



RUINED PROSPECTS

An Avernus Rising Adventure

Elturel isn't the only city to have been claimed by Avernus; scores of towns and villages, long forgotten, litter the eternal battlefields. In one such place, a fallen Hellrider remains in stasis, waiting for the right time to rise and battle evil once more. Has that time come at long last?

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

Optimized For: APL 8



CREDITS

Designer: Cat Evans

Editing: Travis Woodall, Greg Marks, Hannah Rose

D&D Adventurers League Guildmaster: Chris Lindsay

Art Director and Graphic Designer: Rich Lescouflair

Interior Art: provided by Wizards of the Coast

Cartography: Travis Woodall

D&D Adventurers League Wizards Team: Adam Lee, Ari Levitch, Chris Lindsay, Mike Mearls

D&D Adventurers League Administrators: Alan Patrick, Amy Lynn Dzura, Travis Woodall, Claire Hoffman, Greg Marks, Ma'at Crooks, LaTia Bryant, Shawn Merwin, Will Doyle

Playtesters: Dylan Cole, Kerry Kaszak, Matthew Maranda, Chris McGovern, Daniel Oliveira, JJ Tin, Marcello Velazquez

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2019 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

ADVENTURE PRIMER

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 Weatherstone Keep, a ruined castle in Avernus. Adventurers must undertake a treacherous dungeon crawl to rescue a Hellrider awaiting his chance to rise again.

BACKGROUND

The adventure takes place in the ruins of **WEATHERSTONE KEEP**. The castle once belonged to an evil lord who forged a pact with a powerful pit fiend. In exchange for the souls of the commonfolk who toiled and worked his land, the lord grew extremely wealthy. Unfortunately, none of his marriages bore him an heir to inherit his wealth, and on his death bed he cursed the pit fiend. As his last breath escaped his body, he, his keep, and all of those who served him were drawn into **AVERNUS**.

Though it fell into disuse after the lord's death, there is a hallowed **TEMPLE TO TORM** within the keep that was consecrated by the evil lord's pious father.

Centuries later, the armies of **ZARIEL** were left in disarray after a disastrous battle. One of her **HELLRIDERS**, a dwarf named **GLANRING IRONBELLY**, knew of the keep and its hidden temple. He escaped to Weatherstone and prayed for Torm to grant him the power to save his general and her armies.

Torm answered the dwarf's prayers, but not as the Hellrider anticipated. Instead of a host of angels or a flaming sword, Torm **ENTOMBED** the dwarf in a vault of steel and glass, where he would wait until such a time as he could aid in Zariel's **REDEMPTION**.

OVERVIEW

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

- **Call to Action: Ingress.** The characters find their way past the devils outside the castle and enter Weatherstone Keep.
- **Part 1: Weatherstone Keep.** The characters traverse the keep, learn its history, and locate the Temple of Torm. This is **Story Objective A**.
- **Part 2: Inner Sanctum.** The characters hold off throngs of devils while they work to free Glanring Ironbelly from his tomb. This is **Story Objective B**.
- **Bonus Objective 1: Holiest of Holies.** The characters defeat a complex and dangerous puzzle to access the inner sanctum of the temple. See **Appendix 1**.
- **Bonus Objective 2: Agents of Zariel.** An agent of Zariel is also exploring Weatherstone, and the characters must defeat them before they can safely free Glanring. See **Appendix 2**.

ADVENTURE HOOKS

The characters have been commissioned to enter the ruins of Weatherstone Keep, explore the dungeons beneath, and free the Hellrider Glanring Ironbelly. The request to venture to the castle could come from one of several sources.

Zhalruban's Guidance. Characters who played DDAL09-08 *In the Garden of Evil* may have been directed to Weatherstone by the unicorn Zhalruban.

The Duty of Torm. The Order of the Gauntlet has asked the characters to find and free Glanring Ironbelly from the Temple of Torm in Weatherstone Keep.

Tall Tales. Amongst her other chatter, Burney the Barber (who is found in Mahadi's Wandering Emporium) tells stories of a dwarven Hellrider imprisoned beneath a crumbling castle in Avernus.

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: INGRESS

Estimated Duration: 15 minutes

OUTSIDE WEATHERSTONE KEEP

When the characters reach the ruins of Weatherstone Keep, they find the outer walls of the castle crawling with devils.

A. APPROACHING THE KEEP

Weatherstone Keep stands in a flat plain surrounded by cliffs. The characters begin on the cliffs overlooking the keep and the ruins of the village that once surrounded it.

AREA INFORMATION

The keep exterior has the following features.

Dimensions & Terrain. This region of Avernus is, like most of the plane, a blasted, scarlet desert. The largest ruins littering the area around the keep itself provide ample places to hide. The keep sits in the middle of a flat plain overlooked by steep **cliffs**.

Cliffs. Descending the 20-foot-tall cliffs is dangerous. Safely reaching the bottom requires a successful DC 13 Strength (Athletics) check. A character who fails the check takes 2d6 (7) bludgeoning damage and draws the attention of the devils.

Climate. The air is hot and dry, and the temperature is blisteringly hot.

Light. The sky is overcast, but not enough to impede visibility.

Sound. The devils that bask on the ruined village and keep chatter amongst themselves.

Main Gate. The main gate of Weatherstone is clearly visible and open, with the portcullis raised 3 feet above the ground. Entering this way requires leaving cover and moving in the open for a few seconds (see **Character Information**). This entrance leads to **area W1**.

Damaged Wall. Characters with a passive Perception of 14 or higher notice a crumbled patch of wall with a hole large enough for a Medium creature to squeeze through. This entrance leads to **area W2**.

CREATURE INFORMATION

Twelve **imps**, seven **spined devils**, and four **bearded devils** bask lazily around the castle.

What Do They Want? The larger devils are resting as they wait for the rest of their legion to arrive. They laze in the heat, skewering and devouring imps that are alive and shrieking in terror. Inform the party that it looks like it would be easy to sneak past the devils. If they see humanoids entering the keep, three **imps** fly away to summon a nearby **bone devil**. This leads to extra devils to fight in **Part 2**.

What Do They Know? The devils know how dangerous Weatherstone is, and the traps and perils that await inside: they would rather place bets on how the characters will eventually perish inside than bother to feast on them now.

CALL TO ACTION

The characters know that their goal is within the keep. If they linger too long, a squad of devils (ten **merregons** and six **white abishai**) led by Zeliathe (an **erinyes**) arrives to use the ruined village as a barracks, making it imperative to get inside the keep before they are seen.

PLAYING THE PILLARS

Here are some suggestions for this encounter.

Combat. The **devils** fight if provoked, and the sounds of combat draw more of them. Characters who succeed on a DC 12 Wisdom (Insight) check realize that the devils are trying to herd them into the keep. Retreat may be the best option—but it's also what the devils seem to want. Do not adjust the difficulty of this fight based on APL: it is deliberately overpowering to encourage stealth.

Exploration. Sneaking past the devils is possible, but there's not enough available cover to enter unseen through the main gate. However, the characters can potentially enter unseen through the damaged wall if they notice it.

Social. Characters who disguise themselves as fiends can enter the keep openly, and may learn that the keep is full of traps. The "other" devils consider them brave (or foolish, depending on the devil) for venturing inside.



PART 1: WEATHERSTONE KEEP

Estimated Duration: 2 hours 15 minutes

INSIDE WEATHERSTONE KEEP

The characters enter Weatherstone Keep and commence their search for Glanring Ironbelly.

STORY OBJECTIVE A

Finding the Temple of Torm is **Story Objective A**. This can be accomplished by exploring the keep.

W1. PORTCULLIS

Characters who used the Main Gate enter into this area.

AREA INFORMATION

The corridor behind the main portcullis has the following features.

Dimensions & Terrain. The corridor is 10 feet wide and 15 feet long. The ceiling, walls, and floor are all bare stone.

Light. Light from outside filters in through the portcullis. The area is dimly lit.

Sound. The raucous laughter of the devils in the surrounding areas prevents the characters from hearing anything else.

Exit. Another portcullis closes off the far end of the corridor. Lifting it requires a successful DC 20 Strength check.

CREATURE INFORMATION

The devils outside the castle and two **barbed devils** in **area W2** watch the characters face the corridor's trap, laughing and making bets on how soon they will die in the keep.

What Do They Want? The devils in **area W2** want the characters to enter the castle—it's entertainment. However, if they're able to convince the characters to pay them for the privilege, all the better. If the characters try to force the portcullis open themselves, the devils use their Hurl Flame action. They suggest *soul coins* as a bribe (they request two, but accept one), but if the characters have no *soul coins* they accept a sacrifice: a pound of flesh will suffice. If characters choose to pay in flesh, they take 10 (3d6) points of slashing damage that can only be healed during a long rest.

The devils can also be convinced to open the portcullis with a successful DC 11 Charisma (Deception, Intimidation, or Persuasion) check.

What Do They Know? The devils in **area W2** know how to open the portcullis using a lever on their side, though they don't use the lever unless compelled, intimidated, or bribed with a *soul coin*. They also know the layout of the areas of the castle which are above ground, and the location of the path to the lower levels.

W2. COURTYARD

Area W1 connects here. Characters who come through the damaged wall enter the castle here.

AREA INFORMATION

The courtyard has the following features.

Dimensions & Terrain. The circular courtyard is 50 feet in diameter. It is strewn with rubble from the crumbling walls of the keep, which provides half cover for Medium creatures and three-quarters cover for Small creatures. It's clear that most of the buildings aren't structurally sound.



Light. This area is open to the roiling, grey clouds overhead. Visibility is normal.

Sentinels. Four **blood hawks** perch on the walls around the courtyard. They notice creatures who aren't being stealthy, or whose Dexterity (Stealth) check does not beat their passive Perception score of 14. The hawks do not initiate combat but fight alongside the devils if combat occurs.

Plant Life. Thorny, yellow weeds burst through the broken cobblestones. The whole area is difficult terrain as long as the weeds are present. Any area affected by fire is burned clear in one round.

Living History. Flickering shadows on the walls repeat images of humanoids fighting and succumbing to capering devils.

Exits. The portcullis connects to **area W1**. Two closed doors lead to **area W3** (unlocked) and **area W4** (locked). Numerous other doorways are empty, with ruined stairs behind them.

CREATURE INFORMATION

Two **barbed** devils are here, unless characters have already dealt with them in **area W1**. If the devils aren't aware of the characters' entrance, they're discussing the "remnants" in the Great Hall, which they say are losing their entertainment value:

"You can't even tell which one was Lord Vryn anymore. Even he's forgotten that this is all his fault."

What Do They Want? Once alerted to the characters' presence, the devils initiate combat. Even if the characters are masquerading as devils, the locals do not appreciate visitors: this is their domain, and visiting legionaries are expected to wait outside in the ruins of the village.

What Do They Know? The devils know the history of Weatherstone Keep (see **Adventure Background**). They know that the upper levels of the castle are ruined, unsafe, and hard to access: everything interesting, including the Temple of Torm, is below ground. The temple is "safely" sealed off: there is a great machine that opens the way to it, but it's complex and tricky to operate.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Use only one **barbed devil**.
- **Strong or Very Strong:** Use four **barbed devils**.

W3. GREAT HALL

The Great Hall is large and dimly lit, filled with the cacophony of carousing devils and the stench of tormented undead.

AREA INFORMATION

The great hall has the following features.

Dimensions & Terrain. The hall is 40 feet long and 25 feet wide. Three long, decaying tables run most of the length of the room, with chairs at the tables and knocked onto the floor. At the far end of the room is a high table that sits perpendicular to the others.

Light. The Great Hall is dimly lit.

Décor. Torn velvet drapes stained with blood cover narrow windows. Banners displaying the Weatherstone heraldry (a mountain peak struck by lightning) hang from the ceiling, and there are four suits of armor lined up behind the high table.

Profane Feast. Every table is piled high with plates of raw, rotting meat. Some crawl with maggots or flies, while other dishes show traces of their origin: a ring with a Harper symbol, or a scrap of skin showing part of a tattoo.

Hidden Trapdoor. A 10-foot-diameter circular sigil on the floor of the Great Hall shows the symbol of Torm in pale grey stone. A lot of blood has been spilled on it, and some has dripped down the edges of the sigil. It looks like it can be moved and opened (see **Statues**, below).

Suits of Armor. These four bronze warriors all have their right hands raised, palm turned out, except one, whose hand has been ripped off (see **Missing Hand**). Their fingers have been configured into a set of obscene gestures. When all the suits' right hands have been straightened out into the palm-up open hand that symbol of Torm, the sound of grinding stone fills the Great Hall and the **hidden trapdoor** opens, leading to **area W5**.

Missing Hand. The missing bronze gauntlet is buried in one of the dishes of humanoid meat. Characters who succeed on a DC 12 Wisdom (Perception) check spot it within a minute; those who fail take ten minutes to find it.

CREATURE INFORMATION

A **chain devil** hosts two **imps** in a gory parody of a feast, including toasts to “the idiot lord of Weatherstone, for his fine gift to Avernus,” while two **ghouls** in once-luxurious rags creep between the tables attempting to steal food. If characters spend a long time searching the Great Hall (for example, if they can’t find the missing hand), three **bearded devils** enter through the trapdoor from **area W5**. They attack immediately if they see the bodies of any other devils. Finally, reaching into any of the dishes on the table disturbs a **rot grub** nestled inside.

What Do They Want? The devils want to continue tormenting the fallen nobility of Weatherstone, and they prevent outsiders from accessing the lower levels of the keep, lest they get into the Temple of Torm. They fight as soon as they are aware of the characters. The ghouls want to eat, and living humanoids are delicious.

What Do They Know? The devils know the history of Weatherstone Keep and how to open the hidden trapdoor.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **chain devil**.
- **Weak:** Replace the **chain devil** and an **imp** with two **barbed devils**.
- **Strong:** Add an **imp**.
- **Very Strong:** Add a **barbed devil**.



TREASURE

A platinum goblet on the table holds a handful of shiny coins, among which is nestled a single *soul coin*.

W4. ARMORY

- This small room is accessible from **area W2** or **area W3**.

AREA INFORMATION

The armory has the following features.

Dimensions & Terrain. The armory is 20 feet by 25 feet.

Temperature. The room is unpleasantly cold, unlike the sweltering heat elsewhere.

Locks. Both of the doors to this area are locked. They can be opened with a successful DC 10 Dexterity check using thieves’ tools to open. On a failure, the lock opens but can’t be locked again.

Skeleton. A short humanoid skeleton is slumped in one corner of the armory. It is wearing rusted plate mail and clinging to a battleaxe.

Arms & Armor. Several weapon racks and stands hold polearms or pieces of armor. The weapons are blunt and the armor is rusted and useless.

Backpack. There is a white leather backpack beneath the skeleton. Characters who examine the skeleton with a successful DC 13 Intelligence (Investigation) check notice the haversack. A label in Dwarvish that reads “Property of Kelda Ironbelly” is stitched to the inside of the flap.

CREATURE INFORMATION

The room appears empty when the characters enter it, but within seconds the **ghost** of Kelda Ironbelly coalesces in the center of the room.

What Do They Want? Kelda yearns for her bones to be laid to rest in the Material Plane, and for someone to succeed where her brother failed. Kelda gives the characters her backpack if they promise to fulfil either of these wants.

What Do They Know? Kelda knows how to open the hidden trapdoor in **area W3**. She also knows a great deal of history: what happened to Weatherstone Keep, the story of Zariel and her Hellriders, and the tale of Glanring Ironbelly’s assault on the castle (see **Background**, above). She believes that her brother failed in his mission, as there has been no sign of his success.

TREASURE

Kelda’s backpack is a *Heward’s handy haversack*. The characters may obtain this as a gift from Kelda, or claim it after defeating her.

W5. STAIRCASE

This spiral staircase descends into the basement of the castle. The devils have filled the staircase with traps to keep anyone from accessing the temple.

AREA INFORMATION

The staircase has the following features.

Dimensions & Terrain. The stairway is 5 feet wide, and 30 feet long. The ceiling starts out 5 feet above the steps, but as the stairs descend the distance increases to 15 feet.

Light. The area is completely dark.

Handholds. Devils know not to walk on the stairs, which are trapped. There are empty braziers 8 feet above the steps, and a series of handholds that appear to have been recent additions—designed to help flying creatures navigate the tight spiral stairs with ease. The handholds can also be used by characters who succeed on a DC 15 Dexterity (Acrobatics) check to navigate the staircase without triggering the traps on the stairs. This ability check is made with advantage by characters using appropriate climbing gear.

Slick Steps. Three steps near the top of the stairs have been slicked with grease. Characters who fail a DC 13 Dexterity saving throw fall prone and skid down the rest of the staircase. A character with a passive Investigation score of 15 or higher notices the grease—which can then be easily avoided (noting, however, that the lack of light may impose disadvantage on the character, reducing their passive score by 5).

Sharp Walls. Characters who touch the walls find that shards of stone and glass have been set into them with the express purpose of causing pain. A creature who touches the wall takes 3 (1d6) points of slashing damage at the start of each of its turns until it regains hit points or until someone uses an action to stop the bleeding with a successful DC 13 Wisdom (Medicine) check.

Spikes. A barricade of bone and sinew is set up at the foot of the stairs, with sharpened bones ready to impale creatures who fall down the stairs. A creature descending the stairs must make a successful DC 14 Dexterity saving throw or take 9 (2d8) piercing damage. Creatures who fall down the steps (see **Slick Steps**, above) make this saving throw at disadvantage.

Barricade. Dismantling the barricade takes one minute. Alternatively, it can be destroyed: it has AC 10, 20 hit points, and immunity to poison and psychic damage.

Exits. A set of wooden double doors stands behind the barricade. They are locked and can be opened with a successful DC 15 Dexterity check using thieves' tools. The doors have AC 14, 40 hit points, immunity to poison and psychic damage, and vulnerability to fire damage.

W6. TEMPLE ANTECHAMBER

This room contains a puzzle that is the key to accessing the temple.

AREA INFORMATION

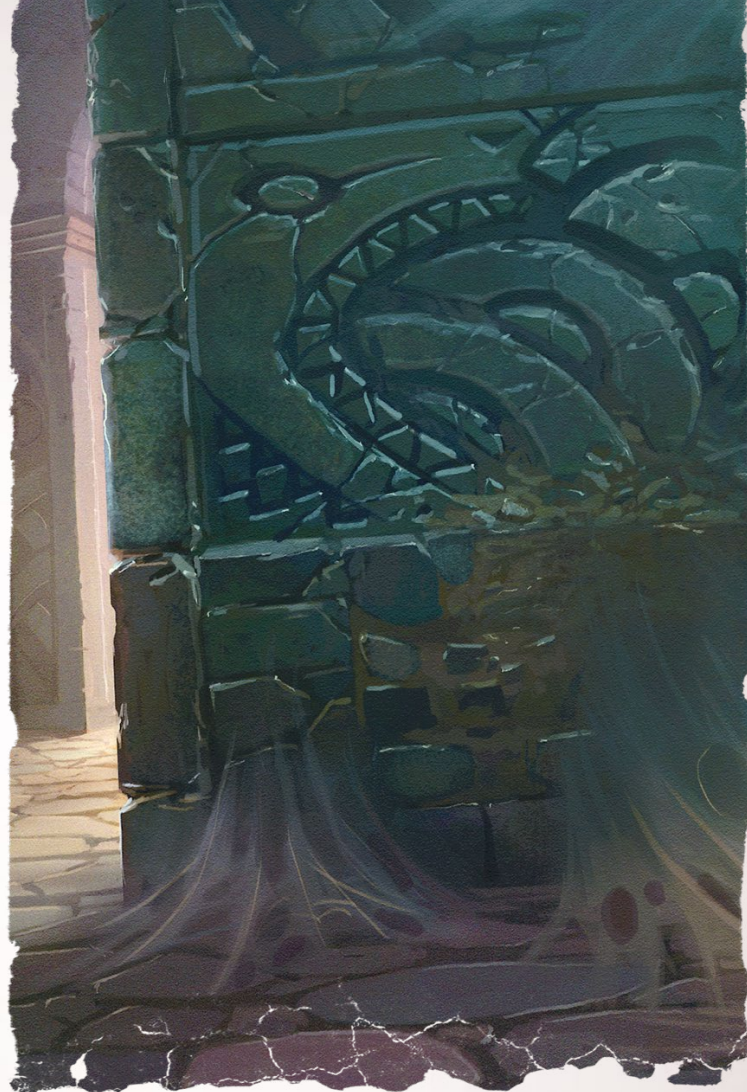
The chamber has the following features.

Dimensions & Terrain. This circular room is 20 feet in diameter. The floor and walls are made of a paler stone than the keep above.

Column. In the center of the room is a 5-foot-wide column of opaque white crystal that stretches to the ceiling, with tenets of Torm's faith inscribed in faded Common. This column is also an elevator to the temple that is operational when the **panels** are correctly placed in the alcoves.

Walls. There are four alcoves inset into the walls, each of which has a word inscribed beneath it:

- FATHER
- ALLY
- FRIEND
- SERVANT



Panels. Scattered about the floor are four painted wooden panels that are shaped to fit into the recessed alcoves on the walls:

- A platinum dragon (Bahamut: Servant)
- An armored sentinel (Helm: Ally)
- An eyeless, one-handed warrior (Tyr: Father)
- A red knight chess-piece (The Red Knight: Friend)

Identifying the figure depicted in each panel requires a successful DC 10 Intelligence (Religion) check. A character who succeeds on the check by 5 or more can tell which panel matches each word. The check is made with advantage if they are followers of Torm or members of the Order of the Gauntlet, or if they have spent a minute examining the writing on the column. Otherwise, placing the four panels is a matter of trial and error.

Exit. When the panels are placed into the correct alcoves, a section of the crystal column shimmers and becomes insubstantial, allowing the characters to enter a small chamber. If utilizing **bonus objective A**, see Appendix 1 for other developments.

DEVELOPMENT

When the characters step into the small chamber inside the column, they are immediately teleported to the Inner Sanctum (unless utilizing the content in **bonus objective A**). Characters may stop for a short rest before leaving this area, but won't have time to rest in the Inner Sanctum.



PART 2: INNER SANCTUM

Estimated Duration: 1 hour 30 minutes

THE HELLRIDER'S TOMB

The characters locate Glanring Ironbelly and fend off an army of devils while the Hellrider awakens.

STORY OBJECTIVE B

Rescuing Glanring Ironbelly and protecting him from the devils is **Story Objective B**.

2A. THE TEMPLE OF TORM

Characters enter from **area W6**, materializing on the Dais.

AREA INFORMATION

The temple has the following features.

Dimensions & Terrain. The temple is fashioned from pale grey stone. It is a circular area arranged on three concentric levels (the dais, the lower circle, and the outer circle).

Temple Décor. The holy symbol of Torm is repeated throughout the temple—carved into the walls and floors, and embroidered into faded tapestries that hang from the walls. Large stone panels on the wall and floor are inscribed with verses of scripture.

The Dais. This is a 15-foot-square central platform, with three sets of stairs descending 10 feet to the lower circle. The statue of Torm stands in the center of the dais.

The Lower Circle. This is a 20-foot-wide circle around the dais. It is the lowest floor level of the room.

The Outer Circle. This 10-foot-wide circle at the edge of the room is 20 feet above the lower circle.

Sound. Every noise echoes around the entire chamber, to unsettling effect.

Statue of Torm. A statue of Torm, hands resting on the hilt of a longsword, stands in the center of the dais. As the first character enters the temple, the sword begins to glow

with a brilliant light that spikes up through the ceiling. The light is visible throughout Weatherstone Keep and has the following effects on creatures that aren't fiends:

- Creatures within 30 feet of the sword are considered to be under the effects of the *bless* spell.
- The sword emits an aura of light that functions as per the *crusader's mantle* spell.
- Creatures within 30 feet of the sword regenerate 10 hit points each round, on initiative count 20.

Burial Vault. Beneath the statue of Torm is a circle of thick glass, bubbled and crystallized as though it was melted and refused. Under the glass, characters can vaguely see the unmoving figure of a blond, armored dwarf in the vault below. As the light from the statue of Torm grows brighter, the dwarf begins to move, stretching and gradually taking an interest in events above. At the same time, the glass starts to crack (see **Wave 1** through **Wave 3**, below).

Conjuration Circles. Three circles of magical sigils marked in dried blood adorn the floor of the outer circle. All of the creatures used in this encounter enter through these sigils. The circles can be deactivated by smashing the entire 10-foot-square area of floor they occupy (treat each 5 foot square as a separate object with AC 16, 30 hit points, and immunity to poison and psychic damage) or by somehow removing the blood.

Exit. When the devils are all defeated, Glanring touches the statue of Torm and recites a prayer to the god. As he finishes the prayer, the characters are returned to **area W6**.

CREATURE INFORMATION

A number of **devils**, alerted by the glow from the statue of Torm, assault the temple. The devils arrive on initiative count 20 (losing ties) of their respective round (see **Wave 1** through **Wave 3**, below) and move their speed. They otherwise take their turns on initiative count 10 (also losing ties). They can enter the room from any of the conjuration circles.

What Do They Want? The devils want to prevent the characters from freeing Glanring, either by killing them or by destroying the statue of Torm (see **Property Damage**, below).

What Do They Know? They know that the statue of Torm is the power responsible for awakening the Hellrider, and they infer that it is responding to the characters' presence, as this has never happened before.

WAVE 1

Two **bearded devils** and four **barbed devils** enter during round 1. Another group, of the same composition, enters during round 2. These devils attack the characters, and only attempt to destroy the statue if they can't reach a character on their turn.

WAVE 2

Two **white abishai** and two **merregons** enter during round 3. The abishai move to the dais to destroy the statue while the merregons fend off attackers.

Glanring Ironbelly. On round 4, the glass begins to crack and Glanring awakens.

WAVE 3

Zeliathe (an **erinyes**) and two **merregons** enter on round 6 and move to attack the characters. If the characters were spotted entering Weatherstone in the Call to Action, Zeliathe is accompanied by three **imps** and a **bone devil**. An additional four **merregons** enter on round 7 and move to destroy the statue.

Glanring Ironbelly. On round 6, Glanring begins to hack at the glass covering the vault. The area becomes difficult terrain as it shudders and splinters. If unassisted, Glanring destroys the glass and climbs onto the dais during round 10. If the characters help, refer to **Property Damage**, below.

PROPERTY DAMAGE

The devils attempt to destroy the statue, and the characters may wish to help Glanring free himself.

The burial vault glass has AC 14, 75 hit points, and immunity to poison and psychic damage. Once out of the vault, Glanring assists with combat. Each round he makes two attacks with his battleaxe. His weapon attacks have +5 to hit, deal 15 slashing damage on a hit, and are magical. If Glanring is reduced to zero hit points, do not roll death saves: he stabilizes in three turns. Enemies focus on conscious characters rather than the incapacitated dwarf.

The statue of Torm has AC 18, 120 hit points, and immunity to poison and psychic damage. If it is destroyed, it no longer emits light and the entire temple is left in darkness. Even worse, its effects are reversed: characters no longer benefit from regeneration or the effects of *crusader's mantle*, and are now under the effects of the *bane* spell.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** The devils have 20 fewer hit points than normal (unless they already have fewer than 20 hit points).
- **Weak:** The devils have 10 fewer hit points than normal (unless they already have fewer than 30 hit points).
- **Strong:** The devils have an additional 20 hit points.
- **Very strong:** The devils have an additional 20 hit points and deal 2 extra damage on each attack.

TREASURE

Zeliathe carries a *potion of greater healing*. One of the merregons that arrives in wave 2 has 1d6 +2 crossbow bolts.

WRAP-UP: A NEW ALLY

Glanring is heartbroken to hear what has happened while he was trapped in the Temple of Torm, especially the news of Zariel's fall. After the characters defeat the devils of Weatherstone Keep, Glanring returns with them to Mahadi's Wandering Emporium. After Dara or the characters explain Zariel's fall and her current activities, Glanring pledges himself to Dara's cause and promises to help defeat—or, preferably, redeem—his former liege.



REWARDS

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

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

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

GOLD

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

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

MAGIC ITEM(S)

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

Appendix 6:

- *Heward's handy haversack*
- *Soul coin*
- *Potion of greater healing*
- (4) *Crossbow bolts +2*

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.

Kelda Ironbelly (KELL da). Kelda, Glandring Ironbelly's sister, helped Glanring reach Weatherstone Keep and held off the devils so that he could descend to the Temple of Torm. She was mortally wounded doing so and now haunts the keep's armory as a ghost.

Kelda is a handsome, armored, dwarven woman with a finely curled black beard. She leans wearily on her battleaxe and has several visible wounds, any one of which would be enough to be lethal.

- **What She Wants.** Kelda wants to find someone to help her brother and his cause.
- **Fatal Optimism.** Kelda believes in the best of everyone—and it killed her.

Glanring Ironbelly (GLAN ring). Glanring is a Hellrider who came to Weatherstone seeking a way to help Zariel (before her fall). He physically resembles his sister Kelda. He is a natural leader; he expects people to listen when he speaks and to follow his orders.

- **What He Wants.** Glanring wants to serve Zariel—or at least who she used to be, even if it means destroying her to redeem her legacy.
- **Listen to Me.** Ever seeking to be in charge of a given situation—even if they know that someone else is better suited.

Wyrzoorn (WEER zorn). Wyrzoorn is an orthon in Zariel's service. It is used to dealing with lesser devils, who don't tend to show much imagination or intelligence. The capacity of mortals to surprise Wyrzoorn offends it greatly.

- **What She Wants.** Wyrzoorn wants to use its rank in the armies of the Nine Hells as a route to power.
- **Confidence Is Deadly.** Wyrzoorn frequently overestimates its own intelligence.



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 Resistance Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., passive Perception 12

Languages Infernal, Telepathy 120 ft.

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The devil makes three 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.

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 Resistance Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 Ft., passive Perception 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.

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 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.

BLACK ABISHAI

Medium fiend (devil), lawful evil

Armor Class 15 (natural plate)

Hit Points 58 (9d8 + 18)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	14 (+2)	16 (+3)	11 (+0)

Saving throws Dex +6, Wis +6

Skills Perception +6, Stealth +6

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Acid, Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 16

Languages Draconic, Infernal, Telepathy 120 ft.

Challenge 7 (2,900 XP)

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

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

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

Shadow Stealth. While in dim light or darkness, the abishai can take the Hide action as a bonus action.

ACTIONS

Multiattack. The abishai makes three attacks: two with its scimitar and one with its bite.

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 9 (2d8) acid damage.

Creeping Darkness (Recharge 6). The abishai casts darkness at a point within 120 feet of it, requiring no components. Wisdom is its spellcasting ability for this spell. While the spell persists, the abishai can move the area of darkness up to 60 feet as a bonus action.

BLOOD HAWK

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses Passive Perception 14

Languages --

Challenge 1/8 (25 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

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

BONE DEVIL

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 40 ft.

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

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

Skills Deception +7, Insight +6

Damage Resistance Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 Ft., passive Perception 12

Languages Infernal, Telepathy 120 ft.

Challenge 9 (5,000 XP)

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

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

ACTIONS

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

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

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

CHAIN DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

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

Damage Resistance Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., passive Perception 11

Languages Infernal, Telepathy 120 ft.

Challenge 8 (3,900 XP)

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

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

ACTIONS

Multiattack. The devil makes two attacks with its chains.

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

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

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

REACTIONS

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

ERINYES

Medium fiend (devil), lawful evil

Armor Class 18 (plate armor)

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 Resistance Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

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 creature. *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.

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 11

Languages Any it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil* and *good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

IMP

Tiny fiend (devil), lawful evil

Armor Class 13

Hit Points 10 (3d4+3)

Speed 20 ft., fly 40 ft.

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

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

Damage Resistance Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks That Aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 Ft., passive Perception 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. The target must make a DC 11 Constitution save, 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.

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
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

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

Damage Resistance Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Frightened, Poisoned

Senses Darkvision 60 Ft., passive Perception 11

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

Challenge 4 (1,100 XP)

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

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

ACTIONS

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

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *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.

ORTHON

Large fiend (devil), lawful evil

Armor Class 17 (half plate)

Hit Points 105 (10d10 + 50)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	15 (+2)	15 (+2)	16 (+3)

Saving throws Dex +7, Con +9, Wis +6

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Charmed, Exhausted, Poisoned

Senses Darkvision 120 ft., Truesight 30, Passive Perception 20

Languages Common, Infernal, Telepathy 120 ft.

Challenge 10 (5,900 XP)

Invisibility Field. The orthon can use a bonus action to become invisible. Any equipment the orthon wears or carries is also invisible as long as the equipment is on its person. This invisibility ends immediately after the orthon makes an attack roll or is hit by an attack.

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

ACTIONS

Infernal Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage, and the target must make a DC 17 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. On a failure, the target is also poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Infernal Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage, plus one of the following effects:

1. **Acid.** The target must make a DC 17 Constitution saving throw, taking an additional 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.
2. **Blindness (1/Day).** The target takes 5 (1d10) radiant damage. In addition, the target and all other creatures within 20 feet of it must each make a successful DC 17 Dexterity saving throw or be blinded until the end of the orthon's next turn.
3. **Concussion.** The target and each creature within 20 feet of it must make a DC 17 Constitution saving throw, taking 13 (2d12) thunder damage on a failed save, or half as much damage on a successful one.
4. **Entanglement.** The target must make a successful DC 17 Dexterity saving throw or be restrained for 1 hour by strands of sticky webbing. A restrained creature can escape by using an action to make a successful DC 17 Dexterity or Strength check. Any creature other than an orthon that touches the restrained creature must make a successful DC 17 Dexterity saving throw or become similarly restrained.

5. **Paralysis (1/Day).** The target takes 22 (4d10) lightning damage and must make a successful DC 17 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6. **Tracking.** For the next 24 hours, the orthon knows the direction and distance to the target, as long as it's on the same plane of existence. If the target is on a different plane, the orthon knows which one, but not the exact location there.

REACTIONS

Explosive Retribution. When it is reduced to 15 hit points or fewer, the orthon causes itself to explode. All other creatures within 30 feet of it must each make a DC 17 Dexterity saving throw, taking 9 (2d8) fire damage plus 9 (2d8) thunder damage on a failed save, or half as much damage on a successful one. This explosion destroys the orthon, its infernal dagger, and its brass crossbow.

SPINED DEVIL

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

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

Damage Resistance Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 Ft., passive Perception 12

Languages Infernal, Telepathy 120 ft.

Challenge 2 (450 XP)

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

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

ACTIONS

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage.

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

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

SWARM OF ROT GRUBS

Medium swarm of Tiny beasts, unaligned

Armor Class 8

Hit Points 22 (5d8)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	7 (-2)	10 (+0)	1 (-5)	2 (-4)	1 (-5)

Damage Resistances Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained

Senses Blindsight 10 ft., Passive Perception 6

Languages --

Challenge 1/2 (100 XP)

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

ACTIONS

Bites. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned.

If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

WHITE ABISHAI

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	11 (+0)	12 (+1)	13 (+1)

Saving throws Str +6, Con +7

Damage Resistance Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Cold, Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., passive Perception 11

Languages Draconic, Infernal, Telepathy 120 ft.

Challenge 6 (2,300 XP)

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

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

Magical Weapons. The abishai's weapon attacks are magical.

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

ACTIONS

Multiattack. The abishai makes two attacks: one with its longsword and one with its claw.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) cold damage.

REACTIONS

Vicious Reprisal. In response to taking damage, the abishai makes a bite attack against a random creature within 5 feet of it. If no creature is within reach, the abishai moves up to half its speed toward an enemy it can see, without provoking opportunity attacks.

APPENDIX 1: HOLIEST OF HOLIES (BONUS OBJECTIVE A)

Estimated Duration: 60 minutes

TEST OF FAITH

The temple's creator demands a test of faith before the adventurers are allowed to enter the inner sanctum.

BONUS OBJECTIVE A

Accessing the Temple of Torm is **Bonus Objective A**. This can be accomplished by solving a puzzle.

TILED ROOM

Characters are teleported here from **area W6**. A map of this puzzle is provided in **Appendix 3**.

AREA INFORMATION

The room has the following features.

Dimensions & Terrain. The ceiling and walls of this 25-foot-square room are made of pale stone, and the floor is covered in a checkerboard of brown and white tiles. Each row of tiles has a red tile with an image inscribed into it.

Light. The room is brightly lit by glowing tiles.

Exits. The characters appear at one side of the room. The only exit, a ten-foot-wide set of iron-bound, wooden double doors, is directly opposite them. This door unlocks after at least one character has followed the **True Path** (see below). It can also be opened with a successful DC 15 Dexterity check using thieves' tools. Alternatively, the door has AC 16, 45 hit points, immunity to poison and psychic damage, and vulnerability to fire damage.

Apparition. An illusion of an elderly human man appears in the center of the room. He is aged but still handsome, with a kind expression. This illusion represents Carthis, the penultimate lord of Weatherstone, who built the Temple of Torm. The illusion is programmed to speak one message, and otherwise does not interact with the characters except to repeat the message when asked:

"You're almost there, friends—if indeed you are friends. But first, a test of your intent. Of your faith, if you like. For only the worthy shall enter, not my wicked son and his cronies. So consider:
Protect the weak,
Strike down corruption,
Serve as Tyr's right hand,
Fulfil your duty,
And be kind.
To do otherwise harms body and soul.
Weigh your decisions carefully."

Moving Between Tiles. For reasons described below, characters may wish to jump between tiles which they consider safe. They can do so by making a successful DC 10 Strength (Athletics) check to leap over a single tile. Add

2 points to the DC for every additional tile they wish to jump over.

Red Tiles. Each of the red tiles has an image etched into it. If the players cannot interpret them, a character who succeeds on a DC 10 Intelligence (Religion) check can tell that each tile relates to one of the virtues the apparition mentioned, as below. While these tiles are the obvious path across the room, they are each trapped: any creature who steps on a red tile must make a DC 15 Dexterity saving throw. On a failure, they take damage as described below.

- **Row 1 (nearest the characters):** The image on this tile depicts a warrior being knighted by a priest (FULFIL YOUR DUTY). Spikes rise up from the tile, dealing 7 (2d6) piercing damage.
- **Row 2:** This tile shows a knight standing to the right of a one-handed man (SERVE AS TYR'S RIGHT HAND). Frost spreads over the tile, dealing 9 (2d8) cold damage and reducing movement by 10 feet for 1 minute.
- **Row 3:** This tile shows a knight helping a small child up off the ground (BE KIND). Poisonous smoke rises out of the pattern in the tile, dealing 11 (2d10) poison damage to the creature who is poisoned for 1 hour.
- **Row 4:** This tile shows a knight shielding civilians from a dragon's breath (PROTECT THE WEAK). A clear liquid splashes up out of the image, dealing 14 (4d6) acid damage.
- **Row 5 (nearest the door):** A knight smiting a devil (STRIKE DOWN CORRUPTION). A column of white fire jets upwards from the image, inflicting 16 (3d10) radiant damage.

Heated Floor. Tiles that are neither red nor part of the True Path (see below), are painfully hot to the touch and deal 1d6 fire damage to any creature who stands on them. There is no saving throw against this damage, as avoiding one tile means stepping on another that is equally hot.

The Edge of the Room. There is a two-foot-wide border of brown stone around the edge of the room. The characters may be able to traverse it and avoid the puzzle entirely, but this is a risky approach: every 20 feet of movement requires a successful DC 15 Dexterity (Acrobatics) check. Medium or larger creatures make this check at disadvantage. On a failed check, the creature stumbles onto a heated floor tile, taking 3 (1d6) fire damage.

The True Path. The most important part of the apparition's message is the phrase "*weigh your choices carefully.*" The tenets of Torm encourage critical thinking and planning over hasty action. Some of the white tiles have very faint engraving on them: a single word each, which is difficult to spot (see the map of this area). These are the real safe path across the room. A creature adjacent to one of these succeeds on a DC 13 Intelligence (Investigation) check deciphers its engraving.

DEVELOPMENT

When the characters exit through the room's double doors, they are teleported, in a flash of white light, to the Inner Sanctum (see **Part 2**).

APPENDIX 2: AGENTS OF ZARIEL (BONUS OBJECTIVE B)

Estimated Duration: 60 minutes

EXIT PURSUED BY AN ORTHON

Agents of Zariel intercept the party as they try to leave Weatherstone Keep.

BONUS OBJECTIVE B

Defeating the agents of Zariel is **bonus objective B**.

COURTYARD

This encounter occurs in the courtyard (**area W2**) as the characters make their way out of Weatherstone Keep. As the characters enter the courtyard, read or paraphrase:

The light overhead winks out, replaced by darkness so profound that even darkvision can't pierce it.

"I smell devils," Glanring says. "We're not alone."

A hissing, breathy cackle seems to come from everywhere at once. "He's not wrong. Zariel sent me, dwarf. She says your services are no longer required."

AREA INFORMATION

The courtyard has the following features, unless there are any changes as a result of the characters' first visit to this area in **Part 1**.

Dimensions & Terrain. The circular courtyard is 50 feet in diameter. It is strewn with rubble from the crumbling walls of the keep, which provide half-cover for Medium creatures and three-quarters cover for Small creatures. It's clear that most of the buildings aren't structurally sound.

Light. The area was well-lit when the characters first came through here, but now it is covered with magical darkness.

Plant life. Thorny, yellow weeds burst through the broken cobblestones. The whole area is difficult terrain so long as the weeds are present. Any area affected by fire is burned clear in one round.

Exits. A portcullis connects to **area W2**. Two doors lead to **area W3** and **area W4**. Numerous other doorways are empty, with ruined stairs behind them.

Portcullis. The portcullis leading to **area W2** is closed. It can be opened with a successful DC 20 Strength check, or by using the lever inside the portcullis.

CREATURE INFORMATION

The voice in the darkness is Wyrzoorn (an **orthon**). It's accompanied by a **black abishai** responsible for the darkness that covers the courtyard.

What Do They Want? While **Wyrzoorn** is one of Zariel's agents, but wasn't specifically sent here; it just happened to be in the area. It wants to kill Glanring's rescuers and retrieve the Hellrider for Zariel—believing she'll reward it. It's also offended by this intrusion of Zariel's former life. Wyrzoorn and the abishai use the cover of darkness (which they can see through) to stalk the characters through the courtyard, attacking and backing off again, enjoying taunting and hunting them.

What Do They Know? Wyrzoorn knows who Glanring is and why he was in Weatherstone. The abishai is just following orders.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the **abishai** with a **spined devil** that has the ability to cast *darkness* once per day.
- **Weak:** The **abishai** has 40 hit points.
- **Strong:** The **abishai** has 96 hit points.
- **Very Strong:** The **abishai** has 96 hit points and **Wyrzoorn** has 150 hit points.

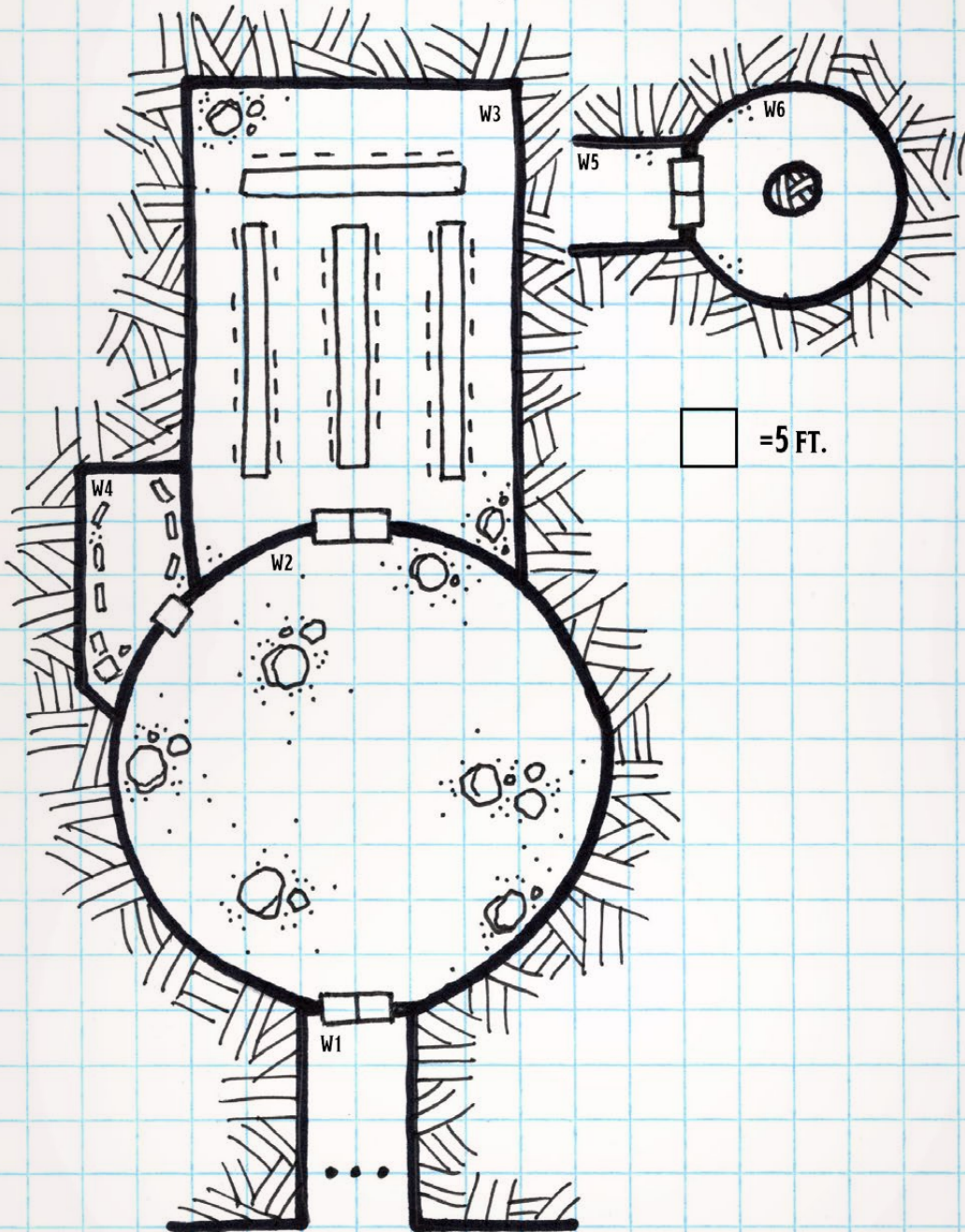
DEVELOPMENT

When Wyrzoorn and the abishai are defeated, the characters are free to leave Weatherstone. Proceed to **Wrap Up** in **Part 2**.



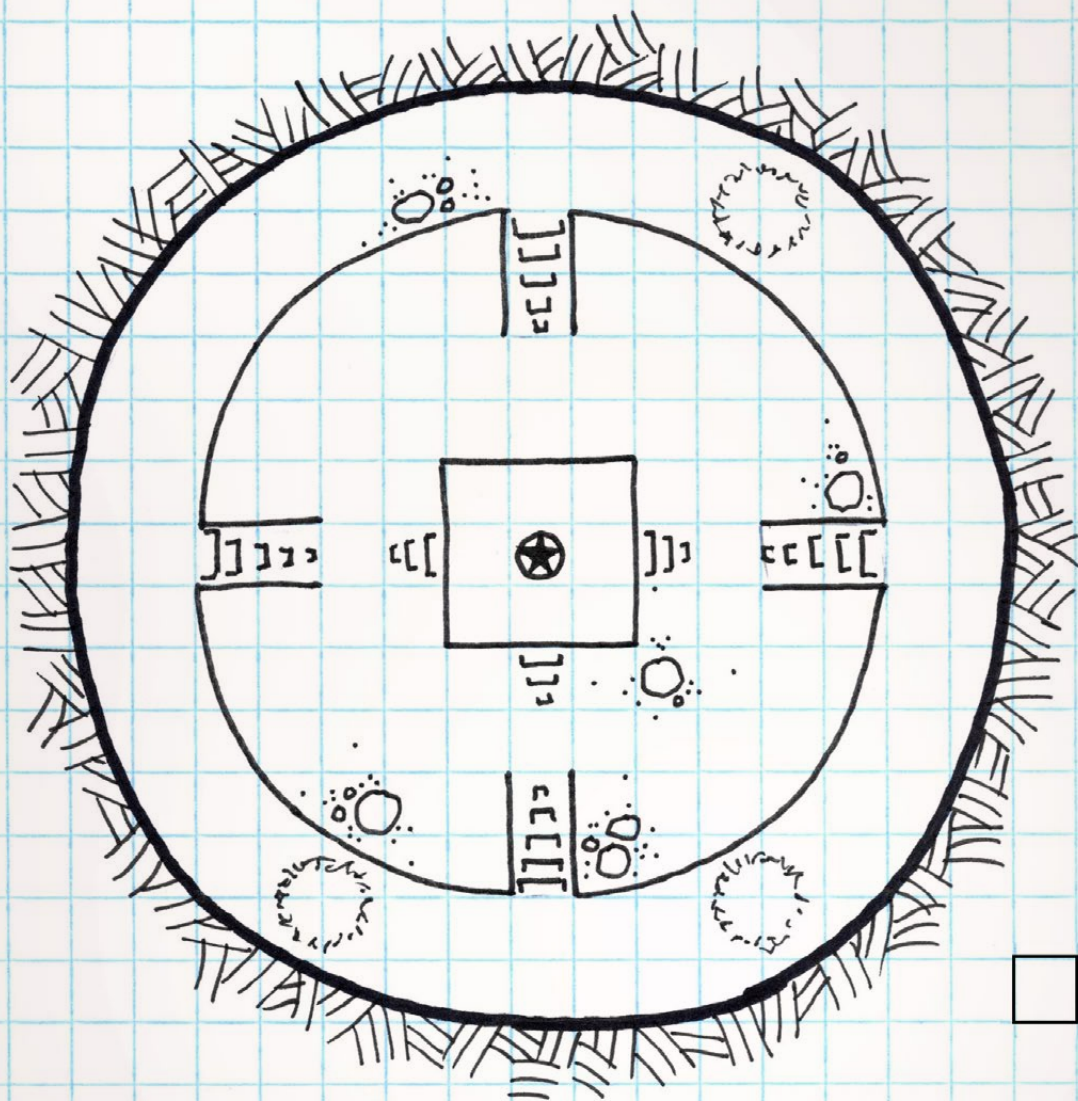
APPENDIX 3: WEATHERSTONE KEEP MAP

WEATHERSTONE KEEP



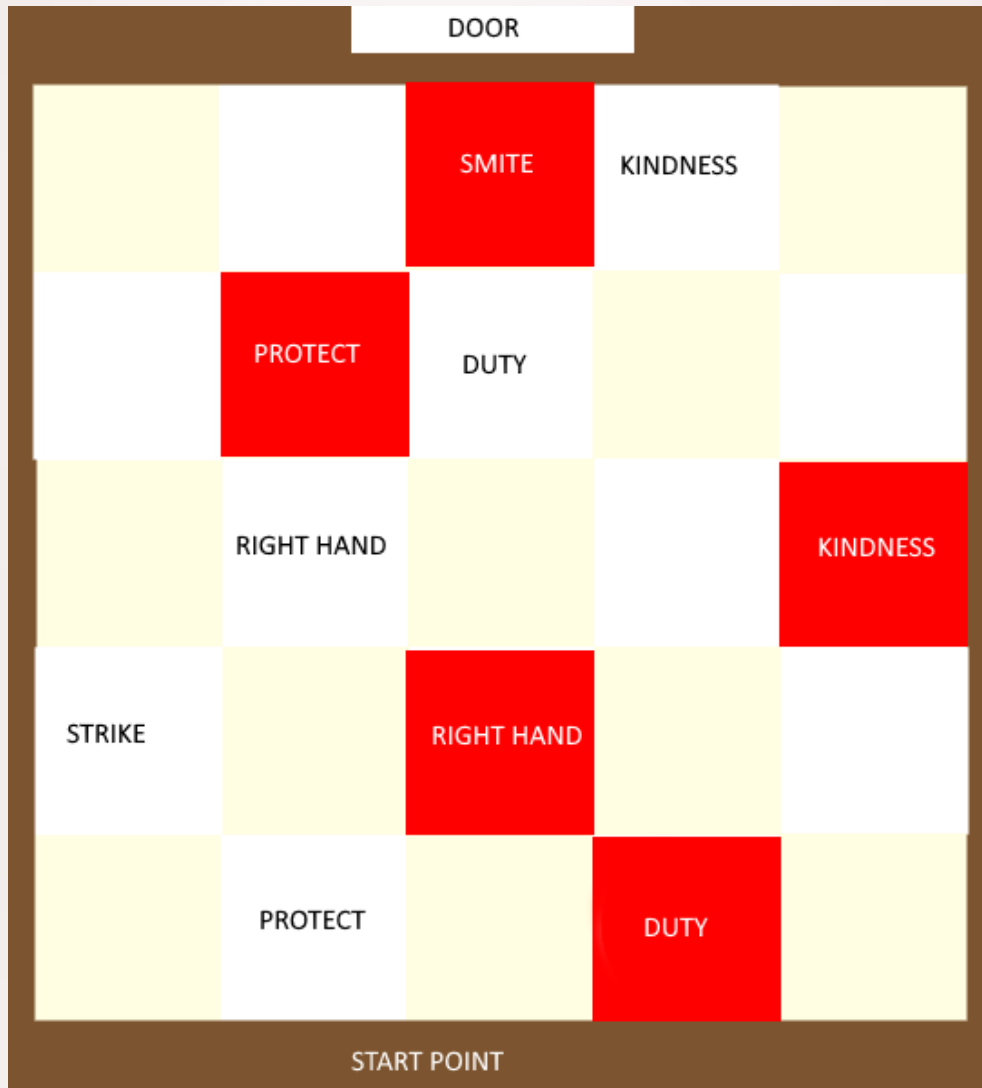
APPENDIX 4: TEMPLE OF TORM MAP

TEMPLE OF TORM



=5 FT.

APPENDIX 5: TILED FLOOR



APPENDIX 6: 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):

HEWARD'S HANDY HAVERSACK

Wondrous item, rare

This backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The large central pouch can hold up to 8 cubic feet or 80 pounds of material. The backpack always weighs 5 pounds, regardless of its contents.

Placing an object in the haversack follows the normal rules for interacting with objects. Retrieving an item from the haversack requires you to use an action. When you reach into the haversack for a specific item, the item is always magically on top.

The haversack has a few limitations. If it is overloaded, or if a sharp object pierces it or tears it, the haversack ruptures and is destroyed. If the haversack is destroyed, its contents are lost forever, although an artifact always turns up again somewhere. If the haversack is turned inside out, its contents spill forth, unharmed, and the haversack must be put right before it can be used again. If a breathing creature is placed within the haversack, the creature can survive for up to 10 minutes, after which time it begins to suffocate.

Placing the haversack inside an extradimensional space created by a *bag of holding*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened. This item can be found in the *Dungeon Master's Guide*.

This specific haversack is made of white leather, and a label on the inside reads "Kelda Ironbelly" in dwarvish script.

POTION OF GREATER HEALING

Potion, rare

You regain 4d4 + 4 hit points when you drink this potion. This item can be found in the *Dungeon Master's Guide*.

+2 CROSSBOW BOLT

Weapon (bolt), rare

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical. This item can be 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 7: DUNGEON MASTER TIPS

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

NEW TO D&D ADVENTURERS LEAGUE?

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

NEW TO THE ANNUAL STORYLINE?

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

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

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

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

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

ADJUSTING THIS ADVENTURE

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

DETERMINING PARTY STRENGTH

Party Composition	Party	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