



HONORS UNFORESEEN

An Avernus Rising Adventure

Accompanying the Chosen of Ilmater and baring the newly discovered Ward of Faithfulness, you proceed further into the tomb of the Bloody Hooves. Time is running short. Zariel's forces hunt for you even now.

Part Two of the *Doors and Corners* series of adventures.

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

Optimized For: APL 13



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ADVENTURE PRIMER

Avernus corrupts: even those who once were heroes may fall to the whispers in the dark if they stand alone.

—Unknown

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

This adventure occurs in the second level of the tomb of the Bloody Hooves, in the Canyon of Screams, in Avernus.

BACKGROUND

Long ago, a High Priest of Torm sealed the remaining members of the **BLOODY HOOVES** behind powerful enchantments within a tomb located in the **CANYON OF SCREAMS**. The priest, **HORST ATHERAICE**, then did the same for himself and his fellow clerics. As they passed into slumber, the company's elven bard, **YALANUE OF THE CLOAK WOOD**, played them to sleep. Unfortunately, her time entombed within the Avernian halls has driven her mad; she's continued to layer enchantment after enchantment upon the tomb to protect it from invaders.

Meanwhile, Zariel's forces, led by **GENERAL EVERBLEED** and supplemented by hunters serving **SAREASH THE BLOODY HOOKS**, continue to pursue the young priestess Dara and the characters accompanying her.

OVERVIEW

The adventure's story is spread over **three parts** and takes approximately **4 hours** to play. The adventure begins with a Call to Action scene. It also contains **two optional bonus objectives**—each taking **one additional hour** to play.

- **Call to Action: Farewell...For Now.** Upon discovering the tomb deeper in the cavern network, the party meets Yalanue the Cloakwood. What secrets does this strange lady keep and where does she keep disappearing to?
- **Part 1: Maze of Enchantments.** Yalanue the Cloakwood is the protector of the clerics' tomb. But the lonely centuries have driven her mad, and left her fixated on the enchantments and wards that protect her charges. Finding the tomb of the clerics is **Story Objective A**.
- **Part 2: Where the Clerics Sleep Tonight.** After finally discovering the resting place of Horst Atheraice and the clerics of the Bloody Hooves, the party must overcome Yalanue as she fights to defend the clerics from being disturbed. But is she alone? Defeating Yalanue is **Story Objective B**.
- **Bonus Objective A: Tomb of Gloom.** Locked away in a side tomb is Vungio, a gloom weaver who's been hunting the Bloody Hooves and searching for the three wards. Defeating Vungio and protecting the wards is Bonus Objective A. This additional content is found in **Appendix 1**.

- **Bonus Objective B: Hunters on the Trail.** An orthon, Spurhund, is tracking the characters with his spined devil minions, planning to kidnap them. Defeating the devils is Bonus Objective B. This additional content is found in **Appendix 2**.

ADVENTURE HOOKS

Dara, the Chosen of Ilmater, informs the characters of a group of clerics who were entombed along with the Bloody Hooves. She asks the characters to throw themselves into harm's way once more, to venture deep into the tomb, awaken the clerics, and petition them to aid her in her quest to save Elturel.

Didn't Play DDAL09-15 Maddening Screams. Any characters who didn't participate in the previous adventure are inexplicably *plane shifted* to Avernus, the first layer of the Nine Hells. They find themselves in a place called the Tomb of the Bloody Hooves, in front of a young girl named Dara, who claims to be a Chosen of Ilmater. She is also accompanied by a group of knights who look quite relieved to see reinforcements.

Those of Faith. Characters who have placed their faith in Torm (particularly clerics or those with the Acolyte background) may have heard legends of a group of faithful who went missing during the Great Ride. Those legends foretell that they will rise again in defense of their deity, but that only those strong of faith and dedicated to the cause of good can awaken them.

Those of Knowledge. Bards and characters with the Sage background or an interest in history may have heard of a great bard named Yalanue of the Cloakwood. Stories say that she ventured into Avernus, the first layer of the Nine Hells, and never returned. Those that learn of her fate would likely become legends themselves.

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: FAREWELL...FOR NOW

Estimated Duration: 20 minutes

TIME TO SAY YOUR GOODBYES

The adventure begins in the first level of the Tomb of the Bloody Hooves. The characters are surrounded by the newly awakened knights and soldiers under Sir Gidor Honorsbright's command.

AREA INFORMATION

The tomb has the following features:

Dimensions & Terrain. The tomb is similar to a columbarium, a 60-by-60-foot chamber with niches set into the walls. The caps that once covered the niches now lay on the floor. The ceiling is 10 feet high, and a tunnel of natural stone stretches away into darkness.

Light. Flickering, eternally burning torches shed dim light throughout the chamber.

Sounds & Smells. The chamber is filled with the sounds of quiet, murmuring voices and shuffling feet. There is dust everywhere.

CREATURE INFORMATION

Dara's face is unreadable, and there are uncharacteristic dark circles under her eyes. If the characters participated in DDAL09-15 *Maddening Screams*, they're already familiar with **Sir Gidor Honorsbright** and the fighters under her command.

What Do They Want? **Dara** is tired and weary, but she has no intention of stopping until her work is done. **Sir Gidor** Honorsbright wants to ensure that her knights are prepared for the trials that lay ahead. In the meantime, she hopes that the characters will take Dara deeper into the tomb to awaken her superiors while she and the other knights recover.

What Do They Know? **Dara** knows little about what lies ahead, but has faith that Ilmater will protect her and the characters. **Sir Gidor** and her knights—still recovering from their long sleep—were shaken by the news of Zariel's fall, but Sir Gidor is eager to return to the fray—once she's ensured that her warriors are ready.

CALL TO ACTION

Once the characters have said their goodbyes to Sir Gidor, Dara leads them further into the tunnels of the tomb. After about an hour's traveling, the tunnel abruptly ends in a wall of polished black stone.

The wall bears a carving of a sword above two holes approximately six inches wide and a foot and a half apart. There is also a message carved in the stone, written in Celestial. If no one in the party can read Celestial, Dara can translate the message.

SAVING DARA

Even though she is the Chosen of Ilmater, Dara is still a child, and the characters will need to do all they can to protect her. Temporary hit points, buff spells, and smart tactics will all be key. If she dies and the characters return her to life, her powers diminish, so just letting her die and bringing her back is a losing proposition. Every time Dara dies, she loses one of these abilities, determined randomly: Damage Resistances, Condition Immunities, Magic Resistance, and Innate Spellcasting. If she loses all four, she has lost all of her abilities as a Chosen of Ilmater and may no longer return Hellriders or angels to life.

If Dara dies during the adventure, award the story award **You Let Dara Die** and note how many times she died. In future adventures, tables will use the average number of deaths among the characters for determining how many abilities she loses.

"Your brothers and sisters in faith await. May your light once again foment fear in the hearts of the wicked."

A character who succeeds on a DC 13 Intelligence (History) check identifies the carving as a stylized version of Zariel's sword. Dara also knows this information, and notes that this carving looks very old. The two holes are about a foot deep and appear to allow someone to reach their hands within.

Characters who participated in DDAL09-15 *Maddening Screams* immediately recognize these holes as similar to those that Dara used to gain admittance to the tomb where Sir Gidor and her troops were entombed. If the characters don't have this context or can't figure it out themselves, Dara eventually dons the *wards of faithfulness* and unflinchingly slides her arms into the holes.

Once Dara places her arms, now adorned with the *wards of faithfulness*, into the holes, the wall opens up, revealing a tunnel that leads further into darkness. If Dara doesn't have the *wards of suffering*, the wall opens if any creature places both arms inside the holes. Though some ominous grinding noises or unusual sensations might cause concern, nothing bad happens.

Proceed to **Part 1**.



PART 1: THE MAZE OF ENCHANTMENTS

Estimated Duration: 3 hours

THE LONE PROTECTOR

Yalanue the Cloakwood is the protector of the clerics' tomb. But the lonely centuries have driven her mad, and left her fixated on the enchantments and wards that protect her charges.

STORY OBJECTIVE A

Navigating the tomb and locating the clerics is **Story Objective A**.

AREA INFORMATION

Unless specified elsewhere, the tomb has these features:

Dimensions & Terrain. The hallways within the tomb are 10 feet wide and 10 feet tall, tiled in hewn black stone. Occasional tiles are missing or damaged, possibly creating areas of difficult terrain or tripping hazards for creatures that can't see in the dark.

Light. There's no light in the tomb except for what the characters bring with them.

Sounds & Smells. While traversing the tomb, the distant sound of soft, elven music can be heard.

A. FOYER

The tunnel widens into a rough-hewn foyer.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The tunnels here range in width and height from 3 to 20 feet—at times forcing some characters to crawl or squeeze through tight openings. Eventually, the tunnel widens into a roughly 20-foot-square chamber with floor of roughly worked tiles of dark stone. A few of slender pillars support the 15-foot-high barrel-vaulted ceiling of polished obsidian. This room is **warded** and opens into a larger **Entry Chamber** beyond.

Ward. Yalanue has cast *alarm* in the chamber. The spell is triggered if a creature other than her enters, sounding fifteen audible gongs that echo into the darkness. The spell can be detected by characters who view the area using *detect magic* or similar abilities, but otherwise has no visible clues betraying its presence.

SAREASH

During the adventure, the characters have a brief encounter with Sareash, one of General Everbleed's minions. This normally occurs only once, when you feel that the characters have successfully figured out how to contend with the *symbols* in the **Entry Chamber**. Sareash can use the areas created by the *symbols* to his advantage. However, if the characters don't disable the *alarm* spell, he appears a second time, while the characters are contending with the flameskulls in the **Northern Hallway**.

Sareash is encountered along with five imps. He's been provided with a boon by his master; the first time one of his imp underlings is slain in an encounter, he disappears with a cackle.

B. ENTRY CHAMBER

This chamber serves as the formal entrance into the tomb. It's warded by a number of deadly *symbols*.

AREA INFORMATION

The entry chamber has the following features:

Dimensions & Terrain. The foyer opens into the middle of the eastern wall of a large chamber, some 100 feet long. Two black stone **doors** are set into the walls to the **north** and **south**. Unlike in the tunnels before this chamber, the floor here bears signs of recent passage and is tiled in a fashion similar to the foyer, though a number of the tiles bear a **magical trap**.

Light. The area is dark, but the *symbols* provide dim light if they're triggered.

Sounds. Occasional echoing whispers disappear as suddenly as they manifest.

Magical Trap. A number of tiles are trapped with a *symbol*. There is no rhyme or reason to the *symbols'* placement. For each 5 feet that a creature moves through the area, roll a d20. If the result is 15 or higher, they pass over a *symbol*, triggering it unless they're a wood elf or Yalanue herself. Characters with a passive Investigation score of 17 or higher, or those that actively search the area and succeed on a DC 17 Intelligence (Investigation) check notice a *symbol* before triggering it.

Once a *symbol* has been noticed, avoiding it is easy. But if a *symbol* is triggered, it sheds dim light in a 60-foot-radius sphere for 10 minutes. Each character within the sphere when the glyph activates is targeted, as is any creature that enters the sphere for the first time on a turn or ends its turn there. To determine each sphere's effects, roll a d8 and consult the table below. Each time a *symbol* is encountered, whether it's triggered or avoided, subtract 1 from the d20 roll to detect another.

SYMBOL EFFECTS TABLE

| d8 | Effect |
|----|---|
| 1 | Death. Each target must make a DC 17 Constitution saving throw, taking 55 (10d10) necrotic damage on a failed save, or half as much damage on a successful save. |
| 2 | Discord. Each target must make a DC 17 Constitution saving throw. On a failed save, a target bickers and argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has disadvantage on attack rolls and ability checks. |
| 3 | Fear. Each target must make a DC 17 Wisdom saving throw and becomes frightened for 1 minute on a failed save. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the glyph on each of its turns, if able. |
| 4 | Hopelessness. Each target must make a DC 17 Charisma saving throw. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects. |
| 5 | Insanity. Each target must make an DC 17 Intelligence saving throw. On a failed save, the target is driven insane for 1 minute. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The GM controls gibberish. The GM controls its movement, which is erratic. |
| 6 | Pain. Each target must make a DC 17 Constitution saving throw and becomes incapacitated with excruciating pain for 1 minute on a failed save. |
| 7 | Sleep. Each target must make a DC 17 Wisdom saving throw and falls unconscious for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake. |
| 8 | Stunning. Each target must make a DC 17 Wisdom saving throw and becomes stunned for 1 minute on a failed save. |

SAREASH STRIKES!

Sareash and five **imps** appear in a puff of black smoke while the characters contend with the trapped room (ideally once all of the *symbols* have been revealed).

Sareash strikes quickly and moves onto other targets while his imps quickly spread out to avoid being destroyed by area of effect spells and abilities.

C. SOUTHERN HALLWAY

A slightly larger-than-normal door made of dark wood banded with dark metal, with a fluted latch of cast iron bars, opens into this hallway. It's locked and requires a successful DC 20 Dexterity check using thieves' tools to unlock. Alternatively, a successful DC 20 Strength (Athletics) check forces it open. It's also trapped with a *glyph of warding*, noticed with a successful DC 15 Intelligence (Investigation) check. Otherwise, if it isn't removed before opening the door, the *glyph* is triggered. Each character within 20 feet of the door must make a DC 19 Dexterity saving throw, taking 22 (5d8) thunder damage on a failed saving throw, or half as much damage on a successful one.

Once open, the door reveals a hallway that appears to have collapsed long, long ago. A skeletal hand protrudes from the rubble, clutching a partially buried belt pouch.

Bonus Objective A. If utilizing this additional content, this door instead leads to the **Tomb of Gloom** (see **Appendix 1**).

TREASURE

The pouch contains a number of very old coins, a *potion of superior healing*, and a *soul coin*.

D. NORTHERN HALLWAY

A slightly larger-than-normal door made of dark wood banded with dark metal, with a fluted latch of cast iron, opens into this hallway. The door is locked and requires a successful DC 20 Dexterity check using thieves' tools to unlock. Alternatively, a successful DC 20 Strength (Athletics) check forces it open. A tunnel extends beyond the door.

AREA INFORMATION

The tunnel has the following features:

Dimensions & Terrain. The downward-sloping, 20-foot-wide hallway extends 20 feet before turning sharply to the east. Shortly after it turns, it widens to 30 feet for a further 90 feet. In this wide section of the hall, each side features an orderly row of **pillars** separating it into three separate hallways with vaulted 60-foot-high ceilings.

Light. The room is dimly lit by the illumination shed by the flameskulls that float around the upper reaches of the ceiling. The numerous pillars cast eerie shadows.

Pillars. The pillars are approximately 3 feet wide and bear carvings depicting the victories of the Bloody Hooves.

CREATURE INFORMATION

Six **flameskulls** float near the ceiling. Upon seeing the characters, they attack, zipping around the pillars and arches of the ceiling and chattering madly!

ADJUSTING THE SCENE

Here are some adjustments for this encounter:

- **Very Weak:** Remove two **flameskulls**.
- **Very Strong:** Add two **flameskulls**.

The flameskulls' Rejuvenation trait allows a unique opportunity for the characters to encounter one or more of these dastardly creatures later in the adventure. If the characters don't permanently destroy the flameskulls and later appear to be having an easy go of things during a fight, consider having a flameskull or two join the encounter with a cackle and a "Remember me!?"

SAREASH STRIKES!

If the characters trigger Yalanue's *alarm*, **Sareash** and five **imps** appear a second time while the characters contend with the flameskulls.

Sareash strikes quickly and moves onto other targets while his imps quickly spread out to avoid being destroyed by area of effect spells and abilities, though they dance about fireballs with glee!

E. MUSICAL CHAMBER

This chamber has been enchanted to play an elven lullaby that causes even elves to slip into a restful unconsciousness.

AREA INFORMATION

The musical chamber has the following features:

Dimensions & Terrain. The floor of this 10-foot-by-15-foot room is decorated in red and black tiles comprising a figure-eight pattern. Small motes of light dance and flicker near the top of the 8-foot-high ceiling. A plain, unlocked wooden door is set in the western wall of the room.

Light. The motes of light dancing among the ceiling shed dim light throughout the room.

Sounds. The sound of lilting **elven music** fills the room.

Elven Music. At the end of each minute a creature spends in the room, it must succeed on a DC 19 Charisma saving throw or fall unconscious. A creature that succeeds on this saving throw is immune to the music's effects for 24 hours. A character can be roused from unconsciousness if they take damage or if another creature uses an action to awaken them. Any creature that falls unconscious can spend hit dice to recover hit points as if they had taken a short rest (though they gain no other benefit). If one or more of the characters falls asleep, a **programmed illusion** is triggered.

Programmed Illusion. This magical trap is triggered by a creature falling unconscious in the room. As the illusion manifests, read or paraphrase the following:

The door on the western wall opens and fog spills into the chamber as a slender wood elf strides into the room. Long brown hair cascades over a faded red and white blouse as she surveys the room.

"Why have you come here?" the elf, twitching slightly, says in a voice tinged with sadness, "You shouldn't be here; you'll wake them. They need their rest. Go."

This is a programmed illusion that Yalanue has created to deter intruders. While active, the illusory Yalanue continues to stand in front of the door, further requesting that the intruders leave, all while appearing to ignore them. After five minutes, the illusion winks from existence, revealing the western door—which is still closed.

F. IT'S ALL A MIRAGE

Yalanue enchanted this room with a *mirage arcane* to create a respite from the bleak darkness of the tomb.

The door opens into a large expanse of rolling hills beneath a wide, blue sky on a perfect spring day. Brilliantly hued insects fly around a babbling brook that tumbles around a large boulder in the distance. A large face of the boulder has a wooden door with an iron lever handle. Compared to the horrors of the tomb and Avernus, this place is an alluring oasis.

AREA INFORMATION

The chamber has the following features:

Dimensions & Terrain. The entirety of this 100-foot-long and 90-foot-wide chamber is enchanted by a *mirage arcane* (dispel DC 19), making it appear as rolling hills that seem to go on forever. The illusion conceals a deep **chasm**. There is another **door** directly across in the north wall. A *glyph of warding* has been cast on the door.

Light. The room is brightly lit by the afternoon sun, though the trees' shadows create patches of cool, dim light.

Sounds & Smells. The meadow is filled with the sounds of songbirds, babbling water, and the rustling of leaves in the breeze. It smells of flowers, fresh grass, and clean air.

Chasm. Beneath the *mirage arcane*, a 15-foot-wide, 150-foot-deep chasm runs along the length of the illusory creek. While the characters can walk over the chasm in the room's illusory state, if the *mirage arcane* is dispelled, the chasm is revealed and must be crossed.

Door. Though unlocked, the wooden door is trapped with a *glyph of warding* (dispel DC 15) that triggers if anyone other than Yalanue opens the door. If triggered, it casts *reverse gravity* on the area in front of the door, sending anyone in its area hurtling 100 feet into the sky. Any character in the area within reach of a fixed object that succeeds on a DC 19 Dexterity saving throw avoids the fall. Opening the door reveals a short **hallway**.

Bonus Objective B. If utilizing this additional content, Spurrhund (an orthon) and a few spined devils have snuck into the chamber behind the characters using the orthon's Invisibility Field. The fiends are hiding behind some rocks and trees in the distance, watching the characters. See **Appendix 2**.

Hallway. This 60-foot-long hallway is filled with a 3-foot-deep bank of fog. The fog has motes of multicolored light drifting within, and the air is filled with the sound of soft music. The fog, the lights, and the music are harmless illusions—extensions of the *mirage arcane*. At the end of the hallway is a 15-foot-tall set of double doors. While made of wood, each door is jacketed in intricately engraved bronze depicting a elf playing a variety of instruments while a number of robed figures lay curled on the ground with closed eyes.

Opening the door leads to **Part 2**.



PART 2: WHERE THE CLERICS SLEEP TONIGHT

Estimated Duration: 40 minutes

THEY'RE HERE, BUT NOT REALLY

Finally discovering the resting place of Horst Atheraice and the clerics of the Bloody Hooves, the party must overcome Yalanue as she fights to defend the clerics from being disturbed. But is she the only threat the party faces?

STORY OBJECTIVE B

Waking the clerics from their sleep is **Story Objective B**.

WAKE-UP CALL!

Yalanue is here, playing for the entombed clerics in order to fill their sleep with dreams of glorious and virtuous deeds.

AREA INFORMATION

The tomb has the following features:

Dimensions & Terrain. The characters enter this chamber via double doors set into the northern wall. The 80-by-60-foot room has a 15-foot-tall, barrel-vaulted ceiling with faded **frescoes**. The floors are fashioned of black and red tiles that form patterns of interlocking circles. Three wrought-iron chandeliers hang from the ceiling, set with candles that glow with *continual flame*. A heavy stone door is set into the southern wall. The name Horst Atheraice has been engraved into its face.

Light. The room is dimly lit by the flickering candles in the chandelier.

Sounds & Smells. Rhythmic breathing, the scurrying of vermin, and a soft elven lullaby are audible here. The air smells of rot, dust, and incense.

Frescoes. The artwork depicts holy warriors battling fiends with a fiery angel in their midst. A character who succeeds on a DC 11 Intelligence (History) check identifies the angel as Zariel.

CREATURE INFORMATION

Yalanue is here, playing a heartbreaking tune on a small fiddle made of strange purple wood. Seeing the characters, she dismisses them in Elvish. Characters that are proficient in the language understand her:

"Ye must depart this place," the elf hisses angrily in strange, archaic Elvish. "Nae shall ye bring harm upon them. I WILL PROTECT THEM."

Others don't, but she makes her intentions explicitly clear:

She strikes a screeching, discordant note on the fiddle and a lash of silvery light appears in her hand!

ADJUSTING THE SCENE

Here are some adjustments for this encounter:

- **Very Weak:** Yalanue has only two uses of Bardic Inspiration remaining. Further, summoning allies costs an action.
- **Very Strong:** Yalanue's bracelet ward legendary action costs only 1 legendary action.

What Do They Want? Yalanue wants the characters to leave the tomb, she has no intention of allowing them to disturb Horst or the other clerics. She has no qualms about killing anyone who would, regardless of their intentions.

What Do They Know? The time in the tomb has driven Yalanue insane. She has no idea how long she's been trapped here; she lost all sense of time long, long ago. She doesn't know of Zariel's fate. If the characters triggered her *alarm* spell, she's prepared for their arrival.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. Yalanue fights like an elf possessed, making full use of her spellcasting to divide the party. She uses spells that create illusions or charm the target to reduce the number of foes she must face at once, especially using *mass suggestion* to compel as many of the characters to leave the tomb as she can. She delights in summoning underlings to distract casters and make it difficult for the characters to navigate the tomb. Consider using enchantment and illusion spells against characters that appear to fit the “big dumb fighter” role and larger damage-dealing spells against lightly armored characters or spellcasters. Yalanue prefers to use her Bardic Inspiration to make it more difficult to *counterspell* her more powerful spells. If she is reduced to 0 hit points, any creatures that she’s summoned disappear and the stone door guarding Horst’s tomb grinds open.

Exploration. The room has a number of pillars that can be used as cover. The door on the southern wall (which conceals Horst’s tomb) is locked with a mundane lock as well as the *arcane lock* spell. Unlocking the mundane lock requires either the key (which Yalanue carries on her person) or a successful DC 33 Dexterity check made with a set of thieves’ tools. Dispelling the *arcane lock* (dispel DC 17) reduces the DC of this check to 23. Once unlocked, opening the heavy stone door requires a successful DC 20 Strength (Athletics) check. Within is the dormant form of Horst Atheraice. Waking him from his slumber requires a *greater restoration* or more powerful magic. Dara can wake him with only a touch of her hands—provided the characters are willing to risk her crossing the tomb during combat to do so.

Social. Yalanue is consumed with madness and desperation—reasoning with her is likely a forgone conclusion. If Horst is awakened before Yalanue is defeated, he staggers out of his tomb, and demands she stop. With an incredulous look on her face, Yalanue surrenders, falling into a weeping mess at his feet.

TREASURE

Yalanue carries a *Fochlucan bandore*. Horst has an *ioun stone of leadership*. Both offer the items to the characters. The tomb has some relatively old relics of gold and silver that may be worth a handsome sum.

WRAP-UP: PEACE FOR YALANUE

High Priest Horst Atheraice provide enough magical healing to return everyone to maximum hit points, but can only return one character to life. Horst informs the characters he’ll be remaining here; he pulls a lever in his own tomb, revealing a tunnel that leads into darkness—the passage to the lower caverns and the tomb of Commander Rotger de La Reue. As the characters prepare to depart, he kneels before Dara, the *wards of perseverance* in his hands.

YALANUE DIES

Horst can be convinced that Yalanue’s loss was necessary, recognizing that there was no other option with a successful DC 10 Charisma (Persuasion) check. However, he refuses to allow the characters to take her *Fochlucan bandore*, instead insisting that she be interred here with her favorite instrument by her side. The characters may not keep the instrument.

YALANUE SURVIVES

Yalanue recovers from the encounter with the characters and as thanks for sparing her life, gifts them with the *Fochlucan bandore*.

REWARDS

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

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; 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**:

- *Ioun stone of leadership*
- *Fochlucan Bandore*
- *Potion of superior healing*
- *Soul coin*

STORY ITEM

The characters may earn the following story award; this story award is described in **Appendix 4**:

- **You Let Dara Die**

DUNGEON MASTER REWARDS

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

DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure:

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

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

Sir Gidor Honorsbright (gi DOOR). Sir Gidor is a dwarven paladin of Helm who commands the Bloody Hooves, a squadron of Hellriders who served Zariel before her fall. Uneasy with the responsibilities of command suddenly thrust upon her, Gidor is nevertheless dedicated to ensuring that she does all that she can to keep her troops safe.

- **What They Want.** Sir Gidor wants to keep the Bloody Hooves safe. After learning of Zariel's fall, she tries to stay strong for her troop, but she struggles with her determination.
- **Honor and Loyalty.** Sir Gidor was once loyal to Zariel, but now that Zariel has become an archdevil, she seeks a new cause.

Yalanue (yuh LAH noo). This wood elf traveled with the Bloody Hooves, serving as a historian and an entertainer, keeping the morale of the troops high as they traveled and fought. Now she has succumbed to madness, the once jovial spark within her all but extinguished. She has spent the last few centuries constructing defenses for the sleeping clerics and playing songs that keep the clerics asleep.

- **What They Want.** Yalanue is devoted to ensuring that the clerics of the Bloody Hooves are able to peacefully sleep until called to service once more.
- **Sanity Sacrificed.** Yalanue knew that she would need to remain awake to watch over the clerics—and she knew that it would be an eternity of torment, but she did it anyway.

Horst Atheraice (HOR st ah THEER ays). Horst provided spiritual counsel for the other members of the Bloody Hooves and is devastated to hear of Zariel's fall from grace.

- **What They Want.** Horst is ready to take up arms once again against the forces of evil.
- **Redemption or Bust.** Horst wants to see Zariel redeemed, even if it means sacrificing his own life in the process.



CREATURE STATISTICS

The following creatures appear in this adventure.

DEATH KNIGHT

Medium undead, chaotic evil

Armor Class 20 (plate and shield)

Hit Points 180 (19d8 + 95)

Speed 30ft

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|--------|---------|
| 20 (+5) | 11 (+0) | 20 (+5) | 12 (+1) | 16(+3) | 18 (+4) |

Saving Throws Dex +6, Wis +9, Cha +10,

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 17 (18,000 XP)

Magic Resistance. The death knight has advantage on saving throws against spells and magical effects.

Marshal Undead. Unless the death knight is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. The death knight is a 19th level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following Paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *searing smite*

2nd Level (3 slots): *hold person*, *magic weapon*

3rd Level (3 slots): *dispel magic*, *elemental weapon*

4th Level (3 slots): *banishment*, *staggering smite*

5th Level (2 slots): *destructive wave* (necrotic)

ACTIONS

Multiattack. The death knight makes three longsword attacks.

Longsword. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 9(1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

Hellfire Orb (1/Day). The death knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. The death knight adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

FLAMESKULL

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

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

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|--------|---------|
| 1 (-5) | 17 (+3) | 14 (+2) | 16 (+3) | 10(+0) | 11 (+0) |

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains, or a dispel magic or remove curse spell is cast on them.

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

Cantrip (at will): *mage hand*

1st Level (3 slots): *magic missile*, *shield*

2nd Level (2 slots): *blur*, *flaming sphere*

3rd Level (1 slot): *fireball*

ACTIONS

Multiattack. The death knight uses Fire Ray twice.

Fire Ray. Ranged Spell Attack: +5 to hit, reach 30 ft., one target. Hit: 10 (3d6) fire damage

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 50 ft.

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

Skills Perception +5

Damage Immunities Fire

Senses Darkvision 60 ft., passive Perception 15

Languages Understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

IMP

Tiny fiend (devil, shapechanger), lawful evil

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

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

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks 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, and the target must make 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.

SAREASH (CHAIN DEVIL)

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

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

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

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

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

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

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

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

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

ACTIONS

Multiattack. The devil makes two attacks with chains.

Chains. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. 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.

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.

SPURHUND (ORTHON)

Large fiend (devil), lawful evil

Armor Class 17 (half-plate)

Hit Points 105 (10d10 + 50)

Speed 30ft, climb 30ft.

| 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

Skills Perception +10, Stealth +11, Survival +10

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

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., truesight 30 ft., 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.

INCUBUS/SUCCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

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

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

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

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, Telepathy 60 ft.

Challenge 4 (1,100 XP)

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

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

ACTIONS

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

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

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

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this reduces its hit point maximum to 0.

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

YALANUE OF THE CLOAKWOOD

Medium humanoid (elf), neutral evil

Armor Class 17 (studded leather)

Hit Points 129 (18d8 +36)

Speed 35 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 20 (+5) | 15 (+2) | 18 (+4) | 18 (+4) | 20 (+5) |

Saving Throws Dex +11, Cha +11

Skills Arcana +10, Deception +17, History +10, Insight +10, Perception +10, Performance +17, Persuasion +17, Stealth +11

Damage Resistances fire

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 20

Languages Common, Elvish, Infernal

Challenge 17 (18,000 XP)

Bardic Inspiration (5/day). Yalanue's training as a bard allows her to use the Weave to foil her foes' defenses. Once per turn, she can use one of the following effects:

- **Defensive Weave.** When hit by an attack, Yalanue expends a use of Bardic Inspiration. Roll a d12. The attack or damage roll is reduced by that amount.
- **Entangling Weave.** When a creature she can see makes an ability check to counterspell another spell, Yalanue expends a use of Bardic Inspiration. Roll a d12. The ability check that the caster makes to successfully counterspell another spell is reduced by that amount.

Fey Ancestry. Yalanue has advantage on saving throws against being charmed, and magic can't put her to sleep.

Magic Resistance. Yalanue has advantage on saving throws against spells and magical effects, and Concentration Checks, and is immune to magical sleep

Mask of the Wild. Yalanue can attempt to hide even when they're in an area only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Spellcasting. Yalanue is an 18th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Yalanue has the following bard spells prepared:

Cantrips (at will): *light, mage hand, minor illusion, vicious mockery*
1st level (at will): *alarm, sleep*
2nd level (4 slots): *Agnazzar's scorcher, hold person, ray of enfeeblement, suggestion*
3rd level (3 slots): *counterspell, dispel magic, glyph of warding, nondetection, vampiric touch*
4th level (3 slots): *confusion, greater invisibility*
5th level (3 slots): *dominate person*
6th level (2 slots): *chain lightning, guards and wards, mass suggestion*
7th level (1 slot): *mirage arcane, prismatic spray, symbol*
8th level (1 slot): *dominate monster, feblemind*
9th level (1 slot): *power word: kill*

Summon Servants. As a bonus action, Yalanue summons fiends that she has "tamed" and controls. Each time she uses this feature roll a d6. On a 1-3, she summons four Hell Hounds. On a 4 or 5, she summons three flame skulls. On a 6, she summons a death knight. Note that only 1 Death Knight may appear at a time. Each summons takes a round to appear and then may act on their own initiative on the round that they appear.

ACTIONS

Multiattack. Yalanue makes three attacks with her silver whip. She can cast one of her cantrips or 1st level spells before or after making these attacks.

Silver Lash. Melee Weapon Attack: +11 to hit, reach 10 ft., one creature. *Hit:* 7 (2d6) force damage, and the target must succeed on a DC 19 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.

Bracelet of Wards. As an action, Yalanue touches a random glyph engraved onto her bracelet and casts the spell stored within (spell save DC 19); The bracelet has 11 glyphs remaining (only one feblemind and one power word: kill remain, reroll duplicates):

1. *feblemind*
2. *power word: kill*
3. *chain lightning*
4. *prismatic spray*
5. *synaptic static*
6. *Agnazzar's scorcher*

LEGENDARY ACTIONS

Yalanue has three Legendary Actions that can only be used at the end of another player's turn.

Cantrip. Yalanue casts a cantrip.

Healing Ward. Yalanue regains 27 (6d8) hit points

Hit and Run (costs 2 actions). Yalanue uses her Multiattack and move her speed without provoking opportunity attacks.

Bracelet Ward (costs 2 actions). Yalanue uses her Bracelet of Wards.

APPENDIX 1: TOMB OF GLOOM (BONUS OBJECTIVE A)

Estimated Duration: 1 hour

THE SIDE TOMB

If utilizing this additional content, the southern door in the **Entry Chamber** leads to a disused side tomb—which is actually clever trap.

BONUS OBJECTIVE A

Defeating Vungio and protecting the wards in Dara's possession is **Bonus Objective A**.

AREA INFORMATION

The side tomb has the following features:

Dimensions & Terrain. Opening the southern **door** reveals a 25-foot-square chamber with a floor that bears an intricate inlay of the Bloody Hooves Campaign banner: a rearing black nightmare with blood dripping from her front hooves on a field of stark white. A **sarcophagus** rests in the center of the room. Unbeknownst to the characters, the walls **rotate**.

Light. The room is dimly lit by four flickering torches that surround the sarcophagus.

Door. The door is made of black stone, and bears no decoration save for a slight indentation in the center. The indentation has no particular shape, but it's about as wide as a human hand with splayed fingers. A magnet within the door is the component that activates the door's mechanisms and returns it back to its rightful place—allowing the characters to leave. However, the magnet is within the door and can't be seen. Its influence, however, can be noticed. Characters near the door may find metal possessions drawn to the door—necklaces standing in defiance of gravity and straining against leather thongs, coins flying out of pockets, etc.

Rotating Walls. As the last character enters the room, the door closes behind them—sealing them within. Immediately afterwards, the walls rotate and the door ends up on a different wall (roll a d6 to determine which way the door faces). Opening the door after it's moved reveals a blank stone wall.

ROTATING DOOR WALL

| d6 | Direction |
|-----|-----------|
| 1-2 | East |
| 3-4 | West |
| 5-6 | South |

Sarcophagus. This large, dark red sarcophagus is surrounded by four torches set in metal sconces. It's also not really a sarcophagus; it's a portion of the mechanism that causes the trap to function. While once intricately carved, it appears as if someone spent time grinding all the carvings from the sides. A character who succeeds on a DC 17 Intelligence (Investigation) check discerns that the carvings are in Infernal, but have been damaged too extensively to read completely—what's left seems to hint at a vague warning. A successful check also reveals the lack of hinges on the lid of the sarcophagus, but notes the presence of minute gears, as if the lid can be turned in place. If the lid is turned to face the door, the metal horseshoe of the rearing nightmare pops out with a gentle "click." This item unlocks the door if placed in the indentation.

TREASURE

A number of black and red gems can be prized free of the sarcophagus lid. To the right buyer, they could be valuable.



APPENDIX 2: HUNTERS ON THE TRAIL (BONUS OBJECTIVE B)

Estimated Duration: 60 minutes

THE HUNTER

Spurhund is an orthon who has been sent by Sareash to track the characters and kidnap Dara. He's followed them to the tomb, snuck past Sir Gidor and her warriors, and is ready to strike!

This bonus objective takes place in **area F. It's All a Mirage**, the chamber containing the *mirage arcane*.

BONUS OBJECTIVE B

Defeating Spurhund and preventing him from kidnapping Dara is **Bonus Objective B**.

CREATURE INFORMATION

Spurhund (an **orthon**) has tracked the characters to the tomb, summoned four **succubi** outside of the chamber, and followed the characters into the chamber using his Invisibility Field.

ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter.

- **Very Weak:** Remove two **succubi**, replace the remaining ones with **imps**.
- **Very Strong:** Add an **orthon**.

What Do They Want? Spurhund wants to take Dara to General Everbleed, and is willing to kill the characters to the last to accomplish the deed. The **fiends** summoned by Spurhund serve their temporary master.

What Do They Know? Spurhund has been tracking the characters and is desperate to complete his mission. He doesn't know who Dara or the characters are, only that their continued presence has made General Everbleed increasingly angrier.

TREASURE

Spurhund carries a diamond the size of a human fist.



PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. Characters with a passive Perception score of 15 or higher can hear Spurhund shuffling around occasionally. However, the songbirds and the babbling of the brook create enough noise to impose disadvantage on Wisdom (Perception) checks that involve hearing, reducing the characters' passive Perception score by 5. He attacks if the characters trigger or dispel the glyph on the door.

If Spurhund has reason to believe that the characters can't see through his invisibility, he uses it every round—firing his crossbow from cover, becoming invisible, and moving to a different location. The spined devils harry the characters—they're little more than a distraction. If more than half of Spurhund's minions are slain and he's reduced to half hit points or fewer, he flees while invisible, hoping to recover a bit before catching up with the characters and catching them off their guard—or better yet, in a fight with a powerful foe, such as Sareash or Yalanue.

Exploration. Between the trees, rocks, and hills, there's plenty of cover to be found here.

Social. Spurhund can't be dissuaded from his charge—he fears Everbleed's punishment for failure more than anything that the characters are able to do to him. Even permanent destruction is better than what the General might have in store should he fail.

APPENDIX 3: ADVENTURE 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 out rewards they didn't receive during the session):

IOUN STONE OF LEADERSHIP

Wondrous item, very rare (requires attunement)

An Ioun stone named after Ioun, god of knowledge and prophecy revered on some worlds.

When you use an action to toss this stone into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

Your Charisma score increases by 2, to a maximum of 20, while this marbled pink and green sphere orbits your head. This item is found in the *Dungeon Master's Guide*.

FOCHLUCAN BANDORE

Wondrous Item, uncommon (requires attunement by a bard)

An instrument of the bards is an exquisite example of its kind, superior to an ordinary instrument in every way. Seven types of these instruments exist, each named after a legendary bard college. A creature that attempts to play the instrument without being attuned to it must succeed a DC 15 Wisdom saving throw or take 2d4 psychic damage.

You can use an action to play the instrument and cast one of its spells: *fly*, *invisibility*, *levitate*, *protection from evil and good*, *entangle*, *faerie fire*, *shillelagh*, *speak with animals*. Once the instrument has been used to cast a spell it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

You can play the instrument while casting a spell that causes any of its targets to be charmed on a failed saving throw, thereby imposing disadvantage on the save. This effect applies only if the spell had a somatic or material component. This item is found in the *Dungeon Master's Guide*.

POTION OF SUPERIOR HEALING

Potion, rare

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

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: STORY AWARDS

The characters may earn the following story award during the adventure:

YOU LET DARA DIE

Dara has now died _____ times while in your care. Every time she dies, Dara loses one of the following abilities, chosen at random: Damage Resistances, Condition Immunities, Magic Resistance, and Innate Spellcasting. If she loses all four, she has lost all of her abilities as a Chosen and may no longer return Hellriders or angels to life.

In future adventures that she's featured in, your group uses the average number of deaths among the characters for determining how many abilities she has lost.

APPENDIX 5: 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-avensus/>

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 |