

I'm not robot!

15. Fall of 5 or more, you fall. Guards: Mazer (chain devil MM pg 72): There are dozens of 100-foot-long chains in the tar that Mazer can control with his animate chains power. If Mazer dies, the chains weaken and Kostschie can break free. 4 hell hounds (MM pg 182). Free the Demon Lord: Cells in Abyssal and casts wind walk (PH pg 288) turning him into a wispy cloud with a fly speed of 300 feet! Return to Olanthus: He reveals that the group must meet with Yael in the Bleeding Citadel (pg 134). Path of Devils (pg 106) Demon Zapper (pg 106): The unicorn is trapped in a sphere that blocks magic and physical entry. Any fiend that gets within 100 feet of this thing is pretty much dead: DEX sv DC 18 260 radiant dmg, half on save. Guardian: Ralzala, a dao who regrets making a pact with Zariel. Ralzala will try to get the group to help her break her pact. To do so, the heroes must visit Red Ruth in the Bone Brambles (pg 107) Free the Unicorn: Destroy the rusted metal structure AC 14 HP 250 Unicorn (MM pg 294) Dao (MM pg 143) Bone Brambles (pg 107): This place was pulled into Avernum from the Feywild. B1. Entrances: 5 paths lead inside. Group survival check DC 15. Success: Find Red Ruth's lair at B3. Fail: dead end (B2 - roll on the Dead Ends chart). B2. Dead Ends: Dead Traveler: Dead drow, bag of devouring (DMG pg 153) Dryad Spirits: 3 spirits demand to be reminded of the wonders of life. Dazzle them! Banshee (MM pg 23) Shambling Mounds: 3 shambling mounds (MM pg 270) Thorn Trap: There's a staff! The thorns auto-restrain you and do 22 piercing. All the bushes must be destroyed and the dang staff crumbles into nothing. B3. Red Ruth's Lair: A cave-like hovel. Red Ruth (night hag MM pg 178). Brews potions from blood, cost 1-2 soul coins (pg 225). Commune Spell (PH pg 223): 3 questions are answered with "Yes" or "no". I believe that Zariel is the one answering the questions. Freeing the Dao: Red Ruth says the group will need to do something for her, first - schedule a pampering session at the Wandering Emporium (pg 126). The group will have to watch over her place while she is gone. Defending the Home: 2 banshees (MM pg 23) and a treat (MM pg 289) attack. Treasure: There's a dead gnome in the treat that has a hat of disguise (MM pg 173) and a +1 wand of the war mage (MM pg 212). Helping Ralazala: Once she's back from the spa, Red Ruth says that the dao must drink the blood of a titan Uldrak's Grave (pg 109) Huge sword (orb of dragonkind DMG pg 225). After it tried and failed to assassinate her, Tiamat turned the empyrean (MM pg 130) named Uldrak (MM pg 78) into a spined devil. Drinking his Blood: Need to get it from Uldrak's titan form. Regain Titan Form: Spill some of Tiamat's blood on the ground of Avernum. Arkhan the cruel has some of Tiamata's blood in a vial around his neck. Arkhan's Tower (pg 110) Guarded by 50 skeletons (MM pg 272) and 30 zombies (MM pg 316) Ohatzala (adult white dragon MM pg 101) Krull (stats pg 110) tortle priest (treasure: +1 maul, 5 potions of healing (DMG pg 188), 2 soul coins (pg 225) 4 ghoul assistants (MM pg 148) Slarkas (young black dragon MM pg 88) Vistalancer (young blue dragon MM pg 91) Vermilious (young green dragon MM pg 94) Flash (red dragon wrymling MM pg 98) Krull will tell the group to leave, unless the heroes want to trade him the unicorn or the orb of dragonkind. Krull can lead the group to Arkhan, who is at the Monument to Tiamat. Monument to Tiamat (pg 112): In the skull is a tunnel that leads to Tiamat's lair. There are "scores" of white abishai inside (stats pg 241). Devil's Ride (pg 94) parked outside, belongs to Torogar (pg 112). Arkhan the Cruel (stats pg 111) Hand of Vecna (DMG pg 224) Chang (manticore MM pg 213) Torogar (pg 112) Vial of Blood: Arkhan will trade the vial of blood for the sacrifice of a good-aligned creature - possibly Lulu or the unicorn. These sacrifices feed the Hand of Vecna, which is slowly corrupting him. Using the Blood: Uldrak splashes the vial at his feet He transforms into a lawful evil empyrean (MM pg 130). He takes his sword, gives the group a gallon of his blood, and plane shifts to Surtur's home. Ralzala drinks the blood and writes the group a letter of introduction so that they can meet Bel at Bel's Forge. Bel's Forge (pg 113) An iron fortress. Those that come close are attacked by 2 horned devils (MM pg 74) and 10 bearded devils (MM pg 74). Extreme Heat (DMG pg 110): End of each hour: CON sv DC 5 or gain 1 lvl of exhaustion (PH pg 291). The DC goes up by 1 for each hour. Medium/heavy armor = disadvantage on the saves. Lava: 33 (6d10) fire dmg. Fully immersed: 99 (18d10) fire dmg. F1. Descent to the Forge: Bel (stats pg 115) on his flying throne watching fire giants toil. Bel telepathically tries to cut a deal with the adventurers: The group must retrieve 9 stolen adamantium rods. In exchange, he'll tell them how to get to the Bleeding Citadel. Finding the rods involves questioning a captured Sibriex, and he even offers them use of a barge to traverse the River Styx. The group won't know: The nine rods unlock the Companion, which has a planetar (MM pg 17) trapped inside of it. If the group accepts, he sends an imp (MM pg 76) named Balakros with them. F2. Fire Giant Blacksmiths: Druma, Jalt, Rosska, and Zrakom (4 fire giants MM pg 154). Chains can't be broken or unlocked except by Bel. F3. Weapons Rack: Blood war weapons. Treasure: 2 hellfire javelins and a hellfire greatsword (pg 224). F4. Pool of Magma: A half-compl infernal machine is dangling over the pool. River Travel (pg 116): The road to the barge is patrolled by bearded devils (MM pg 70). Barge: 30 feet long, 15 feet wide, can hold 2 infernal war machines. Krihluk: bone devil (MM pg 71) captain (secretly a spy for Zariel). 12 merregons (pg 238) operate the oars. The boat will sail past the Stygian Dock (pg 123). Sibriex (pg 116) It is chained to a scaffold. Demon ichor (pg 78) is pooled around the scaffold. Sibriex (stats pg 116). Shalok and Jank (chain devils pg 72). Fetchtatter (arcanaloth MM pg 313) - has a contract with Bel. Treasure: Ring of x-ray vision (DMG pg 193), 2 potions of greater healing (DMG pg 188), 6 soul coins (pg 225). The arcanaloth is trying to get information from the sibriex, but it doesn't want to talk. Fetchtatter offers the group 3 soul coins (pg 225) if they can get it to talk. Interrogating the Sibriex: It communicates telepathically, offering to help the group if they free it. Insight check DC 17, it is lying. It knows that the adamantine rods are in a wrecked flying fortress. Balakros the imp knows where the fortress is. Freeing the Sibriex: Breaking three chains will do it. AC 19 HP 33 dmg threshold 10 Remember, damage threshold means that you have to do at least 10 dmg to do any damage at all to the chains. Wrecked Flying Fortress (pg 118) The rods that the group are looking for are in a safe in area W5. Fire Storm: If for some reason the group is on foot, group Survival check DC 20. Fail means a firestorm blows in and attaches itself to a character for one minute. DEX save DC 20, 44 fire damage, half on save. Dispel magic (PH pg 234) shuts it down. Arrival at the Wreck (pg 118): The group can either climb the exterior or go up through the inside. Climb Up: Athletics check DC 15. As they climb, the 6 vrocks (MM pg 64) from W1, attack. Interior: 5 bone whelks (pg 119). There's a good chance the diving screams of the whelks will attract the vrocks. Also inside is a soul intake tube which has a remorhaz (MM pg 258) in it. Command Deck Slanted Floor: The floor is tilted. Difficult terrain. W1. Bridge: When the group enters, Arkhan the cruel has some of Tiamata's blood in a vial around his neck. Arkhan's Tower (pg 110) Guarded by 50 skeletons (MM pg 272) and 30 zombies (MM pg 316) Ohatzala (adult white dragon MM pg 101) Krull (stats pg 110) tortle priest (treasure: +1 maul, 5 potions of healing (DMG pg 188), 2 soul coins (pg 225) 4 ghoul assistants (MM pg 148) Slarkas (young black dragon MM pg 88) Vistalancer (young blue dragon MM pg 91) Vermilious (young green dragon MM pg 94) Flash (red dragon wrymling MM pg 98) Krull will tell the group to leave, unless the heroes want to trade him the unicorn or the orb of dragonkind. Krull can lead the group to Arkhan, who is at the Monument to Tiamat. Monument to Tiamat (pg 112): In the skull is a tunnel that leads to Tiamat's lair. There are "scores" of white abishai inside (stats pg 241). 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Almost none of the crew is on board when her fortress is docked (see pg 130). An infernal fortress is pulling souls out of the River Styx. The heroes have the option of using a bathysphere to drege up souls from the River Styx. Bazelsteen: Horned devil (MM pg 74) 12 barbed devils (MM pg 70) 3 bone devils (MM pg 70) Test Run: The group can help Bazelsteen test a device. They get in a bathysphere and vaccum up silted souls at the bottom of the River Styx. Highest DEX check wins and that character gets a soul coin (pg 225). Up to 4 heroes can fit inside. It is definitely OK if some characters don't want to go down there. While the heroes are submerged, 10 vrocks (MM pg 64) attack the dock. A glabrezu (MM pg 58) tries to snip the cable attached to the bathysphere (It needs to make a DC 20 STR check. It has a +5 STR bonus). Styx Watchtowers (pg 124) There are many of these towers in Avernum. They are used to spot demonic armies. 1 Amnizu (pg 228) Chain devil (MM pg 72) There are chains on the walls of the tower that can be animated. 10 bearded devils (MM pg 70) with 10 hell hounds (MM pg 182) 2 spined devils (MM pg 78). T1. Ground Floor: Break through the door. Athletics DC 23 T2. Second floor: Sometimes a creature will get tortured here. T3. Roof: Spined devils keep lookout. Sundered Chains (pg 126) These chains once held a city. Chain devils make pilgrimages to this place. Zartar (chain devil MM pg 72) is trying to pray to Asmodeus to draw power from the chains. 2 bearded devils (MM pg 70) The Wandering Emporium (pg 126) Important Note: Don't forget, Mahadi has one of best traits ever (MM pg 257): He can't be affected by spells of 6th level or lower! Mahadi the rakshasa (stats pg 127): Merchant lord, is risk-averse. The eyes and ears of Asmodeus. Can travel freely to the Material Plane. Has a collection of named soul coins. Contract with Zariel: Cannot stage a coup or assist others in doing so). Lulu: Mahadi has previously splashed Lulu with water from the River Styx, but Lulu doesn't remember this. Hand of Vecna: Mahadi wants the Hand of Vecna (which is currently in the possession of Arkhan, pg 111). To obtain it he will trade one of three things: Rod of lordly might (DMG pg 196). True resurrection (PH pg 284). Asmodeus will turn a character into a tielfing (!).Mordenkainen's Tome of Foes pg 21: "The tielfings connected to Nessus command the power of fire and darkness, guided by a keener than normal intellect, as befits those linked to Asmodeus himself. Such tielfings use the tielfling's Ability Score Increase and Infernal Legacy traits in the Player's Handbook." Approaching the Wandering Emporium (pg 128): Tents protected by many war machines. Sign warns that there is no fighting or spellcasting allowed. Businesses Infernal Rapture (pg 128) Restaurant and spa that exists in a demiplane. Basically, you come here, spend money, and if you can't pay, you need to either work off the debt (connected to a geas spell - PH pg 244) or Mahadi and Asmodeus own your soul. Owner: Mahadi (rakshasa, stats pg 127) Servants: All under a geas to provide good service and appear happy. Dining: A meal costs one soul coin. Menu on page 245. A meal has effects of a heroes feast spell (PH pg 250) cured of disease/poison, becomes immune to poison/strengthened, advantage on wis saves. +2d10 HP MAX and regains that many HP. Benefits last 24 hours. Also, disadvantage on Insight checks vs. Mahadi. Spa: Mahadi tries to get people to buy dream therapy, whole body restoration, and longevity therapy. It says he seeks to "take possession of these individuals and make them permanent residents of Avernum." Firesnake Forge: Rassh, Skids, and Slaggy: 3 salamanders (MM pg 266) that escaped Bel's Forge. They maintain Mahadi's war machines. 9 magmins (MM pg 212) 6 suits of animated armor (MM pg 19) They sell weapons and armor (pg) at 150% of the normal price. Repair: They can repair a damaged war machine for 50 gp per hit point. Burney the Barber: Burney (secretly an ancient copper dragon MM pg 110) Cheerful woman. Cuts hair, heels. Healer Pet (PH pg 167): Use a healer's kit to stabilize, the creature has 1 HP instead of 0. Action: Use healer's kit to restore 1d6+4 HP plus HP equal to the creature's max hit dice. Spy: She is here as a spy for Bahamut, good god of dragons. Forget: Once you take three steps away from her, you forget her and your interactions with her entirely. Psychic Protection: She is permanently mind blanked (PH pg 259) Can't take direct action against denizens of the Nine Hells. Once per day she can plane shift (PH pg 266) to Bahamut's Court. From Here to Avernum (pg 130) Amnizu (stats pg 228) Imp (MM pg 76) Can exchange 100 gp for a soul coin. 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