



TIPPING THE SCALES

An Avernus Rising Adventure

Wisdom is knowing when a battle fought is a battle lost. A dragon has engaged in a pitched battle for the soul of his consort for nearly a millennium, and it's time for him to throw in the towel. Dara has asked that you venture into the Diremire Pit and convince him of this, as there are greater wars to be won!

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

Optimized For: APL 8



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ADVENTURE PRIMER

“Find their ambition and the torture’s all but done. Just make sure they fail and they’ll all but flay themselves.”

—excerpt from Yxygirizeeg’s Hellish Hints and Tips

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 takes place in the Diremire Pit, a vast crater filled with the detritus of the eternal battles of the Blood War.

BACKGROUND

Nearly a thousand years ago, the silver dragon **GAARELMORIAN** and a beautiful elf named **XYRIANALASSA** fell in love. However, the elf’s secret past soon caught up with them: the soul she pledged to the dragon in love had in fact been previously traded in a pact with a devil. In exchange for her soul, an **ICE DEVIL** named **YXXYGIRIZEEG** had gifted the elf with the knowledge and wisdom she needed to woo a dragon.

When the contract was called in, Gaarelmorian contested its terms and followed the ice devil into **AVERNUS** to win back the soul of his love. Gaarelmorian has been locked in this battle for nearly a millennium, and now he can’t lend his force where it is more sorely needed.

OVERVIEW

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

- **Call to Action: An Unsavory Trade.** The party must figure out a way to locate the devil’s lair at the bottom of Diremire Pit. They encounter a wounded devil who can assist them in their upcoming trials.
- **Part 1: Into the Depths.** The party must make the perilous descent to the swamp and contend with the war-torn terrain and creatures of the Pit. This is **Story Objective A**.
- **Part 2: The Devil’s Own Luck.** After finding, Yxygirizeeg’s lair, they must break the centuries-long stalemate and persuade the devil to surrender a soul and free the dragon. This is **Story Objective B**.
- **Bonus Objective 1: Committed to the Cause.** The characters find a shrine to a forgotten goddess. Her last remaining devotee could prove to be a help or a hindrance. This bonus objective is described in **Appendix 1**.
- **Bonus Objective 2: Final Assault.** With the end in sight, the going gets tough as the characters sink into the swamp and are met with a barrage of hellwasps and other flying foes. This bonus objective is described in **Appendix 2**.

ADVENTURE HOOKS

The characters can learn about the dragon who has spent centuries battling a devil from multiple sources, whether they have played previous adventures in this season or are heading straight to the Diremire Pit.

Orders from on High. There are few allies more useful in a war than a dragon. Dara has charged the characters to retrieve Gaarelmorian from the depths of Avernus to fight at her side.

Whispers of Despair. Gossip is rife on every plane, and Avernus is no exception. Word reaches the characters of an ice devil who has a silver dragon trapped in a centuries-long battle as the dragon tries to save his love. The whispers also say that the dragon’s despair is close to overwhelming him entirely.

Divine Intervention. A cleric, paladin, or warlock character with good- or neutral-aligned deity or patron receives a vision of a dragon trapped in the depths of the Diremire Pit.

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: AN UNSAVORY TRADE

Estimated Duration: 15 minutes

AN INOPPORTUNE OPPORTUNITY

Diremire Pit is an abandoned mine that was once used to extract ore and minerals for forging weapons of war.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. The entire **crater** is just over twelve miles in diameter. Its edges are littered with the shattered remnants of scaffolding and other infrastructure from the pit's mining days, along with a number of abandoned **huts** which were likely used to house the slaves that worked the mine.

The Pit. The casualties of ancient battles rot at the bottom of the 700-foot-deep pit, turning it into a bog of congealed effluent. Broken machinery and frayed ropes are all that remain of the mining operation. Ledges form a shelf around the interior of the pit, staggered every 150 feet down and connected by rotting ladders and bridges.

Lighting. The area is brightly lit by natural light, burning braziers, and occasional fires.

Sound. The low rumble of distant battles and meteor-fall permeates the air, accompanied by the gentle squelch of the blood-soaked mud underfoot. Distant screams of pain and fear can be heard from the depths of the pit.

CREATURE INFORMATION

Vennoraxas, a badly injured **bearded devil**, hides amid the huts on the edge of the pit after she was grievously injured escaping the pit (she currently has 15 hit points remaining). Read or paraphrase:

Behind one of the many abandoned miner's huts surrounding the rim of a vast pit squats a devil in a tattered military uniform. She stands as you approach, clutching a bleeding wound on her midriff with one hand and holding the other up in a gesture of reluctant surrender.

What Do They Want? Vennoraxas wants to survive long enough to meet the legion expected to arrive the next day. She negotiates peacefully with those whom she suspects are a danger and is willing to trade information and material assistance to avoid destruction. She's wounded, but a devil is a devil—always ready to strike a deal.

What Do They Know? Vennoraxas barely escaped the hellwasps with her life. She knows which rope ladders and wooden stairways are safe, but nothing specific about Yxygirizeeg or his lair, though she has heard rumours that an ice devil lives in the pit. She knows that hellwasps, carrion crawlers and rot grubs plague the area, and points out the clouds of hellwasps in the pit below. She possesses a viscous black oil—the toxic bile of hell lice which she gives if the characters are willing to pay her price (see **Treasure**).

TOXIC HELL LICE SECRETION

The vial contains enough bile to coat **one creature** and takes ten minutes to apply. For the next hour, attacks made against the wearer by hellwasps, rot grubs, and carrion crawlers are made with disadvantage.

TREASURE

Vennoraxas has a number of vials of toxic hell lice bile equal to half the number of characters (rounded down), and is keen to strike a bargain. She starts big—offering a vial in exchange for a soul—but accepts any deal that ensures her safety. She produces a contract for each character receiving the bile, which she doesn't surrender until the contract is signed. The vials are destroyed if she's slain.

INFERNAL CONTRACTS

Once a mortal agrees to the terms of a devil's deal, the agreement must be sealed with a contract, which is conjured with an action. Guidance regarding contracts can be found in the *Adventurers League Content Catalogue*.

CALL TO ACTION

The adventure begins at the very edges of Diremire Pit. The characters have been given clear directions for a relatively safe and swift passage, but know little about the challenge that awaits them. **Vennoraxas** advises the characters to use the rope ladder closest to her hiding spot, as many of the other ladders are rotted and unsafe.



PART 1: INTO THE DEPTHS

Estimated Duration: 2 hours

SETTING: DIREMIRE PIT

The characters must descend into the pit and navigate the great, bloody swamp that lies at the bottom.

STORY OBJECTIVE A

Finding Yxxygirizeeg's Lair is **Story Objective A**.

AREA INFORMATION

The pit has the following features.

Dimensions & Terrain. Diremire Pit is a vast crater, approximately twelve miles across. The pit has steep walls separated into **four ledges**, each spaced 150 feet apart down the sides of the 700-foot-deep pit. The **ladders** between the ledges have been protected from the infernal weather, and so have not rotted like those at the rim. However, other dangers await at the bottom of the pit. Long ago, demons and devils waged a great battle within the crater, saturating the ground with blood and ichor—creating a great **swamp**.

Light. The edge of the pit is bathed in the ambient light of Avernus; it's brightly lit.

Sound. From within the pit, the characters can hear roars, screams, and other horrible noises. The drone of hellwasp swarms is worryingly prominent.

Ladders. There are five rope ladders visible from the characters' position on the edge of the pit. They can use the closest ladder to safely reach the **first ledge**. If the characters don't receive or heed Vennoraxas's advice, they may learn that the other four ladders are rotten beyond use. The first creature weighing more than 30 pounds that climbs down a rotten rope ladder falls 50 feet to the ledge below as the ropes snap, taking 18 (5d6) bludgeoning damage.

A. DANGEROUS DESCENT

The characters must face a series of challenges before they can start searching for Yxxygirizeeg or his lair, including undead, precarious climbs, and—worst of all—hellwasps.

A1. FIRST LEDGE

A few decaying humanoid soldiers lie here, decomposed beyond recognition. As the characters traverse the ledge, a **sword wraith warrior** and **sword wraith commander** fade into view, hungry for the glorious death they were denied in life. Characters with a passive Perception score of 15 or higher notice that the drone of hellwasps appears to get louder in response to the sounds of combat. If characters move the battle away from the surface of the ledge, two hellwasps attack the party, attracted by the noise.

A narrow, rickety bridge wraps around the wall of the pit towards **area A2**.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. The sword wraiths push for a fight. They want to go out in glory, not in an inglorious fall into a bloody pit.

Exploration. The characters could potentially sneak past the sword wraiths—or, if they're able, fly into the pit below, bypassing the ledges altogether.

Social. Though it's difficult, the sword wraiths can be calmed with a successful DC 20 Charisma (Deception or Persuasion) check. However, attempts to Intimidate them automatically fail and cause them attack with glee, refusing any further attempts to parley.

A2. SECOND LEDGE

The fallen rocks that cover this ledge count as difficult terrain. Each creature traversing the ledge must succeed on a DC 15 Wisdom (Survival) check. On a failure, the creature steps on loose shale and falls to **area A3**, taking 7 (2d6) bludgeoning damage. A **hellwasp** is drawn to the noise of their fall, increasing the number in **area A4** by one.

A3. THIRD LEDGE

Each creature traversing this steep ledge must succeed on a DC 15 Dexterity (Acrobatics) or DC 15 Strength (Athletics) check or lose their footing and fall down to **area A4**. Those that fall are unhurt, but a **hellwasp** is drawn to the noise of their fall, increasing the number in **area A4** by one.

A4. FOURTH LEDGE

The character in the party with highest perception notices three **hellwasps** (plus any additional hellwasps attracted by failed checks in **areas a2** and **a3**) drawing close to this ledge. These wasps have been drawn by the sounds of the characters' descent and cannot be avoided by stealth.

From this ledge, the characters can descend to the bottom of the pit by using the one remaining **rope ladder** with a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. On a failed check, they fall 150 feet. The falling damage is halved thanks to the deep, soft sludge at the bottom of the pit.

TREASURE

Characters searching third ledge find a satchel containing a number of old, silver coins and a potion of heroism.

B. ANKLE DEEP IN DEATH

Now clear of the treacherous descent, the characters must navigate to the center of the swamp and locate Yxygirizeeg's lair.

AREA INFORMATION

This area has the following features.

Swamp. A bog of black, bloody mud fills the entire bottom of the pit. Most of the swamp is difficult terrain and drains the strength from those traversing it (see **Navigating the Swamp**, below).

Light. Patches of dense, green fog blot out the sky, reducing light to dim in this area.

Sound. In the bog, sounds are muted by the humid air and soft ground; the swamp is eerily quiet, except for the occasional drone of hellwasps as they pass overhead, and the characters' wet, sucking footsteps.

Boulders. Huge chunks of fallen rock litter the entire bog, providing a haven for plant life that can't grow in the swamp itself. The larger rocks are 40 feet tall and have many rough areas for handholds. Characters who utilize the vantage points from the top of these boulders have advantage on the Wisdom (Survival) checks to find easier passage through the swamp.

Yxygirizeeg's Lair. The lair is near the middle of the swamp, **six miles** from the edge of the crater.

CREATURE INFORMATION

Trees grow out of some of the larger boulders, one of which houses a nest of **female steeders** that attack any creatures they see. Characters with a passive Perception of 13 or higher notice the wispy webs in the treetops before they get too close.



C. NAVIGATING THE SWAMP

The swamp itself seems intent on making locating Yxxygirizeeg's lair difficult. Navigating the swamp requires a total of three successful DC 15 Wisdom (Survival) or Wisdom (Perception) group checks, made at the end of each hour in the swamp. On a failed group check, each character traveling on foot must make a DC 11 Constitution saving throw or gain a level of exhaustion from the foul, sucking mud and stinking fumes.

No Escape by Air. Characters who choose to fly through the swamp rather than trudge through the sludge don't have an easier time. Instead of physical exertion, they instead encounter the rising gases of the swamp, which rise too quickly to affect those on foot. They must make DC 15 Constitution saves after each hour in the swamp. On a failure they are poisoned for an hour.

Denizens of the Swamp. The terrain isn't the only thing making this trek difficult (and disgusting). As they make their way to the center of the swamp, the characters should experience three encounters—ideally after they've made their navigation check, above.

SWAMP ENCOUNTERS

d6 Encounter

- 1 The characters disturb a kruthik hive containing a **kruthik hive lord**, an **adult kruthik** and three **young kruthik**.
- 2 A huge flying beast fell from the sky and now lies rotting on the swamp floor. Three **carrion crawlers** and five **swarms of rot grubs** attack as the characters approach.
- 3 The characters unknowingly find a **patch of quicksand**, which can be avoided with a successful DC 19 Wisdom (Perception or Survival) check. Any creature that enters the quicksand must make a DC 16 Strength saving throw. On a failure, it sinks up to its waist and is restrained (escape DC 16).
- 4 The characters pass underneath three **assassin vines** looking for a meal.
- 5 The characters encounter a patch of ground above an **unstable gas pocket**, which can be detected with a successful DC 18 Wisdom (Survival) check made by a character within 10 feet of it. The pocket ruptures and ignites if more than 10 pounds are placed upon it. Any creature within 10 feet of the pocket when it ruptures must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much on a successful one.
- 6 Bizmat is an **imp** in a pointed hat who has wound up contracted to sell skins of "fresh" water at a rickety stall in the swamp. He's got 20 skins of water that he sells for 50 gp each (or a soul coin). The characters are the third potential customers he has seen this century, but they are not quite enough to lift his deep despair. If the characters offer a soul coin, Bizmat throws in a bitter-tasting legume that removes a level of exhaustion.

TREASURE

Along the way, the characters find a gnarled twisted bush bearing two mushy, rotted apples. If consumed, one acts as a potion of fire breathing and the other a potion of resistance—though this isn't immediately apparent.

PROCEEDING TO PART 2

After three successful navigation group checks, the characters arrive at Yxxygirizeeg's lair. Read or paraphrase the following boxed text:

The swamp ahead clears to form a circular patch of bare earth about 50 feet across. In the middle of this circle is a perfectly ordinary wooden door, save for the fact that it appears to open directly into the earth. Gentle blue light filters through the tiny cracks between the planks.

AREA INFORMATION

The lair entrance has the following features.

Dimensions & Terrain. The muck is curiously absent here, warded away by a series of **runes** that are engraved into the stone surrounding the **doorway**.

Runes. If viewed by *detect magic* or a similar effect, the runes radiate powerful abjuration magic, but a successful DC 18 Intelligence (Arcana) check reveals that they function solely to keep the swamp at bay. If dispelled (DC 19), they reform within an hour.

Doorway. The door is made of splintered, ill-fitted planks that reveal pale blue light from whatever is beyond them. A small, polite notice explains that those wishing to pass through the threshold must spill the blood of an intelligent creature other than themselves. If the characters feign the hurt or otherwise try to deceive the divination magic on the door, there is a fiery explosion when they try to pass through the door. Every creature within 30 feet of the door must make a DC 18 Dexterity saving throw, taking 5d8 (25) fire damage on a failed save, or half as much damage on a successful one.





PART 2: THE DEVIL'S OWN LUCK

Estimated Duration: 1 hour 45 minutes

The characters have traversed the perils of the swamp and discovered the entrance to Yxygirizeeg's lair. They must now enter, find Gaaelmorian, and convince him to leave with them by freeing Xyrianalassa's soul.

STORY OBJECTIVE B

Entering the lair and reclaiming Xyrianalassa's soul is **Story Objective B**.

AREA INFORMATION

Yxygirizeeg's lair has the following features.

Dimensions & Terrain. Past the door, a winding set of steps leads 500 feet deeper underground. The steps then lead into a large rectangular hall, 450 feet wide and 700 feet long. The ceilings in the stairway are 20 feet high, and the ceiling in the large hall is 80 feet high. The hall carved from white stone and is extremely cold—the floor is covered in a dusting of powdery white snow. It holds no furniture save for an elaborate **dragonchess table** and two chairs encased in an iron dome.

Lighting. The stairs and hall are brightly lit by foot-wide blue orbs of light that float at ceiling level every 10 feet. The large hallway also has two opulent chandeliers made from the same blue orbs.

Sound. The moment the door to the lair closes behind them, the players are surrounded by silence on the stairs. The large hall is also extremely quiet: the murmurs of the gathered creatures as they converse isn't quite enough to fill the space, so they echo strangely.

Dragonchess Table. The dragonchess table is made from the same white stone as the walls and appears to use pieces carved from ice. It sits atop a table made of crystalline ice that glows faintly. A domed iron cage rests over the set, preventing anyone from touching the pieces.

The ice devil Yxygirizeeg sits in one chair, while other is occupied by a handsome elf with dark hair and fine, if dated, clothing (Gaaelmorian in his humanoid form), playing an intense game. The devils in the chamber heckle and cajole the elf as he considers his moves.

As the ice devil stands, small flakes of frost fall from his body and drift to the floor—it's clear he has been sitting in the chair for quite some time.

"Ah, I see the rumored plane-hoppers have arrived." The devil's voice echoes telepathically, in strangely lilting Common. "Fret not, the dragon you seek is here; he's just taken a form that's more convenient for long bouts of sitting." The devil gestures towards the elven man in the chair, who is staring intently at a large dragonchess board.

Once he's greeted the characters, Yxygirizeeg returns to his game, taunting Gaaelmorian and leaving the characters free to observe or interact with the attending devils as they choose.

CREATURE INFORMATION

Yxygirizeeg (an **ice devil**) is in a pitched game of dragonchess with Gaaelmorian (an **adult silver dragon** in the guise of a male elf). The ice devil is attended to by a host of lesser devils (six each of **barbed** and **bearded devils**, as well as five **bone devils**, three **spined devils**, and three **imps**). There are twenty-four devils in total, though only a handful speak to the characters. The others are too concerned with watching the ice devil's prowess. One of the bearded devils carries a large glass bowl which holds an unusually small **lemure**.

Notable Attendants. A number of the ice devil's attendance are willing to indulge the characters in conversation:

- Kesaiash (a **bone devil**) is eager to mislead the characters, telling them that the lemure in Sadazah's bowl is the soul they seek. A DC 11 Wisdom (Insight) check detects the ruse.
- Welhixeg (an **imp**) cackles gleefully every time Yxxygirizeeg moves one of the dragonchess pieces, and snorts with derision when Gaaelmorian does the same. A successful DC 15 Wisdom (Insight) check reveals that the imp has a secret that it's dying to tell. A character who succeeds on a DC 11 Charisma (Intimidation or Persuasion) check convinces the imp to reveal that the ice devil is cheating. When it realizes that it betrayed its master, the imp flies into a flustered panic and flees the hall.
- Sadazah (a **bearded devil**) is very protective of the lemure within his bowl. If questioned, he reveals that the lemure was once a devil who displeased Yxxygirizeeg, and was demoted to a lemure. He hopes that Yxxygirizeeg will eventually promote his friend once more. They had plans together.
- Nagoraz (a **barbed devil**) is willing to wager with the players that they'll never beat Yxxygirizeeg. If the characters agree to wager one of their souls, he conjures an infernal contract: if he loses, he will owe the characters one day of his faithful services for each character that enters the contract, on one occasion at a later date, and if he wins, he will own the character's soul.



A. OBSERVING THE GAME

The key to saving Xyrianalassa's soul lies in the game of dragonchess. Gaaelmorian doesn't know that Yxxygirizeeg is cheating, but the characters are able to detect the devil's ruse.

A character observing the game can tell that something is amiss with the position of the pieces on the board with a successful DC 15 Wisdom (Perception) check. It appears that some sort of illusion magic is at play, which can be confirmed using *detect magic* or a similar effect.

Confronting the Devil. It should be made clear that the ice devil and his retinue pose a greater threat than the characters can handle. While the ice devil isn't paying them any mind, the other two dozen devils in the chamber are watching the characters, though they await Yxxygirizeeg's word before they attack. If the characters confront Yxxygirizeeg with accusations of cheating, he feigns innocent injury, and suggests that impugning his honor won't earn them the safe return of Xyrianalassa's soul. Regardless of their rudeness, the ice devil propositions the characters with settling this matter in one of two ways: in battle (Gaaelmorian telepathically pleads with the characters to be cautious—the devil is powerful) or by one of the characters taking Gaaelmorian's place at the table until such time as they can defeat Yxxygirizeeg in three matches of dragonchess (Gaaelmorian hangs his head in shame at this suggestion, but also looks relieved by the idea). Gaaelmorian is bound by terms in his contract that outline how he may win back Xyrianalassa's soul and prevent him from harming Yxxygirizeeg. However it is through personal choice that he remains: he refuses to leave until he has won back his love. Regardless of the characters' choice, Yxxygirizeeg conjures an infernal contract written on a sheet of ice as hard as steel, with the following terms:

- **A Battle of Brawn.** If the characters are able to defeat Yxxygirizeeg and his personal guard, he'll release Gaaelmorian and Xyrianalassa's soul. He gestures to three bearded devils, his personal guard. No prior preparations are permitted and none of the participants **shall deal a killing blow**; any party who kills another immediately forfeits **all** of their monetary wealth to Yxxygirizeeg. Proceed to **A1. A Battle of Brawn** once the icy contract is signed.
- **A Battle of Wits.** One of the characters must play dragonchess at Yxxygirizeeg's table until either they or the devil win **three matches** of dragonchess.

If the characters win, the devil releases the characters, Gaaelmorian, and Xyrianalassa's soul. If either the devil or the character playing the game is attacked, the party committed violence shall forfeit **all** of their monetary wealth to Yxxygirizeeg. Proceed to **A2. A Battle of Wits** once the icy contract is signed.

A1. A BATTLE OF BRAUN

If the players choose to fight the **ice devil**, a trio of **bearded devils** draw their glaives and join their master. Gaaelmorian remains in his elven form and away from Yxygirizeeg in combat (he's unable to attack the ice devil by the terms of his contract). However, he can still attack other devils. He uses the enchanter stat block.

Yxygirizeeg conjures a huge floor-to-ceiling wall of transparent ice that separates his court from the combat. It runs the entire length of the hall—a measure to prevent “unfair flight or interference.” Since the fight is intended to be non-lethal, the bearded devils' glaives don't inflict infernal wounds, and their beards don't poison their targets.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **bearded devils**.
- **Very Strong:** Add a **bearded devil**.

Victory. If Yxygirizeeg is reduced to fewer than 40 hit points, he concedes defeat and releases the dragon from his contract.

There is silence as Yxygirizeeg removes a ring from his chitinous claws, gives a small bow in Gaaelmorian's direction, and hands him the ring.

“Fair play,” says the devil.

“Not really,” says the dragon.

If Yxygirizeeg is slain, the ice wall melts and his court devolves into a bloody frenzy of devils—each proclaiming themselves his successor (it would seem that in his vanity, Yxygirizeeg failed to appoint a chain of command in his court). Whoever deals the damage that killed the devil finds that **all** of their monetary wealth (any coins, gems, or other such items) has vanished, even if it was not kept on their person. However, they retain all their equipment. Gaaelmorian's contract is broken by Yxygirizeeg's death.

Failure. Any character reduced to 0 hit points is knocked unconscious. If all the characters are defeated, Yxygirizeeg demands that they depart his lair and never return. The dragon and Xyrialalassa's soul remain in his custody.

A2. A BATTLE OF WITS

If the characters wish to best Yxygirizeeg at his own game, they must nominate one character to face him. To play the game, the character must succeed at Intelligence checks opposed by the ice devil. Those that are proficient with dragonchess sets can add their proficiency bonus to this check. The first to win **three games** is the victor.

The Trick. The players at this chess board must call out which piece they wish to move to which square—at which point Yxygirizeeg causes the piece to move with a gesture. This lack of physical contact with the board is what allows Yxygirizeeg to cheat.

Detecting the Ruse. In order to win the game, the character must detect and see through the hallucinatory effects of Yxygirizeeg's magical dragonchess board. The

effect subtly changes the position of the pieces to ensure that the devil always appears to have the advantage. The character playing the game must succeed on a DC 15 Intelligence saving throw to detect the illusion. Otherwise, they're convinced by the hallucination and any Intelligence checks made to play the game are made at **disadvantage** while Yxygirizeeg's own checks (+9 bonus) are made with **advantage**. On a successful saving throw, the character sees the outline of the illusion and the true position of the pieces, revealing that Yxygirizeeg is actually a poor player. Provided the character plays along with the ruse, their checks are made with advantage and Yxygirizeeg's are made with disadvantage.

Victory. After his first loss, the ice devil is surprised. After his second, he's angry. After his third, he growls and screams and gnashes his mandibles threateningly, but makes no threats or attacks against the characters. He then calmly surrenders his ring (see **treasure**) and releases Gaaelmorian from his contract.

There is silence as Yxygirizeeg removes a ring from his chitinous claws, gives a small bow in Gaaelmorian's direction, and hands him the ring.

“Fair play,” says the devil.

“Not really,” says the dragon.

Failure. If one character fails, Yxygirizeeg allows one more to try, amused by his victory and not one to pass up an opportunity to gloat. If this happens, read the following:

At his victory, Yxygirizeeg lets out a long, rasping laugh and gives a mock bow to his opponent. “I haven't been so entertained in millennia. Your faces! Hahaha.... Oh why not? One more of you may try, if you will.”

If another player takes up the challenge, all bone devils and barbed devils leave the court, apparently bored of the prolonged dallying, or perhaps disgusted by Yxygirizeeg's mercy.

If Yxygirizeeg wins three matches before the characters do, he boastfully declares victory and demands that they depart his lair and never return. The dragon and Xyrialalassa's soul remain in his custody.

TREASURE

If the players are successful in defeating Yxygirizeeg (in battle or dragonchess), he concedes defeat and hands a ring (*a ring of free action*) with a large gemstone to Gaaelmorian. The dragon removes the gemstone and gives the ring to the characters as thanks.

WRAP-UP: CHECKMATE

Gaaelmorian is relieved to have regained the soul of his love, but sheepish that he allowed himself to be duped for so long by the devil's game. He vows to accompany the characters and pledge his strength to Dara's cause as amends for his foolishness.



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 3**:

- *Ring of free action*
- *Potion of resistance*
- *Potion of heroism*
- *Potion of fire breathing*
- *Soul coin*

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.

Vennoraxas (Ven OR ax ASS). Vennoraxas is an officer of one of the infernal legions, temporarily separated from her army.

- **What They Want.** Vennoraxas wants to survive long enough to rejoin her legion. She has seen many others die on the edges of the pit. It's not an honorable death.
- **Devilish 'Til Death.** Vennoraxas is more likely to cooperate than other devils the characters encounter, but she's still evil and will go to any lengths to get the upper hand in a deal.

Gaarelmorian (GARE uhl MORE ee uhn) A silver dragon who followed his love into Avernus when a devil claimed her soul.

- **What They Want.** Gaarelmorian is currently blinded by his desire to be reunited with Xyrianalassa. His desire has made him cautious, desperately afraid to do anything to displease Yxxygirizeeg and risk losing his love forever.
- **Short Sighted.** Gaarelmorian is so focused on his goal that he can't see the devil's deception.

Yxxygirizeeg (YICK shh GEAR ih zeeg). An ice devil who granted Xyrianalassa the beauty and wisdom she wanted to woo her beloved dragon, but claimed her soul in return.

- **What They Want.** Yxxygirizeeg wants to enjoy controlling and deceiving the powerful dragon for as long as he can get away with it. He barely even cares about the soul anymore: watching Gaarelmorian fail is so much better. Controlling such a powerful being in front of his court is winning him quite the reputation.
- **Watch 'Em Fall.** Yxxygirizeeg's personal brand of torture is to invoke despair. He relishes in the failure of others more than anything.

Xyrianalassa (sheer ee ANN all UH suh). Xyrianalassa is an elf who made a deal with the devil to woo a dragon. She didn't think it all the way through, and has paid the price dearly by watching her love be tormented from inside her gem-prison.

- **What They Want.** Xyrianalassa wants to spend the rest of her life with Gaarelmorian.
- **Eye on the Prize.** Xyrianalassa is single minded and blinded by her ambitions. She acts rashly to get what she wants.

Bizmat (BIZ mat). Bizmat is a lowly imp, trying desperately to sell his wares and impress his higher ups so that he can scale the infernal hierarchy.

- **What They Want.** Bizmat wants to clear his stall and get the right amount of gold. He's willing to do anything to make that happen, but he's not stupid.
- **Small But Fierce.** Bizmat is small, and relatively attractive for an imp, perhaps even dangerously close to adorable. He veers between using this to advantage, and resenting it with every fiber of his being.

Kesaiash (Kez A EE ash). Kesaiash is a bone devil and courtier of Yxxygirizeeg. She's bored and held here by social niceties, and the characters provide a welcome distraction.

- **What They Want.** Kesaiash isn't particularly loyal to Yxxygirizeeg and is mostly just enjoying the spectacle of a debased and humiliated dragon.
- **Fibs For Fun.** She tells the characters any number of entertaining lies simply because she enjoys it. These lies won't insult or debase Yxxygirizeeg—she's indifferent to him, but not stupid.

Welhixeg (Well Igz Egg). Welhixeg is an imp and courtier of Yxxygirizeeg. Low in the social order and eager to please, it is nevertheless clumsy and could easily give Yxxygirizeeg's game away.

- **What They Want.** Welhixeg is just here to enjoy the show. It wants to please its superiors, but its desperation for approval means that it often makes foolish mistakes.
- **On Edge.** Its diminutive form means that Welhixeg easily panics around larger creatures.

Sadahzah (Sad AHZ ah). Sadahzah is a bearded devil and courtier of Yxxygirizeeg. He is carrying precious cargo, which makes him curt and standoffish with strangers.

- **What They Want.** Sadahzah wants to help his friend ascend once again from his lemure form.
- **Fiercely Protective.** Sadahzah is patient and willing to wait for what he desires, but he is ready to attack anyone who poses a threat to his friend.

Nagoraz (Nah GORE az). Nagoraz is a barbed devil and courtier of Yxxygirizeeg. He deeply appreciates the clear-cut chain of command in the Hells, and he's even more fond of the opportunities that arise when it's disrupted.

- **What They Want.** Nagoraz likes to sow chaos amongst his enemies so that he can reap the benefits for himself.
- **Shiny!** Nagoraz loves precious objects, the shinier the better. Wealth isn't everything in the Hells, but it still helps.

Kwellythe (quell ITH). Kwellythe is an elven devotee of Naris Analor, a lesser god of the Seldarine. She has delusions that her god simply must have her at his right hand, but she is more focused on teleporting herself to his side than following his teachings.

- **What They Want.** Kwellythe has been trying to develop a specialized teleportation spell for many centuries now. In the short term, she wants spell components or assistance with her spell. In the long term, she believes it is her destiny to join Naris Analor.
- **Not Quite With It.** Centuries of plane hopping, messing with makeshift magic, and doing questionable things to acquire spell components have certainly made Kwellythe more eccentric than other followers of Naris Analor.

CREATURE STATISTICS

The following creatures are encountered in this adventure.

ADULT KRUTHIK

Medium monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 40ft., burrow 20ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16(+3)	15 (+2)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., tremorsense 60ft., passive Perception 11

Languages Kruthik

Challenge 2 (450 XP)

Keen Smell. The kruthik has advantage on Wisdom (Perception) checks that rely on smell.

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

Tunneler. The kruthik can burrow through solid rock at half its burrowing speed and leaves a 5-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The kruthik makes two stab attacks or two spike attacks.

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

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

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

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

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

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

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

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

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

ACTIONS

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

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

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

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

BEARDED DEVIL

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30ft.

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 weapons that aren't silvered.

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 10

Languages infernal, telepathy 120ft.

Challenge 3 (700 XP)

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

Magic Resistance. The bone 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 5ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage and the target must succeed on a DC 12 Constitution saving throw or be poisoned for one 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 10ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or 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.

BONE DEVIL

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40ft., fly 40ft.

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

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

Skills Deception +7, Insight +6

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 12

Languages infernal, telepathy 120ft.

Challenge 9 (5,000 XP)

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

Magic Resistance. The bone 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 10ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

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

CARRION CRAWLER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 2 (450 XP)

Keen Smell. The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for one minute. Until the poison ends the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

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

CATOBLEPAS

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

Senses darkvision 60ft., passive Perception 12

Languages -

Challenge 5 (1,800 XP)

Keen Smell. The catoblepas has advantage on Wisdom (Perception) checks that rely on smell.

Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

ACTIONS

Tail. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 21 (5d6 + 4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5-6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

CORPSE FLOWER

Large plant, chaotic evil

Armor Class 12

Hit Points 127 (15d10 + 45)

Speed 20ft., climb 20ft.

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

Condition immunities blinded, deafened

Senses blindsight 120ft. (blind beyond this radius), passive Perception 12

Languages -

Challenge 8 (3,900 XP)

Corpses. When first encountered a corpse flower contains the corpses of 1d6 + 3 humanoids. A corpse flower can hold the remains of up to nine dead humanoids. These remains have total cover against attacks and other effects outside the corpse flower. If the corpse flower dies, the corpses within it can be pulled free. While it has at least one humanoid corpse in its body, the corpse flower can use a bonus action to do one of the following:

- The corpse flower digests one humanoid corpse in its body and instantly regains 11 (2d10) hit points. Nothing of the digested body remains. Any equipment on the corpse is expelled from the corpse flower in its space.
- The corpse flower animates one dead humanoid in its body, turning it into a zombie. The zombie appears in an unoccupied space within 5 feet of the corpse flower and acts immediately after it in the initiative order. The zombie acts as an ally of the corpse flower but isn't under its control, and the flower's stench clings to it (see the Stench of Death trait).

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

Stench of Death. Each creature that starts its turn within 10 feet of the corpse flower or one of its zombies must make a DV 14 Constitution saving throw, unless the creature is a construct or undead. On a failed save, the creature is incapacitated until the end of the turn. Creatures that are immune to poison damage or the poisoned condition automatically succeed on this saving throw. On a successful save, the creature is immune to the stench of all corpse flowers for 24 hours.

ACTIONS

Multiattack. The corpse flower makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit:* 9 (2d6 +2) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or take 14 (4d6) poison damage.

Harvest the Dead. The corpse flower grabs one unsecured dead humanoid within 10 feet of it and stuffs the corpse into itself, along with any equipment the corpse is wearing or carrying. The remains can be used with the Corpses trait.

DIVINER

Medium Humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 67 (15d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14(+2)	11 (0)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 8 (3,900 XP)

Spellcasting. The enchanter is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The diviner has the following wizard spells prepared:

Cantrips (at will): *firebolt*, *light*, *mage hand*, *message*, *true strike*
1st level (4 slots): *detect magic**, *feather fall*, *mage armor*
2nd level (3 slots): *detect thoughts**, *locate object**, *scorching ray*
3rd level (3 slots): *clairvoyance**, *fly*, *fireball*
4th level (3 slots): *arcane eye**, *ice storm*, *stoneskin*
5th level (2 slots): *Rary's telepathic bond**, *scrying**
6th level (1 slot): *mass suggestion*, *true seeing**
7th level (1 slot): *delayed blast fireball*, *teleport*
8th level (1 slot): *maze*

*Divination spell of 1st level or higher

Portent (Recharges After the Diviner Casts a Divination Spell of 1st Level or higher). When the diviner or a creature it can see makes an attack roll, a saving throw, or an ability check, the diviner can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 2 (1d6 -1) bludgeoning damage, or 3 (1d8 -1) bludgeoning damage if used with two hands.

ENCHANTER

Medium Humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 40 (9d8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14(+2)	11 (0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 5 (1,800 XP)

Spellcasting. The enchanter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The enchanter has the following wizard spells prepared:

Cantrips (at will): *friends, mage hand, mending, message*
1st level (4 slots): *charm person*, mage armor, magic missile*
2nd level (3 slots): *hold person*, invisibility, suggestion*
3rd level (3 slots): *fireball, haste, tongues*
4th level (3 slots): *dominate beast*, stonewood*
5th level (2 slots): *hold monster**
*Enchantment spell of 1st level or higher

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 2 (1d6 -1) bludgeoning damage, or 3 (1d8 -1) bludgeoning damage if used with two hands.

REACTIONS

Instinctive Charm (Recharges After the Enchanter Casts an Enchantment Spell of 1st Level or higher). *The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses.*

The attacker must make a DC 14 Wisdom saving throw. On a failed save the attacker targets the creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.

FEMALE STEEDER

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 30 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Stealth +7, Perception +4
Senses darkvision 120 ft., passive Perception 14
Languages -
Challenge 1 (200 XP)

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

Extraordinary Leap. The distance of the steeder's long jumps is tripled; every foot of its walking speed that it spends on the jump allows it to move 3 feet.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) poison damage.

Sticky Leg. *Melee Weapon Attack:* +5 to hit, reach 5ft., One Small or Tiny creature. *Hit:* The target is stuck to the steeder's leg and grappled until it escapes (Escape DC 12). The steeder can have only one creature grappled at a time.

IMP

Tiny fiend (devil, shapechanger), lawful evil

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

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 weapons that aren't silvered

Damage Immunities fire, poison

Senses darkvision 120ft, 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 20ft.), a raven (20ft., fly 60ft), 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

Bites. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on 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.

KRUTHIK HIVE LORD

Large monstrosity, unaligned

Armor Class 20 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40ft., burrow 20ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16(+3)	17 (+3)	10 (-0)	14(+2)	10 (+0)

Senses darkvision 60 ft., tremorsense 60ft., passive Perception 12

Languages Kruthik

Challenge 5 (1,800 XP)

Keen Smell. The kruthik has advantage on Wisdom (Perception) checks that rely on smell.

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

Tunneler. The kruthik can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The kruthik makes two stab attacks or two spike attacks.

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

Spike. *Ranged Weapon Attack:* +6 to hit, range 30/120ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Acid Spray (Recharge 5-6). *Ranged Weapon Attack:* The kruthik sprays acid in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 22 (4d10) acid damage on a failed save, or half as much damage on a successful one.

LEMURE

Medium fiend (devil), lawful evil

Armor Class 7

Hit Points 13 (3d8)

Speed 15ft

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

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120ft., passive Perception 10

Languages understands infernal but can't speak

Challenge 0 (10 XP)

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

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

ACTIONS

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

SPINED DEVIL

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 20ft., fly 40ft.

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 12

Languages infernal, telepathy 120ft.

Challenge 2 (450 XP)

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

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

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.

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 5ft., one target. *Hit:* 3 (1d6) piercing damage.

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

SWARM OF ROT GRUBS

Medium swarm of Tiny beasts, unaligned

Armor Class 8

Hit Points 22 (5d8)

Speed 5ft., climb 5ft.

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 10ft., 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 0ft., 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. An effect that cures disease kills all rot grubs infesting the target.

SWORD WRAITH COMMANDER

Medium Undead, lawful evil

Armor Class 18 (breastplate, shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

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

Skills Perception +4

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

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages Infernal (the languages it knew in life)

Challenge 8 (3,900 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If it does so, attack rolls against it have advantage until the start of its next turn.

Turning Defiance. The sword wraith and any other sword wraiths within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The sword wraith makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, reach 150/600ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Call to Honor (1/Day). To use this action, the sword wraith must have taken damage during the current combat. If the sword wraith can use this action, it gives itself advantage on attack rolls until the end of its next turn, and 1d4+1 sword wraith warriors appear in unoccupied spaces within 40 feet of it. The warriors last until they drop to 0 hit points, and they take their turns immediately after the commanders turn on the same initiative count. Turns immediately after the commanders turn on the same initiative count.

SWORD WRAITH WARRIOR

Medium undead, lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12(+1)	17 (+3)	6 (-2)	9 (-1)	10 (+0)

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

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages Infernal (the languages it knew in life)

Challenge 3 (700 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If it does so, attack rolls against it have advantage until the start of its next turn.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, reach 150/600ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

YOUNG KRUTHIK

Small monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30ft., burrow 10ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16(+3)	13 (+1)	4 (-3)	10 (+0)	6 (-2)

Senses darkvision 30 ft., tremorsense 60ft., passive Perception 10

Languages Kruthik

Challenge 1/8 (25 XP)

Keen Smell. The kruthik has advantage on Wisdom (Perception) checks that rely on smell.

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

Tunneler. The kruthik can burrow through solid rock at half its burrowing speed and leaves a 2 1/2-foot-diameter tunnel in its wake.

ACTIONS

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

APPENDIX 1: COMMITTED TO THE CAUSE (BONUS OBJECTIVE A)

Estimated Duration: 1 hour

While trekking through the swamps of the Diremire Pit, the characters stumble across the ruins of a small, ancient temple. Its inhabitant, the worshipper of a long-forgotten entity, was trapped here by a summoning gone wrong. She could prove helpful, for a price.

BONUS OBJECTIVE A

Securing Kwellythe's aid is **Bonus Objective A**. As the characters traverse the swamp, read or paraphrase the following boxed text:

You hear a low, distant rumble followed by an ear-splitting crash. Looking in the direction of the noise, it appears that the constant flow of ichor and gore into the pit has caused a minor landslide. The rock and mud have formed a new slope at the edge of the swamp, and a shining green doorway is now visible at the top of the slope.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. The slope is swampy but stable, and rises gently for 100 feet, directly to the green **doorway**. The **door** and **hallways** of the temple are 20 feet high and 10 feet wide.

Light. While the temple's **hallways** are completely dark, the final room is dimly lit.

Sound. The green door keeps out any noises from the Diremire Pit. Footsteps and other sounds echo within the temple.

Doorway. The green door is inscribed with two lines of text:

- The **first** reads “*Mind Your Head*” across the top of the door in script that continually shifts between Celestial and Infernal.
- The **second** reads “*And Your Feet*” across the bottom in an ancient language that uses the Elvish script, but is legible only with *comprehend languages* or similar effects.

The door isn't locked, but it is trapped. Blades of arcane energy slice away from the door at head- and foot-level when the door is opened. A Medium creature in front of the door when it opens must succeed on a DC 13 Dexterity saving throw or take 22 (4d10) slashing damage. Small creatures, or those that heed the **first** or **second warning** (by ducking or jumping) take half damage, even on a failed saving throw.

Engravings. Characters with a light source or darkvision can make out engravings—many of which switch between Celestial and Infernal, but in many cases letters and even entire words have been chiseled away to spell nonsense words like ‘pickle’ and ‘sneeze.’ Other engravings are in the strange archaic form of Sylvan seen on the doorway. They can be read only through the use of *comprehend*

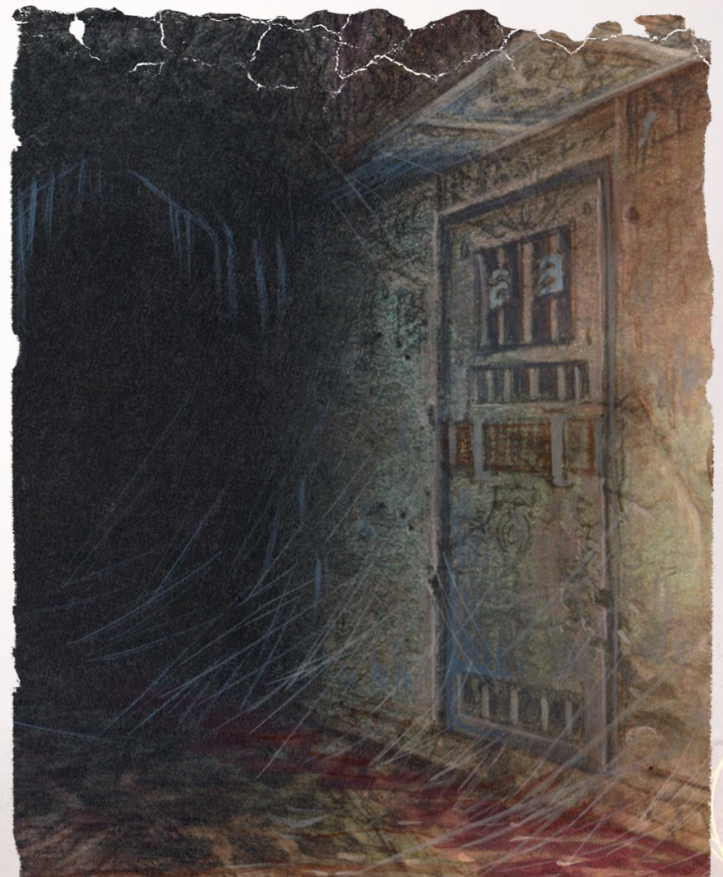
languages and similar effects. A character who reads the engravings and succeeds on a DC 12 Wisdom (Religion) or Intelligence (History) check concludes that this may be a temple devoted to a lesser deity of the Seldarine, Naralis Anolor, a goddess of healing and suffering.

Traps. Every 50 feet along the hallways there are pressurized plate traps. A character who examines the floor and succeeds on a DC 14 Intelligence (Investigation) check can tell where the traps are. If more than 50 pounds are placed on the plates, one of the following effects occurs:

FLOOR PLATE TRAP EFFECTS

d4 Trap Effect

- 1 A ray of scintillating light targets the creature that triggered the trap with a +6 to hit and dealing 11 (2d10) force damage on a hit.
- 2 A gout of flame envelops the creature that triggered the trap. The target must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much on a successful one.
- 3 Thick, life-draining vines burst from the ground and walls. Any creature within 15 feet of the plate must succeed on a DC 13 Strength saving throw or be restrained by thick tangled vines (escape DC 13). Any target restrained by the vines at the start of its turn must succeed on a DC 11 Constitution saving throw or gain a level of exhaustion. The vines have AC 12, 27 hit points, and immunity to psychic damage.
- 4 Pale mist seeps from the walls. The creature that triggered the trap must succeed on a DC 11 Constitution saving throw or be blinded for one hour.



KWELLYTHE'S HALL

The hallway leads to a circular stone door, which is broken in half, revealing a room lit by hundreds of candles.

Dimensions & Terrain. The final room in the temple is 50 feet square.

CREATURE INFORMATION

Kwellythe (an elven **diviner**) stands in the middle of the room in greying white robes, watching the characters approach.

What Do They Want? Kwellythe believes that she is meant to personally serve her god, Naris Analor (see the *Dramatis Personae* section). She is attempting to craft a ritual that will teleport her to his side. She found the chalks needed for her ritual in Diremire Pit, but she isn't sure if they are too toxic to use. As such, she'd much rather one of the characters test it.

BONE-CAST CHALK

Highly sought after by ritualists, bone-cast chalk is an unusual feature of Diremire Pit. The bones of mortal creatures that succumb to the swamp sink beneath the surface and are infused with necromantic and infernal energies. Any living creature that touches the chalk must succeed on a DC 13 constitution saving throw or become poisoned for one hour. While poisoned in this way, the creature falls unconscious.

What Do They Know? Kwellythe has been in the Diremire Pit for about ten years. Looking for the necessary spell components in the sludge to try her next ritual. The landslide was caused by a catastrophic teleportation failure that put her temple within the walls of the pit rather than at her god's right hand.

Before the failed teleportation ritual, Kwellythe's temple was near Yxygirizeeg's lair. She knows a few choice things about the ice devil and his lair, but she only shares the information if characters help her with preparing her ritual. She knows that Yxygirizeeg has a magic item that empowers illusory magic for the owner, and that she also knows that the ice devil has a large host of underlings, including bone devils, barbed devils, bearded devils, spined devils, and imps.



PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. Kwellythe is focused on her ritual and goes to great lengths to preserve her powers and avoid conflict. However, if a fight occurs, she uses the **diviner** stat block and prefers to begin combat by casting *ice storm* at the largest group of characters at her highest available spell slot.

Exploration. Kwellythe's temple is small, but there is a teleportation circle on the floor that seems as though it would be functional if memorized.

Social. Kwellythe hasn't spoken to many people over the last few centuries, so she has a different grasp of what normal conversations may entail. She has memories of words that she used before her obsession began, but little idea of what they now mean. This explains the 'pickle' and 'sneeze' carvings out in the hallways.

TREASURE

If slain, Kwellythe carries a *soul coin* and a number of beautifully cut gemstones.



APPENDIX 2: FINAL ASSAULT (BONUS OBJECTIVE B)

Estimated Duration: 1 hour

The characters encounter a strange occurrence, and meet a group of foes drawn by the concentrated power of Yxygirizeeg's lair. There is more to the situation than meets the eye, and escape is not an option.

BONUS OBJECTIVE B

Overcoming this final obstacle and reaching the entrance to Yxygirizeeg's lair are **bonus objective B**.

As you make your way through the sludge, you hear screeching followed by a wet splat. Then another. Then another.

As the characters look around, they can see that the splatting sounds are made by body parts—elven, dwarvish, fiendish, and unidentifiable humanoid bits and pieces—falling from the air into the swamp.

AREA INFORMATION

This area is the same as the rest of the Diremire Pit swamp, but with the following distinctions.

Dimensions & Terrain. There is no firm ground in the area where this encounter takes place, a circle approximately 1 mile in diameter.

Sounds. In addition to the screeches and splats, the character with the highest passive Perception score can hear the faint sounds of laughter.

Barrier. If the characters try to flee the encounter, by foot or by flight, or take a different path, they find themselves faced with the same terrain they turned away from. The only way to escape is to pass through it. Detect magic or similar effects reveals only powerful enchantment magic saturating the entire area.

Escape. When the last hellwasps are dead, or after 10 rounds of battle, the characters come across the entrance to Yxygirizeeg's lair.

Footprints. A successful DC 12 Wisdom (Perception or Survival) check reveals a series of erratic tracks that follow a roughly circular path, though the tracks don't appear to be humanoid footprints.

Grisly Projectiles. After they hear the strange sounds, every character must make a successful DC 15 Dexterity saving throw or be hit by a flying body part and take 1d4 bludgeoning damage. They then see the **imps** and the **corpse flower**.

CREATURE INFORMATION

The area has a resident **corpse flower** that gorges itself on the casualties of the Blood War, as well as any devils who elicit Yxygirizeeg's displeasure. The corpse flower is currently being tormented by four imps who are dangling body parts over its mouth and then throwing them away as it screeches in frustration. The corpse flower is trundling around in a circle, attempting to follow the trajectory of all of the body parts. Once the characters are seen by the imps, they become a target for flying body parts. If the characters retaliate, the imps and the hungry corpse flower attacks. The sounds of combat also attract three hellwasps, which can appear at any point.

PROCEEDING TO PART 2

Once the characters defeat the creatures, proceed to **Part 2**.



APPENDIX 3: MAGIC ITEMS

Characters who complete this adventure's objectives unlock the following magic items.

RING OF FREE ACTION

Ring, rare (requires attunement)

While you wear this ring, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained. This item is found in the *Dungeon Master's Guide*.

This ring is fashioned from a single piece of bone-white chalk. While worn, the wearer feels fleeting pangs of nausea when around food or other situations where strong odors are present.

POTION OF RESISTANCE

Potion, uncommon

When you drink this potion you gain resistance to cold damage for one hour. This item is found in the *Dungeon Master's Guide*.

POTION OF HEROISM

Potion, rare

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bless* spell (no concentration required). This blue potion bubbles and steams as if boiling. This item is found in the *Dungeon Master's Guide*.

POTION OF FIRE BREATH

Potion, uncommon

After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed.

This potion's orange liquid flickers, and smoke fills the top of the container and wafts out whenever it is opened. 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 4: 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.

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<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