reward: Once the characters find a way to bring Temman back home and he pays the membership fee, if the portal remains open, Temman comes back with the Greasy Snitches coffer after a few minutes, paying membership for 1d20 people and purchase Styg Ice Ointment worth 2d100 x 10,000 Uros.

Who are the Greasy Snitches?

One of the adventuring groups who became pseudo-famous after reclaiming the ancient town of Phlan from an evil dragon overlord named Vorgansharax. It is said that the group has stopped taking on quests by themselves: they have taken the back seat and uses their connections within great factions to recruit other adventurers and do their work. They earn coin without risking their lives.

2. The Vistani

A flamboyant group of nomads gather in a camp surrounded by horse-drawn, barrel topped wagons full of supplies and items for trade. They travel through different planes using the mists. There's currently 12 vistani **bandits** and their leader, a woman in her twenties with long silvery hair called Madam Vanessa (**Cult Fanatic**).

Objective. The vistani is currently searching for a creature that they have captured here in the 3rd layer of hell, a spawn of what is only known as "the worm."

What the characters can offer. Vanessa and her group are willing to pay for the membership fee if they search for the spawn of the worm and bring it back alive.

Complications. A character who succeeds on a DC 13 Wisdom (Survival) check tracks the spawn of the worm (use **purple wormling** stats) on an abandoned garden, trying to dig a hole.

Reward: Once the characters bring the spawn of the worm back to Madam Vanessa alive, she pays the membership fee in Uros for herself and 1d12 other vistani. They also purchase Styg Ice Ointment worth 1d12 x 100,000 Uros.

The Worm of Minauros

From *Pipyap's Guide to All of the Nine Hells*, "The deepest part of the swamp of Minauros is home to a creature that is as old as the plane itself. Known simply as "the worm", this beast crawls through the muck on a mission to devour any devil that Mammon has deemed fit for destruction or that happen to cross its path. It doesn't enter cities or other settlements."

3. Mr. White

A **bone devil** in an abandoned warehouse is currently counting all his Uros. It looks like he made a lot of money through gambling and tricking other hard-working devils.

Objective. Once the bone devil is done counting, he will leave Jangling Hiter and go to Minauros City to spend all his money.

What the characters can offer. Mr. White loves playing dice. The higher the risk, the harder it is for him to refuse.

Complications. Mr. White can be convinced to join the Styg Ice Company and pay the membership fee. Only one character can play dice with him.

Playing Dice

Each participant needs to roll 3d6. Whoever gets the highest result is the winner. A character who is proficient with a dice set can add their proficiency bonus to the result as long as the total does not exceed 18.

To make things more interesting, Mr. White offers the party a deal. If they win, he will give the party all of his Uros. As a DM you can tell the players that they can get 1d12 x 1,000,000 Uros but roll the result only if they win the dice game. If Mr. White wins, the party will give ownership of their souls to him upon their death. If the party wants to alter or propose a different deal, a character needs to succeed on a **DC 18 Charisma (Persuasion or Intimidation) check**. Once an agreement has been made, the bone devil produces an infernal contract in the form of a Song of the Devil.

Playing Dice

The devil produces a music sheet with the deal written on it. To enter the contract, the devil and the character making the deal must sing or play the discordant song, which remains stuck in their heads until the deal is fulfilled.

A character who rolls a **DC 15 Intelligence (Religion or Arcana)** ability check knows that soaking the music sheet in holy water destroys and voids the contract, and causes the character and the devil to lose the ability to speak. A greater restoration spell or similar magic ends the effect on its recipient.

Reward: If the characters win the deal, they get 1d12 x 1,000,000 Uros. If they roll a 12, the Uros the characters receive are fake.

Whatever the outcome, Mr. White smiles before bidding the characters farewell:

Welcome to the Nine Hells. Enjoy your stay.

Appendix 1: The Wolf of Jangling Hiter City (Bonus Objective B)

Appendix 2

Appendix 2: The Wolf of Jangling Hiter City (Bonus Objective B)

Estimated Duration: 1 hour 0 minutes

Minauros Stock Exchange

At the south of the Merchant District is a new three-floors high building.

Bonus Objective B

Participating in Minauros Stock Exchange and being successful in increasing the price per stock of at least one company is **Bonus Objective B**.

Area Information

This area has the following features:

Dimensions & Terrain. A 40 ft. tall obsidian building with giant metal chains coiled around it. The building has three floors. The ceiling of the 1st floor is 20 feet high.

Infernal script in red and green colors magically blinks in and out slowly on the façade of the building. If anyone can read infernal, give that player **Appendix 6**.

Minauros Stock Exchange: Current Date

Stock	Price Per Share	Change	Change %
Torture Shop Holdings	500 Uros	-100 Uros	-20%
Minauros Bank	1,000 Uros	300 Uros	+30%
Jangling Hiter Land Properties	2,000 Uros	1000 Uros	+50%
Styg Ice Company	200 Uros	-20 Uros	-10%

Lighting. Magical globes float around, providing bright light inside the building.

Smell and Sounds. The smell of new infernal contracts being made and the sound of busy

devils giving unwelcomed financial analysis and advice to anyone participating in the stock exchange.

Creature Information

Junjun, the blue **imp** beggar is here if he didn't follow the characters during Part 2.

If the characters went to Minauros Stock Exchange office with Junjun, he's excited to learn how he can make more Uros through trading.

Objectives. Junjun needs the help of the characters on which stock to invest. He will however, purchase specific stocks only if the characters buy it first. Feel free to decide how much Uros he has left.

What Does She Know? Junjun has heard rumors that the Minauros Stock Exchange is new and very unstable. The policies have not been properly established yet, but it is a high risk, high reward scenario for investors like him and the characters should they buy stocks.

Junjun has thought up a scheme to make sure that your investment will grow positive in just hours.

"Listen up friends! I heard that any event that happens in Jangling Hiter has an effect in the Stock Exchange.

If we, let's say, sabotage a company, or assist them, then maybe the prices of the stocks we purchased will go higher! Brilliant right?!" The blue imp is full of smiles and malice, waiting for you to agree on his plan.

Controlling the Stock Market

If the characters decide to go along Junjun's plans, there are many ways to increase and decrease the prices of each company's stock prices.

Torture Shop Holdings

Objectives. More customers mean more money, but torture is pretty common here in Jangling Hiter. If the characters can come up with a new torture device/technique that they can propose to the local torture workshops in the Merchant District to implement, it will surely attract new customers!

To convince the workshop owners, a character must succeed on a **DC 15 Charisma (Persuasion, Intimidation, or Deception) ability check**. If the character can demonstrate the torture device/technique on a party member, the roll is made with advantage.

A character who agrees to be tortured must roll a d4. That character gains a level of exhaustion equal to the result.

Success. Introducing a new torturing device/technique increases the stock price of the Torture Shop Holdings. Multiply the price per share of the Torture Shop Holdings by 1d4.

However, Jangling Hiter Land Property's price per share drops by 100 Uros multiplied by 1d20.

Failure. Torture Shop Holdings price per share drops by 50 Uros multiplied 1d10.

Multiply the price per share of the Jangling Hiter Land Properties by 1d4. This is due to workshops closing and land being on sale.

Minauros Bank

Objectives. The bank converts gold and other treasures to Uros but not vice versa. This means visitors from other planes need to increase to make sure there are no shortage of people exchanging currencies. The bank is planning to sponsor a large-scale concert and advertise it to all of Nine Hells and other planes, including the material plane. They just need performers who will be part of the teaser advertisement. If the characters volunteer, have them roll a **DC 13 Charisma (Performance) ability check**.

Success. Helping the Minauros bank create the perfect teaser advertisement for the concert has increased tourism in Jangling Hiter. Multiply the price per share of the Minauros Bank by 1d4.

New visitors mean new people stuck in the Visitors District, desperate to get out and willing to make unfair deals, even if it means joining the Styg Ice Company and paying the membership fee. Multiply the price per share of the Styg Ice Company by 1d10.

Failure. The concert is cancelled and rumor starts to spread that Mammon, the lord of Minauros has decided that the banknote scheme is a failure. Ordering the bank to close in 30 days. The Minauros Bank price per share drops to 10 Uros.

Jangling Hiter Land Properties

Objectives. A large piece of land in the Visitors District that is close the Merchant District border is being eyed as the location for the new Jangling Hiter entertainment complex. The only issue is that there is a large, old 100 ft. by 80 ft. warehouse where 30 **goblins** from a different plane are currently squatting.

No one from Jangling Hiter has the time to take care of these goblins and the entertainment complex project needs to start in 3 days, the company cannot wait for the goblins to die out of hunger. The characters need to eliminate the goblins or force them to relocate with a **DC 18 Charisma (Intimidation) ability check**. If the characters decide to fight the goblins, they act last in the initiative due to hunger.

Success. Multiply the price per share of the Jangling Hiter Land Properties by 1d4.

Failure. Jangling Hiter Land Properties price per share drops by 200 Uros multiplied 1d10.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group:

- **Very Weak:** Only 3 **goblins** fight.
- **Average:** Only 7 **goblins** fight.
- **Strong:** Only 15 **goblins** fight.
- **Very Strong:** All 30 **goblins** will fight.

Styg Ice Company

Objectives. The company is a booming business, the characters only need to be patient to see their investment bear fruition.

Success. If the characters have stocks of Styg Ice Company for 3-5 days, the price per stock increases by 1,000 multiplied by 1d100.

Failure. If the characters have stocks of Styg Ice Company for more than 5 days. They all lose their investment as the company has been shut down due to the owner running off to a different plane after accumulating billions of Uros and gaining favor from Mammon, for its achievement.

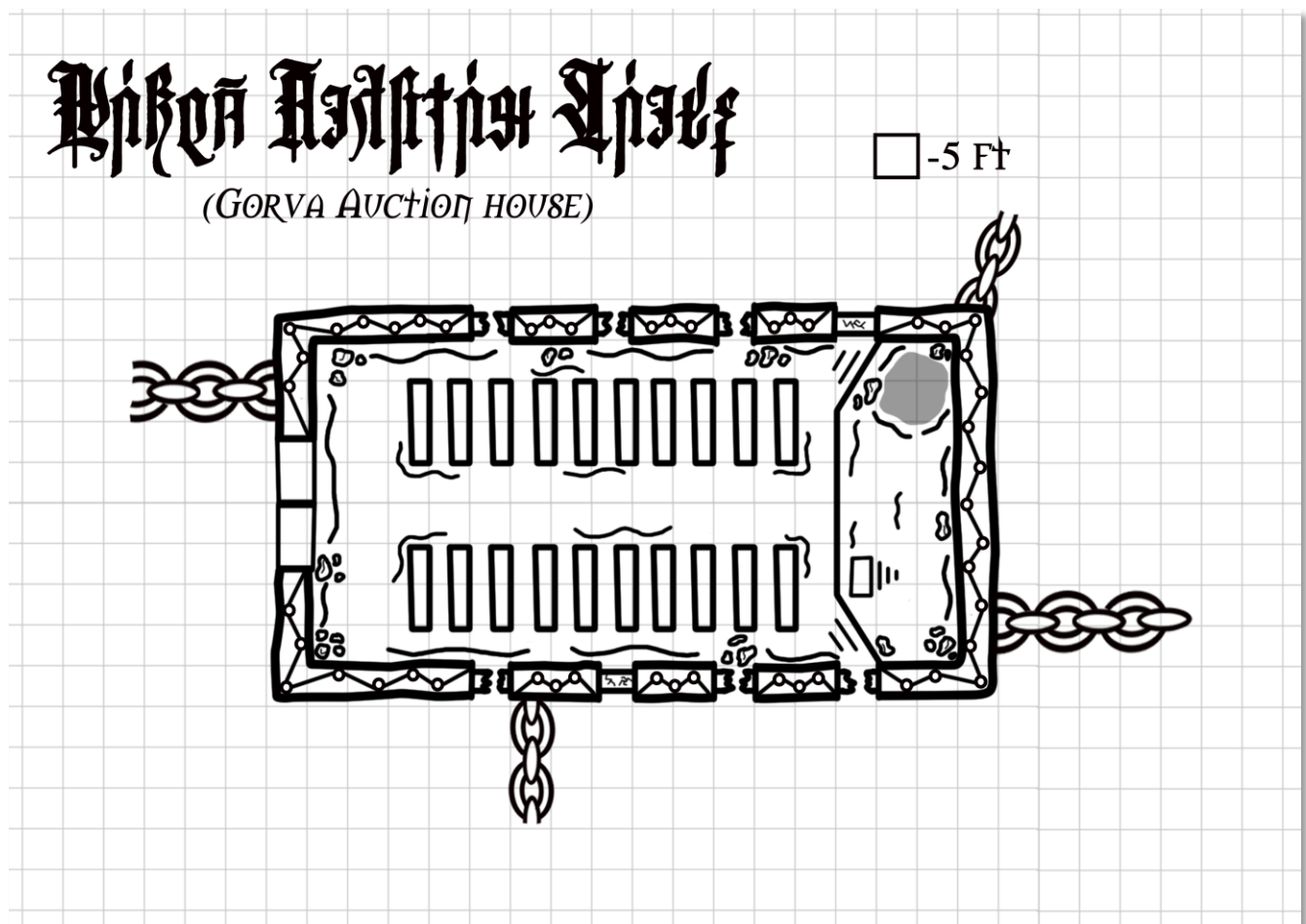
Development

The characters and Junjun gained more

Uros. Junjun is quite happy with earnings and hope that this little achievement will contribute in getting himself promoted as a devil. He is more than happy to follow the adventurers wherever they want to go in Jangling Hiter if they let him.

The characters and Junjun lost Uros. Upset, Junjun accepts what he lost and starts to think of other schemes to make more Uros. If the adventurers are still staying in Jangling Hiter, he is happy to go with them if they let him. easily be sold.

Appendix 3: Gorva Auction House Map



Appendix 4: The Tale of Baga, the Flame Druid

If the characters ask about Baga's history and how he ended up in the Nine Hells, he gives the following information.

- Baga was abandoned by his tribe in the Earthspur mountains when he was very young.
- Nature quickly became his mother and danger as his father.
- As he was growing up, he got lost in what is now known as the Glacier of the White Worm.
- Trying to find his way out, he saw a group of heroes fighting a flying gargantuan aberration shaped similar to a whale.
- What caught his attention was a woman. Dressed like a knight. Her hair and armor have the same color as the frozen Moonsea.
- The woman is a mastermind tactician and knows full well how to command her comrades. Working together, in defeating this aberration.
- After the battle, Baga knew that he wants to become a hero like them, like her. They do not care about fame or glory. They are here to save the world and it looks like they are having fun doing it.
- Baga missed the opportunity to talk to these heroes after the battle.
- A couple of decades later, when he finally mastered the element of fire, he met the woman again. Only this time, she was only with a halfling spellcaster and not with everybody else.
- He joined-- no, he begged to become a part of the woman's group. Vowing to protect and aid her in fighting what is wrong in the world.
- He became a member of a group known as a Five-Leaf Clover, more specifically, a faction of it, under the rule of the woman named Rem.
- Together they went on numerous adventures, met more adventurers that would later join their group, and saved the world by destroying vile creatures, one at a time.
- When Baga was more than a hundred years old, he found out a secret. The source of Rem's

powers. He tried to copy and manipulate how it works until he managed to summon a stronger flame at will that is not from his home world. Flames that come directly from the Nine Hells.

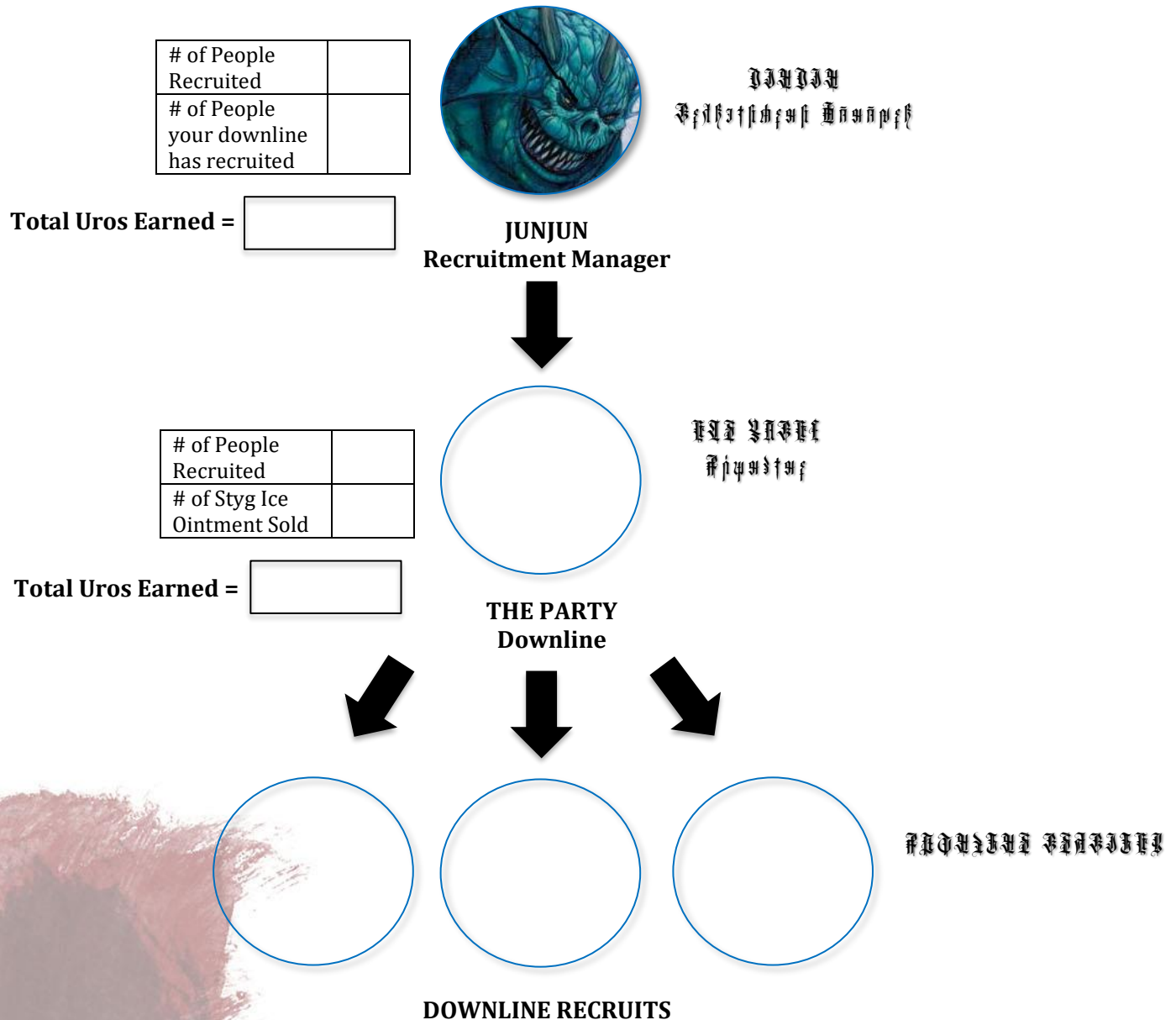
- Powerful beings have noticed this, more specifically Asmodeus, the ruler of all the Nine Hells. He sent his men to lure Baga away from the Five-Leaf Clover until an opportunity presented itself and successfully assassinated the minotaur. Baga's soul was captured and trapped in Minauros until he was forgotten.

The Five-Leaf Clover

A group of adventurers from around 800 years ago, the members of this group are rumored to be powerful beings disguised as normal humanoids. They love the thrill of adventure and overcoming quests within the limits of their humanoid forms. A member can usually be identified having a black tattoo of a five-leaf clover at the back of their right hand.

Founding Members: Ragvala the Coinmaker, Rokstasha the Death Bard, Rizgrim the Archpriest of Kelemvor, Rem the Hero of the North, and Rudi the Polluted.

Appendix 5: The Pyramid Scheme (Player Handout)



The Pyramid Scheme

- A Styg Ice Company member can purchase the ointment at 50% off and can resell it at retail price! (Styg Ice Ointment Retail Price = 1,000 Uros per vial)
- To become a member, a person just needs to pay a one-time membership fee of 10,000 Uros.
- For every person you recruit, you get 5,000 Uros and your recruitment manager gets 2,000 Uros.

Appendix 6: Minauros Stock Exchange (Player Handout)

Date: Today's Date

Stock	Price Per Share	Change	Change %
Torture Shop Holdings	500 Uros	-100 Uros	-20%
Minauros Bank	1,000 Uros	300 Uros	+30%
Jangling Hiter Land Properties	2,000 Uros	1000 Uros	+50%
Styg Ice Company	200 Uros	-20 Uros	-10%

Appendix 7: Character Rewards

Characters completing this adventure's objective unlock these magic items.

Bulaga Wizard Hat (Hat of Vermin)

Wondrous Item, Common

This hat has 3 charges. While holding the hat, you can use an action to expend 1 of its charges and speak a command word that summons your choice of a bat, a frog, or a rat. The summoned creature magically appears in the hat and tries to get away from you as quickly as possible. The creature is neither friendly nor hostile, and it isn't under your control. It behaves as an ordinary creature of its kind and disappears after 1 hour or when it drops to 0 hit points. The hat regains all expended charges daily at dawn.

The hat looks like a pointy wizard hat with three swirly color design (red, blue, and yellow). Each beast represents a shard a wizard's soul trapped in the hat. When the bat is summoned, it always leaves a trail of red glitter. The frog's skin is shiny yellow, and the rat has dark blue eyes and teeth.

This item can be found on the Common Magic Item Table in *Xanathar's Guide to Everything*.

The Heart of Baga (Elemental Gem, Red Corundum)

Wondrous Item, Uncommon

This gem contains a mote of elemental energy. When you use an action to break the gem, a fire elemental is summoned as if you had cast the conjure elemental spell, and the gem's magic is lost.

A tiny shard of Baga's soul is still inside the elemental gem, when you decide to use it, the fire elemental is shaped like a minotaur with a black five-leaf tattoo on the back of its right hand.

Potion of Healing

Potion, Common

You regain 2d4+2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

Appendix 8: Story Awards

During this adventure, the characters may earn the following story awards.

Banned: Minauros

Mammon's baleful gaze is upon you. Perhaps you angered him directly, or perhaps your actions caused a disruption in his operations—whatever the case may be, he has elected to ban you from Minauros, the third layer of the Nine Hells, entirely. You can't participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Minauros.

Appendix 9: Dungeon Master Tips

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

New to the Annual Storyline?

<https://dnd.wizards.com/dndlive2019>

<http://dndadventurersleague.org/storyline-seasons/descent-into-avernus/>

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session. The adventure information and

your information is added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

Appendix 10: Greasy Snitches About Us

Who We Are in the Real World?

We are a group of nerds based in the Philippines who love playing Dungeons & Dragons, specifically D&D Adventurers League. We recently sold our souls and swore eternal servitude to a mysterious benefactor, and long story short, we are now tasked to bring all adventurers together. We do so by creating events where we promote fun and friendship through adventures of all kinds. (TL;DR: we run tabletop RPG events!)

How to Reach Us?

Find out what we're up to by following us on social media, or contact us for any collaborations you might want to do. You can check the links below.

Website: www.greasysnitches.com

Facebook: fb.com/greasysnitchespresents

Instagram: [@GreasySnitchesPresents](https://www.instagram.com/GreasySnitchesPresents)

Twitter: [@GreasySnitches](https://twitter.com/GreasySnitches)

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Niccolo Estrella - [@Niccoloestrella](https://twitter.com/Niccoloestrella)

Nicholas Noel Cavada-Guillermo - [@NDbarbarian](https://twitter.com/NDbarbarian)

Mikel Alexander Barrenechea - [@MundaneArcane](https://twitter.com/MundaneArcane)

Kristoff Alejo - [@Fudgetop](https://twitter.com/Fudgetop)

Ramon Macutay - [@gmtristan](https://twitter.com/gmtristan)

Greasy Snitches Adventures

Did you enjoy this adventure? Then you might like other Greasy Snitches adventures we have available! Feel free to check them out at

DMsGuild.com:

- **CCC-GSP01-01 A Dragon's Breath** by Paul Gabat
- **CCC-GSP01-02 Brotherhood** by Paul Gabat
- **CCC-GSP01-03 Tainted Love** by Paul Gabat
- **CCC-GSP02-01 Minauros Unchained** by Paul Gabat
- **CCC-GSP-PHIL01-02 The Murmuring Hollow of the Flooded Forest** by Lanz Frago
- **CCC-GSP-PHIL01-03 The Whispering Shadows of the Eldest Ruins** by Niccolo Estrella
- **CCC-GSP-FEAR01-01 Beneath the Bleeding Tree** by Kristoff Alejo
- **CCC-GSP-NTHR01-01 A Night of Sorrows** by Mikel Alexander Barrenechea
- **CCC-GSP-OOZE01-01 Oozing Hunger** by Nicholas Noel Cavada-Guillermo
- **CCC-GSP-MON01-01 Shadows of Despair** by Ramon Macutay