



FACES OF FORTUNE

THE STORY OF FAI CHEN

An Avernus Rising Adventure

Deep in hostile territory with the innocent girl Dara to protect, you will have to trust to the weapons of the enemy if you are to survive. Even with deceit as your shield and sabotage as your sword, luck is required to complete Dara's holy mission. Thankfully Fai Chen knows to start your quest with the help of an old acquaintance... Mahadi, master of Mahadi's Traveling Emporium.

Part One of the *Behind Infernal Lines* series of adventures.

A Four to Six-Hour Adventure for 5th through 10th Level Characters.

Optimized For: APL 8



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ADVENTURE PRIMER

“Is evil something you are? Or is it something you do?”

—Bret Easton Ellis, “American Psycho”

This adventure is designed for **three to seven 5th- to 10th-level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in and around Mahadi’s Wandering Emporium, which traverses Avernus, the first layer of the Nine Hells.

BACKGROUND

Following the disappearance of the city **ELTUREL**, recently pulled down into **AVERNUS**, a group of **ELTURGIARDIAN REFUGEES** discovered that one of their number is an unusual girl named **DARA**. In fact, Dara is a **CHOSEN OF ILMATER** and has been given a holy mission to find the souls of former champions who perished in the eternal **BLOOD WAR** that rages across Avernus.

With the help of **FAI CHEN** and his traveling caravan, the characters have set off to accompany Dara into the Nine Hells. They must seek shelter and information about the souls of **HELLRIDERS** who once accompanied the fallen angel **ZARIEL**, the archfiend who rules Avernus. And Fai Chen knows just the place to start: **MAHADI’S WANDERING EMPORIUM**.

OVERVIEW

The adventure’s story is spread over **two parts** and takes approximately **four hours** to play. The adventure begins with a Call to Action scene. It also contains **two optional bonus objectives**, each taking **one additional hour** to play. If you’re planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play over several sessions, you’ll want to revisit the **Call to Action** each time you play.

- **Call to Action: Highway to Hell.** The characters arrive in Avernus on Fai Chen’s wagon while protecting Dara.
- **Part 1: Race for Sanctuary.** The characters are pursued by a group of fiends as the group races across the red plains. This is **Story Objective A**.
- **Part 2: Fai, You Old Pirate!** The caravan has reached neutral ground, but Mahadi is not exactly generous with his welcome. The characters must find a way to earn his favor and a place in the Emporium. This is **Story Objective B**.
- **Bonus Objective A: The Price of Knowledge.** One of Mahadi’s indentured merchants has information that Dara is eager to learn, but the cost is a steep one. This objective is described in **Appendix 1**.
- **Bonus Objective B: Ar’ath the Butcher.** Emporium customers are being harassed by the gang that chased the characters in **Part 1**. Mahadi offers a reward to defeat the devils and kill their leader. This objective is described in **Appendix 2**.

ADVENTURE HOOKS

If the characters are already accompanying Dara, they know that the young Chosen of Ilmater is set on entering Avernus to find lost souls. She asks for their help and their protection during her search, or she is surely doomed to failure and death. If the characters didn’t play any of the *Betrayal is in the Blood* adventures, you may wish to use one of the following hooks to involve them in the adventure:

In Fai Chen’s Company. The mysterious trader clearly has many secrets and few companions. Perhaps traveling with him will allow the characters to gain insights that few possess, or even a discount on his unusual wares.

Opportunity Knocks. The Nine Hells are full of creatures willing to trade just about anything for the right price. Characters in search of dark secrets may find a chance to obtain them there.

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: HIGHWAY TO HELL

Estimated Duration: 15 minutes

THE PLAINS OF AVERNUS

At best guess, you've been travelling in Fai's wagon across the seemingly endless expanse of rock, rubble, and blood-soaked dust of Avernus for over a day. Angry red clouds streaked with lightning swirl overhead, and every so often a meteor lands beyond the horizon with a flash of light and, moments later, a rumbling thud. Dara startles and then settles back down on the driver's bench alongside Fai Chen.

There is no night in Avernus, but at one point, Fai Chen produced a large, rune-covered hourglass filled with reddish sand and suggested everyone sleep. When the characters woke, it had emptied about halfway—an educated guess suggests that it measures a day's time on the Material Plane.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The sandy earth here is littered with broken rock, bones, and buried scraps of metal—mementos of the eternal war that rages across the plane.

Light. Avernus is forever lit by a burning sky, its flames hidden behind reddish clouds. It is considered brightly lit, although there is no sun. Fireballs occasionally create moments of brighter light as they burn across the sky.

Sound. There is a relentless wind that carries the sounds of distant battle. Roars, explosions, and screams are audible in the distance. The groaning and rumbling of infernal war machines can be heard nearby.

CREATURE INFORMATION

Fai Chen drives his caravan steadily across the sands, pulled by his **mule**, Gary. A **blue faerie dragon** named Drandel dew is curled up beside him in **Dara's** lap while

she sleeps (including while everyone is in danger). One character can fit onto the front seat with them and the rest are on top of the wagon.

What Do They Want? Fai Chen is curious about Dara and her angelic connections. He can tell that she's not a normal girl and wants to know why the characters are escorting her.

What Do They Know? Fai Chen appears to have some destination in mind. He says he knows where they can find safety, but does not share that information.

CALL TO ACTION: A HOLY ENDEAVOR

Fai Chen asks the characters to share information on their mission. This can serve as a flashback to the end of DDAL 09-04 *The Day of the Devil* for any characters who played that module.

If none of the characters were present, Dara explains that adventurers helped refugees from Eitarel discover that fiends were hunting the descendants of Hellriders—mortals who followed Zariel into Avernus before her fall. Within Baldur's Gate, a cult of Zariel was killing those connected to the Hellriders. The angels Ausuriel and Rinzel asked anyone capable of protecting Dara to accompany her into Avernus to seek the souls of Hellriders lost there.

Unfortunately, the two angels couldn't accompany Dara beyond Baldur's Gate. Considering what happened to Zariel during her fall, sending more angels into Avernus is too risky. Finding refuge is the characters' first task, but along the way they should keep their eyes and ears open for stories of fallen heroes.

DARA, THE CHOSEN OF ILMATER

Though Dara is a ten-year-old girl, she is also a Chosen of Ilmater. After reading from the Book of Exalted Deeds and undergoing a ritual purification, she was charged with seeking out the souls of Hellriders that are trapped in Avernus.

The angels (and Dara, for that matter) don't know the extent of her powers—only that she's a pure soul and blessed with supernatural endurance, which will undoubtedly make her a target for the creatures that dwell in the Nine Hells.



PART 1: RACE FOR SANCTUARY

Estimated Duration: 45 minutes

DEATH RACE

The characters need to avoid the hazards of the terrain and stay ahead of their pursuers as they make for Mahadi's Wandering Emporium.

A hazy mass of color appears on the horizon, sending a smile across Fai Chen's face and a snap along Gary's reins. As though in reply to the sound, the roar of infernal engines comes from behind a nearby dune, followed by others. Rusty metal monstrosities race toward you with harpoons on the front swiveling in your direction.

STORY OBJECTIVE A

Escaping their pursuers is **Story Objective A**.

CREATURE INFORMATION

There are six **small war machines**, each driven by a pair of **duergar stone guards**—driver and gunner—and one **bearded devil**. The war machines close in behind Fai Chen's wagon, beginning at a distance of 60 feet. See **Infernal Pursuit** for the rules of this chase and tactical suggestions.

INFERNAL PURSUIT

These rules are based on the chase rules found in the *Dungeon Master's Guide*. On their turn, each participant rolls a d10 and consults the table to see if a complication arises at the end of their turn. If so, it affects the next participant in initiative order.

The War Machines. Two war machines act on initiative count 18, 12, and 6 (losing ties), taking the Dash action to move an additional 60 feet each turn until they reach the wagon; they automatically succeed on Constitution checks to Dash. The gunners use the Help action to give the drivers advantage on complication checks.

Once adjacent to Fai's wagon, a **bearded devil** tries to leap onto the wagon and attack the least armored characters. The war machine they leapt from pulls away from the chase, while the gunner fires their harpoon (+5 to hit, range 80/240 ft., 1d8 + 3 piercing damage) at a random character. If the group is **weak** or **very weak**, the harpoon takes an action to load and thus fires every other round.

Fai Chen's Wagon. Fai Chen will have Gary Dash an extra 40 feet each turn for five rounds before Gary begins to tire and slows to his normal speed for the rest of the pursuit. If the party is **weak** or **very weak**, Fai Chen pulls a lever beside his seat to perform one of the following actions at the end of each round (one use each):

- **Oil Slick.** Oil sprays from the back and sides of the wagon, covering the rocks around it. Each infernal machine within 60 feet must succeed on a DC 18 Dexterity saving throw or lose 60 feet of distance.

- **Smoke Screen.** A hose emerges from the wagon and belches out a thick cloud of smoke that heavily obscures a 30-foot-radius sphere around the wagon for the next two rounds.
- **Spiked Rims.** Metal spikes project from the wheels of Fai Chen's cart. Fai Chen or another character driving the wagon in each subsequent round may use their action to try to slam into an infernal machine within 20 feet of the wagon. If the character succeeds at a DC 12 Dexterity (Land Vehicle) check (Fai Chen has a +3 bonus to this check), the enemy's machine is disabled and immediately drops out of the chase.

Chase Complications

d10 Complication

- 1 The rocky terrain under the sand gives way to deep silt. Make a DC 12 Dexterity (Acrobatics) check. On a failure, you lose your balance and have disadvantage on your next attack roll or ability check.
- 2 The vehicle hits an awkward bump and begins to tilt. Make a DC 10 Dexterity check. On a failure, you are knocked prone.
- 3 A squirming collection of lemures crawl across the ground ahead. Make a DC 12 Wisdom (Perception) check. On a failure, the obstacle counts as 10 feet of difficult terrain.
- 4 A cloud of noxious fumes bursts from the rocks directly ahead. Make a DC 12 Constitution saving throw. On a failure, you are poisoned until the start of your next turn.
- 5 A *fireball* blazes down from the sky. All creatures on the vehicle must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failure or half as much on a success. Dara is enveloped in a sphere of radiant energy—shielding her from the blast.
- 6 Jagged rocks loom ahead, threatening the vehicle. Make a DC 12 Land Vehicle check. On a failure, the obstacle reduces your vehicle's speed by half until the end of the turn.
- 7 A manticores swoops down from the clouds and hurls a tail spike at three random creatures on your vehicle. These ranged weapon attacks have a +5 to hit and deal 1d8 + 3 piercing damage on a hit. It then flies away.
- 8–10 No complication.

ENDING THE CHASE

The characters succeed if they make it through **eight rounds** of pursuit or if they end any round with none of the infernal war machines nearer than 200 feet to the wagon. At the end of the eighth round, regardless of their success or failure, they arrive at Mahadi's Wandering Emporium. The shape that the characters first saw ahead resolves itself into a cluster of quite sizable infernal war machines that partially encircle an array of tents—this is Mahadi's Wandering Emporium.

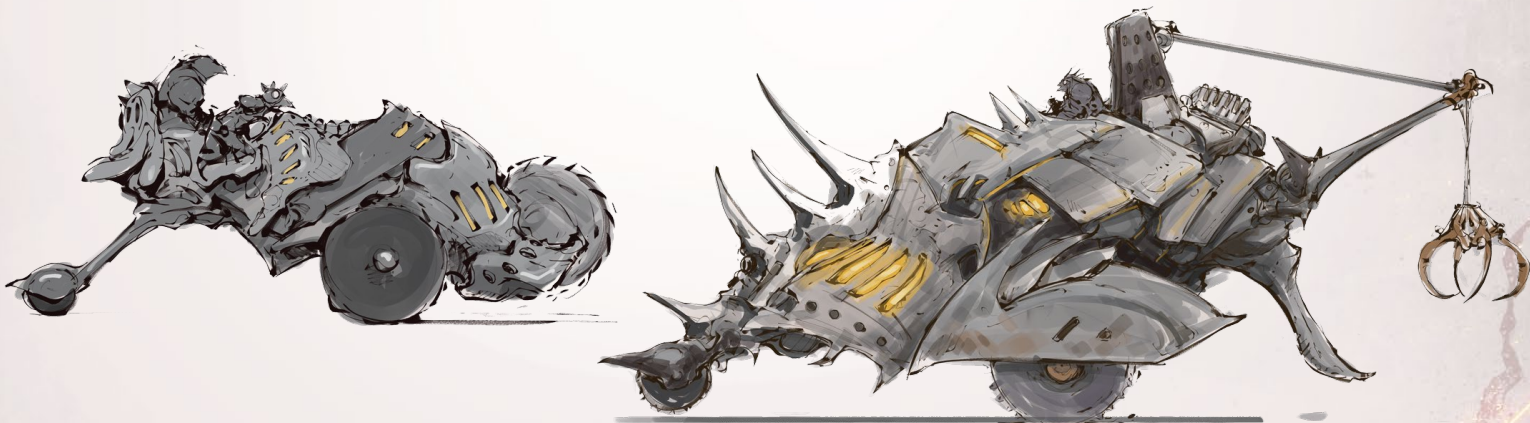
Ahead, a semicircular array of large machines, much bigger than the ones chasing you, enclose tents and wooden stalls—a large marketplace! From behind them, a wagon much like Fai Chen's speeds out towards your pursuers. Another joins it, then a third, driving off the war machines behind you as Fai Chen yanks Gary to a dusty halt. Ahead of you, hung above the outer ring of tents, is a sign: "All are welcome. No fighting! No spellcasting! No exceptions!"

As soon as the wagon halts, Fai Chen leaps down, running for the market and shouting back at the characters while he runs:

"Quickly now! Into the emporium!"

FAI AND COMPANY

- Fai Chen uses the statistics for a **martial arts adept** with the following changes: he speaks Common, Infernal, and Abyssal, and he has advantage on saving throws against spells and other magical effects.
- Dara uses the statistics for a **priest** and she speaks Common and Celestial.
- Gary the mule uses the statistics for a **howler**, although he does not have the Mind-Rending Howl ability.





PART 2: FAI, YOU OLD PIRATE!

Estimated Duration: 3 hours

MAHADI'S WANDERING EMPORIUM

The Wandering Emporium is a tight sprawl of tents and stalls, surrounded by the horseshoe-shaped curve of the massive infernal war machines that transport the marketplace across the plains of Avernus. Within are creatures of all sorts and a confusing mixture of sights, sounds, and scents. The characters—and Dara—attract curious glances as they enter.

STORY OBJECTIVE B

Discovering who is feeding the Rusty Razors information and earning Mahadi's trust is **Story Objective B**.

NEUTRAL TERRITORY

Mahadi strictly enforces the rules that are written over the banner that is hung over the entrance: "All are welcome. No fighting! No spellcasting! No exceptions!" Any violence or use of magic—even for benign effects—breaks these dictates and brings down the wrath of Mahadi on those foolish enough to tempt fate.

As warned, Mahadi doesn't suffer a rulebreaker. Anyone caught (and the enchantment placed over the space to detect spellcasting ensures it), is banished from the emporium by Mahadi (a **rakshasa**) and earns the **No Exceptions!** story award. Those who resist are beset upon by Mahadi, along with as many of his indentured servants (**salamanders**, **hobgoblin captains**, **incubi** and **succubi**, and even an **erinyes**)—suffering an additional level of exhaustion and being reduced to 1 hit point.

AREA INFORMATION

The emporium has the following features:

Dimensions & Terrain. The Emporium has a handful of wider avenues lined with tents and stalls, and crisscrossed with a mess of ropes and stakes that keep the tents upright, as well as the usual mixture of rocks and sand that covers Avernus.

Light. There are more torches and lanterns here than one might expect. Mahadi provides illumination for those who cannot see in the dark interior of stalls and tents, though most of his guests have darkvision.

Sounds. There is a constant chatter of both small talk and barter, mixed with the sounds of caged beasts and hammers striking metal as war machines are repaired.

CREATURE INFORMATION

A well-dressed, swarthy man steps out from a motley collection of bystanders—a mix of devils, demons, and humanoids in a riot of clothing and styles who were busily conducting business at nearby stalls. This is **Mahadi** (a **rakshasa**), the master of the Wandering Emporium.

A finely clothed, dusky-skinned man strides up to Fai Chen and stands defiantly in front of him for a long moment, a scowl on his face. Then he grins broadly and slaps the shorter trader on the shoulder, finally glancing at the rest of you and—noticeably longer—at Dara.

"You bag of bones," he shouts with glee, "It's been ages! Come! We have much to discuss."

Mahadi leads the way to his spacious pavilion, which is furnished with decadent food and comfortable furnishings. He sits in a tall, comfortable chair, and gestures at a number of cushioned couches, inviting the characters to sit.

What Do They Want? Fai Chen was once one of Mahadi's indentured merchants before cleverly procuring his freedom—an accomplishment that greatly upset the rakshasa. Now, however, Mahadi takes an immense amount of pleasure in the fact that Fai Chen has returned to seek aid. He hopes the characters can solve a problem: he suspects that someone in the emporium is feeding information to a local war machine gang calling themselves the Rusty Razors—likely the one that recently chased Fai's wagon. He isn't sure who it is, but it's starting to cost him. He wants the characters to figure out who the spy is and bring him a confession before he packs up to leave in **twelve hours**. If they can do that, he offers to let Fai Chen to take his old space for a month and a day, claiming Dara and the characters as his assistants.

What Do They Know? The Rusty Razors have followed the emporium for some time now and Mahadi hasn't seen too many repeat customers in that time. He has therefore concluded that the traitor must be someone from within his caravan. He also seems curious about Dara, his eyes sliding over to her regularly, as though aware that she is more than she appears.

BONUS OBJECTIVE B. If utilizing this additional content, Mahadi makes his other offer to the characters.

DEVELOPMENT: FAIS FOR DAYS

Fai Chen guides the characters and Dara back to his wagon at the emporium's entrance, talking over the deal with them. When they get back, his cart has been joined by an identical cart with its own copy of Gary, looking like a mirror image of the first. Another Fai walks out from the back, carrying a bulging sack of food supplies that he sets at your Fai's feet before heading to the back.

How to Be Everywhere at Once. Fai Chen briefly explains that he was once just another of Mahadi's indentured merchants. After realizing he would never make enough to free himself, he turned to secret monastic techniques that allowed him to make copies of himself, all of which worked together at the emporium and elsewhere to pay off his debt.

Hard Won Freedom. When Fai successfully paid off Mahadi, the rakshasa was furious. But he had to honor the infernal contract and set Fai free. Ever since, the Shou has expanded his trade to wherever adventuresome sorts wound up, but has always been careful not to cross paths with his former master...until now.

If pressed for more details, Fai Chen refuses to elaborate, responding only with, "Another time."

EXPLORING THE EMPORIUM

The following encounters can be run in any order. Let the characters freely wander the emporium in search of signs that point to the identity of the traitor. Once they have found the traitor—an imp named **Beirgroach**, proceed to **scene B**.

A1. THE CHICKEN CHASER

Since Fai Chen is no longer among his collection of merchants, Mahadi rotates through possible replacements.

The current occupant of his old tent is an abyssal chicken farmer called Old Joe.

CREATURE INFORMATION

Old Joe, a human **commoner** with a stubbly white beard, is inside his foul-smelling tent. He's surrounded by dozens of open cages whose occupants—small, birdlike creatures (**abyssal chickens**)—are currently running all over as he throws scraps of meat for them. A poster on the central tent post bears Fai Chen's familiar face.

What Do They Want? Old Joe came here to sell some of his prized chickens to Mahadi. Instead, the proprietor of the emporium has just sent a messenger telling him to pack up his stock and leave—something he's failing at miserably.

Abyssal chickens are finicky—not everyone can tend to them, and most who try end up incurring their wrath. Old Joe only warns the characters once if they look like they're aiming to help him clean up. If anyone other than Old Joe tries to get the chickens in their cages, the **abyssal chicken swarm** attacks.

What Do They Know? Old Joe doesn't know anything about a traitor—his concern is caging up his chickens. However, he doesn't trust Z'neth (**Area A8**), since some of the hobgoblin's beasts recently got free and tried to eat his chickens.

ABYSSAL CHICKEN SWARM

If the characters antagonize the chickens (which happens if they interact with them in any way), the creatures begin to swarm about, emitting ear-splitting squawks and attacking each round until the characters flee the tent. Each round, make a melee weapon attack with +8 to hit against each creature in the tent besides Old Joe. On a hit, the target takes 4 (1d6) piercing damage.

There is no way to calm the chickens until everyone except Old Joe leaves the tent, and there somehow seem to be an endless supply of them. As soon as everyone has left, the chickens become docile. This occurs anew whenever anyone except Old Joe attempts to interact with the chickens.

A2. INFERNAL RAPTURE

The scents coming from within this restaurant-within-a-demiplane are enough to intrigue any passerby. Anyone wishing to enter must first sign an infernal contract agreeing to pay for the food and services received before leaving. If any of the characters expresses interest, **Fhet'ahla** (at Mahadi's request) conjures metal platters inscribed with the terms of the contract, upon which which the diners enjoy their meal later. Once the contract is sealed, the character may enter Infernal Rapture and partake of its pleasures.

The Food. A full meal costs one *soul coin*, but exotic requests can also be fulfilled, though they must be booked weeks in advance and typically cost five to ten *soul coins*. Normally, food consumed in Avernus tastes foul, but the food here is more delicious than any character is likely to have enjoyed in their life. Consuming a meal at Infernal Rapture provides the same benefits as a *heroes' feast* spell, with the added effect that those who eat the food have disadvantage on Wisdom (Insight) checks made against Mahadi.

A3. STATUESQUE

This large but low-ceilinged tent contains a small forest of statues. They are all creatures, mostly humanoid, and some bear inscriptions and memorials carved into the stone of their incredibly lifelike forms.

CREATURE INFORMATION

Bundabaza (a **medusa**) is here, tending her collection of “extremely life-like statues.”

What Do They Want? Bundabaza is grateful that Mahadi rescued her from Mad Maggie’s cruel whims. She wants merely to pursue her passion: capturing clear and iconic expressions on the faces of those she turns to stone.

What Do They Know? The medusa is generally disinterested in the affairs of others within the emporium. She has had few customers of late as a result of the Rusty Razors’ attacks and has been forced to leave her tent to solicit business from guests. While doing so, she has occasionally seen Elliach (**Area A7**) going out beyond the boundaries of the infernal machines.



A4. BUSINESS CENTER

This tent is constantly busy with the comings and goings of dozens of imps. A sign outside reads “From Here to Avernus.” Within the tent are several worktables, a desk, and a half dozen shelves. Every surface is covered with scrolls, scraps of paper, and small metal plaques engraved in Infernal. Tools for writing and carving into metal are plentiful.

CREATURE INFORMATION

Fhet'ahla (an **amnizu**) is Mahadi’s right hand. A number of imps are constantly flying in and out of the tent, while Fhet'ahla occasionally shouts an order at **One or Two** (a **monodrone**), shouting louder and louder until it realizes that expecting the imp to do anything worthwhile is a useless pursuit—which sends **Beirgroach** (an **imp**) into fits of laughter.

What Do They Want? Asmodeus has commanded Fhet'ahla to corrupt extraplanar creatures that aren’t evil by nature. Its current project is the modron, **One or Two**. Fhet'ahla aims to steer the odd creature to evil, after which Asmodeus will surely order Mahadi to release Fhet'ahla from the emporium. The problem is that **One or Two** is a monodrone and thus will only follow logical orders from a superior.

Like other imps here, **Beirgroach** is largely a coward. However, it’s also unusually cunning and ambitious. Seeking to be promoted within the infernal legions, it’s struck an agreement with the Rusty Razors to help them prey on customers departing the emporium in exchange for a share of the loot. It plans to use his stash to bribe an archdevil into promoting him.

What Do They Know? While Mahadi hasn’t told **Fhet'ahla** about its suspicions of a traitor in their midst, the **amnizu** isn’t entirely stupid. It realizes that someone must be working with the Rusty Razors. It’s happy to point fingers at Z’neth in **Area A8** (whom Fhet'ahla considers competition), but can’t prove anything. **Beirgroach** feels that Fhet'ahla is becoming suspicious of him and is getting increasingly paranoid. Characters that interact with the imp and succeed on a DC 15 Wisdom (Insight) check notice something odd about it and its mannerisms, but can’t place exactly what it is. If the characters return to the tent a second time after talking to other members of the emporium, they can repeat the check with advantage.

If confronted, **Beirgroach** takes to the air and makes for the Rusty Razors’ camp. If killed, a key it carries matches an access hatch in one of the infernal war machines that contains its stash—goods obviously stolen from patrons of the emporium.

SERVICES OFFERED

Fhet'ahla can send and receive messages and packages, but it also offers additional services to customers of the emporium. It’s a notary for infernal contracts, as well as one of the few creatures here to offer any payment in gold. It buys *soul coins* for 100 gp minus 25 gp per charge used.

A5. GEARS OF WAR

Three salamanders are running back and forth between a tent that seems to be leaking steam and smoke and one of the huge machines nearby.

CREATURE INFORMATION

The triplets **Rash, Skids, and Scrapper** (salamanders) are essential to the emporium. They tend the enormous infernal war machines that transport the creatures and goods from place to place across the planes.

What Do They Want? The three salamanders genuinely enjoy the crafting and maintenance of the massive mechanical creations that power their travels. They'd be more than happy to do so indefinitely, but there is always a shortage of parts that Mahadi doesn't really seem willing to correct. The three speak only Ignan and often complete each other's sentences, so talking with them can be challenging. If the characters can overcome the communication difficulties, they may be able to strike a deal with the trio.

What Do They Know? The salamanders neither know nor care about the woes that Mahadi's indentured merchants face. They only know that they haven't received a large supply of parts in a while and that one of the imps (Beirgroach from **Area A4**, though the salamanders can't tell them apart) keeps turning up in little hideaways among the war machines.

Bonus Objective A. If utilizing this additional content, the salamanders possess information that leads to a payment for Elliach.

A6. SHAVE AND A HAIRCUT

This tent smells of surprisingly pleasant oils and perfumes, a nice change from the rank odor of some of the other locales in the emporium.

CREATURE INFORMATION

Burney is a plump, smiling Calishite woman.

What Do They Want? Burney is more than she appears. She is, in fact, an **adult copper dragon** assigned by Bahamut to watch over the Nine Hells in case Tiamat tries to rise again. In the meantime, Burney offers up what help she can to goodly folk who end up in Avernus by ill fortune or mischance. She pretends to be a gossip, all while trying to work in moral messages and useful hints for those listening.

What Do They Know? Burney doesn't know there's a traitor within the emporium, but she is aware that customers have gone missing lately lately, and that Elliach (**Area A7**) and Fhet'ahla (**Area A4**) may know more. She's also highly suspicious of Mahadi himself, recognizing that he hides many secrets, though she doesn't have any specific evidence beyond his obvious actions as owner of the emporium and the Infernal Rapture (**Area A2**).

Bonus Objective A. If utilizing this additional content, Burney also knows that Elliach has mentioned hearing about a unicorn quite recently and drops hints that they should see the mage, particularly if Dara is present.

PREMIUM SERVICES

Burney is an excellent healer and is treated as having the Healer feat and proficiency in herbalism and healer's kits with a +3 bonus. She also offers traditional barber services,



styling any race or gender with equal ease. She charges only 1 gp for these services. Finally, she provides spellcasting services, though she charges more. The list of spells she can cast and their costs can be found in the *ALDMG*.

A7. THE DANGERS OF EXPERIMENTATION

Strangely colored smoke and noxious fumes curl up from a hole in the center of the tent. The sound of bubbling liquid emanates from within.

CREATURE INFORMATION

Elliach (a human **mage**) is a strange creature. Though his face is human, he has no ears and his arms are ropey tentacles that end in flexible finger-like appendages. He bustles around a table covered in colored beakers that are emitting acrid smoke.

What Do They Want? Elliach cares about nothing half as much as he cares about his experiments. He intends to learn every possible use and property of demon ichor, regardless of the costs. He's happy to trade anything that will get him more fresh samples of ichor or *soul coins* to fuel his darkest works.

What Do They Know? Elliach communicates in a peculiar sort of sign language and messy writing (see **Bonus Objective A** for details), but if the characters can manage to convey their questions, he can tell them that not many creatures are willing or able to leave the bounds of the emporium. Besides a handful of scouts, the few that do leave regularly are usually Fhet'ahla's imps (see **Area A4**), departing to carry messages or goods across Avernus. Elliach barely missed destroying one of them just the other day when he saw it trying to take a *soul coin* that was left out on his workbench.

Bonus Objective A. If utilizing this additional content, Elliach is aware of the unicorn Zhalruban's presence in Avernus and is willing to trade this information for his favorite currency—a large bucket of demon ichor.

A8. LOOK AT THE ITTY-BITTY TENTACLES!

A line of cages faces the entrance to the Wandering Emporium, housing a host of bizarre and terrible creatures that are howling, screaming, or making other unsettling sounds. Portable stables for beasts of burden contain a number of creatures for guests' transportation needs.

CREATURE INFORMATION

Z'neth is a huge, muscled **hobgoblin** with burns, scars, and tattoos on almost every exposed inch of skin. She wears thick, scaly hide armor and the toothy smile she gives is terrifying.

What Do They Want? Z'neth is actually a surprisingly gentle soul. She cares deeply for the strange assortment of creatures in her small collection, unwilling to actually sell any of them until she's sure they'll receive the proper care. She wants to give them all a good home where they can each live their lives to the fullest—and she finds that the uglier and more deadly a creature is, the more it is irresistible to her.

What Do They Know? Z'neth doesn't know much about the troubles of the emporium. As long as her beasts are fed and cared for, she doesn't much pay attention. However, she's suspicious of the trio of salamanders that Mahadi has hired (**Area A5**). She's seen them head out into the wastes on occasion, and they're always asking Mahadi for more resources for their engineering projects, resources that Z'neth thinks should be put towards caring for those within the emporium.

A9. I'LL GET YOU, MY PRETTY

This tent is covered with beautiful carpets and tapestries, woven in a variety of cloths and dazzling colors. Reds and battle scenes feature prominently, as do drow mages.

CREATURE INFORMATION

X'ahni'din (a drow **archdruid**) is here, beating the red dust of Avernus out of a particularly fine carpet while **Galabraga** (a **night hag**) peruses his wares.

What Do They Want? X'ahni'din is happy to spend his days weaving his latest creation. He owes his longevity to the peace of Mahadi's employment and sees little reason to change his circumstances. **Galabraga** has a gift for seeing beyond the physical; whether Dara is with the characters or not, Galabraga recognizes that she is special, and wants to add the girl's soul to the collection she carries in a bag on her belt.

What Do They Know? X'ahni'din does not often leave his tent. But whenever he needs to send something to a customer outside the boundaries of the emporium, he uses Fhet'ahla's imps (**Area A4**) to carry the goods. They aren't well-mannered, but the troublesome creatures are very familiar with the creatures and terrain in the surrounding areas of Avernus.

Galabraga quickly introduces herself and tells the characters that she can point them to a graveyard in Avernus where she heard that angels have been buried. This is a lie! She urges them to follow her to the far side of an infernal war machine “away from listening ears” and conveniently outside the boundaries of the emporium's protection, where she can attack and seize Dara. Although she is practiced in deceit, a DC 17 Wisdom (Insight) will reveal that her true intentions are to harm the characters.

Bonus Objective A. If utilizing this additional content, X'ahni'din is aware of a pool of demonic ichor that he saw while flying above the emporium in the form of a hawk. He also noticed that there was a **barlgura** sitting beside the pool.

B. THE COWARDLY IMP

If they confronted Beirgroach, the characters can pursue him to the edge of the emporium, where he is spotted flying towards a particularly large pile of metal scraps (within which hides a **duergar stone guard** from the Rusty Razors). The creature flees to his camp if the characters make their presence known.

What Do They Know? Beirgroach is tired of hiding what's going on and quickly confesses, begging the characters not to tell Mahadi, and going so far as to offer his stash of *soul coins* (coins that he's got well-hidden with no intention of surrendering). If they accept, he turns invisible and flees the emporium. Without his confession, Mahadi deliberates for some time, but ultimately agrees that the imp's behavior indicates guilt, even without his physical presence. The master of the emporium then sends one of his guards to search for Beirgroach's stash of ill-gotten gains.

WRAP-UP

With the threat to the Wandering Emporium removed, Mahadi makes a show of reluctantly holding up his end of the bargain he made with Fai Chen. The characters, along with Dara, are allowed to stay for a month and a day and to travel safely with the emporium during that time. The characters have secured a base of operations from which to seek out clues for Dara's mission and harass the fiends of Avernus. As thanks, Fai Chen offers them his unusual gemstone monocle (a *gem of seeing*), which he tells them with a wink will let them “see more than anyone bargained for.”

BONUS OBJECTIVE A & B. If utilizing this additional content, Mahadi's reward may make those easier to accomplish.

REWARDS

At the **end of the session**, the characters receive rewards based upon their accomplishments.

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 4**.

- *Gem of seeing*
- *Potion of invulnerability*
- *Soul coin*

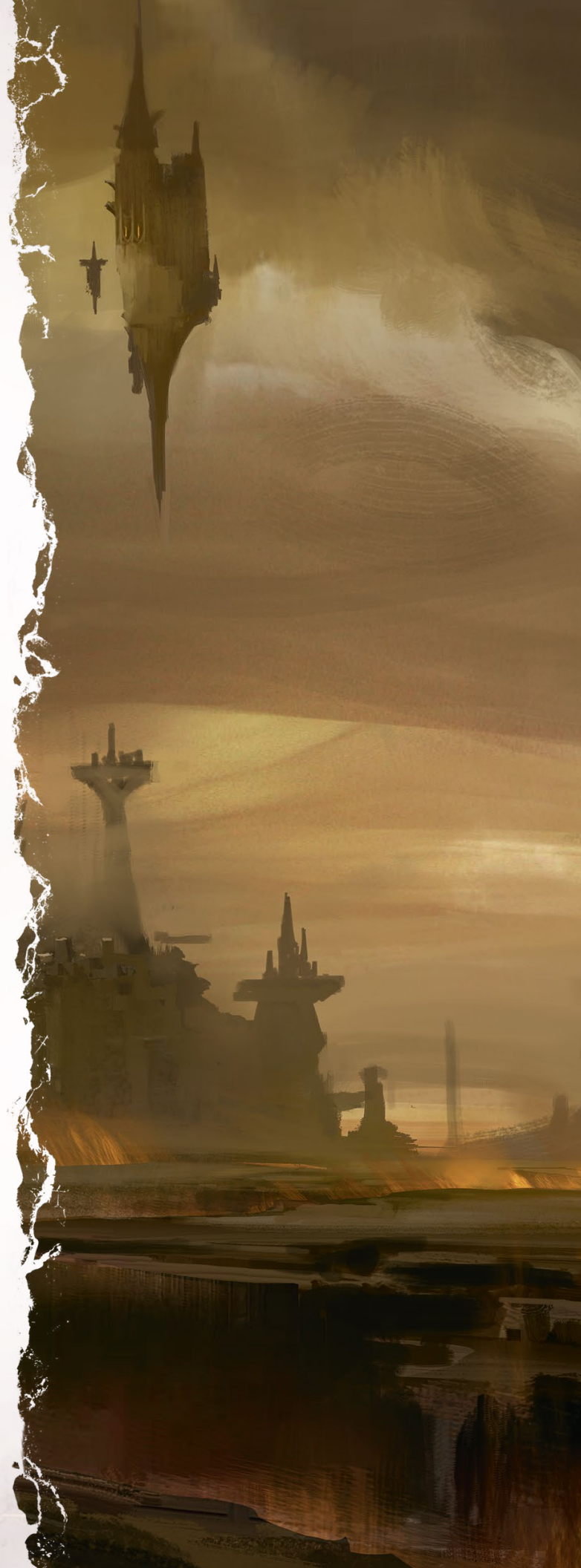
STORY AWARD

A character may earn the following story award; this story award is described in **Appendix 5**:

- **No Exceptions!**

DUNGEON MASTER REWARDS

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



DRAMATIS PERSONAE

The following NPCs and locations feature prominently in this adventure.

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 original journey 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.

Fai Chen (FIE CHEN). A Shou man, apparently in his late thirties, Fai is well-known for his strange travelling caravan, where he barter and sells magical items and rarities. He only trades for magic items, but accepts coin for consumables and appreciates the value of a *soul coin*. He is always accompanied by his mule, Gary, and blue faerie dragon, Drandel dew.

- **What They Want.** Fai Chen is curious about Dara's mission, but the real reason he's here is less certain. What is clear is that he seems to enjoy the sizzling banter and contentious relationship with Mahadi.
- **Mysterious and Resourceful.** Fai Chen always seems to know more than he's telling, but never offers to share his knowledge. However, he's willing to lend a hand to those who need it, particularly for an underdog.

Mahadi (muh HAH dee). Mahadi appears to be a brown-skinned Turmish merchant lord, but he is actually a rakshasa who serves Asmodeus. He is completely dedicated to his policy of neutrality with customers.

- **What They Want.** Mahadi serves his master by collecting information on customers. And he certainly gathers plenty of souls and debts for himself while doing so. He very much wants Dara's pure and god-touched soul as a prize for his collection.
- **A Charismatic Host.** Mahadi is more than willing to act as a negotiator and broker for all sorts of creatures in Avernus. His adherence to rules makes him a smart choice and endears him to those he spies on for Asmodeus.

Elliach (EL ee ak). This strange creature is mostly human, but oddly warped by his experiments with demon ichor. His arms are elongated tentacles with fingers at the ends and his ears sprouted wings and flew away, so he reads lips and uses hand signs to communicate with customers. He's not mute, but he finds that the more he fakes it, the more others will underestimate him.

- **What They Want.** Elliach is a talented transmuter and his experience with demon ichor has made him excited about possibly unlocking magical secrets. Most of all, he wants access to more materials for his experiments.
- **Morally Flexible.** The mage is largely unconcerned with what his experiments might cost others. He sees understanding as its own reward and doesn't care what it takes to get his hands on more demon ichor and *soul coins*.

Burney the Barber (BUR nee). Burney appears as a polite and friendly Calishite woman. She is happy to tell stories (often with a moral message) and willing to provide cosmetic or medical treatments as well as spellcasting services.

- **What They Want.** Burney is actually an ancient copper dragon named Balarystul, keeping an eye on the fiends in Avernus on behalf of Bahamut. She wants to ensure that any goodly folk have a chance to walk away with their lives and their souls, as long as she can keep her cover intact. Her stories can direct good-aligned characters towards help.
- **Talented Healer.** Burney is treated as having the Healer feat and proficiency in herbalism and healer's kits with a +3 to relevant rolls. All non-spellcasting services cost 1 gp. She doesn't even touch *soul coins* when payment is due.

Fhet'Ahla (feh TALL uh). Fhet'Ahla is an amnizu—an obese, highly intelligent, and loyal devil who keeps imps as couriers for Mahadi.

It keep the messenger imps in line through small acts of violence as packages and bits of information flow in and out of the tent. The fiend occasionally asks for something from a small modron that stands nearby, which consistently hands over something superficially similar, but useless for the expected purpose. Several nearby imps (including Beirgroach) laugh and heckle the irate amnizu whenever this happens.

- **What They Want.** Fhet'Ahla has a monodrone servant called One or Two. Fhet'Ahla believes that if it can turn One or Two to evil, Asmodeus can force Mahadi to relieve his debt.
- **Intelligent Bully.** As with many amnizu, Fhet'Ahla is a skilled tactician, but spends most of its efforts on finding ways to abuse its authority and punish the creatures that serve it. Its cruelty is part of the reason that Beirgroach is so ready to betray the emporium to Ar'ath.

One or Two. The monodrone serves Fhet'ahla as loyally as it can, though it is constantly making errors in performing its tasks (usually fetching things). This only makes the amnizu angrier and less likely to provide clear and simple enough orders.

- **What They Want.** As is its nature, the monodrone wants to serve a superior in its hierarchy. It has no other desires or individual identity at all.
- **Creature of Law.** As a being from Mechanus, a plane of absolute order, the modron is incapable of behaving chaotically or of understanding concepts of good and evil.

Beirgroach (BEER GROWCH). This imp is kept by Fhet'Ahla as one of his messengers. It currently has a stash of coins and other goods hidden away in one of the war machines that houses the emporium while they travel.

- **What They Want.** Beirgroach is greedy and opportunistic. It's also very eager for promotion after many years serving as a courier for the Wandering Emporium. It's working with the Rusty Razors and taking a cut of their spoils in hopes of buying its way upward among the infernal hosts of Avernus.
- **A Cunning Coward.** Beirgroach is full of honeyed words and seems ready to please. Beneath that façade, it

seethes, looking for opportunities to buy, cheat, or steal its way out of its current situation. If pressed, however, it quickly gives up what it knows.

Bundabaza (BUNN duh BAH zuh). Bundabaza previously belonged to a warlord of Avernus named Mad Maggie, who tortured her and cut off her hair. Mahadi was present when Maggie finally grew tired of her, and he offered to purchase the medusa, regenerating her hair and giving her a place within his emporium.

- **What They Want.** Bundabaza is on a deeply personal quest to capture creatures in stone with expressions that convey the very essence of specific emotions and ideals. She'll turn anyone into a statue if they're willing to let her try to evoke that expression first.
- **Obsessive Goals.** The medusa doesn't care about her debt to Mahadi, since it allows her to find the perfect moments to petrify people. She quickly dismisses other interests, though she's polite enough in doing so.

Rash, Skids, and Scrapper. These three salamanders are experts in the construction and maintenance of infernal war machines, as well as accomplished smiths.

- **What They Want.** The three creatures were bound to Bel's forge until they made a daring escape. Mahadi took them in and now they want to keep his war machines properly running and fully upgraded with every gadget they can imagine.
- **Minds for Machines.** The trio of salamanders are deeply engaged in their projects and have little time or patience when it comes to other creatures' needs or wants.

X'ahni'din (SHA nee DIN). X'ahni'din is a drow archdruid who was mere moments from being sacrificed by a drow matriarch seeking the favor of Lolth when Mahadi stepped in and offered up a pure and innocent humanoid instead. X'ahni'din's weaving caught the merchant lord's eye and now the old drow male spins his fabrics exclusively for the emporium.

- **What They Want.** X'ahni'din has spent months on his most intricate weavings. He takes joy in the meditative solitude of his work and has little desire to be interrupted. He does, however, recognize the value of his own craft and aims to one day pay off his debt to Mahadi.
- **Centuries of Practice.** X'ahni'din takes the long view of events and sees little reason to be hasty in his work or in sharing his knowledge.

Z'neth (zuh NETH). An expert beast master and trainer, the tough-looking hobgoblin loves her strange menagerie far more than any humanoid or fiend she encounters within the emporium. Evidence of her years learning her craft are displayed in the numerous scars and burns that cover her exposed skin.

- **What They Want.** Z'neth is happy around any kind of monstrous beast or other exotic critter. She enjoys learning how to care for them and wants only to make sure that each of them is properly cared for and goes to a good home.
- **Expert Ranger.** Despite her soft heart around her charges, Z'neth is a decidedly capable tracker and expert at foraging. She has a +8 to skill checks related to finding and caring for the creatures she trains.



CREATURE STATISTICS

The following creatures are encountered in this adventure.

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 not made with silvered weapons

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.

BARLGURA

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The bargura's spellcasting ability is Wisdom (spell save DC 13). The bargura can innately cast the following spells, requiring no material components:

1/day each: *entangle*, *phantasmal force*

2/day each: *disguise self*, *invisibility* (self only)

Reckless. At the start of its turn, the bargura can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Running Leap. The bargura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

ACTIONS

Multiattack. The bargura makes three attacks: one with its bite and two with its fists.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

BEARDED DEVIL

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 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.

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

ACTIONS

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

CHASME

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (13d10 + 13)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +5, Wis +5

Skills Perception +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Drone. The chasme produces a horrid droning sound to which demons are immune. Any other creature that starts its turn within 30 feet of the chasme must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to splash it with holy water. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone for the next 24 hours.

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

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

ACTIONS

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 16 (4d6 + 2) piercing damage plus 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*.

DHERGOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 15 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	19 (+4)	7 (-2)	10 (+0)	9 (-1)

Saving Throws STR +6

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

Damage Immunities acid, poison

Condition Immunities poisoned

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

Languages Abyssal, Infernal, Telepathy 60 ft.

Challenge 7 (2,900 XP)

Innate Spellcasting. The dhergoloth's innate spellcasting ability is Charisma (spell save DC 10). It can innately cast the following spells, requiring no material components:

At will: *darkness*, *fear*
3/day: *sleep*

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

Magic Weapons. The dhergoloth's weapon attacks are magical.

ACTIONS

Multiattack. The dhergoloth makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Flailing Claws (Recharge 5-6). The dhergoloth moves up to its walking speed in a straight line and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 14 Dexterity saving throw or take 22 (3d12 + 3) slashing damage.

Teleport. The dhergoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

DUERGAR STONE GUARD

Medium humanoid (dwarf), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 39 (6d8 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 2 (450 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Phalanx Formation. The duergar has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a duergar ally wielding a shield.

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

ACTIONS

King's Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the space to become Large, it attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible for up to 1 hour or until it attacks, it casts a spell, it uses its Enlarge, or its concentration is broken (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

ERINYES

Medium fiend (devil), lawful evil

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +7, Con +8, Wis +6, Cha +8

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

Hellish Weapons. The erinyes's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

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

ACTIONS

Multiattack. The erinyes makes three attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the *lesser restoration* spell or similar magic.

REACTIONS

Parry. The erinyes adds 4 to its AC against one melee attack that would hit it. To do so, the erinyes must see the attacker and be wielding a melee weapon.

HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) 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.

ACTIONS

Multiattack. The hobgoblin makes two greatsword attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

HOWLER

Large fiend, chaotic evil

Armor Class 16 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	5 (-3)	20 (+5)	6 (-2)

Skills Perception +8
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 18
Languages understands Abyssal but can't speak
Challenge 8 (3,900 XP)

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

ACTIONS

Multiattack. The howler makes two bite attacks.

Rending Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, plus 22 (4d10) psychic damage if the target is frightened. This attack ignores damage resistance.

Mind-Breaking Howl (Recharge 6). The howler emits a keening howl in a 60-foot cone. Each creature in that area that isn't deafened must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the howler's next turn. While a creature is frightened in this way, its speed is halved, and it is incapacitated. A target that successfully saves is immune to the Mind-Breaking Howl of all howlers for the next 24 hours.

IMP

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 20 ft., fly 40 ft.

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

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

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

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

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

ACTIONS

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

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

INCUBUS/SUCCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

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

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

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

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's 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.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

MARTIAL ARTS ADEPT

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

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

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

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

ACTIONS

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

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

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

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

REACTIONS

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

MERREGON

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Understands Infernal but can't speak, Telepathy 120 ft.
Challenge 4 (1,100 XP)

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

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

ACTIONS

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

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

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

REACTIONS

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

NIGHT HAG

Medium fiend, neutral evil

Armor Class 17 (natural armor)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

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

Skills Deception +7, Insight +6, Perception +6, Stealth +6
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 16
Languages Abyssal, Common, Infernal, Primordial
Challenge 5 (1,800 XP)

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

At will: *detect magic*, *magic missile*
2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

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

ACTIONS

Claws (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a *heartstone* in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's *soul bag*. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)
Hit Points 27 (5d8 + 5)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4
Senses passive Perception 13
Languages any two languages
Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*
1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*
2nd level (3 slots): *lesser restoration*, *spiritual weapon*
3rd level (2 slots): *dispel magic*, *spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

RUTTERKIN

Medium fiend (demon), chaotic evil

Armor Class 12

Hit Points 37 (5d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	5 (-3)	12 (+1)	6 (-2)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities Charmed, Frightened, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Understands Abyssal but can't speak

Challenge 2 (450 XP)

Crippling Fear. When a creature that isn't a demon starts its turn within 30 feet of three or more rutterkins, it must make a DC 11 Wisdom saving throw. The creature has disadvantage on the save if it's within 30 feet of six or more rutterkins. On a successful save, the creature is immune to the Crippling Fear of all rutterkins for 24 hours. On a failed save, the creature becomes frightened of the rutterkins for 1 minute. While frightened in this way, the creature is restrained. At the end of each of the frightened creature's turns, it can repeat the saving throw, ending the effect on itself on a success.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned. At the end of each long rest, the poisoned target can repeat the saving throw, ending the effect on itself on a success. If the target is reduced to 0 hit points while poisoned this way, it dies and instantly transforms into a living abyssal wretch. The transformation of the body can be undone only by a *wish* spell.

SALAMANDER

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or 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, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

APPENDIX 1: THE PRICE OF KNOWLEDGE (BONUS OBJECTIVE A)

Estimated Duration: 1 hour

A. WEIRD WIZARD

As the characters are moving about the stalls of the emporium, they encounter the transmuter **Elliach**. The oddball wizard has no ears and some strange magical mutations that make it difficult for him to communicate. However, it is clear that Elliach has something to say that he believes is quite important.

BONUS OBJECTIVE A

Getting the information from Elliach about Zhalruban, Shalrel Pall, and Bloodrot Grove is **Bonus Objective A**.

AREA INFORMATION

Elliach's workshop tent is as described in **Area A7** of **Part 2**.

CREATURE INFORMATION

Elliach looks curiously at Dara, who returns the inquisitive stare.

What Do They Want? Elliach doesn't recognize the characters or Dara, and thus hopes that they'll be able to assist his experiments. Elliach's body has been warped by contact with the ichor, which has also left him sensitive to the presence of demons, as well as to blessed creatures and places. He knows about a unicorn that is supposedly in Avernus and wonders if Dara might be persuaded to give him what he wants in exchange for that information and some gold.

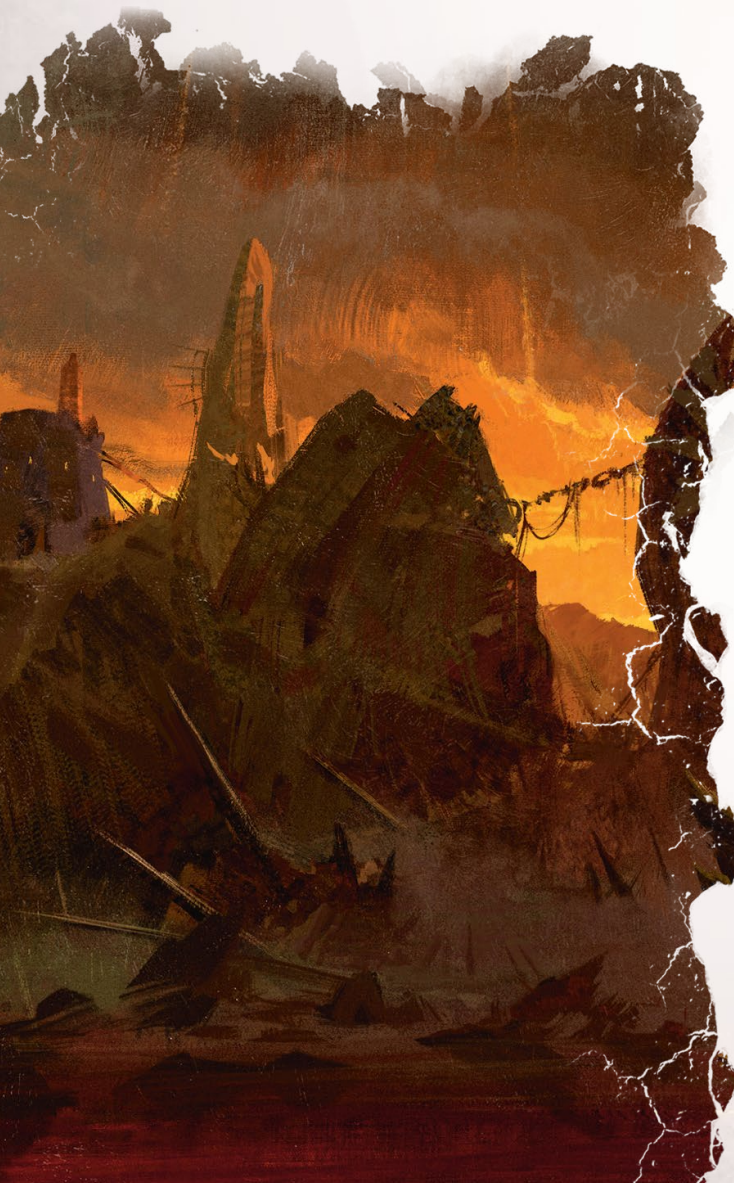
What Do They Know? Elliach has been told that travelers have seen or heard a unicorn in a place called Bloodrot Grove, not too far away from the emporium's current location. Elliach doesn't care personally, but he knows that if Dara or the characters are servants of good, they are likely to be interested in the unicorn. He does not see a reason to tell them that the most recent reports are of pained whinnies, unless they seem not to care about the creature's presence there. The unicorn reputedly wore gleaming armor and tack which bore an insignia that Dara and any character who played through the *Betrayal in the Blood* trilogy realize is that of the Hellriders who accompanied Zariel on her journey into Avernus—a horse's head on a sunburst. This could be a clue to the whereabouts of the souls that Dara is seeking.

Aside from telling the players that the unicorn exists (and might be in pain), Elliach doesn't share any of his other knowledge until they agree to bring him either a large bucket of demon ichor, for which will also pay them 30 gp per character. If asked where they can obtain the ichor, he shrugs and gestures around the emporium.

COMMUNICATING AS ELLIACH

As a result of repeated contact with demon ichor, the transmuter's arms have turned into long, twisted-looking tentacles. The fingers are elongated and supernaturally flexible, but still present at the ends. His ears sprouted wings and flew off months ago. Since then, Elliach has turned to pantomime and lip reading to express himself and make sense of others.

In order to convey his information, it is recommended that you physically act out his gestures to the best of your ability. For example, when discussing the unicorn, Zhalruban, he may use a finger to pretend he has a horn and make whinnying sounds. However, exercise caution to avoid portraying him in a mocking or comedic manner. In a pinch, he may methodically write out names or other words that would be particularly difficult to get across (or if players are struggling). When doing so, using your non-dominant hand may better simulate the handwriting produced by his tentacles.



B. TRADING IN THE EMPORIUM

The characters may already be familiar with what goods and services are available from the various merchants and traders within the emporium. The following groups

RASH, SKIDS, AND SCRAPPER

The trio of salamanders are experts in the construction and maintenance of many machines, but they take great pride in being able to strip and reassemble almost any infernal war machine that exists. In exchange for providing them with the location of junked machines (perhaps those left behind by the Rusty Razors), they will hand over enough demon ichor to satisfy Elliach. The characters must make sure that the trio can safely obtain a machine that was wrecked during the chase in **Part 1** or left behind during a fight with Ar'ath in **Bonus Objective B**.

X'AHNI'DIN THE WEAVER

The drow archdruid is peacefully living his life without any apparent interest in the characters' affairs. He is, however, clear in his hatred of demons, especially if asked about his past. A drow matriarch was about to sacrifice him to Lolth for the power to fight devils when Mahadi appeared to take him away. X'ahni'din knows the location of a pool of demon ichor not far from the Emporium, but he believes it is likely to be guarded in some way.



PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. The characters won't see combat break out within the emporium. Mahadi's rules are clear on this. But once they're out in Avernus, a fight could happen at any time, especially if they encounter demons.

Exploration. Searching around on their own for a source of demon ichor eventually leads the characters to the pool described in **How Convenient**. A clever idea and a successful DC 15 Wisdom (Perception or Survival) check could expedite this process.

Social. If the characters successfully bargained with the salamander trio, they may get what they seek without any violence. If they want to obtain the ichor that the demons are guarding, they will almost certainly have to fight.

C. HOW CONVENIENT

Clever characters may realize that as a place of enforced neutrality, there are likely to be all sorts of demons and other creatures freely wandering the emporium.

Getting out of the emporium unseen is difficult, but the salamanders assist in exchange for a HUGE favor (if utilizing the additional content in Bonus Objective B, the characters must actually bring the war machine back not just tell them where it is, otherwise, the salamanders don't name a price...yet). Once outside of the emporium, following a demon requires a successful DC 14 Dexterity

(Stealth) check. Eventually, the demons lead the characters to where demon ichor is trapped in a pool for the use of its guardians an hour or so from the Emporium, allowing them a surprise attack on the unsuspecting fiends. The ichor is protected by two **barlgura**. If the characters fail the Stealth check, the enemies are forewarned of the characters' presence and are ready to fight immediately.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **barlgura**.
- **Weak:** Replace a **barlgura** with a **merregon**.
- **Strong:** Add a **bearded devil**.
- **Very Strong:** Replace a **barlgura** with a **chasme**.

DEVELOPMENTS

If the adventurers successfully obtain the demon ichor that Elliach wants, he tells them that the unicorn was heard running around in Bloodroot Grove. Based on the direction the emporium has been moving, they should soon be within a day's travel of the grove. This information is an adventure hook for DDAL09-08 *In the Garden of Evil*.

APPENDIX 2: AR'ATH THE BUTCHER (BONUS OBJECTIVE B)

Estimated Duration: 1 hour

A. MAHADI'S OFFICE

Like sharks trailing a wounded creature, the fiends calling themselves the Rusty Razors have been following Mahadi's Wandering Emporium for nearly a month. They never come quite close enough for Mahadi's security to deal with them, but they have a knack for picking off potential customers on their way to bring gold, goods, and precious *soul coins* into the emporium. The merchant master would like the characters to rectify that situation and send a message to them.



BONUS OBJECTIVE B

Scattering the Rusty Razors by killing most of their number is **Bonus Objective B**. If they bring Mahadi the head of **Ar'ath the Butcher**, they can receive additional rewards.

CREATURE INFORMATION

Mahadi is pacing around his office when the characters arrive, obviously agitated. As soon as they enter the tent outside his restaurant, he motions for them to sit as he begins to speak.

What Do They Want? Mahadi is seething because the Rusty Razors ambushed another group traveling to trade with the emporium. That makes nearly a dozen attacks, and the losses are mounting quickly. He wants the characters to deal with the situation and make an example of the Razors to discourage others from similar attacks. He offers to give the characters a *soul coin* if they disperse the Razors through violence and a second one if they bring him the head of the gang's leader.

What Do They Know? One of Mahadi's camp guards—a **succubus** named Malediction—has scouted out the location of the Razors' current campsite. She reports that between scout patrols and injuries, the Razors are at the weakest they have been since beginning their attacks. Their leader is a **dhergoloth** named Ar'ath the Butcher, an apparently brutal tyrant.

B. THE RUSTY RAZORS' CAMP

The Rusty Razors, so named because they intentionally leave their weapons poorly maintained as a scare tactic, are licking their wounds about an hour's travel from the emporium. They are ill-prepared for any sort of assault and many are ready to give up the tedious pursuit of the emporium in favor of attacks on more plentiful targets elsewhere in Avernus.

AREA INFORMATION

The Rusty Razors have pulled their collection of worn and half-functional war machines into a semicircle facing a rocky outcropping. A campfire burns in the center of the camp.

Dimensions & Terrain. The plains of Avernus are largely open, sandy wastes. The rocky escarpment on one side of the Razors' camp is something of an exception. It rises 20 feet to its peak from the sands below.

Light. Regardless of the time of day, the sky is a mass of clouds, backlit by blood-red light. It is considered brightly lit, but there is no sunlight.

Infernal War Machines. Most of the vehicles are large enough to accommodate two people inside the frame and one or two clinging to its sides. There is also a larger, bus-like armored contraption with rusted spikes and blades jutting out across the exterior, with its rear door open to the exterior of the camp. Three **rutterkin** are chained inside this machine.

The characters may also spot the open hood on a larger machine opposite the “bus” in the circle. Dealing 20 or more fire damage causes the pressurized demon ichor to explode, dealing 10 (3d6) poison damage and 10 (3d6) necrotic damage to any creature within 10 feet of the machine. The machine is then disabled.

CREATURE INFORMATION

When the characters reach the Razors’ camp, they see several duergar and a few devils tending their wounds (inflicted earlier during the chase in **Part 1**). A **dhergoloth** strides through the camp, berating them for their failure and exhorting them to greater savagery in their conquests. This is obviously Ar’ath the Butcher.

When fighting inevitably breaks out, most of the Razors flee, but Ar’ath fights back, along with a **duergar stone guard** and a pair of **bearded devils** who spend their first turn dragging a trio of trained **rutterkin** slaves out of the bus by long chains that are attached to their iron collars. The rutterkin are too unintelligent to run away; they focus their attacks on the nearest non-fiend and fight to the death. Ar’ath doesn’t back down, but the bearded devils may surrender or flee if their allies have been slain or abandoned them.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **bearded devils**.
- **Weak:** Remove a **bearded devil**.
- **Strong:** Add a **bearded devil**.
- **Very Strong:** Replace the **bearded devils** with two **barbed devils**.

TREASURE

The corpses of the slain Rusty Razors contain a mixture of coins from across the planes. A belt pouch on the body of the dhergoloth contains an unused *potion of invulnerability*.

RETURNING TO MAHADI

If the characters have not yet discovered that Beirgoach is the spy, the defeat of the Rusty Razors causes the imp to panic. After this event, it’s overly nervous when the characters enter Fhet’ahla’s tent. Any discussion of the gang causes it to drop an empty glass vial. Insight checks to discern its potential involvement have advantage (see **area A4** in **Part 1**).

If Beirgoach has already been revealed as the spy and there are no more objectives to complete, Mahadi provides the characters with their reward and they can complete the adventure. Proceed to **Wrap Up** in **Part 2**.

BONUS OBJECTIVE A. If utilizing this additional content, and the characters have not persuaded Elliach to share the information about Bloodrot Grove, a *soul coin* from Mahadi will be enough to convince the mage to give up what he knows (see **Appendix 1**).



APPENDIX 4: CHARACTER REWARDS

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing off rewards they didn't receive during the session):

GEM OF SEEING

Wondrous Item, rare (requires attunement)

This gem has 3 charges. As an action, you can speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet when you peer through the gem. The gem regains 1d3 expended charges daily at dawn.

While looking through this unusual cut-gemstone monocle, the wearer can perceive the relative value of an item to its owner (monetary, sentimental, or otherwise).

POTION OF INVULNERABILITY

Potion, rare

For 1 minute after you drink this potion, you have resistance to all damage. The potion's syrupy liquid looks like liquefied iron. This item is found in the *Dungeon Master's Guide*.



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.



APPENDIX 5: STORY AWARD

Characters who do not abide by the rules of Mahadi's Wandering Emporium are cast out into Avernus on their own.

NO EXCEPTIONS

You've broken Mahadi's only rules: "No fighting! No spellcasting! No exceptions!" By choosing to break the rules, you've been kicked out of Mahadi's emporium. Now you must survive in the wastes without its safe shelter. You start any tier 2 *Avernus Rising* adventure at half hit points and with a level of exhaustion that can't be removed.

APPENDIX 6: CHARACTER REWARDS

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.

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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	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