



THE VAST EMPTINESS OF GRACE

An Avernus Rising Adventure

The divine spark has been returned to Verwyyr and Raskamedies and the time has come to return to the Material plane in search of an ancient artifact once belonging to Ilmater himself. Beneath the holy city of Elturel lay a reliquary—the Dolorous Adytum. What dark secrets lay within? It's time to find out.

Part Three of the *Call for Aid* series of adventures.

A Four to Six-Hour Adventure for 11th through 16th Level Characters.

Optimized For: APL 13



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ADVENTURE PRIMER

"Light thinks it travels faster than anything but it is wrong. No matter how fast light travels it finds the darkness has always got there first, and is waiting for it."

—Terry Pratchett, *Reaper Man*

This adventure is designed for **three to seven 11th- to 16th-level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in and under the city of Elturel—newly returned to Toril—within the Dolorous Adytum.

BACKGROUND

A **MONASTERY** populated by devotees of **ILMATER** called the **DOLOROUS ADYTUM** once lay deep beneath the holy city of **ELTUREL**, unbeknownst to its residents. The **MONKS** within lived in complete darkness, reflecting upon the torments of their daily lives in an attempt to become closer to the **BROKEN GOD**. They possessed an artifact of Ilmater called the **WARDS OF SUFFERING**. In time, the order met its end at the hand of a coven of **VAMPIRES** led by the hobgoblin vampire **KROLFH RORGUR**.

With **ZARIE'S** gift of the **COMPANION**, the vampires plaguing the city itself were destroyed by its holy light, but those that dwelled in the darkness were spared the same fate. Driven to curiosity by the sudden appearance of the Companion, an angel named **YURIIAL** ventured into the monastery to recover the *wards*. Within he discovered the fate of the monks—but was quickly overwhelmed. After a century of torment at the hands of his undead captors—who are now empowered by the absence of the Companion—Yuriial calls out for aid.

ELTUREL RETURNED?

This scenario presumes that the characters are participating in this adventure after the events of *Baldur's Gate: Descent into Avernus* have concluded and the city of Elturel has been returned to Faerûn. Otherwise, Elturel is still within the first layer of the Nine Hells. Few thematic changes need be made to accommodate this difference, except for omitting the word "moon," as there are no celestial bodies visible in Avernus.

OVERVIEW

The adventure's story is spread over **three parts** and takes approximately **four hours** to play. The adventure begins with a Call to Action. It also contains two **optional bonus objectives**—each taking **one additional hour** to play.

- **Call to Action: Homeward Bound.** Dara informs the characters of a secret monastery beneath the city of Elturel and an artifact hidden within it.
- **Part 1: Knock, Knock.** The characters locate the adytum's entrance and are attacked by its undead guardians, who have been emboldened by the Companion's absence. This is **Story Objective A**.
- **Part 2: Who's There?** The characters navigate the complex, searching for the *wards of suffering* and confronting Krolfh Rorgur. This is **Story Objective B**.
- **Bonus Objective A: Searching for Secrets.** The characters trek to a library in an attempt to divine the location of the adytum. This bonus objective is found in **Appendix 1**.
- **Bonus Objective B: Searching for Secrets, Who?** Having learned of the adytum's location, the characters are stalked and chased by minions of Krolfh Rorgur. They must elude their pursuers in the danger-filled streets of Elturel. This bonus objective is found in **Appendix 2**.

ADVENTURE HOOKS

This adventure is the final part of the *Call for Aid* trilogy of adventures. Previously, the characters assisted Dara in resurrecting the angels Verwyrr and Raskamedies. The angels have advised Dara to seek out the *wards of suffering*—an ancient relic of Ilmater—to protect her from the dangers that she'll face in her journey to the Canyon of Screams. She divined that the *wards* are located in Elturel—which has since been returned to Faerûn. She has asked the characters to seek out an angel named Yuriial who guards the wards in a long-lost temple to Ilmater.

Planar Mercenaries. Sometimes "doing good" isn't enough to convince people to undertake missions of extreme importance; they need more material means of encouragement. Characters of this sort have been contacted by an agent of Dara, a Chosen of Ilmater on the first layer of the Nine Hells, Avernus. She seeks brave souls to venture to the city of Elturel in Faerûn to find a hidden temple of Ilmater and recover an ancient artifact.



Elturian Engage! Characters from Elturel may have returned to the city after freeing it from Zariel's clutches—but their work in the Nine Hells isn't yet done! The characters are yanked through a portal and find themselves in the presence of two angels: the jovial, hound-headed Verwyrr and the nervous, owl-headed Raskamedies. They have a big favor to ask.

A Deal is a Deal...Unless.... Some characters may be indentured to Mahadi or to another fiend. While they refuse to provide any reasoning behind it, the fiend is willing to consider the character's contract with them null and void in exchange for providing a service to a priest of Ilmater in Mahadi's Wandering Emporium. Meet her there.

Not Yet Returned. If your players are playing the Season 9 *Avernus Rising* adventures **exclusively**, Elturel hasn't yet returned to Faerûn, but is still firmly within Zariel's grasp. Dara asks the characters to rid the city of the vampires that reside within subterranean catacombs, and to locate and recover the *wards of suffering* within the hidden monastery.

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.



CALL TO ACTION: HOMEWARD BOUND

Estimated Duration: 10 minutes

MOVING ON

Tensions are high in Mahadi's emporium: the rakshasa is now playing host to not only one, but two angels, Verwyrr and Raskamedies. Dara, eager to make the journey to the Canyon of Screams, needs only one thing: *the wards of suffering*, an artifact hidden beneath Elturel.

AREA INFORMATION

Dara's pavilion has the following features:

Dimensions & Terrain. Dara recently obtained a new pavilion from Mahadi. It's large, approximately 40 feet on a side, and well-furnished with colorful pillows and candles.

Light. The ever-present ambient light of Avernus—punctuated by the occasional flash of green light shed by passing meteors—sheds bright light throughout the area. Within her tent, Dara's candles provide welcome illumination and warmth.

Sound & Smells. The sweet, spicy smell of Dara's candles provides a soothing buffer against the pervasive stench of sulfur, blood, and iron. Outside, the sound of commerce punctuated by the distant thud of meteor-fall fills the air.

STILL IN AVERNUS?

If Elturel is still in Avernus, the adventure needs little in the way of modification. Dara's ritual proceeds as normal, and the same creatures are encountered within the city, though it's recommended that you replace the undead in the optional encounters with CR 5 demons, devils, or undead; such as hellwasps, cambions, barbed devils, or bargura. This also applies to the sidebar on flying characters in **Part 1**.

CREATURE INFORMATION

Dara sits on a stool, staring into the middle distance. **Verwyrr**, the hound-headed angel, lounges in a pile of pillows, while the owl-headed angel **Raskamedies** nervously paces in circles, smoothing the feathers atop his head (both of these angels are **devas**).

What Do They Want? **Dara** is eager to venture to the Canyon of Screams, but knows that such a trip would end in disaster without preparation. She wants the characters to venture to the Dolorous Adytum in Elturel and seek out an artifact sacred to Ilmater. She's already presumed that the characters will accept her request; she's already begun preparations—sprinkling powdered silver in a circle around the characters, consulting a small prayer book, and so forth. **Raskamedies** insists that Dara carefully plan her

next moves, while the hot-headed **Verwyrr** just wants to kill fiends (not surprisingly, this is why Dara insists that he not wander around the emporium unaccompanied).

What Do They Know? Just like **Verwyrr** and **Raskamedies**, **Dara's** connection to the Upper Planes has enabled her to hear Yuriial's call for help. Ilmater has told Dara that the angel possesses the *wards of suffering*, a holy artifact crucial for survival in the Canyon of Screams. Dara knows that Yuriial and the *wards* are in a holy complex called the Dolorous Adytum, but neither she nor **Verwyrr** nor **Raskamedies** know how to find it. Dara can transport the characters to Elturel, but won't be able to return them to Avernus; she hopes, however, that Yuriial can send the characters back when they find him. Verwyrr, the only one who has met the angel Yuriial, describes him as: "A pillock. Nice guy, but a complete pillock."

THE WARDS OF SUFFERING

The *wards of suffering* are an ancient artifact fashioned by Ilmater himself shortly after the Triad—an alliance of the lawful good deities Tyr, Torm, and Ilmater—was formed.

The *wards* are a pair of bracers made from coarse hair, bound at the wrists with red cord and inset with sharp, iron barbs inside. Donning the *wards* causes intense pain as the iron barbs dig into the flesh of the wearer; while the pain subsides, the coarse hair constantly irritates the skin. Only a lawful good celestial or a creature who has read from the *book of exalted deeds* can attune to the *wards of suffering*. The precise powers bestowed by the *wards* aren't full known, but among them are the ability to cast *cure wounds*, *mage armor*, and *shield* at will.

CALL TO ACTION

Once the characters are ready for their trip back to Toril, Dara begins to sing in her tiny voice:

"I know not where you are to go,
Or what you're looking for;
But if He say I make it so,
Then tarry shall we no more.
I pray for your return, my friends,
May mercy be by your side;
But if you happen to meet your ends..."

Verwyrr interrupts the young girl's song, slapping his hand on Raskamedies' back with a loud guffaw, and exclaims:

"Then that means you've all died!"

And then everything goes black and you fall, fall, and fall....



PART 1. KNOCK, KNOCK

Estimated Duration: 1 hour 30 minutes

ELTUREL, RETURNED

The characters arrive in Elturel in the dark of night. They must locate the centuries-old entrance to the monastery and venture within.

Whether you've beheld it yourself or simply heard tales of its beauty, Elturel is a charred ruin of what it once was. What buildings survived the Descent and subsequent return are cracked, partially collapsed, or still smoldering. The stench of brimstone and blood hangs heavy in the air and bodies of mortals and fiends alike are scattered everywhere.

STORY OBJECTIVE A

Locating and opening the entrance to the Dolorous Adytum is **Story Objective A**.

AREA INFORMATION

The night streets have the following features:

Dimensions & Terrain. The city appears to have been dropped from a height atop rolling hills and cliffs. The well-made cobble streets are broken and uneven, showing raw earth in some spots. Otherwise, the city is easy to navigate: the streets are wide and the buildings sparse.

Light. On the rare occasion that the rain-heavy clouds part, the moon is visible as a thin slice of silver in the night sky, and only a sparse few houses have lights in their windows. Unless the characters possess lights of their own, the area is dimly lit.

Sounds & Smells. The city is largely silent. Occasionally, a far-away scream of terror shatters the silence. Fresh rain, wet earth. The sound of falling rain on mud and stone.

Eerie shuffling from side streets and the occasional clatter of falling stone betrays a hidden danger, but when the characters look, nothing is to be seen. Abilities like Divine Sense detect the presence of undead and fiends, but if pursued, the creatures disappear.

WHY DON'T WE JUST WAIT UNTIL MORNING?

Dara's spell happened to return the characters to Elturel during the night, when Krolfh's undead minions stalk the streets and alleys. There's no reason why the characters can't wait until morning to begin the search, but doing so isn't without peril—the Elturian natives still search the city for the vestiges of evil that remain and may encounter the characters. Plus, entering the adytum during the day would be disastrous, since the collective host of the vampire's underlings would all be hidden there.

CREATURE INFORMATION

While the characters search for the adytum, they run the risk of being discovered by **natives (Appendix 3)** or **invaders (Appendix 4)**. At the end of each hour, roll a d6 and add the number of hours the characters have spent searching. If the result is 6 or higher, the characters happen upon one of the encounters below. They should have **at least one encounter** (but no more than two if time an issue) before moving on.

FLYING CHARACTERS? NO WORRIES!

In Season 9, many players have taken advantage of the Plane-Touched Wings seasonal trait and you may have one or more flying characters at your table. If you find characters avoiding danger through the use of flight, replace any number of the monsters in the encounter with an equal number of **wraiths** who swoop in to attack flying heroes.

ELTURIAN NATIVE ENCOUNTERS (APPENDIX 3)

d4	Encounter
1	Bandits!
2	Hiding in the Darkness
3	Citizens on Patrol
4	Get Out of my Home!

ELTURIAN INVADERS ENCOUNTERS (APPENDIX 4)

d4	Encounter
1	Grocery Shopping
2	Big Dead Lugs
3	Moving Shadows
4	Lingering Malevolence

A. SEARCHING FOR THE ADYTUM

Locating the Dolorous Adytum requires scouring the streets of the ruined city. At the end of each hour searching, the characters make either a DC 15 Intelligence (Investigation) or Intelligence (History) **group** check. Characters from Elturel or Elturgard, with the City Secrets background feature (Urchin background), or those who worship Ilmater make this check with advantage.

After **three successes**, the characters locate the entrance to the adytum at the end of a dark, narrow alley. If the characters fail three of these checks before finding the alley, they still find it, but more of Krolfh's minions arrive during their encounter with the vampire.

Bonus Objective A. If utilizing this additional content, the search for the adytum is a bit more involved, and the characters must go to Elturel's library to learn its location.

Bonus Objective B. If utilizing this additional content, the characters' search is further complicated as a group of Krolfh's minions stalk them. The characters must lose the creatures tailing them if they wish to avoid complicating their search for Yuriial within the adytum.

B. MARTYR'S ALLEY

Once the alley has been located, the characters are faced with the task of figuring out how to access the adytum.

AREA INFORMATION

The alley has the following features:

Dimensions & Terrain. The alley is strewn with rubble and detritus, and ends in a brick wall—the **Martyr's Wall**. A character who examines the wall and has a passive Perception score of 11 or higher notices a **copper piece** nailed into a brick on the lower left end of the wall.

Light. The area is unlit.

Sounds & Smells. There are distant screams of pain and fear, and the noises of thunder and rain. The scent of rubbish and rot pervades the area.

The Martyr's Wall. Twelve of the bricks that comprise the wall on the southern end of the alley are each engraved with a different word (see **Appendix 8**), all surrounding a thirteenth brick engraved with a symbol of two bound hands. A character examining the bricks notices that they are set in such a way that they can be depressed like a button.

Copper Piece. The coin is affixed to the wall by a rusted nail with a wide, flat head. It bears engravings that can only be discerned after it's pried from the wall—a task that requires a successful DC 13 Strength (Athletics) check or creative use of magic. Once the coin is freed from the wall and the nail removed, it's engravings can be seen. Aside from the symbol of the bound-hands of Ilmater, the outer edges of the coin are engraved with a phrase (see **Appendix 9**):

"Long and Strong as Daern's Devotion"

A character who succeeds on a DC 13 Intelligence (Religion) check knows of Daern's tale and that it is important to the Ilmatari faithful. Worshipers of Ilmater make this check with advantage.

DAERN, THE GUARDIAN OF THE TOME

Daern of Hawksroost was a warrior in the service of Flaergon of Glistar, a devotee of Ilmater who provided solace and comfort to the miners and caravan workers in the frozen wastes north of the Moonsea. When Glistar died, Daern took the *Tome of Torment*, a holy artifact that Flaergon possessed, and carried it to the House of the Broken God in Calimshan. The clergy were so moved by his devotion that he was named an honorary member of the priesthood. Years later, when the High Mistress of Worthy Suffering died, Daern was appointed the Guardian of the Tome. However, he was murdered less than a year later, and the tome stolen.

OPENING THE DOOR

In order to open the door, the characters must depress seven of the wall's engraved bricks in a specific sequence: the phrase engraved around the edge of the coin is the sequence in which the bricks must be depressed, followed by the symbol of Ilmater in the center. Depressing a brick requires an action, but as they're quite old, there's a 25% chance that a brick is **stuck**, requiring a successful DC 15 Strength (Athletics) check in order to depress it.

The first time a brick is depressed, read:

The brick slides into the wall with the quiet grind of stone on stone. The sound is replaced by skittering and low growls as emaciated forms 'round the corner and peer down the alley. Their red eyes gleam with primal, savage ferocity. Around your ankles, hundreds upon hundreds of skeletal rats appear, crawling out of holes in the walls and sewer grates.

What happens when a brick is depressed depends on whether it's next in the correct sequence.

Next in Sequence. The character depressing the brick is wreathed in a nimbus of holy flame. At the start of their turn, a character wreathed in flame and each undead creature within 5 feet of them take 5 (1d10) radiant damage for each correct brick activated in the sequence. A character reduced to 0 hit points is stabilized and doesn't make death saving throws. These radiant flames automatically destroy any skeletal rats near the character.

The flames are extinguished after 1 minute, if the sequence is completed, if the character depresses a brick that isn't next in the sequence, or if the character is reduced to 0 hit points, whichever happens first.

Not Next in Sequence. The brick slides back into place as soon as it's released, and any holy flames wreathing the character are extinguished. The sequence resets itself, and the characters must start over from the beginning.

CREATURE INFORMATION

When the first brick is depressed, **feral vampire spawn** and thousands of **skeletal rats** pour into the alley, hungry for the characters' blood. At the beginning of each round, additional feral vampire spawn enter the area, and at initiative count 20 (losing ties), all living creatures in the alley are gnawed upon by the skeletal rats.

- **Round 1:** Two **feral vampire spawn** enter from the north alleyway. Each character in Martyr's Alley takes 3 (1d6) piercing damage from the skeletal rats.
- **Round 2:** One **feral vampire spawn** enters from the north alleyway and two **feral vampire spawn** enter from the west. Each character in Martyr's Alley takes 7 (2d6) piercing damage from the skeletal rats.
- **Round 3:** One **feral vampire spawn** enters from the west alleyway and three **feral vampire spawn** enter from the east. Each character in Martyr's Alley takes 10 (3d6) piercing damage from the skeletal rats.
- **Round 4+:** Two **feral vampire spawn** enter from each alleyway. Each character in Martyr's Alley takes 10 (3d6) piercing damage from the skeletal rats.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Choosing the correct brick also activates the next brick in the sequence (depressing the "long" brick also depresses the "and" brick, etc. As such, only **three** actions need be spent completing the puzzle. Reduce number of **feral vampire spawn** appearing after the first round by one.
- **Very Strong:** The damage from each depressed brick is increased to 5 (1d10) radiant damage. A **vampire pact-keeper** appears with the vampire spawn in rounds 4+.

What Do They Want? The undead want to feed on the living. Naught else matters to these mindless, pitiful creatures.

What Do They Know? They know only hunger—unquenchable hunger.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. The **feral vampire spawn** possess the Spider Climb trait; while the alleyway may be only 5 feet wide, it's tall, so the vampire spawn can easily maneuver around beefy fighters that think they can just block the entrance. However, the undead fear the radiant flames coming from the characters near the wall, so they're focus their attacks on characters not wreathed in flame. While the skeletal rats are too numerous to effectively fight off, some spells and effects may provide temporary relief—especially spells that affect an area, like *fireball*.

Exploration. Options are limited here. The best plan is for the characters to defend themselves and focus their actions on solving the puzzle. While they should be rewarded for their efforts if they devote their actions to the puzzle, remember that it's also your job to impose a challenge; in any given round where more than one character uses their turn to solve the puzzle, increase the likelihood of a brick getting stuck (see **Opening the Door** above).

Social. These **feral vampire spawn** are very hungry, so opportunities for negotiation are slim—unless the characters are willing to negotiate their surrender and prompt consumption, a notion to which the spawn are quite agreeable.

SOLVING THE PUZZLE

This encounter should be a frantic race to complete the puzzle while fending off the feral vampire spawn. This is complicated by the incessant gnawing of the skeletal rats and the radiant damage caused by the holy flame. If it becomes too much to account for or if the characters seem in danger of failing, feel free to exclude the rats or the flame.

Once the characters have solved the puzzle, read:

The final brick slides into place with a resonating "thunk" and the radiant flames erupt—sending the vampire spawn fleeing and reducing the skeletal rats to ashes. In the deafening silence that follows, the bricks rearrange themselves with a "clunk, clunk, clunk" until an opening appears, descending downwards into darkness.

The vampire spawn flee from the burst of radiant energy, which destroys all of the skeletal rats.

RESTING ALREADY?

If the characters choose, they are likely safe to complete a short rest, but if they dally for any longer the vampire spawn are sure to return. Once the characters are ready, proceed to **Part 2**, below. If the characters rest for longer than an hour, they are beset by four **vampire spawn** and two **ghoul troopers** each hour.



PART 2. WHO'S THERE?

Estimated Duration: 2 hours 20 minutes

THE DOLOROUS ADYTUM

This monastery, which predates the city itself, was once a place for devotees of Ilmater to suffer in silence. However, the temple's location was ideal for those vampires that fled the burning light introduced by the creation of the Companion, the burning sphere of light that once hung over the city of Elturel like a second sun.

The monks within the adytum were quickly slain and rose as vampire spawn. Since then, they've waited for night to fall upon the holy city once more. When Elturel returned to the Material Plane, it left the Companion behind, and in the nights that followed, many of the humanoids who survived the trip to the Nine Hells and back joined in the former monks in undeath.

ILMATER, THE ONE WHO ENDURES

Ilmater is an ancient deity of martyrdom, protection, and alleviation of suffering. He grants endurance to those who suffer and to the oppressed—offering relief, support, and encouragement—while encouraging others to take their place and shoulder their burdens.

Ilmater, along with Tyr and Torm, is a member of the Triad, a group of lawful good deities who found that they were stronger as an allied group. Ilmater opposes and is opposed by those who would cause suffering in others, especially Loviatar, the Maiden of Pain.

AREA INFORMATION

The adytum has the following features:

Dimensions & Terrain. The hallways are hewn from unfinished stone and are 10 feet wide with 10-foot-high ceilings. In many parts, however, the **stone floors** are also made from rough stone that is uncomfortable, even painful, to walk on without shoes or boots—a reminder of the temple's origins. Rooms are typically separated by heavy oak **doors** hung in wooden frames.

Stone Floors. The floors mostly consist of hewn stone, but many parts were intentionally fashioned of rough, jagged stone. A barefoot creature that walks in or falls prone in such an area takes 3 (1d6) piercing damage.

Doors. The doors within the adytum are made of heavy oak banded in iron. They're quite old, so there is a 25% chance that the hinges squeal in protest when the door is opened. If this happens, the next time you roll to see if the characters are found by **ghoul troopers** (see **Creature Information**), roll twice and take the higher result. A character who inspects the door and succeeds on a DC 13 Intelligence (Investigation) check notices an accumulation of rust on the hinges—allowing them an opportunity to use oil, spells, or other actions to prevent the noise.

Light. There is no light within the adytum other than what the characters possess. Further, the radius of **any** light source (except that from a spell of 8th level or higher) and the range of a creature's darkvision within the temple are **halved** by the unnaturally deep shadows. This has two primary benefits to the Krolfh and his vampire spawn:

- Any undead within the adytum have advantage on saving throws against any effect that turns undead.
- Due to the adytum's corruption and permeating darkness, spells that create daylight create only bright light, it's not true daylight.

Sounds & Smells. The adytum echoes with the sounds of dripping water, shuffling feet, and echoing growls. The passageways smell of mildew, rot, and old blood.

CREATURE INFORMATION

If time isn't an issue, the characters can encounter random denizens of the adytum as they explore. At the end of each hour, roll a d6 and add the number of hours the characters have spent exploring. If the result is 6 or higher, a pair of **ghoul troopers** detect the characters and stalk them, with the intention of ambushing them when they least expect it. The vampire spawn know the layout of the adytum well and do their best to predict the path that the characters might take. If the characters rest within the adytum, the spawn find and attack them; sleeping prey is easy prey.

RESTING IN THE ADYTUM

Resting within the adytum is more dangerous than resting outside. If the characters attempt to rest, they are located and attacked by a trio of **ghoul troopers** halfway through their rest, which prevents them from completing it.

A1. GARDEN OF STONES

This foyer served as a place of reflection for the monks that once resided here. They would wander the maze of jagged stone pillars with their heads bowed and their hands folded in prayer. Finishing these sessions without a new welt or cut was a sign of advanced wisdom.

The chemical stench of old, stale urine fills your nostrils, bringing tears to your eyes. The floor of this vast cavern is filled with orderly rows of narrow pillars, meticulously carved with images of holy men and women enduring brutal suffering.

AREA INFORMATION

The Garden of Stones has the following features:

Dimensions & Terrain. The room is quite large, in places reaching 80 to 100 feet across with a 40-foot-high ceiling. Dozens of 10-foot-tall **pillars** are arranged in rows throughout the room. The floor is covered in **bat excrement**. Narrow chimneys in the ceiling provide a means for the bats and vampires (using Spider Climb) to exit the adytum.

Pillars. These pillars are approximately a foot in diameter and covered in carvings depicting enlightened people suffering at the hand of evil. The carvings are rough and jagged, lending the impression that bumping into them might cause a nasty knock on the head—an impression that the faint remnant of centuries-old blood confirms.

Bat Excrement. While the waste itself isn't a direct hazard, the air is thick with ammonia. Characters that spend more than 10 minutes here or who exert themselves (in combat, by running, etc.) for more than a round must

succeed on a DC 13 Constitution saving throw versus poison or gain a level of exhaustion that can't be removed without a long rest with access to fresh air (i.e., outside).

CREATURE INFORMATION

There are no creatures here aside from the **bats** that congregate among the stalactites that hang from the ceiling.

A2. CELLS

These cells once housed the few monks that resided here. Now, they play home to some of the higher-ranking vampire spawn within the adytum.

AREA INFORMATION

The cells have the following features:

Dimensions & Terrain. These 10-foot-square rooms are mostly empty. Aside from the occasional skeleton of a small animal, the only things in the cells are pallets made of moldering straw and cloth.

TREASURE

A character who searches the cells and succeeds on a DC 17 Intelligence (Investigation) check notices a loose brick in one of the cells. Removing the brick reveals a garnet, a trinket (roll once on the trinket table in the *Player's Handbook*), a handful of very old dried fruit, and a *wand of secrets* that appears to have been crafted from a human fibula—all of which are bundled away in a manky old sock.

A3. COMMON AREA

Once a place where the monks would gather and speak of their suffering with one another, this chamber now serves as a lair for the bulk of the vampire spawn that reside within the adytum.

AREA INFORMATION

The common area has the following features:

Dimensions & Terrain. The room is featureless with the exception of a large, 10-foot-wide pillar of stone in the middle, a number of rickety wooden tables and chairs, and two piles of rotting **corpses** in the corners.

Corpses. The bodies (actually two **swarms of zombies**) are in various stages of putrefaction. If investigated, it's easy to discern that the majority of the bodies are human, but a few of the more common humanoid races are also present. Victims of all ages are here: the elderly, infants, and all in between. It's clear that the lack of options has deprived the vampire spawn of their ability to be picky about their prey.

Sounds & Smells. The room is filled with incessant droning of flies, loud enough to drown out whispered conversation. It smells of fetid, cloying, soul-crushing rot.

CREATURE INFORMATION

Three **vampire spawn** are here, consuming a fresh kill who—from the terrible sounds of it—is still alive. If combat erupts, the necromantic energy infusing the adytum animates the piles of bodies into two **swarms of zombies**. If tended to within three rounds, the woman being eaten by the vampire spawn (a **commoner** named Shava) can be saved. Otherwise she succumbs to her wounds at the beginning of the third round.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **vampire spawn**.
- **Very Strong:** Add a **vampire spawn**.

What Do They Want? The **vampire spawn** want to feed, but they don't suffer interlopers lightly. Not surprisingly, **Shava** wants to escape, and is willing to sacrifice others to do so.

What Do They Know? The **vampire spawn** are glad to be back on the Material Plane; the city's descent into Avernus killed most of their prey. **Shava** survived the Descent, and was searching for her dog yesterday when she was attacked by the undead. She doesn't know where she is.

A4. LETTING YOUR FINGERS TALK

This chamber contains the collective wisdom of the order of monks that once resided here. A person could spend years studying these engravings and barely scratch the surface of the knowledge available.

Words are carved in minute detail on every surface in this chamber. It would take a least a decade to examine all of the carvings covering the walls, floors, and ceilings. Given the repeated symbols and obvious structure, the carvings are clearly some sort of written language, but which one isn't readily apparent—it doesn't use any of the usual alphabets.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This chamber is 30 feet square. Every inch is covered in **engravings**.

Engravings. The engravings once served as a diary of sorts, recording the daily lives of the adytum's mortal occupants, scratched into the walls and floors in the dark. However, they're not in any commonly used language; the monks used a form of shorthand unique to their order. Magic (such as *comprehend languages*) deciphers the writings, but they lack any sort of organization; they're just the ramblings of a collective of tortured souls.

A5. ABSOLUTION

This was the final step for those seeking enlightenment. Those who passed this test without falling to their deaths lived out the rest of their lives in the final chamber.

The short ledge upon which you stand suddenly ends.

Beyond, a yawning chasm filled with dense fog stretches into the darkness. Scores of pillars rise from the darkness below, their tops even with the ledge—creating a pathway across the yawning pit. Above the pillars a similar bank of dense fog clings to the ceiling—eddies swirling in the surface.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The most prominent feature of this room is the wide, deep **pit** in its center, which has a number of **stone pillars** within it. The ceiling and the bottom of the pit are each a full 100 feet above and beneath the ledge that the character stand upon—both unseen due to the darkness and the **dense fog**. A set of double doors are set into the wall across the chasm.



Pit. While the 60-foot-wide pit appears to be bottomless, it's actually 100 feet deep. The adytum's light-inhibiting magic, coupled with a dense fog, makes seeing the bottom impossible. The **stone pillars** rise from below and form a path of stepping stones to cross the pit. Creatures who fall into the pit take 35 (10d6) bludgeoning damage. The bottom is strewn with the skeletal remains of those who were unable to cross to the other side. One skeleton wears a bit of **treasure**. The door leading to **area A6** is unlocked, but the corridor is trapped. Choose a trap from **Appendix 5** and place at the spot marked with an "X" on the map.

Stone Pillars. These stepping stones are 1 foot in diameter. Moving across is simple enough; none of them are trapped and they're not particularly slippery—a creature moving across them needs only to succeed on a **DC 15 Dexterity (Acrobatics) check** each turn that they spend moving across the stones. Creatures that use the Dash action make the check at disadvantage, while those moving at half-speed or slower makes it with advantage. A creature that fails this check falls 100 feet into the pit below.

Dense Fog. Clouds of bone-chillingly cold fog lie in the pit and cling to the ceiling. The fog below begins a foot beneath the level of the ledge, and the bottom of the cloud above the pit is 10 feet from the tops of the pillars. No sound can be created within the fog or pass through it. The fog is magical and can be dispelled (DC 19). Further, a creature that enters the fog or starts its turn within it must succeed on a DC 15 Constitution saving throw or gain a level of **exhaustion**. Creatures that use wings to fly across the chasm disturb the fog so that it fills up the entire area of the pit. Any creature that crosses the chasm while the fog is disturbed passes through it and is subject to its effects. The fog calms after an hour. If dispelled, the fog returns after ten minutes.

SPLITTING THE PARTY? Tsk, Tsk...

If the characters get split for a long period of time (if some of them wait on the other side of the pit waiting for the fog to settle before their colleagues join them), consider the characters on one side being attacked by a couple of **vampire spawn** looking to capitalize on the characters' poor thinking.

TREASURE

One of the skeletons at the bottom of the pit wears a delicate steel bracelet set with a few pretty green stones.

A6. A LIGHT IN THE DARK

This chamber represented the final stage in the lives of the monks that once resided here.

Having grown accustomed to the oppressive darkness of the adytum, your eyes are assailed by scintillating light as you open the door—almost enough to send you reeling. At the far end of the room, an angel hangs from iron hooks, its toes brushing the top of an altar. The skin of its torso has been torn away, and its innards pulled from within—draping the floor and intertwined with the chains that hold it prisoner. The angel looks up as you enter, its eyes vacant, as a number of vampire spawn feast on its flesh.

AREA INFORMATION

This chamber has the following features:

Dimensions & Terrain. A **stone column** divides the chamber into two separate rooms. The floor is strewn with **skeletons**—some complete, others not. The angel dangles from **chains** above a rectangular **altar** of pale stone. A number of **bookshelves** made of bones line the walls.

Light. The room is well lit from the solar's radiant light.

Sounds & Smells. The chamber is filled with groans, snarls, and the dreadful sounds of gnashing teeth, tearing flesh, and rattling chains. It smells of rot, blood, and feces, with a faint, faint scent of wildflowers lingering beneath the stench.

Chains. The four chains that bind the angel are made of cold-forged iron, and covered in runes of imprisonment and torture—their magic keeps him incapacitated and alive. The angel's innards are threaded through the links of the chains, so he takes half of the damage dealt to them.

While so bound, Yuriial regains 1 hit point at the start of each of his turns if he has at least 1 hit point remaining. The chains each have AC 19, 50 hit points, immunity to bludgeoning, slashing, and piercing damage from nonmagical attacks, and immunity to poison and psychic damage.

Alternatively, Yuriial can be freed by removing the chains. A character removing a chain must succeed on a DC 21 Dexterity check using thieves' tools. However, the chains are slippery with the angel's blood and these checks are made with disadvantage unless it's cleaned away. If a check made to free the angel fails by 5 or more, he takes 11 (2d10) slashing damage. Yuriial is incapacitated for 1 minute after being freed from the chains.

Skeletons. The bones here are the remains of the monks that passed the Test of Absolution and died in this chamber.

Altar. The altar is made of pale granite and engraved with a pair of bound hands, the holy symbol of Ilmater.

Bookshelves. These bookshelves are made from the bones of the monks that died here, bound in rough twine. They contain a number of tomes and treatises on undeath, arcane magic, and war. The southernmost bookshelf houses Krolfh's spellbook.

CREATURE INFORMATION

Five **vampire spawn** are here, gnawing on **Yuriial** (an incapacitated solar with 60 hit points remaining) who hangs from the chains, moaning in agony. The angel wears two ugly bracers on its forearms—the *wards of suffering*. Three rounds after the angel is freed, **Krolfh Rorgur**, the hobgoblin vampire, arrives in the chamber. Read:

Cold mist seeps into the room, obscuring the ground. The mist coalesces into the form of a hobgoblin with waxen red skin and eyes burning with arcane fire. It sneers, revealing elongated canines.

"Yeh've come tah take whess mine?" the vampire asks in heavily accented Common. "Pity tha' failure is tha las' thing yeh'll taste 'fore yeh die."

If Yuriial is slain during the encounter, read:

The angel momentarily stiffens in agony, but the rictus of suffering is replaced by an expression of regretful relief. Its eyes burn with holy fire as its material form discorporates into motes of light that, wink out one by one, until nothing remains but the bloody, quietly rattling chains that once held it bound.

ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter.

- **Very Weak:** Remove two **vampire spawn**.
- **Weak:** Remove a **vampire spawn**.
- **Strong:** **Krolfh** appears with a **vampire spawn**.
- **Very Strong:** **Krolfh** appears with two **vampire spawn**.

Bonus Objective B. If the characters failed to lose the undead creatures trailing them in **Bonus Objective B**, **Krolfh** is accompanied by a pair of **ghoul troopers**.



What Do They Want? The **vampire spawn** want to feed, but fear the punishment that **Krolfh** would dispense if he learned that they allowed the characters to live. With the Companion's light gone, **Krolfh** plans to control **Elturel**—a fitting end to the once-proud city. For now, he amasses his army of vampire spawn. **Yuriial** wants to be free, but knows that his torment means that the *wards of suffering* are safe. If given the choice between freedom and preventing the *wards* from falling into the hands of evil, he chooses the latter.

What Do They Know? The **vampire spawn** are glad to be back on the Material Plane; the city's descent into **Avernus** killed most of their prey. **Krolfh** knows what the angel possesses and is angry that he can't remove the *wards* himself or kill the angel to claim them. In the meantime, the magic of the chains provides him with a never-ending source of angel's blood—a fair trade-off for being denied his prize. **Yuriial** knows who has sent the characters and why they've come. However, so long as **Krolfh** keeps him prisoner, the *wards* are safe.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. The **vampire spawn** recoil in anger as the characters arrive, upset that their meal is being interrupted. If grievously wounded, they try to move adjacent to the angel and drink some of its blood—dealing 19 (4d8) necrotic damage to **Yuriial** and regaining a number of hit points equal to the damage dealt in this way. Once **Krolfh** arrives, he casts *greater invisibility* as his first action—using *counterspell* to ensure he's successful, if necessary. From there, he's hesitant to utilize other concentration spells, preferring to use *Arcane Advantage* and *Army Arcana* to its maximum potential effect.

On initiative count 20 (losing ties), he takes a **lair action**. **Krolfh** can't use the same effect two rounds in a row:

- A 10-foot-diameter area of the bones littering the floor animate and grasp at nearby creatures. Each living creature in the area must succeed on a DC 16 Strength saving throw or be restrained (escape DC 16). A creature restrained at the beginning of their turn takes 7 (2d6) bludgeoning damage.
- A fountain of blood and gore erupts from the angel, covering creatures in a 30-foot cone. Living creatures must make a DC 16 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save or half as much on a successful one. Undead creatures in the area automatically fail this saving throw, but regain a number of hit points equal to the damage they would have otherwise taken.
- A chill wind rips a number of the books from their shelves—sending their pages flying in a whirlwind around a creature of **Krolfh**'s choice. Ranged attacks made against that creature have disadvantage until the end of the round.

Exploration. The bones strewn across the floor are densely piled in some spots, creating areas of difficult terrain. **Krolfh**'s coffin is secreted away in a hidden chamber beneath the adytum—accessible by a number of 1-inch holes in the walls of this chamber. Locating a hole requires a successful DC 21 Wisdom (Perception) check and accessing the chamber below is impossible without magic or intensive excavation.

Social. While **Krolfh**'s first response to the characters' intrusion is one of violence, he can be reasoned with—though he refuses to listen to any suggestion that involves him surrendering **Yuriial**. A character who succeeds on a DC 19 Charisma (Persuasion) check convinces **Krolfh** to allow them to leave the adytum empty-handed.

TREASURE

The books on the bookshelves are quite valuable and could fetch a pretty penny from a collector. Among them is a spellbook bound in durable, oiled leather that contains the spells: *animate dead*, *bestow curse*, *blight*, *comprehend languages*, *detect thoughts*, *dominate person*, *fireball*, *fog cloud*, *glyph of warding*, *greater invisibility*, *gust of wind*, *magic missile*, *mirror image*, and *shield*. Krolfh also carries a *spell scroll of power word: pain*, a *belt of stone giant strength*, and two *soul coins*—souvenirs from Avernus.

WRAP-UP: ONE-WAY TICKET TO HELL

The encounter's outcome is determined by Yuriial's fate:

YURIIAL SURVIVES

If the angel survives the encounter, it reveals that it knows who the characters are, who sent them, and for what purpose. It recounts the tale of the *wards of suffering* (see **Call to Action**), and if the characters truthfully declare that they intend to return the *wards* to Dara, it removes them and bestows them to the character that is aligned most closely to lawful good.

Yuriial can cast *resurrection* three times, and does so to return any of the characters that may have died during the encounter with Krolfh. Yuriial also has the ability to cast *plane shift* once per day, and can return any of the characters to the Wandering Emporium in Avernus. When the characters give Dara the *wards of suffering*, her face breaks into an uncharacteristic smile. She dons the bracers, wincing in pain as the barbs dig into her flesh, but a moment later her grimace is replaced once more with the stoicism she usually displays. The *wards of suffering* can't be kept by the characters, but giving them to Dara earns the characters the **Wards Got!** story award.

YURIIAL IS SLAIN

If the angel perishes, the *wards of suffering* disintegrate and the angel returns to Martyrdom, Ilmater's domain in Celestia. Without the angel, the characters must find their own way back to Avernus—provided they wish to return empty-handed—an excursion that requires an expenditure of 50 downtime days if the characters lack the ability to transport themselves by *plane shift* or similar magic. If the characters return, Dara is disappointed by their failure to retrieve the *wards*, but understands that not all suffering be physical: emotional wounds—especially those we deal to ourselves in our failings—can cut far deeper than a lash or blade.

REWARDS

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

CHARACTER 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

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 12**:

- *Belt of stone giant strength*
- *Wands of secrets*
- *Soul coin*
- *Spell scroll of power word: pain*
- *Potion of superior healing*

STORY AWARDS

The characters can earn the following story award during the adventure; this award is described in **Appendix 13**:

- **Wards Got!**

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 feature prominently in this adventure:

Dara (DAH ra). Dara is a ten-year-old human girl, wise beyond her years, who was raised by priests of Ilmater in Amn. She found and read from the *Book of Exalted Deeds*—which bestowed upon her great wisdom and the powers of a full-fledged cleric of Ilmater.

- **What They Want.** Dara is on a holy mission into Avernus to find the souls of lost angels and mortal Hellriders who accompanied Zariel during her Decent into the Nine Hells.
- **Wise Beyond Her Years.** Dara is single minded about accomplishing her mission and often sounds much more knowledgeable and mature than her years would suggest.

Krolfh Rorgur (KROLF ROAR ger). Once a hobgoblin mercenary, this merciless war mage received the curse of undeath a short time before Thavius Kreeg entered into his fated deal with Zariel. Krolfh and the few of his underlings that survived the arrival of the Companion fled underground into the Dolorous Adytum and have remained there ever since, plotting and waiting.

- **What they Want.** With the disappearance of the Companion, Krolfh has renewed his plans to achieve his previous goal—controlling the city of Elturel.
- **Explosive Anger.** Krolfh is quick to anger and slow to calm. His temper and his vampiric abilities make him a fearsome sight to behold when he's in a rage.

Raskamedies (RASS kuh mee dees). This celestial deva looks like a squat human with ivory skin, with the exception that his head resembles that of an owl.

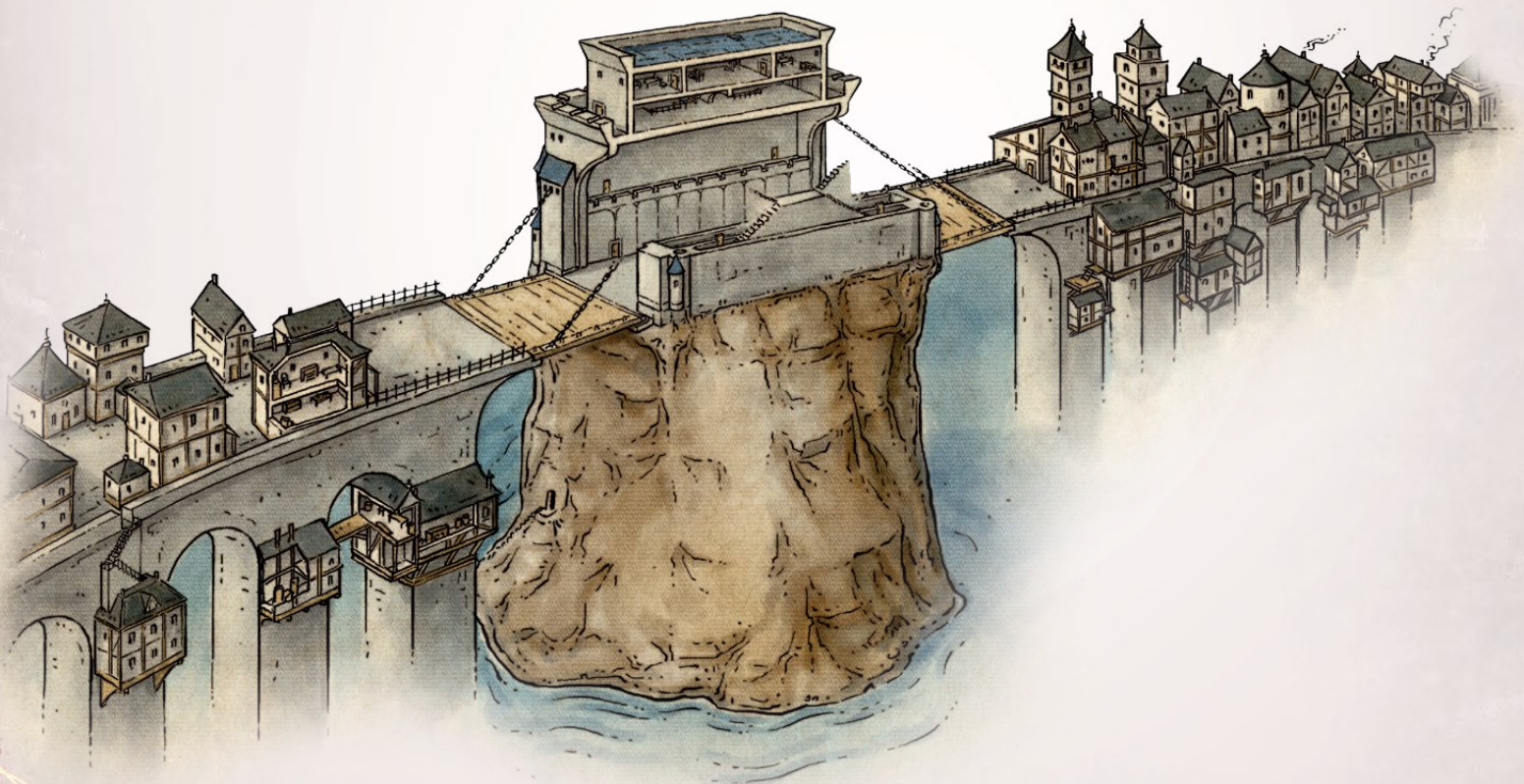
- **What They Want.** Nervous and a little hesitant, Raskamedies is a wise advisor and strategist. His only goal is to protect Dara.
- **Awkwardly Scholastic.** While much more reserved than Verwyrr, Raskamedies is able to see things in the varying shades of grey that exist beyond Verwyrr's black and white world. He is clumsy in social situations and loath to be put in the spotlight.

Verwyrr (VER weer). This celestial deva looks like a tall human with deep brown skin, with the exception that his head resembles that of a great hound.

- **What They Want.** Impatient and a little rash, Verwyrr would kill every fiend in Avernus, but his main goal is to protect Dara.
- **Jovially Menacing.** Verwyrr suffers no evil in his presence. However, he is otherwise pleasant-natured and quick with a joke.

Yuriial (YER ee uhl). This solar bears many of the same traits as his patron deity, Ilmater. He's quiet and withdrawn, but the sight of others in pain stokes the fires that burn within his breast. While some might mistake his slow speech and propensity for silence for a lack of intelligence, he's no less bright than his angelic peers.

- **What They Want.** Yuriial's main purpose is to safeguard the *wards of suffering* and keep them from falling into the hands of evil. His ability to see the true good in people ensures that he bestows the *wards* on someone worthy.
- **Suffering Is His Lot in Life.** Yuriial is no stranger to pain: he's been held captive by Krolfh for a long time, and until the characters arrived, he had no hope of freedom. But even if he were presented with the opportunity to leave, he'd likely refuse unless he could be assured that the *wards* would be in good hands.



CREATURE STATISTICS

The following creatures appear in this adventure.

ASSASSIN

Medium humanoid (any race), any non-good alignment

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses passive Perception 14

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

BANDIT SNEAK (BLACK VIPER)

Medium humanoid (human), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages Common, Thieves' Cant

Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the sneak can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the sneak is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

Sneak Attack (1/Turn). The sneak deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the sneak that isn't incapacitated and the sneak doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The sneak makes three attacks with its rapier.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Uncanny Dodge. The bandit sneak halves the damage that it takes from an attack that hits it. It must be able to see the attacker.

BANDIT THUG (GLADIATOR)

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The thug has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the thug hits with it (included in the attack).

ACTIONS

Multiattack. The thug makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The thug adds 3 to its AC against one melee attack that would hit it. To do so, the thug must see the attacker and be wielding a melee weapon.

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

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 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

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 melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

CHAIN DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

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 weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

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 chains.

Chains. *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.

REACTIONS

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.

DEATHLOCK MASTERMIND

Medium undead, neutral evil

Armor Class 13 (16 with mage armor)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+0)	15 (+2)	12 (+1)	16 (+3)

Saving Throws Int +5, Cha +6

Skills Arcana +5, History +5, Perception +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Common, Elvish

Challenge 8 (3,900 XP)

Innate Spellcasting. The deathlock's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *disguise self*, *mage armor*

Spellcasting. The deathlock is a 10th level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *mage hand*, *minor illusion*, *poison spray*

1st—5th level: (2 5th-level slots): *arms of Hadar*, *blight*, *counterspell*, *crown of madness*, *darkness*, *dimension door*, *dispel magic*, *fly*, *hold monster*, *invisibility*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

ACTIONS

Deathly Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage.

Grave Bolts. *Ranged Spell Attack:* +6 to hit, range 120 ft., one or two targets. *Hit:* 18 (4d8) necrotic damage. If the target is Large or smaller, it must succeed on a DC 16 Strength saving throw or be restrained as shadowy tendrils wrap around it for 1 minute. A restrained target can use its action to repeat the saving throw, ending the effect on itself on a success.

GHOUL TROOPER (SHADOW DANCER)

Medium undead, neutral evil

Armor Class 17 (half plate armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +6, Cha +4

Skills Perception +4, Stealth +6

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Hobgoblin

Challenge 7 (2,900 XP)

Martial Advantage. Once per turn, the trooper can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the trooper that isn't incapacitated.

Turn Resistance. The trooper has advantage on saving throws against any effect that turns undead.

Shadow Jump. As a bonus action, the trooper can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The trooper can use this ability between the weapon attacks of another action it takes.

ACTIONS

Multiattack. The trooper makes three melee attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 12 Constitution saving throw or be paralyzed 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.

Spiked Chain. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 14 Dexterity saving throw or suffer one additional effect of the trooper's choice:

- The target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the target is restrained, and the trooper can't grapple another target.
- The target is knocked prone.
- The target takes 22 (4d10) necrotic damage.

GREATER ZOMBIE

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (-3)	6 (-2)	6 (-2)

Saving Throws Wis +1

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 5 (1,800 XP)

Turn Resistance. The zombie has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie makes two melee attacks

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 7 (2d6) necrotic damage.

HELLBEAST (TYRANNOSAURUS REX)

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 136 (10d12 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Languages—

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The hellbeast makes two attacks: one with either its bite or hellgout, and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the hellbeast can't bite another target.

Hellgout. The hellbeast belches forth a gout of hellish fire at a target within 60 feet who must succeed on a DC 15 Dexterity saving throw or take 21 (6d6) fire damage and catch on fire until an action is spent extinguishing the flames. A creature that succeeds on this saving throw takes half damage and isn't on fire. A creature that starts its turn on fire takes 11 (3d6) fire damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

HELLBEAST MODIFICATIONS

The **hellbeast** gains immunity to fire. If the characters encounter a **hellbeast zombie**, its type is undead, and it gains immunity to fire and the Undead Fortitude trait (see **greater zombie**, above).

HELLRIDER CAPTAIN (GLADIATOR)

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The captain has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the captain hits with it (included in the attack).

ACTIONS

Multiattack. The captain makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

HELLRIDER CAPTAIN MODIFICATIONS

The Hellrider captain's Spear action is replaced with:

Lance. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage. This attack requires two hands if the captain isn't mounted.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands to make a melee attack.

Torm's Reach. *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it catches fire.

HELLRIDER FOOTSOLDIER (IZEK STRANZI)

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	9 (-1)	15 (+2)

Skills Intimidation +8, Perception +2

Senses passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when the footsoldier hits with it (included in the attack).

ACTIONS

Multiattack. The footsoldier makes two attacks with its battleaxe.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands to make a melee attack.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it catches fire.

HELLRIDER FOOTSOLDIER MODIFICATIONS

The footsoldier's hurl flame attack is called Torm's Reach.

KROLFH RORGUR (VAMPIRE SPELLCASTER)

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages Common, Draconic, Goblin, Infernal

Challenge 15 (13,000 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/Day). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in direct sunlight or running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

- **Forbiddance.** The vampire can't enter a residence with an invitation from one of the occupants.
- **Harmed by Running Water.** The vampire takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in her resting place.
- **Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in direct sunlight. While in direct sunlight, the vampire has disadvantage on attack rolls and ability checks.

Spellcasting. The vampire is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The vampire has the following wizard spells prepared:

Cantrips (at will): *chill touch* (2d8 damage), *prestidigitation*, *shocking grasp*

1st level (4 slots): *comprehend languages*, *fog cloud*, *shield*

2nd level (3 slots): *detect thoughts*, *gust of wind*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *fireball*

4th level (3 slots): *greater invisibility*, *sickenening radiance*

5th level (1 slot): *dominate person*

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) slashing damage. Instead of dealing damage, the vampire can grapple its target (escape DC 19).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +11 to hit, range 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 9 (1d6 + 6) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats (swarm of bats, swarm of rats), provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves (wolf) instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

The vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

- **Cantrip.** The vampire casts a cantrip.
- **Move.** The vampire moves up to its speed without provoking opportunity attacks.
- **Unarmed Strike.** The vampire makes one unarmed strike.
- **Bite (Costs 2 Actions).** The vampire makes one bite attack.

KROLFH RORGUR MODIFICATIONS

Krolfh is a vampire with the following traits:

- **Armor Class** 19 (half plate, shield)
- **Languages** Common, Draconic, Goblin, Infernal
- **Arcane Advantage.** Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated (this includes charmed and dominated characters).
- **Army Arcana.** When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.
- **Special Equipment** (*Belt of Stone Giant Strength*). While attuned to the belt, Krolfh has a Strength of 23 (already factored into stat block, above).
- **Legendary Actions.** In addition to those listed above, Krolfh has the following additional legendary action:
 - **Celestial Vigor (Costs 3 Actions).** The vampire moves up to its speed without provoking opportunity attacks. If it ends this movement adjacent to Yuriial, it makes one bite attack against the incapacitated angel, regaining twice the number of hit points that it normally would. Until the end of his next turn, the vampire has advantage on attack rolls and saving throws.

SKELETAL SWARM

Large swarm of Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Resistances piercing, slashing

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 9

Languages—

Challenge 2 (450 XP)

Deafening Clatter. Creatures are deafened while in the swarm's space.

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

ACTIONS

Slash. *Melee Weapon Attack:* +4 to hit, range 0 ft., one creature.

Hit: 11 (2d8 + 2) slashing damage, or 6 (1d8 + 2) slashing damage if the swarm has half of its hit points or fewer.



SOLAR

Large celestial, lawful good

Armor Class 21 (natural armor)

Hit Points 243 (18d10 + 144)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

Saving Throws Int +14, Wis +14, Cha +17

Skills Perception +14

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages All, Telepathy 120 ft.

Challenge 21 (33,000 XP)

Angelic Weapons. The solar's weapon attacks are magical. When the solar hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Divine Awareness. The solar knows if it hears a lie.

Innate Spellcasting. The solar's spellcasting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility* (self only)

3/day each: *blade barrier*, *dispel evil and good*, *resurrection*

1/day each: *commune*, *control weather*

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

ACTIONS

Multiattack. The solar makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage plus 27 (6d8) radiant damage.

Slaying Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Flying Sword. The solar releases its greatsword to hover magically in an unoccupied space within 5 feet of it. If the solar can see the sword, the solar can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to the solar's hands. If the hovering sword is targeted by any effect, the solar is considered to be holding it. The hovering sword falls if the solar dies.

Healing Touch (4/Day). The solar touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

LEGENDARY ACTIONS

The solar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The solar regains spent legendary actions at the start of its turn.

- **Teleport.** The solar magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

- **Searing Burst (Costs 2 Actions).** The solar emits magical, divine energy. Each creature of its choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.
- **Blinding Gaze (Costs 3 Actions).** The solar targets one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the lesser restoration spell removes the blindness.

SWARM OF ZOMBIES

Large swarm of Medium undead, neutral evil

Armor Class 8

Hit Points 195 (17d10 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	6 (-2)	22 (+6)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +1

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages—

Challenge 8 (3,900 XP)

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

Turn Resistance. The swarm has advantage on saving throws against any effect that turns undead.

Undead Fortitude. If damage reduces the swarm to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the swarm drops to 1 hit point instead.

ACTIONS

Multiattack. The swarm makes a slam attack against any creature in its space. If the target is already restrained, it makes a Gnashing Hunger attack instead.

Unquenchable Hunger. *Melee Weapon Attack:* +10 to hit, range 0 ft., one creature. *Hit:* 22 (4d10) slashing damage, or 11 (2d10) slashing damage if the swarm has half of its hit points or fewer. The swarm regains hit points equal to the damage dealt by the attack.

Slam. *Melee Weapon Attack:* +10 to hit, range 5 ft., one creature. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the swarm has half of its hit points or fewer. If the target is Large or smaller, it's grappled (escape DC 18). Until this grapple ends, the target is restrained. The swarm can grapple any number of creatures in this way.

VAMPIRIC PACT-KEEPER

(GLOOM WEAVER)

Medium undead, neutral evil

Armor Class 14 (17 with *mage armor*)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

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

Saving Throws Dex +8, Con +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities necrotic

Condition Immunities charmed, exhaustion

Senses darkvision 60 ft., passive Perception 11

Languages Common, Hobgoblin

Challenge 9 (5,000 XP)

Burden of Time. Beasts and humanoids have disadvantage on saving throws while within 10 feet of the pact-keeper.

Fel Ancestry. The pact-keeper has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The pact-keeper's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *arcane eye*, *mage armor*, *speak with dead*

1/day each: *arcane gate*, *bane*, *compulsion*, *confusion*, *true seeing*

Regeneration. The pact-keeper regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in direct sunlight or running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Spellcasting. The pact-keeper's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch* (3d8 damage), *eldritch blast* (3 beams, +4 bonus to each damage roll), *minor illusion*, *prestidigitation*

1st-5th level (3 5th-level slots): *armor of Agathys*, *blight*, *darkness*, *dream*, *invisibility*, *fear*, *hypnotic pattern*, *major image*, *contact other plane*, *vampiric touch*, *with bolt*

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

Vampire Weaknesses. The pact-keeper has the following flaws:

- **Forbiddance.** The pact-keeper can't enter a residence with an invitation from one of the occupants.
- **Harmed by Running Water.** The pact-keeper takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The pact-keeper is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in her resting place.
- **Sunlight Hypersensitivity.** The pact-keeper takes 20 radiant damage when it starts its turn in direct sunlight. While in direct sunlight, the pact-keeper has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The pact-keeper makes two spear attacks and casts one spell that takes 1 action to cast.

Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft., one willing creature, or a creature that is grappled by the pact-keeper, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the pact-keeper regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the pact-keeper can grapple its target (escape DC 13).

Shadow Spear. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands, plus 26 (4d12) necrotic damage.

REACTIONS

Misty Escape (Recharges after a Short or Long Rest). When the gloom weaver takes damage, it turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks or casts a spell.



VAMPIRE SPAWN

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, the language it knew in life

Challenge 5 (1,800 XP)

Regeneration. The spawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in direct sunlight or running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

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

Vampire Weaknesses. The spawn has the following flaws:

- **Forbiddance.** The spawn can't enter a residence with an invitation from one of the occupants.
- **Harmed by Running Water.** The spawn takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The spawn is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in her resting place.
- **Sunlight Hypersensitivity.** The spawn takes 20 radiant damage when it starts its turn in direct sunlight. While in direct sunlight, the spawn has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The spawn makes two melee attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the spawn can grapple her target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft., one willing creature, or a creature that is grappled by the spawn, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the spawn regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

VAMPIRE SPAWN MODIFICATIONS

While many among their number are human, Krolfh has a preference of turning monstrous humanoids into his servants. As an option, these vampire spawn retain a shred of their former selves after their transformation, determined by their prior race:

Bugbear. When the vampire spawn makes a melee attack on their turn, their reach for it is 5 feet greater than normal.

Goblin. The vampire spawn can take the Disengage or Hide action as a bonus action on each of their turns.

Hobgoblin. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Kobold. The vampire spawn has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and isn't incapacitated.

Orc. As a bonus action, the vampire spawn can move up to its speed toward an enemy of its choice that it can see or hear. It must end this move closer to the enemy that it started.

FERAL VAMPIRE SPAWN

These pathetic creatures are just as ravenous as vampire spawn, but their years spent hiding from the Companion's light has reduced them to feral beasts. They use the vampire spawn stat block but are modified as follows:

- **Intelligence** 4 (-3)
- **Languages** Knows the language it spoke in life, but can't speak
- Its Bite attack no longer reduces the target's maximum hit points, but its Claws attack changes as follows:

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) slashing damage and the target must succeed on a DC 13 Constitution saving throw or take a bleeding wound that lasts until the character receives magical healing or until it spends an action staunching all of the wounds it is suffering from. At the start of each of its turns, a creature with bleeding wounds takes 7 (2d6) necrotic damage for each bleeding wound it has.

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

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

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1800 XP)

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

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

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.



APPENDIX 1: SEARCHING FOR SECRETS (BONUS OBJECTIVE A)

Estimated Duration: 1 hour

THE CHAINED LIBRARY

In this bonus objective, the characters must plumb the depths of a library in Elturel for the location of the adytum.

BONUS OBJECTIVE A

Researching and discovering the location of the entrance to the Dolorous Adytum is **Bonus Objective A**.

SEARCHING THE LIBRARY

The library has three main sections, each filled with books: **Elturian and World History**, **Religious Lore**, and **Arcane Lore**. After spending thirty minutes investigating the tomes in a given area, the characters can attempt an ability check using the designated skill for that section:

- **Arcane Lore.** With a successful **DC 15 Intelligence (Arcana) check**, the characters find a tome detailing places of particular power among the faithful, including references to a type of temple called an **adytum**.
- **Religious Lore.** With a successful **DC 15 Intelligence (Religion) check**, the characters learn about a sect of Ilmatari monks that deprive themselves of the world's comforts by cloistering themselves in subterranean adytums, the entrances of which were usually found in areas that saw little foot traffic, like **alleyways**.
- **Elturian History.** With a successful **DC 15 Intelligence (History) check**, the characters learn of a number of locations within Elturel where followers of Ilmater were particularly active: the Sanctuary, Broken Man's Rack, Martyr's Alley, and the Hallowed Hospice.

Once the characters have learned what a section has to offer, they may move to the next. If they wish to do so silently, they must succeed on a **DC 15 Dexterity (Stealth) group check**. If this check fails, they attract the attention of the chain devils that have made the library their lair.

AREA INFORMATION

The library has the following features:

Dimensions & Terrain. The library is in remarkable condition considering that it's survived a journey to and from Avernus. Aside from some upset books and a few broken windows, the floors are clear of debris.

Light. There's no light in the building except for that which the characters bring with them. When the chain devils attack, ensconced torches burst into pale red flame, dimly lighting the area.

Sounds & Smells. The sound of flapping paper can be heard, and occasionally the rattle of chains and deep, malevolent voices in the dark. The library smells of dust and old paper.

Chains. The shelves of each section have **six** chains threaded through iron rings in each book to prevent them from being removed from the library without permission. They can still be removed from the shelf and read.

CREATURE INFORMATION

The characters aren't alone in the library. If they fail a Dexterity (Stealth) group check when moving between sections, three **chain devils** investigate the noise:

The chains binding the books slither like serpents, faintly tinkling and rattling. Accompanying the eerie sound is a haunting "Shhhhh...." A moment later, the sources of the warning reveals themselves: three chain devils.

ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter.

- **Very Weak:** Remove a **chain devil**.
- **Weak:** Remove three chains.
- **Strong:** Add three chains.
- **Very Strong:** Add a **chain devil** and two chains.

What Do They Want? The **chain devils** were in the library when it returned to Faerûn. The chain devils don't suffer intruders and seek out those who reveal their presence by making noise.

What Do They Know? They've heard rumors about the debased delights that the Material Plane affords, but so far, Elturel has just been filled with the undead—how dull.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. Each area where the chain devils might encounter the characters has a total of six chains that can be animated by the chain devils.

Exploration. The bookshelves are large and heavy, but a character who succeeds on a DC 17 Strength (Athletics) check could bring one down—potentially restraining a foe for a round or two. The numerous shelves in the library also provide plenty of hiding spots.

Social. The chain devils are used to undead intrusion, but they may be convinced to provide quarter to living intruders—especially those willing to enter into an infernal contract. For the small price of the characters' souls, the chain devils are happy to allow them the freedom to search the library in peace.

DEVELOPMENT

If the characters find all three clues, it's clear that they're searching for Martyr's Alley. If they do so without alerting the chain devils to their presence, they complete a short rest as well. If utilizing **Bonus Objective B**, proceed to **Appendix 2**. Otherwise, proceed to **Part 1, Encounter B**.

If the characters fail to figure out the clues, proceed to **Part 1, Encounter A**.

APPENDIX 2: SEARCHING FOR SECRETS, WHO? (BONUS OBJECTIVE B)

Estimated Duration: 1 hour

THE SEARCH CONTINUES

Having discovered where the entrance to the adytum is, the characters head there, only to discover that they're being followed by Krolfh's undead minions, who are likely to warn the vampire of their presence.

BONUS OBJECTIVE B

Eluding the undead creatures stalking the characters is **Bonus Objective B**.

AREA INFORMATION

The night streets have the following features:

Dimensions & Terrain. The city appears to have been dropped from a height atop rolling hills and cliffs. The well-made cobble streets are broken and uneven, showing raw earth in some spots. Otherwise, the city is easy to navigate: the streets are wide and the buildings sparse.

Light. On the rare occasion that the rain-heavy clouds part, the moon is visible as a thin slice of silver in the night sky, and only a sparse few houses have lights in their windows. Unless the characters possess lights of their own, the area is dimly lit.

CREATURE INFORMATION

The characters quickly learn that they're being stalked by a number of undead hobgoblin assassins in Krolfh's employ. Upon leaving the library, read:

As you descend the library's steps, you hear footfalls on the opposite side of the open square. There, dozens of hobgoblins wielding vicious looking chains spot you. "Mortal flesh," one of them snarls, pointing at you. In the moonlight, you can see it bears the pale, waxen flesh of the undead. "Collect them," it barks, "Krolfh will reward us for bringing them to him!"

The lithe creatures move coordinated groups, looking to cut off avenues of escape. Perhaps it's time to flee....

There's no way the characters can defeat all of the undead. If the characters take flight, the ghouls split into a number of groups, hoping to cut off the character's opportunities for escape. Each group consists of five **ghoul troopers**.

ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter.

- **Very Weak:** Remove two **ghoul troopers**.
- **Weak:** Remove a **ghoul trooper**.
- **Strong:** Add a **ghoul trooper**.
- **Very Strong:** Add two **ghoul troopers**.

THE HUNTER BECOMES THE HUNTED

By this time, characters that have played the earlier adventures in the *Avernus Rising* series of adventures have partaken in a number of chases. This time, however, they're the ones being chased. Arbitrating this challenge is the same, however, and uses the same rules for chases found in chapter 8 of the *Dungeon Master's Guide*. For additional excitement, use the **Chase Complications** table, below.

Beginning the Chase. In this chase, the characters are the quarry and the ghouls the pursuers. The chase begins with the characters 90 feet away from their ghoul pursuers.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. If the characters decide to stop and fight, they encounter a small group of ghouls. However, the undead creatures call out to their fellows. At the beginning of each round, describe another, similarly sized group appearing into view at the end of a street, ensuring that the players understand that more ghouls are likely to come.

If the characters decide to fight all the ghouls en masse, the fight should be **overwhelmingly** difficult. Characters reduced to 0 hit points by the ghouls are knocked unconscious. In this scenario, consider having the ghouls abduct unconscious characters while the other characters are forced to chase the ghouls to stop them from taking unconscious allies back to their lair!

Exploration. While there are ample obstacles to hide behind, the city is deathly quiet. The characters have neither advantage nor disadvantage on any Dexterity (Stealth) checks made to elude their undead pursuers.

Social. The ghouls can't be reasoned with. They have one goal: to capture the characters and bring them to Krolfh.

Ending the Chase. Conditions for ending a chase are described chapter 8 of the *Dungeon Master's Guide*. If the characters evade the ghouls, they manage to lose their pursuers before arriving at Martyr's Alley. If the cultists catch up to them, they have failed the bonus objective. If the characters fail to elude the ghouls, read:

Looking behind, you see the group of ghouls chasing you joined by another group, and then another. Glancing up, you even see some of the lithe undead scrambling across rooftops parallel to your flight. Ahead, the alley is in sight, dark and oppressive. As you enter it, there's a bright flash of light, and the ghouls recoil in anger. And then, as quickly as they arrived, the slink off into the shadows.

Additionally, if the characters fail, the ghouls' leader arrives with Krolfh after Yuriial is freed in **Part 2, area a6**. It grins smugly as the characters recognize it as the ghoul that noticed them outside the library.



CHASE COMPLICATIONS

As the chase winds through the dark, ruined streets of Elturel, the characters face complications. At the beginning of each character's turn, roll on the following chart:

CHASE COMPLICATIONS (OPTIONAL)

d20	Complication
1	A sinkhole opens up in front of the character, who must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning damage and fall prone.
2	The path ahead of blocked by rubble and debris. If the character fails a DC 17 Strength (Athletics) check the rubble counts as 10 feet of difficult terrain.
3	The character passes through a cloud of toxic fumes, remnants of the city's time in Avernus. They must succeed on a DC 15 Constitution saving throw or be poisoned for the duration of the chase.
4	The character passes through a mob of lemures and must succeed on a DC 15 Strength saving throw or take 13 (3d8) slashing damage and have their speed halved for the turn.
5	A pursuing ghoul trooper leaps out of an alley and lashes at the character with a length of spiked chain (+6 to hit). On a hit, the character takes 10 (2d6 + 7) piercing damage and is knocked prone.
6	The character is ambushed by a man and a woman cowering in an alley. The pair clutches at the character, pleading for help. If the character succeeds on a DC 17 Charisma (Deception, Intimidation, or Persuasion) check, the couple flees to safety, otherwise the character's speed is halved.
7	The road ahead is filled with large potholes. The character must succeed on a DC 17 Dexterity (Acrobatics) check to navigate the area. On a failed check, the area counts as 10 feet of difficult terrain.
8	The ground is slippery with what appears to be a pool of blood. The character must succeed on a DC 15 Dexterity saving throw or fall prone.
9	The building in front of the character collapses. The character must succeed on a DC 15 Dexterity saving throw to avoid falling rubble or take 22 (4d10) bludgeoning.
10	The entrance to the alley ahead is boarded over. The character must succeed on a DC 10 Strength saving throw to smash through the barrier. On a failed save, they bounce off the barrier and fall prone.
11-20	No complication.

TREASURE

Successful or otherwise, the characters find a knapsack in the alley—which coincidentally bears the holy symbol of Ilmater—containing two *potions of superior healing*.

DEVELOPMENT

Once the characters arrive at the alley, proceed to **Part 1, Encounter B**.

APPENDIX 3. ELTURIAN NATIVE ENCOUNTERS

N1. BANDITS AND BOULDERS

The characters encounter a group of bandits intent on killing them.

Shouts of anger fill the air as a number of humanoids emerge from behind boulders! Behind them, cloaked figures raise crossbows.

AREA INFORMATION

The area has the following features:

Boulders. A half-dozen boulders (varying in size between 5 feet to 15 feet in diameter) litter the area. Characters with a passive perception of 13 or higher aren't surprised when the bandits attack.

CREATURE INFORMATION

An **assassin** prowls the darkness, accompanied by four **bandit thugs**. The bandits attack, but after the second round, go on the defensive—having realized that the characters aren't undead, but rather living adventurers that might be of use. A character with a passive Insight of 13 or higher notices that the bandits are apprehensive to continue the fighting.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **bandit thug**.
- **Weak:** The **bandit thugs** have 82 hit points.
- **Strong:** The **bandit thugs** have 142 hit points.
- **Very Strong:** Add two **bandit thugs**.

What Do They Want? The bandits are scouring the ruins of Elturel for items of value. They're inclined to murder the characters for their possessions, but can be convinced to move on if the characters promise to help them escape the ruined city.

What Do They Know? The bandits know that the area is crawling with undead. They planned to leave the city before nightfall, but were trapped by a number of vampire spawn. They're concerned that they won't survive the night without aid.

N2. HIDING IN THE DARKNESS

A group of commoners have found themselves outside after nightfall and must get home!

Passing by the window of a ruined building, you hear muffled whimpering. Within, you see a group of six people, their faces dirty and their eyes wide with fear.

CREATURE INFORMATION

The characters happen upon a group of six **commoners** hiding in a building. They're relieved that the characters aren't undead, but are still scared that they may be bandits.

What Do They Want? The commoners were out scavenging when night fell and they took refuge in the ruined building. They want to return home before they're found by undead creatures.

What Do They Know? They know that in addition to the undead, bandits are roaming the city, so they're distrustful of the characters. They know nothing about Krolfh or the adytum.



ESCORTING THE NATIVES HOME

If the characters are to get the commoners home, they must succeed on a **DC 15 group check**. Let each player describe what their character wants to do, and assign a skill for their check. If the group check fails, the characters attract the attention of one of the encounters in **Appendix 4**, below. Examples of checks include, but aren't limited to:

Athletics. Climbing a nearby building for a more advantageous point of view.

History. Identifying the ruins of a famous building and recalling the directions from there.

Perception. Noticing a hidden path behind a partially collapsed wall.

Persuasion. Calming the commoners who are growing more and more nervous.

Stealth. Moving quietly through an area of loose rubble.

Survival. Noticing fresh tracks left by undead that are likely still in the area.

N3. CITIZENS ON PATROL

Besides monsters and victims, the character may also encounter Elturians hunting the undead.

"You there!" A group of armed humanoids emerge, weapons drawn and leveled in your direction. One of them atop a fearsome beast calls out, "Halt!"

AREA INFORMATION

The area has the following features:

Petrified Elturians. The area is full of extremely life-like statues—the remains of Elturians petrified while in Avernus. A petrified Elturian is a Medium object (AC 15, 35 hit points; resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks; immune to poison and psychic damage). If the petrification is removed, the victim (a commoner) screams in terror as they suddenly recount the terrors they experienced before their affliction. If not calmed, their screams attract one of the encounters in **Appendix 4**, below.

CREATURE INFORMATION

Jelena (a **Hellrider captain**) is on patrol with a three **Hellrider footsoldiers**. She's mounted atop a **hellbeast** that she captured in Avernus.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **Hellrider footsoldier**.
- **Weak:** The **Hellrider footsoldiers** have 82 hit points.
- **Strong:** The **Hellrider footsoldiers** have 142 hit points.
- **Very Strong:** Add two **Hellrider footsoldiers**.

What Do They Want? Above all, the Hellriders want salvation for Eturel. They spend their days and nights scouring the city for undead and those who would exploit the city. They are inclined to attack first and ask questions later—especially when dealing with outsiders.

What Do They Know? They know that without the Companion overhead, vampires have returned to the city. They've scoured the city for their lairs, but to no avail, so they suspect that the undead reside beneath the ground.

N4. GET OUT OF MY HOME!

Occasionally, the monsters that lurk in the city find one of the natives in their homes.

Crash! The sound of splintering wood and screams of terror fill the air. Rounding a corner, you see creatures forcing their way into a ruined building.

AREA INFORMATION

The area has the following features:

Unstable Structure. The building under attack is unstable and likely to collapse under the attack. At the end of each round, roll a d20 and add the number of rounds since combat began. If the result is 20 or higher, the building begins to collapse. At the beginning of each round as it collapses, each creature inside must succeed on a DC 11 Dexterity saving throw or take 3 (1d6) bludgeoning damage, or half as much on a successful save. Five rounds later, the building completely collapses. The DC is increased to 15 and the damage is increased to 21 (6d6). In addition, any creature that fails this saving throw is prone and restrained (escape DC 15) by falling wood, stone, and other debris.

CREATURE INFORMATION

Three **commoners** are inside the building, holding back four **vampire spawn** and a **deathlock mastermind**.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **vampire spawn**.
- **Weak:** The **vampire spawn** have 60 hit points.
- **Strong:** The **vampire spawn** have 105 hit points.
- **Very Strong:** Add two **vampire spawn**.

What Do They Want? The **vampire spawn** want the tasty treats inside the building. The **commoners** want to avoid becoming tasty treats.

What Do They Know? The **commoners** know frustratingly little about the circumstances in Eturel. The **spawn**, however, know where the entrance to the adytum is, but won't reveal it unless magically compelled or threatened with sunlight. They're less willing to talk about Krolfh or that he's trapped an angel within his lair.

APPENDIX 4. ELTURIAN INVADERS ENCOUNTERS

II. GROCERY SHOPPING

The characters encounter a group of vampire spawn leading humans to their dens.

The sound of muted sobbing fills the air as a trio of humans with ropes around their neck are led by gaunt creatures—vampire spawn, no doubt.

AREA INFORMATION

The area has the following features:

Sinkhole. A 10-foot-diameter sinkhole (placed where you choose) opens up beneath a character that enters its area. The character must succeed on a DC 15 Dexterity saving throw or fall 20 feet to the bottom. At the end of the round in which the character falls into the sinkhole, a **skeletal swarm** emerges from the muck at the bottom and enters initiative. If the swarm is destroyed, another **skeletal swarm** emerges at the end of the round. Once the second swarm is destroyed, no more appear.

CREATURE INFORMATION

A **deathlock mastermind** and four **vampire spawn** have captured three **commoners** in the streets after dark.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **vampire spawn**.
- **Weak:** The **vampire spawn** have 60 hit points.
- **Strong:** The **vampire spawn** have 105 hit points.
- **Very Strong:** Add two **vampire spawn**.

What Do They Want? The **vampire spawn** want to take the commoners to their lair for a late-night snack. Unsurprisingly, the commoners don't want this. The spawn may be willing to barter for the commoners' release, but the offer would have to be quite good.

What Do They Know? The vampire spawn know where the entrance to the adytum is, but won't reveal it unless magically compelled or threatened with sunlight. They're less willing to talk about Krolfh or that he's trapped an angel within his lair.

I2. BIG DEAD LUGS

In addition to vampire spawn, the city is crawling with huge—and hungry—zombies.

You hear them before you see them—the rhythmic thuds of large feet. Moments later, large shambling forms the size of ogres turn their dead eyes on you.

AREA INFORMATION

The area has the following features:

Infernal Firespouts. At the end of every odd-numbered round, a gout of infernal flame erupts beneath a random character, who must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) fire damage, or half as much on a failed save. That square is then filled with fire, and each creature that enters it or starts their turn in it takes 7 (2d6) fire damage.

CREATURE INFORMATION

Four **greater zombies** and a **hellbeast zombie** trudge through the area, in search of tasty things to put in their mouths. The creatures also have the following action:

Corrupting Blast. *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 16 (3d10) necrotic damage.





ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **greater zombie**.
- **Weak:** The **greater zombies** have 67 hit points.
- **Strong:** The **greater zombies** have 127 hit points.
- **Very Strong:** Add two **greater zombies**.

What Do They Want? The **zombies** want to put tasty things in their mouths.

What Do They Know? The **zombies** know that some things—particularly squishy ones that flail and scream—taste good.

13. MOVING SHADOWS

Some of the more debased residents exist beyond death as wraiths.

The winds howl as a number of shadowy creatures swoop from the lightning-streaked clouds above and rise like foul mist from the ground below.

AREA INFORMATION

The area has the following features:

Necrotic Mud. The heavy rains have created large 10-foot-diameter patches of mud (or fog, if the characters have the ability to fly) infused with necrotic energy. These areas are difficult terrain. Any living creature that enters the area or starts its turn within it must make a DC 13 Constitution saving throw or take 10 (3d6) necrotic

damage. Any undead that enters the area or starts its turn within it regains 20 (6d6) hit points and has advantage on attack rolls until the start of its next turn.

CREATURE INFORMATION

Two **wraiths** swoop in from the sky, rise from the ground, or glide through the walls of the ruined houses around the characters. Meanwhile, two **greater zombies** and a **hellbeast zombie** claw their way up from the ground.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove an undead minion.
- **Weak:** The **wraiths** have 45 hit points.
- **Strong:** The **wraiths** have 90 hit points.
- **Very Strong:** Add an undead minion.

What Do They Want? The presence of life sickens the **wraiths** and they hunger for the characters' deaths. The **zombies** exist to serve the wraiths' commands.

What Do They Know? The wraiths know of the blood drinkers that reside beneath the city, but do not deal with them. They also know that a celestial presence suffuses the city, but don't know what the source of it is.

14. LINGERING MALEVOLENCE

The city isn't the only thing to have returned to Faerûn from Avernus—plenty of devils came along for the ride!

Lengths of chains are draped throughout the area, rattling ominously in the breeze. A number of devils round the corner, grinning malevolently as they spot you.

AREA INFORMATION

The area has the following features:

Fel Lightning. At the end of every odd-numbered round, a bolt of green lightning arcs into the area, targeting a random character, who must make a DC 13 Dexterity saving throw or take 14 (4d6) lightning damage, or half as much on a failed save.

Chains. There are three chains fashioned from barbed green steel draped throughout the area.

CREATURE INFORMATION

Four **barbed devils** and a **chain devil** burst through nearby walls into the area.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **barbed devil**.
- **Weak:** The **barbed devils** have 85 hit points.
- **Strong:** The **barbed devils** have 136 hit points.
- **Very Strong:** Add a **barbed devil**.

What Do They Want? The devils wreak havoc across the city for fun.

What Do They Know? They're resigned to being stuck in Toril, but the newly returned city is ripe for the picking. Choose one of the traps from those provided here and place them in the hallway leading to **area A6**.

APPENDIX 5. SUNDRY TRAPS

T1. SCYTHING BLADE

This trap works well if the characters don't have a dedicated trap-finder and rely on slow, heavily armored characters with low Dexterity to run point.

This trap features a pair of scything blades that spring from 20-foot-long slots in the walls. It's triggered by a pressure plate that the undead denizens of the adytum can bypass by using their Spider Climb trait.

Trigger. The trap is triggered when more than 40 pounds are placed on the pressure plate.

Effect. 10-foot-long blades of jagged steel slash out when triggered. Any creature within 10 feet of the pressure plate when the trap is triggered must succeed on a DC 17 Dexterity saving throw or take 33 (6d10) slashing damage.

Countermeasures. The slots that the blades emerge from can be detected with a DC 15 Wisdom (Perception) check, but noticing the pressure plate is a bit more difficult, requiring a successful DC 19 Intelligence (Investigation) check. The poor lighting in the adytum can complicate this. The pressure plate can be easily avoided once found.

T3. POISON NEEDLES

This trap works well against groups with lightly armored characters running point—especially if they're not adept at finding and disabling traps, or groups that lack the ability to remove poison without expending resources.

This trap features a fusillade of tiny, poisoned needles fired from dozens of holes in the walls. It's triggered by a tripwire that spans the hallway. The undead denizens of the adytum can bypass the trap using their Spider Climb trait.

Trigger. The trap is triggered when the tripwire is broken.

Effect. When the trap is triggered, dozens of poisoned needles are fired from the holes. Any creatures in the 20-foot-long stretch of hallway before the tripwire are attacked by 1d10 needles (+7 to hit). Each needle does 1 piercing damage and 7 (2d6) poison damage. Further, a character hit by any of the needles must succeed on a DC 17 Constitution saving throw or be poisoned for 1 hour. While poisoned in this way, the character is also blinded.

Countermeasures. Both the holes that the needles emerge from and the tripwire are cleverly disguised, requiring a successful DC 19 Wisdom (Perception) check to notice. The tripwire can be easily avoided once found.

T2. GLYPH OF WARDING

This trap works well if the group lacks or doesn't consider using magic between encounters to search for hazards—especially if those in front have low Dexterity.

This trap features a *glyph of warding* that is set to detonate when a living creature passes over it.

Trigger. The trap is triggered by a living creature stepping on the glyph.

Effect. When triggered, a 20-foot-radius sphere of cold erupts from the glyph. Each creature in the area must make a DC 16 Dexterity saving throw, taking 31 (7d8) cold damage on a failed save or half as much on a successful one.

Countermeasures. The glyph can be easily detected with *detect magic*. Otherwise, noticing it requires a successful DC 16 Intelligence (Investigation) check. Even if detected, the glyph spans the width of the hallway, meaning that the characters must figure out a way to bypass it—jumping or flying over it won't work, as these acts trigger it. It can be dispelled as a 5th level spell.

T4. SUGGESTION

This trap works well against groups that rely on characters with low Wisdom or those susceptible to charm effects.

This trap features a *glyph of warding* that casts *suggestion* on a living creature that passes over it.

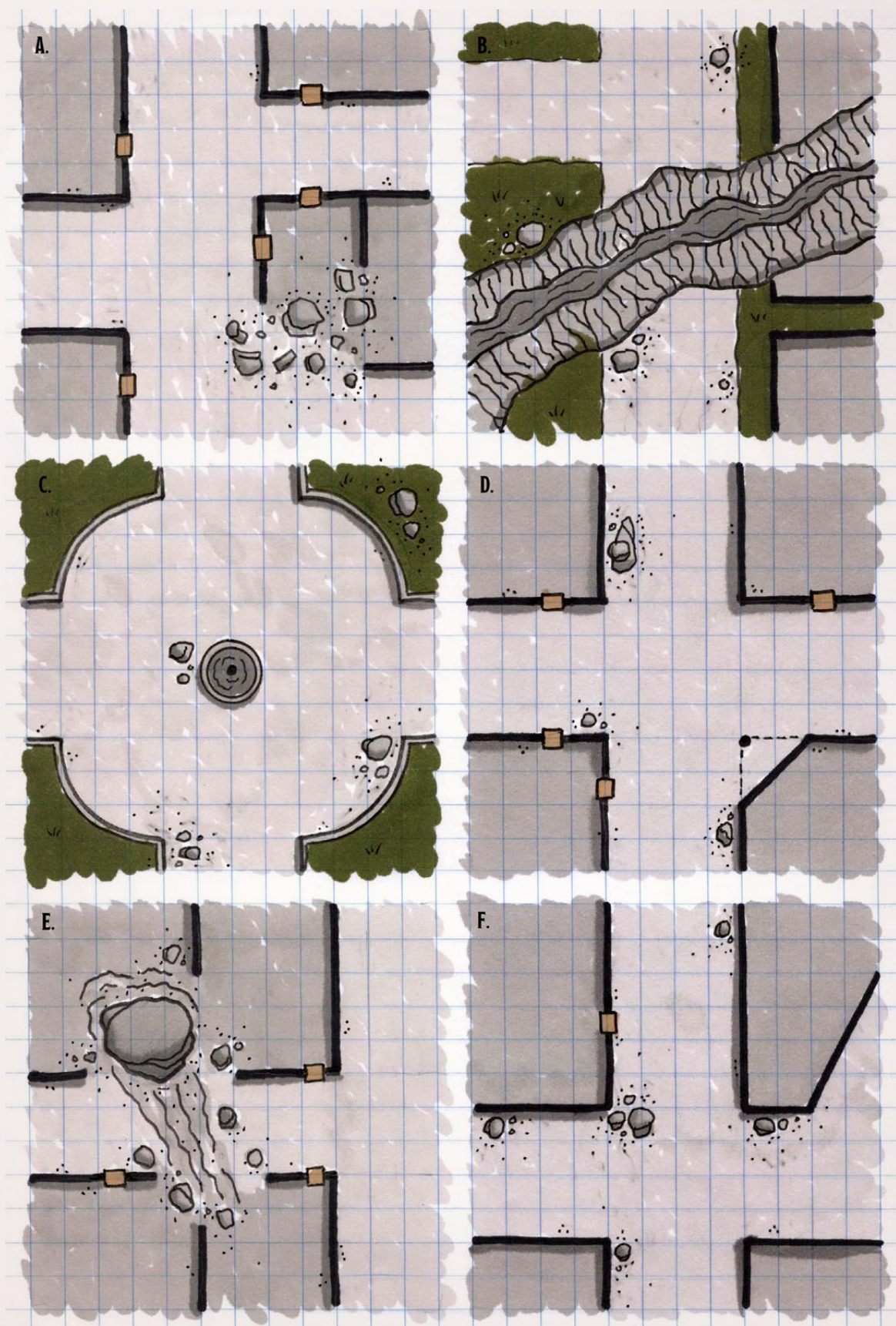
Trigger. The trap is triggered by a living creature stepping on the glyph.

Effect. When triggered, the creature triggering the trap is subject to the *suggestion* spell (spell save DC 16):

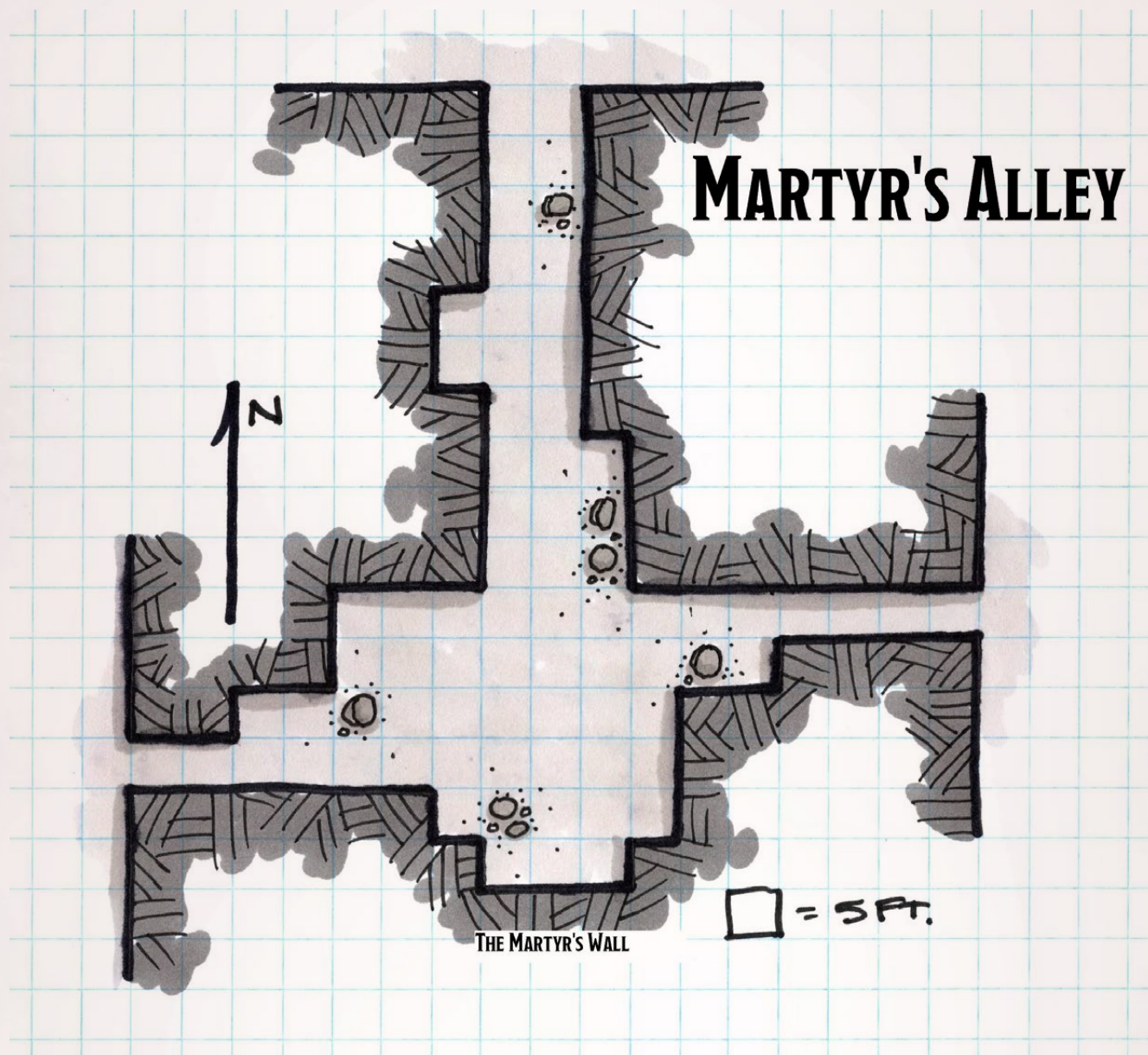
"You're a burden to your friends, leave them here."

Countermeasures. The *glyph of warding* can be easily detected by using *detect magic*. Otherwise, noticing it requires a successful DC 16 Intelligence (Investigation) check. Even if detected, the glyph spans the width of the hallway, meaning that the characters must figure out a way to bypass it—jumping or flying over it won't work, as these acts trigger it. It can be dispelled as a 5th level spell.

APPENDIX 6. ELTUREL ENCOUNTERS MAP






APPENDIX 7. MARTYR'S ALLEY MAP



APPENDIX 8A. MARTYR'S WALL (DM HANDOUT)

	failure	brother	³ strong	slayed	
twice	space	case	sister	trial	
² and	tyr	you	⁵ Davis		
blood	pain	ease	the	¹ long	
the	sin	⁶ devotion	the		
broken	⁴ as	light	burden	suffer	

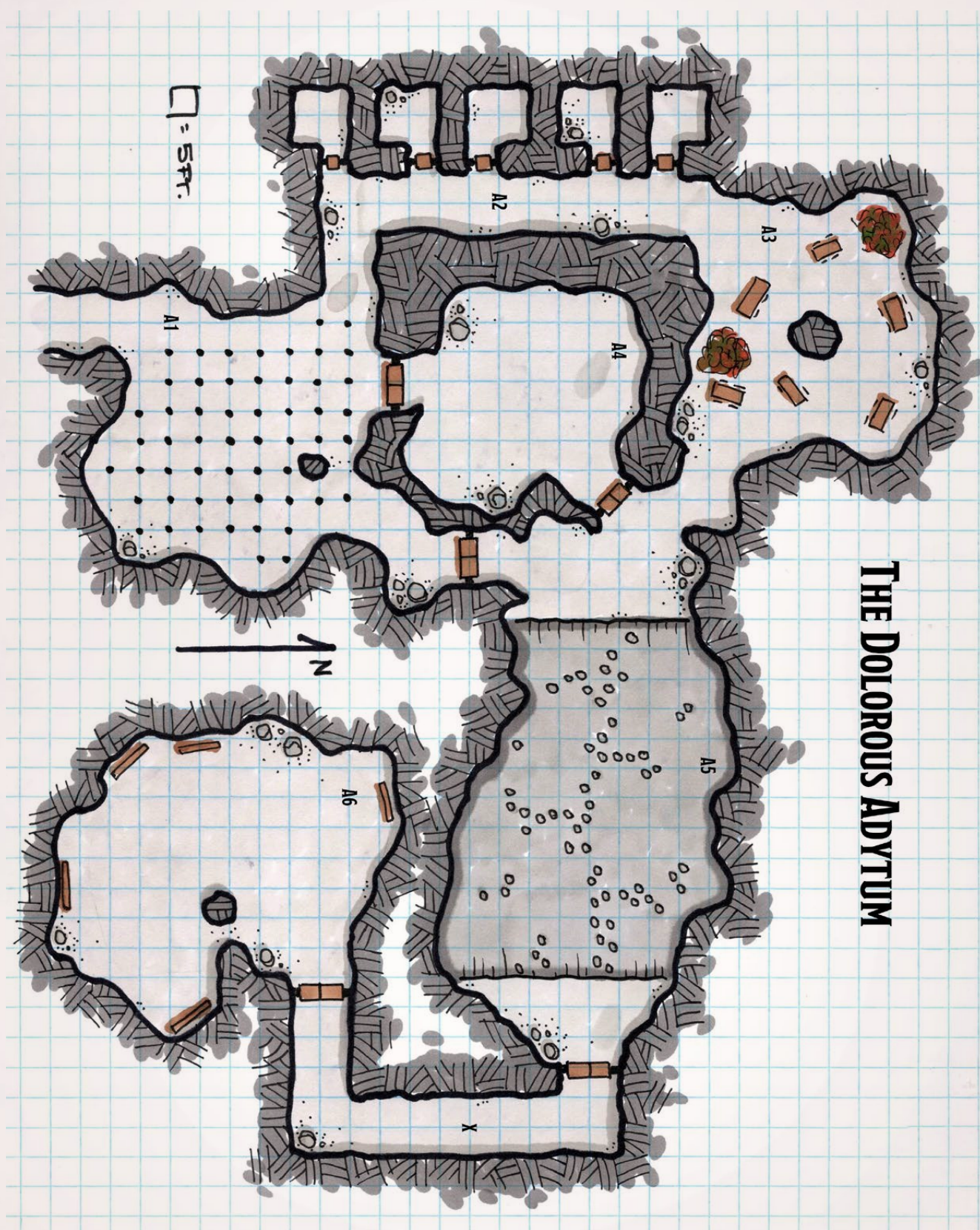
APPENDIX 8B. MARTYR'S WALL (PLAYER HANDOUT)

failure	brother	strong	slayed	
twice	space	case	sister	trial
and	try	you	Joan's	
blood	pain	ease		long
	sin	devotion		
broken	as	light	burden	suffer

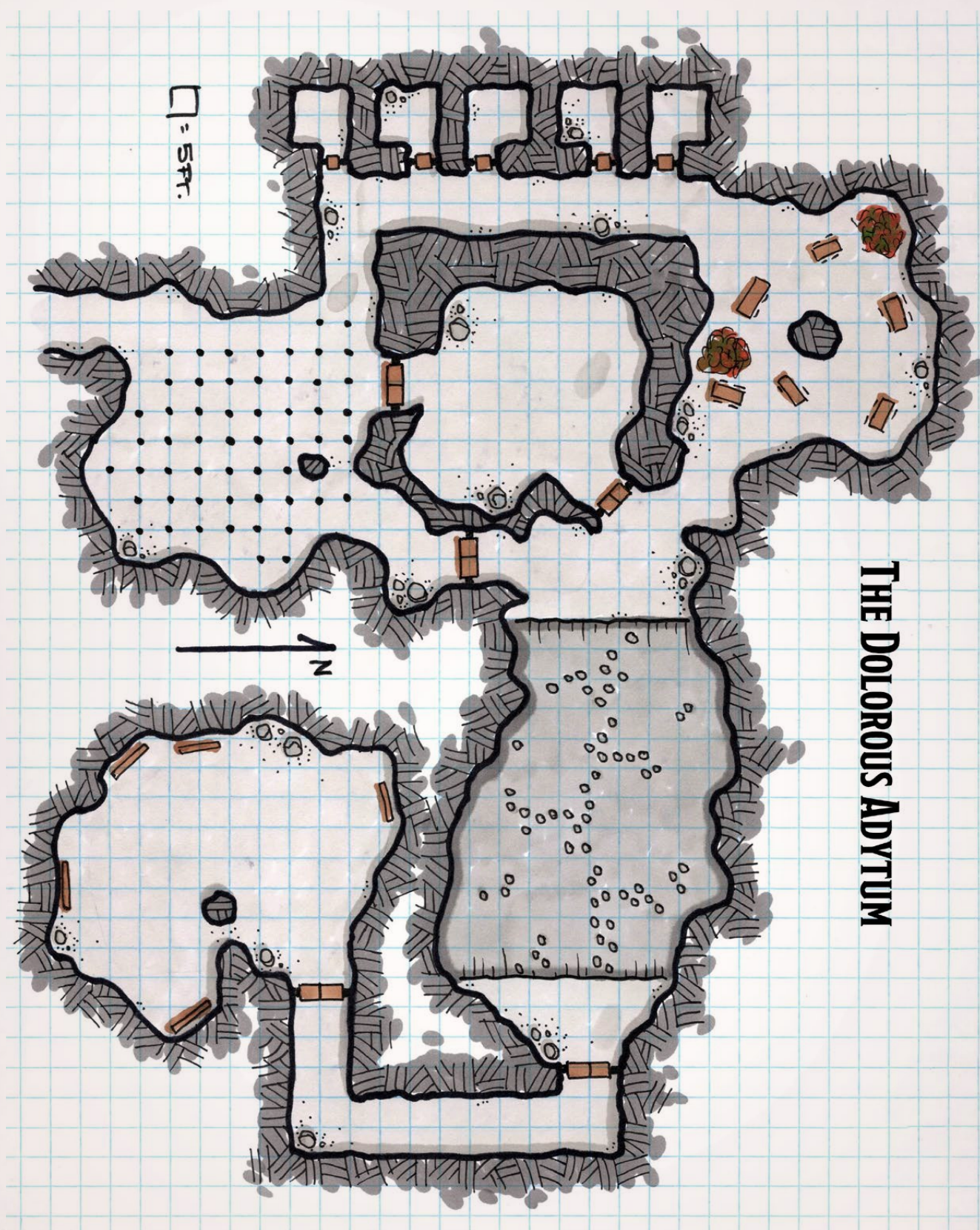
APPENDIX 9. NAIL-STRUCK COIN (PLAYER HANDOUT)



APPENDIX 10A. DOLOROUS ADYTUM MAP (DM MAP)



APPENDIX 10B. DOLOROUS ADYTUM (PLAYER MAP)



APPENDIX 11. CHARACTER REWARDS

The characters can find the following magic items in this adventure:

BELT OF STONE GIANT STRENGTH

Wondrous item, very rare (requires attunement)

While wearing this belt, your Strength score is 23. If your Strength is already equal to or greater than the belt's score, the item has no effect on you. This item can be found in the *Dungeon Master's Guide*.

This belt is made of iron plates riveted to a wide belt of burnished leather, and buckled with a series of straps gilt in polished steel. While worn, you can use an action to cause your voice to carry clearly for up to 300 feet until the end of your next turn.

WAND OF SECRETS

Wand, uncommon

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn. This item can be found in the *Dungeon Master's Guide*.

This slender wand appears to have been fashioned from a human fibula. One end of the wand is wrapped in blood-soaked cord which stains the hands of those who hold it.

SOUL COIN

Wondrous item, uncommon

Soul coins are about 5 inches across and about an inch thick, minted from infernal iron. Each *coin* weighs 1-third of a pound and is inscribed with Infernal writing and a spell that magically binds a single soul to the coin. Because each *soul coin* has a unique soul trapped within it, each has a story. A creature might have been imprisoned as a result of defaulting on a deal, while another might be the victim of a night hag's curse.

Carrying Soul Coins. To hold a *soul coin* is to feel the soul bound within it—overcome with rage or fraught with despair. An evil creature can carry as many *soul coins* as it wishes (up to its maximum weight allowance). A non-evil creature can carry a number of *soul coins* equal to or less than its Constitution modifier without penalty. A non-evil creature carrying a number of *soul coins* greater than its Constitution modifier has disadvantage on its attack rolls, ability checks, and saving throws.

Using a Soul Coin. A *soul coin* has 3 charges. A creature carrying the *coin* can use its action to expend 1 charge from a *soul coin* and use it to do one of the following:

Drain Life. You siphon away some of the soul's essence and gain 1d10 temporary hit points.

Query. You telepathically ask the soul a question and receive a brief telepathic response, which you can understand. The soul knows only what it knew in life, but it must answer you truthfully and to the best of its ability. The answer is no more than a sentence or two and might be cryptic.

Freeing a Soul. Casting a spell that removes a curse on a *soul coin* frees the soul trapped within it, as does expending all of the *coin's* charges. The *coin* itself rusts from within and is destroyed once the soul is released. A soul can also be freed by destroying the *coin* that contains it. A *soul coin* has AC 19, 1 hit point for each charge it has remaining, and immunity to all damage except that which is dealt by a hellfire weapon or an infernal war machine's furnace. Freeing a soul from a *soul coin* is considered a good act, even if the soul belongs to an evil creature.

SPELL SCROLL OF POWER WORD: PAIN

Scroll, rare

A spell scroll bears the words of a *power word: pain* spell, written—a mystical cipher. If the spell is on your class's spell you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 17. On a failed check, the spell disappears from the scroll with no other effect. Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 17. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed. This item can be found in the *Dungeon Master's Guide*.

POTION OF SUPERIOR HEALING

Potion, rare

You regain 8d4 + 8 hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated. This item can be found in the *Dungeon Master's Guide*.

APPENDIX 12. STORY AWARD

The characters can find the following magic items in this adventure:

WARDS GOT!

You've successfully retrieved the wards of suffering from the bowels of a long-lost temple to Ilmater. With the protection they afford, Dara stands a much better chance of surviving her ordeal in the Canyon of Screams.

APPENDIX 13. 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?

<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 Perception score, and anything the adventures specifies as notable (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 level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are 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