

Diabolical dangers await in this adventure for the world's greatest roleplaying game.

Welcome to Baldur's Gate, a city of ambition and corruption. You've just started your adventuring career, but already find yourself embroiled in a plot that sprawls from the shadows of Baldur's Gate to the front lines of the planes-spanning Blood War! Do you have what it takes to turn infernal war machines and nefarious contracts against the archdevil Zariel and her diabolical hordes? And can you ever hope to find your way home safely when pitted against the infinite evils of the Nine Hells?

This screen provides a multitude of tables and relevant information to help you guide your players on their journeys into hell. From demonic names and the lords of hells to references for war machines and vehicle mishaps, this screen has everything you need as you descend to Avernus!





DUNGEONS 🖧 DRAGONS®

DUNGEONS 🗞 DRAGONS

BALDUR'S GATE" DESCENT INTO AVERNUS"



Lavers and Lords of the Nine Hells

Layer	Layer Name	Archduke or Archduchess	Previous Rul
1	Avernus	Zariel	Bel, Tiamat
2	Dis	Dispater	
3	Minauros	Mammon	
4	Phlegethos	Belial and Fierna	
5	Stygia	Levistus	Geryon
6	Malbolge	Glasya	Moloch
7	Maladomini	Baalzebul	
8	Cania	Mephistopheles	
9	Nessus	Asmodeus	

The state

lers Primary Inhabitants

Erinyes, imps, spined devils Bearded devils, erinyes, imps, spined devils Bearded devils, chain devils, imps, spined devils Barbed devils, bone devils, imps, spined devils Bone devils, erinves, ice devils, imps Barbed devils, bone devils, horned devils, imps Barbed devils, bone devils, horned devils, imps Horned devils, ice devils, imps, pit fiends All devils

Infernal Contracts

d6 Contract Form

- Baby dolls
- 2 Damned wretch
- 3 Infernal scroll
- 4 Lemure kiss
- 5 Song of the devil
- 6 Written in stone

DUNGEONS

. BABY DOLLS The devil produces two baby dolls made of dirty rags or rotting wood. The dolls recite the deal in highpitched voices (in Infernal) and spew blood when they are hugged. To enter the contract, the devil and promptly banished. the character making the deal must each hug a doll. When the contract finalized, the devil keeps one doll nd the character keeps the other.

void such a contract, each doll nust be destroyed within 1 minute he other. Failure to destroy the econd doll in the alotted time auses the first doll to reform after minute. Each doll is a Tiny object ith AC 9, 9 hit points, vulnerability o fire damage, and immunity to oison and psychic damage

2. DAMNED WRETCH

A portal opens, and a humanoid bound in chains with its eves and This individual is likely someone who breached their own infernal

The terms of the deal are carved into The devil summons a **lemure** with A swell of lava oozes from a crack the poor wretch's skin. To enter the the deal printed in glowing runes on in the ground and quickly cools into contract, the devil and the character its lumpy flesh. To enter the contract, rock. The deal appears as glowing who made the deal carve their names into the wretch, who is then

Use the commoner stat block to represent the wretch, who is blinded while its eves are sewn shut. Once the contract is signed by both parties, the wretch no longer ages or needs food, drink, air, or sleep. and it gains immunity to all damage that isn't dealt by the devil or the character who made the deal. If the wretch dies, the contract is void.

3. INFERNAL SCROLL

The devil produces a vellum scroll The devil produces sheet music with with the deal written on it in blood. the deal written on it. To enter the To enter the contract, the devil and contract, the devil and the character the character making the deal sign making the deal must sing or play the contract in their own blood, or the discordant song, which remains mouth sewn shut stumbles through in the blood of a humanoid who has stuck in their heads until the deal been dead no longer than 1 minute. is fulfilled Immediately after it's been signed by Soaking the sheet music in holy water a secure location in the Nine Hells.

> Burning the scroll voids the contract. lose their abillity to speak. A greater It's immune to all other damage and harm.

Infernal Hierarchy

Least Devils	Greater Devils			
1. Lemure	10. Orthon			
2. Nupperibo	11. Horned devil			
	12. Erinyes			
Lesser Devils	13. Narzugon			
3. Imp	14. Ice devil			
4. Spined devil	15. Amnizu			
5. Bearded devil	16. Pit fiend			
6. Merregon				
7. Barbed devil	Archdevils			
8. Chain devil	17. Duke or Duchess			
9. Bone devil	18. Archduke or Archduchess			

4. LEMURE KISS

the devil and character making the script on the hardening lava. To into a stone statue with the deal visible on the surface. The statue then vanishes to the depths of the Nine Hells.

The statue is a medium object with AC 17, 50 hit points, and immunity to all damage except radiant damage. and the character who struck the No spell can turn it back into a lemure. Destroying the statue voids the handprints, the hands and the the contract.

SONG OF THE DEVIL

contract and is now paying the price. both parties, the contract vanishes to destroys and voids the contract, and causes the character and the devil to restoration spell or similar magic ends the effect on its recipient.

6. WRITTEN IN STONE

deal must kiss the lemure. When that enter the contract, the devil and the happens, the lemure is transformed character making the deal must each place their left hand into the lava. which doesn't harm them, and leave a hand-shaped imprint in the stone. The slab of cooled lava then vanishes to a place of safekeeping. If the left hands of both the devil deal are severed and placed into contract are destroyed, which also voids the contract.





Adacher	Bis
Adaddon	Bisrib
Adadese	Chuh-Arbalma
Akinurb	Damasze
Anurbat	Dimgidu
Anurnac	Dingidnin
Anur-Shub	Dinimabi
Arbelah	Dukiana
Babzidu	Dur
Bal-Balah	Ehur-Shu-Dur
Barbagg	Ehurtar

Harch-ssch
Harrapi
Hisszagu
Hursag
Huszi
Ibza
Iduduamna
Igaam
Igalil
Ilile
Imhiakaam

lebela lezirpa Kardu Kikabi Kilzecru Klo-Thort Kulzu Kuninin Maam Maradaraam

Matuk Meteneg Mitanu Muibzur Muigude Muisze Muninaam Mununaa Nab-kin Naszsir Nimrisr

Nutae

Pisipad

Riasir

Shalba

Shalih

Sharrar

Pismurda

Sharruk
Sigsir
Sineser
Szekaabsuk
Szerinsuk
Szumuzabi
Szusumu
T'aan'ukin
Tho'Daah-Nugh
Tigla
Tubidu

Tumunnu
Turtush
Tur-uk
Ubienlaa
Udnaa
Urah
Zaburra
Zaganit
Zalidamsir
Zamanni
Zananaa

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WAR MACHINES

DEVIL'S RIDE arge vehicle (500 lb.)



Creature Capacity 1 Medium creature Cargo Capacity 100 lb. Armor Class 23 (19 while motionless) Hit Points 30 (damage threshold 5, mishap threshold 10)

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

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Jump. If the Devil's Ride moves at least 30 feet in a straight line, it can clear a distance of up to 60 feet when jumping over a chasm, ravine, or other gap. Each foot it clears on the jump osts a foot of movement.

ne Deficiency. If the Devil's Ride falls prone, it can't right tself and is incapacitated until pulled upright.

tunt. On its turn, the driver of the Devil's Ride can expend 10 eet of movement to perform one free vehicle stunt, such as a wheelie or a burnout. Before the stunt can be performed, the Devil's Ride must move at least 10 feet in a straight line. If the driver succeeds on DC 10 Dexterity check using the bike's Dexterity, the stunt is successful. Otherwise, the driver is unable to perform the stunt and can' JARED BLANDOanother stunt until the start of its next turn. If the check fails by 5 or more, the Devil's Ride and all creatures riding it immediately fall prone as the bike wipes out and comes to a dead stop.

ACTION STATIONS

Helm (Requires 1 Crew and Grants Half Cover). Drive and steer the Devil's Ride.

REACTIONS

luke. If the Devil's Ride is able to move, the driver can use its reaction to grant the Devil's Ride advantage on a Dexterity

Cover Art by: Daarker nside Art by: Scott Murphy - Bel, Olga Drebas - Soul Coir Jared Blando – Map, Even Amundsen – Haruman, Shawn Wood – Infernal War Machines

TORMENTOR

e vehicle (3,000 lb.)

Creature Capacity 4 Medium creatures Cargo Capacity 500 lb. Armor Class 21 (19 while motionless) Hit Points 60 (damage threshold 10, mishap threshold 20) Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	0	0	0

Damage Immunities fire, poison, psychic Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Crushing Wheels. The Tormentor can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone. If the creaure was already prone, it takes an extra 11 (2d10) bludgeoning lamage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Tormentor rolls over and falls prone, n't right itself and is incapacitated until flipped upright.

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

aking Scythes. When the Tormentor moves within 5 feet of creature that isn't prone or another vehicle for the first time on a turn, it can rake the creature or vehicle with its protruding plades for 13 (2d10 + 2) slashing damage. A creature moves out of the way and takes no damage if it succeeds on a DC 13 Dexterity saving throw. A vehicle moves out of the way and takes no damage if its driver succeeds on the saving throw.

TION STATIONS

Helm (Requires 1 Crew and Grants Three-Quarters Cover). Prive and steer the Tormentor.

Harpoon Flinger (Requires 1 Crew and Grants Half Cover). A munition: 10 harpoons. Ranged Weapon Attack: +7 to hit, range 120 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

luke. If the Tormentor is able to move, the driver can use its eaction to grant the Tormentor advantage on a Dexterity saving throw.

DEMON GRINDER

	Capacity 8 Macity 1 ton	Medium cre	eatures					
Armor Class 19 Hit Points 200 (damage threshold 10, mishap threshold 20)								
Speed 100		age intestic	bid to, mis	snap thresh	1010 20)			
STR	DEX	CON	INT	WIS	СНА			

18 (+4) 10 (+0) 18 (+4) 0 0

Damage Immunities fire, poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Crushing Wheels. The Demon Grinder can move through the space of any Large or smaller creature. When it does, the creature must succeed on a DC 11 Dexterity saving throw or take 22 (4d10) bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 22 (4d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Magic Weapons. The Demon Grinder's weapon attacks are magical.

Prone Deficiency. If the Demon Grinder rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

ACTION STATIONS

Helm (Requires 1 Crew and Grants Three-Quarters Cover). Drive and steer the Demon Grinder.

Chomper (Requires 1 Crew and Grants Half Cover). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 25 (6d6 + 4) piercing damage. A target reduced to 0 hit points by this damage is ground to bits and spit out through pipes on both sides of the Demon Grinder. Any nonmagical items the target was holding or carrying are destroyed as well.

Wrecking Ball (Requires 1 Crew and Grants Half Cover). Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 40 (8d8 + 4) bludgeoning damage. Double the damage if the target is an object or a structure.

2 Harpoon Flingers (Each Station Requires 1 Crew and Grants Half Cover). Ammunition: 10 harpoons per station. Ranged Weapon Attack: +5 to hit, range 120 ft., one target. Hit: 9 (2d8)

Creature Capacity 8 Medium creatures
Cargo Capacity 2 tons
Armor Class 20 (19 while motionless)
Hit Points 150 (damage threshold 10, mishap threshold 2
Speed 100 ft.

STR	DEX	CON	INT	WIS	СНА
20 (+5)	12 (+1)	20 (+5)	0	0	0

Damage Immunities fire, poison, psychic ondition Immunities blinded, charmed, deafened, frightened paralyzed, petrified, poisoned, stunned, unconscious

Crushing Wheels. The Scavenger can move through the space of any Large or smaller creature. When it does, the creature must succeed on a DC 12 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 16 (3d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

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

Prone Deficiency. If the Scavenger rolls over and falls prone, it can't right itself and is incapacitated until flipped upright.

ACTION STATIONS

Helm (Requires 1 Crew and Grants Three-Quarters Cover). Drive and steer the Scavenger.

Grappling Claw (Requires 1 Crew and Grants Half Cover). Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: The target is grappled (escape DC 12). If the target is a creature, it is restrained until the grapple ends.

The grappling claw can grapple only one target at a time, and the claw's operator can use a bonus action to make the claw release whatever it's holding.

2 Harpoon Flingers (Each Station Requires 1 Crew and Grants Half Cover). Ammunition: 10 harpoons. Ranged Weapon Attack: +6 to hit, range 120 ft., one target. Hit: 10 (2d8 + 1) pierc-



- Engine Fire. Fire e and engulfs the ve that starts its turn vehicle takes 10 (3 this mishap ends
- Locked Steering. in a straight line fails Dexterity c saving throws un
- Furnace Rupture. speed decreases b this mishap ends.
- Weapon Malfunc vehicle's weapon be used until this vehicle has no fu mishap occurs.
- Blinding Smoke. with smoke and is this mishap ends. helm station is bli
- Shedding Armor. threshold is redu mishap ends.
- 7-19 Damaged Axle. T shakes uncontroll ends, the vehicle h Dexterity checks, and attack rolls m inside the vehicle h
- Flip. The vehicle prone, and come an unoccupied s creature holding the vehicle must Strength saving t landing prone in space within 20 f vehicle. Creature prone and must Strength saving bludgeoning da

damage on a successful one.

1-2 You drive past a creature native to Avernus, and it

chases after you. The DM chooses the creature.

3 A fire tornado, 300 feet high and 30 feet wide at its

4 A swirling cloud of dust envelops the vehicle. Any

5 Natural pillars of rock can grant cover as the vehicle

base, crosses your path. The vehicle avoids the tornado

with a successful DC 15 Dexterity saving throw, taking

99 (18d10) fire damage on a failed save, or half as much

creature on or inside the vehicle that doesn't have total

cover is blinded by the dust until the start of its next

swerves between them. The driver of the vehicle can

turn unless it is using some kind of protective eyewear.

d20 Complication

	Repair DC
rupts from the engine hicle. Any creature on or inside the d6) fire damage until	15 (Dex)
The vehicle can move nly. It automatically cks and Dexterity il this mishap ends.	15 (Str)
The vehicles by 30 feet until	15 (Str)
ion. One of the (DM's choice) can't mishap ends. If the ctioning weapons, no	20 (Str)
he helm station fills heavily obscured until Any creature in the nded by the smoke.	15 (Dex)
The vehicle's damage red by 10 until this	15 (Str)
ne vehicle grinds and ably. Unti the mishap nas disadvantage on all and all ability checks ade by creatures on or have disadvantage.	20 (Dex)
ips over, falls to a dead stop in ace. Any unsecured on to the outside of succeed on a DC 20 arow or be thrown off, a random unoccupied et of the overturned inside the vehicle fall ucceed on a DC 15 arow or take 10 (3d6) age.	None

make a DC 15 Dexterity check using the vehicle's Dexterity. On a success, the pillars provide threequarters cover against attacks from other vehicles until the start of the driver's next turn. Your vehicle drives into a herd of lemures, manes, or other fiends. The vehicle must make a DC 15 Strength or Dexterity check (driver's choice) to plow through the herd unimpeded. On a failed check, the herd counts as 30 feet of difficult terrain. 7 The vehicle drives off a 10-foot-high ledge and comes crashing down. Any unsecured creature on the outside of the vehicle must succeed on a DC 15 Dexterity saving throw or tumble off, taking normal damage from the fall and landing prone in an unoccupied space on the ground. 8 Uneven ground threatens to slow your vehicle's progress. The vehicle must make a DC 10 Dexterity check to navigate the area. Ona failed check, the ground counts as 60 feet of difficult terrain. 9 Derelict infernal war machines dot the landscape. rusted beyond repair and half buried in the dust. If the vehicle uses Dash this turn, the driver must succeed on a DC 10 Dexterity check using the vehicle's Dexterity or crash into one of the derelict war machines (see Crashing, page 221). 10 Part of the ground gives way underneath the vehicle, causing it to roll over. The vehicle must succeed on a DC 10 Dexterity saving throw. On a success, the vehicle rolls into an upright position and can continue moving. On a failure, the vehicle lands prone, either upside down or on its side, after coming to a dead stop. When the vehicle rolls, any unsecured creature holding on to the outside of it must succeed on a DC 20 Strength saving throw or tumble off, landing prone in an unoccupied space within 20 feet of the overturned vehicle

For information on how to repair a mishap, see page 220.

11-20 No complication.