

BAZELSTEEN'S NOTEBOOK OF INFERNAL INVENTIONS

**Take your Infernal War
Machines to the next level!**



BAZELSTEEN'S NOTEBOOK OF

INFERNAL INVENTIONS

They say that great inventions are created on the shoulders of giants, well, not my inventions, I create everything from my own brain, definitively not stealing ideas. Now I need YOU, my dear test subjects, only YOU can handle my newest inventions, as YOU are the best I could find! Seriously, no one else wants to try.

You might be asking yourself, how deadly are those tests? What was in the contract that I signed? Well, let me answer your questions with another question, do you want a soul coin?

-Bazelsteen.

This supplement is meant to be played alongside: *Baldur's Gate: Descent into Avernus.*

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INFERNAL CREATIONS

Log Entry N°242

As product of my testing on the Buzz Killer, I can strongly demonstrate that lemures are an awful test subject. That damned soul went flying after the crash and its weak body didn't resist the impact. I need stronger test subjects that can survive some major injuries, so they can tell me what failed.

-Bazelsteen.

ABOUT THIS SUPPLEMENT

Bazelsteen's Notebook of Infernal Inventions contains additional material to use alongside *Baldur's Gate: Descent into Avernus* (BG: DiA from now on) or in any other adventure set in the first layer of The Nine Hells. This material includes three small quests to play during chapter 3, new weapon stations, armor upgrades, magical gadgets and infernal war machines.

BAZELSTEEN'S NOTES

Bazelsteen wants to get recognition from Zariel to ascend in the infernal hierarchy, and to do so he keeps creating new weapons and upgrades for the infernal war machines in order to help the devils with the blood war. This chapter contains eight new weapon stations, four armor upgrades and three magical gadgets. It also includes three new war machines based on the concept art from BG: DiA.

INFERNAL MECH

The newest creations from Bazelsteen are a series of bipedal machines that can be piloted by one or multiple creatures. Heavily armored, they can easily destroy whole hordes of demons. This chapter includes five bipedal war machines, called infernal mechs, and their own set of rules.

WHEN LIFE GIVES YOU ICHOR

Bazelsteen found a large deposit of ichor, to get some advantage from it, he reached Fort Knucklebone and is recruiting subjects to run on a race to test his inventions. The winners will get to keep one machine and some ichor, the losers... might not cross the finish line. This quest will test its competitors and will teach the players how to use the infernal war machines.

HELL RAT

Next to the Wandering Emporium, there's some commotion and the sound of clashing metal can be heard from there. It's Bazelsteen that is running another competition to test his infernal mechs. This quest will teach the players how to use the infernal mechs from this supplement and will provide some exciting fights against the shopkeepers of the Wandering Emporium.

NO HARD FEELINGS

The constant war on Avernus produced the apparition of a creature designed to end war... by slaying anyone that can make war. Zariel has given the order to slain the embodiment of war, and Bazelsteen has the perfect idea, but will need the help of his favorite test subjects. This quest contains an epic encounter using infernal war mechs and vehicles to stop a strong opponent and will provide a conclusion to the Bazelsteen's subplot.

Order to Play

If you intend to run the three quests on this supplement and the Stygian Dock encounter in page 123 from BG: DiA, this is the recommended order:

- When Life Gives You Ichor (At level 7, during the Fort Knucklebone section.)
- Stygian Dock
- Hell Rat (At level 8 during the Path of Demons or Path of Devils)
- No Hard Feelings (At level 10, right before finding the bleeding citadel)

It's important that When Life Gives You Ichor must be the first quest while No Hard Feelings is the last one. The Stygian Dock encounter and Hell Rat quest could swap places without problem.

CH. 1: BAZELSTEEN'S NOTES

Log Entry N°253

Even with all my intellect, I don't know how the body of the mortals works, I guess they can't handle poison like us, as those last test subjects ended like rotten dretches. Fire, electricity, ice, and now poison, is there anything that mortals can survive? I wonder how are that many of them still alive.

-Bazelsteen.

WEAPON STATIONS

This section includes new weapon stations created by the genius Bazelsteen to work alongside *Appendix B* of *BG: DiA*

Attack roll and damage modifiers

The weapon stations listed here don't include attack roll modifiers nor damage modifiers. As a general rule:

For melee attack, add the Strength modifier of the infernal war machine to the attack roll. Then, add Strength modifier to the first damage listed.

For ranged attack, add the Dexterity modifier of the infernal war machine to the attack roll. Then, add Dexterity modifier to the first damage listed.

For example, a Scavenger (Dexterity modifier +1) doing a ranged attack with a Pudding Straw, would have a +4 to the attack roll and deal 2d6+1 bludgeoning damage plus 4d8 acid damage.

COLD SHOWER

A hose connected to a tank that holds 50 gallons of cold water from Cania. Each use of the weapon depletes 10 gallons of water. It can't be recharged on Avernus, but an ice devil could make a deal to recharge it.

Cold Shower (Requires 1 Crew and Grants Half Cover). The weapon sprays the cold canian water in a 30-foot cone. Each creature in the cone must make a DC 12 Dexterity saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one. In addition, a creature that fails its saving throw is stunned until the end of its next turn.

FUN-G BOMB

This weapon launches metal spheres containing toxic spores, that get released on impact.

Fun-G Bomb (Requires 1 Crew and Grants Half Cover). *Ammunition:* 10 Bombs. *Ranged Weapon Attack:* +5 to hit, range 40 ft., one creature. *Hit:* 5 (1d10) bludgeoning damage. Hit or miss, the spores are released. The target and each creature within 10 feet of it must succeed on a DC 15 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

LIFE VACUUM

This hollow harpoon is attached to a hose that is connected to a turbine. After impact, the harpoon gets stuck on the target body and starts draining its body fluids in a slow and agonizing death.

Life Vacuum (Requires 1 Crew and Grants Half Cover). *Ammunition:* 5 harpoons. *Ranged Weapon Attack:* +5 to hit, range 10 ft., one creature. *Hit:* 7 (2d6) piercing damage. If the target is a Medium or smaller creature it's grappled (Escape DC 15). Until the grapple ends, the target takes 7 (2d6) necrotic damage at the start of each of its turns and must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion. While grappling a creature, the blood vacuum can't attack, and the life vacuum's operator can use a bonus action to pull the grappled creature 10 ft towards the station.

If the ammunition is retrieved, it isn't expended, but the hose can be destroyed (5 hp; AC 19; immunity to bludgeoning, poison, and psychic damage.)

LIGHTNING ZAPPER

A sphere containing elemental energy, it can be released in a bolt of lightning towards the battle.

Lightning Zapper (Requires 1 Crew and Grants Half Cover, Recharge 5-6). The lightning zapper releases its energy in a 40-foot line that is 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

PUDDING STRAW

This hose is connected to a tank of magically reinforced infernal iron that holds 30 gallons of **black pudding**. The hose and substance are hard to control, but it can be devastating in battle if it gets to hit another machine. Each use of this weapon depletes 10 gallons of the pudding. You can't find black puddings to recharge asides from making a deal with a devil.

Pudding Straw (Requires 1 Crew and Grants Half Cover).
Ranged Weapon Attack: +3 to hit, range 30 ft., one target.
Hit: 7 (2d6) bludgeoning damage plus 18 (4d8) acid damage. In addition, non-magical armor worn by the target takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. Infernal iron is not treated as magical armor, so infernal war machines can lose their AC by this weapon.

ROCKET LAUNCHER

Even while demons are usually immune or resistant to fire, rocket launchers are great to dissipate large hordes of enemies. A brand-new rocket launcher usually has enough rockets for 3 full loads. 3 loads of rockets costs 1 *soul coin*.

Rocket Launcher (Requires 1 Crew and Grants Half Cover).
Ammunition: 3 loads. The weapon launches a load of rockets to a point within 100 feet. Each creature in a 20-foot-radius sphere centered on that point must make a DC 20 saving throw, taking 28 (8d6) fire damage plus 14 (4d6) thunder damage on a failed one, or half as much damage on a successful one.

SHOCK DISKS

This weapon releases flying metallic disks that are similar to a cymbal. They start vibrating on the enemy location, generating a loud thunder wave that can be heard within 300 feet. A brand-new station usually has enough disks for 5 loads. 5 loads of disks costs 1 *soul coin*.

Shock Disks (Requires 1 Crew and Grants Half Cover).
Ammunition: 5 loads. The weapon launches a load of shock disks to a point within 60 feet. Each creature in a 15-foot-radius sphere centered on that point must make a DC 20 Constitution saving throw, on a failed save, the creature takes 22 (4d8) thunder damage and is pushed 10 feet away from the point of origin. On a successful save, the creature takes half as much damage and isn't pushed.

WEB SHOOTER

Using the corpse of a giant spider, this weapon shoots a web towards the target, possibly webbing the wheels of another war machine.

Web Shooter (Requires 1 Crew and Grants Half Cover, Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be destroyed (5 hp; AC 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage.) If a war machine is restrained, the driver can use its action to make the war machine attempt the Strength check.

Random Weapons

You can randomize a war machine, by rolling on the table below a number of times equal the amount of weapon stations (aside from the helm) that the war machine has. For example, the Scavenger has 3 weapon stations aside from the helm, then to randomize a Scavenger, roll 3 times on the table.

d20	Weapon Station	Source:
1	Harpoon Flinger.	Descent into Avernus
2	Chomper.	Descent into Avernus
3	Wrecking Ball.	Descent into Avernus
4	Grappling Claw.	Descent into Avernus
5	Acidic Bile Sprayer.	Descent into Avernus
6	Flamethrower.	Descent into Avernus
7	Infernal Screamer.	Descent into Avernus
8	Styx Sprayer.	Descent into Avernus
9	Pincer.	Azzael's Guide*
10	Gore.	Azzael's Guide*
11	Sting.	Azzael's Guide*
12	Chain Harpoon.	Azzael's Guide*
13	Cold Shower.	Bazelsteen's Notebook
14	Fun-G Bomb.	Bazelsteen's Notebook
15	Life Vacuum	Bazelsteen's Notebook
16	Lightning Zapper	Bazelsteen's Notebook
17	Pudding Straw.	Bazelsteen's Notebook
18	Rocker Launcher.	Bazelsteen's Notebook
19	Shock Disks.	Bazelsteen's Notebook
20	Web Shooter.	Bazelsteen's Notebook

*Azzael's Guide to Avernus is a free supplement available on Dungeon Master's Guild. It also includes some Flying War Machines!

ARMOR UPGRADES

The following section includes new armor upgrades created by Bazelsteen.

AERODYNAMIC ARMOR

This armor has been shaped with the intention to make the vehicle even faster, losing some of its strength. An infernal war machine with aerodynamic armor has an Armor Class of 16 + its Dexterity modifier. While the vehicle is not moving, attack rolls made against it have advantage. The infernal war machine speed is increased by 20 feet. Additionally, opportunity attacks provoked by the war machine have disadvantage.

BARBED ARMOR

The vehicle is covered with wicked spikes. The first time on a turn that the war machine with barbed armor moves within 5 feet of a target, or that a creature moves within 5 feet of the war machine, that target takes 11 (2d10) piercing damage.

LEMURE ARMOR

This war machine is covered with hide of still living lemures. The damage threshold of an infernal war machine with lemure armor is increased by 5.

PHLEGETHOS ARMOR

The infernal volcanic iron and crystalized diamonds used to make the vehicle were mined on Phlegethos, the fourth layer of the Nine Hells. An infernal war machine with Phlegethos armor has an Armor Class of 21 + its Dexterity modifier. While the vehicle is not moving, attack rolls made against it have advantage. A creature that touches the war machine or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Random Armor

You can randomize a war machine, by rolling on the table below to determinate its armor.

d8	Armor	Source:
1	Normal Armor.	Descent into Avernus
2	Canian Armor.	Descent into Avernus
3	Glided Death Armor.	Descent into Avernus
4	Soul Spike Armor.	Descent into Avernus
5	Aerodynamic Armor.	Bazelsteen's Notebook
6	Barbed Armor.	Bazelsteen's Notebook
7	Lemure Armor.	Bazelsteen's Notebook
8	Phlegethos Armor.	Bazelsteen's Notebook



MAGICAL GADGETS

Bazelsteen created the following new magical gadgets.

AWAKENED ENGINE

The war machine gains an intelligence, wisdom and charisma of 12. Its alignment is Lawful Evil, but accepts being used as a vehicle if you keep using *soul coins* as fuel. A creature occupying the helm can use its bonus action to order the vehicle to use the helm to drive and steer itself (this counts as using the action station, the helm can't be used again until the start of the driver's next turn). The vehicle loses its condition immunities to be charmed, frightened, paralyzed and unconscious. If the vehicle drops to 0 hit points, it's unconscious until it regains at least 1 hit point.

DISPLACER ILLUSION

The vehicle's driver can activate this magical device as a bonus action, causing the vehicle to project an illusion that makes it appear near its actual location, causing attack rolls against the vehicle and its occupants to have disadvantage. If the vehicle is hit by an attack, this illusion ends. This device needs 24 hours to recharge before it can be used again.

INFERNAL SIDECAR

A Medium sized vehicle is attached to the infernal war machine, allowing it to carry up to one extra medium creature. It grants half cover to its occupant. The infernal sidecar moves alongside the infernal war machine and is considered as a part of the war machine. It can be destroyed. (15 hp, damage threshold 5; AC 19; immunity to fire, poison, and psychic damage.)

Random Magical Gadget

You can randomize a war machine, by rolling on the table below to determinate what magical gadget it has if any. A warlord could have more than one Magical Gadget, if so roll 1d3 times on the table.

d6	Armor	Source:
1	None.	-
2	<i>Necrotic Smokescreen.</i>	Descent into Avernus
3	<i>Teleporter.</i>	Descent into Avernus
4	<i>Awakened Engine.</i>	Bazelsteen's Notebook
5	<i>Displacer Illusion.</i>	Bazelsteen's Notebook
6	<i>Infernal Sidecar.</i>	Bazelsteen's Notebook

LOST PROTOTYPES

The following infernal war machines are based on the concept art found in page 253 of *BG: DiA*.

BUZZ KILLER

The Buzz Killer is a two-wheeled infernal machine that handles like a buggy. This war machine is specially designed to clear a path between enemy hordes.

BUZZ KILLER

Large vehicle (750 lb.)

Creature Capacity 2 Medium creatures

Cargo Capacity 150 lb.

Armor Class 23 (19 while motionless)

Hit Points 40 (damage threshold 5, mishap threshold 10)

Speed 120 ft.

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

Damage Inmunities fire, poison, psychic

Condition Inmunities blinded, charmed, deafened, frightened, paralyzed, petrified, stunned, unconscious

Deadly Saw. The Buzz Killer can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) slashing damage and be knocked prone. If the creature was already prone, it takes an extra 14 (4d6) slashing damage. This trait can't be used against a particular creature more than once each turn.

Jump. If the Buzz Killer 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 costs a foot of movement.

Magic Weapons. The Buzz Killer's weapon attacks are magical.

Prone Deficiency. If the Buzz Killer falls prone, it can't right itself and is incapacitated until pulled outright.

ACTIONS

Helm (Requires 1 Crew and Grants Half Cover). Drive and steer the Buzz Killer.

Lightning Zapper (Requires 1 Crew and Grants Half Cover, Recharge 5-6). The lightning zapper releases its energy in a 40-foot line that is 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

HELL'S BELLE

The Hell's Belle handles like an open-wheel racing car. They are the fastest vehicles you can find in Avernus and are used to deliver important packages across the wasteland. They already have Aerodynamic Armor attached and changing it would reduce its speed.

HELL'S BELLE

Large vehicle (400 lb.)

Creature Capacity 2 Medium creatures

Cargo Capacity 50 lb.

Armor Class 21 (16 while motionless)

Hit Points 20 (damage threshold 5, mishap threshold 10)

Speed 140 ft.

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

Damage Immunities fire, poison, psychic

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

Aerodynamic Armor. Opportunity attacks provoked by the war machine have disadvantage.

Jump. If the Hell's Belle 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 costs a foot of movement.

Magic Weapons. The Hell's Belle's weapon attacks are magical.

Prone Deficiency. If the Hell's Belle falls prone, it can't right itself and is incapacitated until pulled outright.

ACTIONS

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

Rocket Launcher (Requires 1 Crew and Grants Half Cover).
Ammunition: 3 loads. The weapon launches a load of rockets to a point within 100 feet. Each creature in a 20-foot-radius sphere centered on that point must make a DC 20 saving throw, taking 28 (8d6) fire damage plus 14 (4d6) thunder damage on a failed one, or half as much damage on a successful one.

REACTIONS

Juke. If the Hell's Belle is able to move, the driver can use its reaction to grant the Hell's Belle advantage on a Dexterity saving throw.

MERRY WIDOW

The Merry Widow is used to tow broken war machines. It's not designed for war, but its bulky enough to resist hits that would normally damage other vehicles.

MERRY WIDOW

Large vehicle (2,000 lb.)

Creature Capacity 1 Medium creatures

Cargo Capacity 700 lb.

Armor Class 20 (19 while motionless)

Hit Points 60 (damage threshold 15, mishap threshold 20)

Speed 100 ft.

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

Damage Immunities fire, poison, psychic

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

Crushing Wheels. The Merry Widow can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 12 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be knocked prone. If the creature was already prone, it takes an extra 11 (2d10) bludgeoning damage. This trait can't be used against a particular creature more than once each turn.

Prone Deficiency. If the Merry Widow falls prone, it can't right itself and is incapacitated until pulled outright.

Tow. The Merry Widow can tow another Huge or smaller war machine. When it does, its speed is halved.

ACTIONS

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



CH. 2: INFERNAL MECH

Log Entry N°269

I can say with confidence that my newest creation, the Pit Titan, is my deadliest creation yet. So far, every test subject has died while testing it, making it 100% deadly. If only it could use that efficiency to destroy demons instead.

-Bazelsteen.

BUILT FOR WAR

Lesser devils aren't as strong in combat as Bazelsteen would like, so he designed bipedal war machines that creatures can operate on the battlefield, named infernal mechs. They aren't near as fast as a vehicle, but they are twice as strong.

ACTION STATIONS

Every Infernal mech has at least 3 action stations:

- **Cockpit:** Used to drive and steer the mech.
- **Weapon Arms:** Both arms are treated as a single action station and only one creature can occupy it. The weapon arms can't be exchanged.
- **Weapon Station:** Usually on the back or shoulders of the mech. They are the same type of weapon stations that are found on the vehicles. Those weapon stations can be exchanged by any other weapon station as usual.

RULES FOR MECHS

The infernal mechs are treated as infernal war machines and use the same rules than them, with the following differences:

- They have a cockpit instead of a helm, anything that would refer to the helm, refers to the cockpit instead.
- They are treated as mech instead of vehicles, anything that would refer to a vehicle, refers to the mech instead. A creature proficient with land vehicles is treated as proficient with mechs.
- All creatures inside the mech have total cover.
- The mech can do long and high jumps as part of its movement.
- To calculate their AC, they are considered to be in motion unless the engine is turned off or the mech is grappled, paralyzed, prone, restrained, stunned or unconscious.

Infernal War Mech Mishap Table

If a mech would roll on the mishap table, it rolls on the following modified version of the table found in page 220 from BG: DiA.

d20	Mishap	Repair DC
1	Engine Flare: As seen in BG: DiA.	
2-4	Locked Controls. The mech can't move, it automatically fails Dexterity checks and Dexterity saving throws until the mishap ends.	15 (Str)
5-7	Engine Failure. The mech's speed is reduced by 10 feet until the mishap ends.	15 (Str)
8-10	Weapon Malfunction: As seen in BG: DiA.	
11-13	Blinding Smoke. The interior of the mech is heavily obscured until the mishap ends. Any creature inside the mech is blinded.	15 (Dex)
14-16	Shedding Armor: As seen in BG: DiA.	
17-19	Damaged Axle: As seen in BG: DiA.	
20	System Down. The mech explodes and each creature within 20 feet must make a DC 20 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.	None



THE BOULDER

Incredible resilient, this mech can stand against any huge demon by its own. Its weapon arms are strong morning stars made of infernal iron.

THE BOULDER

Large mech (3,500 lb.)

Creature Capacity 4 Medium creatures

Cargo Capacity 300 lb.

Armor Class 20 (19 while motionless)

Hit Points 80 (damage threshold 15, mishap threshold 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	20 (+5)	0	0	0

Damage Immunities fire, poison, psychic

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

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

Prone Deficiency. If The Boulder falls prone, it can't right itself and is incapacitated until pulled outright.

ACTIONS

Cockpit (Requires 1 Crew). Drive and steer The Boulder.

Weapon Arms (Requires 1 Crew). The Boulder makes 2 weapon attacks. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (3d8 + 3) piercing damage.

Shock Disks (Requires 1 Crew). *Ammunition:* 5 loads. The weapon launches a load of shock disks to a point within 60 feet. Each creature in a 15-foot-radius sphere centered on that point must make a DC 20 Constitution saving throw, on a failed save, the creature takes 22 (4d8) thunder damage and is pushed 10 feet away from the point of origin. On a successful save, the creature takes half as much damage and isn't pushed.

HALLMANTIS

This mech is armed with two pairs of weapon arms, each one equipped with a wicked sword. The Hellmantis can quickly unleash a series of deadly attacks with them.

HELLMANTIS

Large mech (2,500 lb.)

Creature Capacity 4 Medium creatures

Cargo Capacity 200 lb.

Armor Class 23 (19 while motionless)

Hit Points 60 (damage threshold 10, mishap threshold 20)

Speed 50 ft.

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

Damage Immunities fire, poison, psychic

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

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

Prone Deficiency. If the Hellmantis falls prone, it can't right itself and is incapacitated until pulled outright.

ACTIONS

Cockpit (Requires 1 Crew). Drive and steer the Hellmantis.

Weapon Arms (Requires 2 Crew). Each crew can use its action to operate the Hellmantis to make 2 weapon attacks. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Harpoon Flinger (Requires 1 Crew). *Ammunition:* 10 harpoons. *Ranged Weapon Attack:* +9 to hit, range 120 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.



GOREGORILLA

A huge unstoppable mech, the Goregorilla does honor to its name trampling everything on its path and leaving a trail of gore behind. It can even grab and flip some war machines. Additionally, the Goregorilla can right itself if it falls prone.

GOREGORILLA

Huge mech (8,000 lb.)

Creature Capacity 8 Medium creatures

Cargo Capacity 1 ton.

Armor Class 22 (19 while motionless)

Hit Points 150 (damage threshold 10, mishap threshold 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	14 (+2)	0	0	0

Damage Immunities fire, poison, psychic

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

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

Powerfull Grapple . If the Goregorilla grapples an infernal war machine, or an infernal war machine fails its escape check, that infernal war machine must roll on the Mishap table.

Trampling . The Goregorilla can move through the space of any Large or smaller target. When it does, the target must succeed on a DC 15 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone. If the target was already prone, it takes an extra 16 (3d10) bludgeoning damage. This trait can't be used against a particular target more than once each turn.

ACTIONS

Cockpit (Requires 1 Crew). Drive and steer the Goregorilla.

Weapon Arms (Requires 1 Crew). The Goregorilla makes one weapon attack. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (3d4 + 5) bludgeoning damage, and the target is grappled (escape DC 16). While grappling, the Goregorilla can't attack using its Weapon Arms. If a war machine is grappled, the driver can use its action to make the war machine attempt the escape check.

2 Harpoon Flinger (Each Station Requires 1 Crew).

Ammunition: 10 harpoons. *Ranged Weapon Attack:* +8 to hit, range 120 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.



PIT TITAN

The Pit Titan is the result of years of study by Bazelsteen to create the ultimate infernal mech for the infernal legions. It's greatly customizable and offers a huge amount of firepower.



PIT TITAN

Huge mech (7,000 lb.)

Creature Capacity 6 Medium creatures

Cargo Capacity 1 ton.

Armor Class 22 (19 while motionless)

Hit Points 120 (damage threshold 10, mishap threshold 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	0	0	0

Damage Immunities fire, poison, psychic

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

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

Prone Deficiency. If The Pit Titan falls prone, it can't right itself and is incapacitated until pulled outright.

Siege Mech. The Pit Titan deals double damage to objects and structures. (Mechs and vehicles aren't treated as objects).

ACTIONS

Cockpit (Requires 1 Crew). Drive and steer the Pit Titan.

Weapon Arms (Requires 1 Crew). The Pit Fiends makes two weapon attacks, one with its axehand and one with its hammerfist.

Axehand. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage, plus 11 (2d10) slashing damage if the target is prone.

Hammerfist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

2 Harpoon Flinger (Each Station Requires 1 Crew).

Ammunition: 10 harpoons. *Ranged Weapon Attack:* +8 to hit, range 120 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Lightning Zapper (Requires 1 Crew, Recharge 5-6). The lightning zapper releases its energy in a 40-foot line that is 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

DOOM WALKER

This war machine is unique and is used by Bazelsteen as his personal mobile lab. He travels on this eight-legged mech while also storing his inventions. The Doom Walker has an awakened engine and it's loyal to Bazelsteen. The Doom Walker can use its eight legs to right itself if it falls prone.

DOOM WALKER

Gargantuan mech (20,000 lb.)

Creature Capacity 20 Medium creatures

Cargo Capacity 30 ton.

Armor Class 20 (19 while motionless)

Hit Points 200 (damage threshold 15, mishap threshold 30)

Speed 60 ft.

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

Damage Immunities fire, poison, psychic

Condition Immunities blinded, deafened, petrified, stunned, unconscious

Awakened Engine. As a bonus action, Bazelsteen can order the Doom Walker to use the cockpit to drive and steer itself.

Magic Weapons. The Doom Walker's weapon attacks are magical.

Siege Mech. The Pit Titan deals double damage to objects and structures. (Mechs and vehicles aren't treated as objects).

ACTIONS

Cockpit (Requires 1 Crew). Drive and steer the Doom Walker.

2 Harpoon Flinger (Each Station Requires 1 Crew).

Ammunition: 20 harpoons. *Ranged Weapon Attack:* +6 to hit, range 120 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage.

Lightning Zapper (Requires 1 Crew, Recharge 5-6). The lightning zapper releases its energy in a 40-foot line that is 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

Rocket Launcher (Requires 1 Crew). *Ammunition:* 3 loads.

The weapon launches a load of rockets to a point within 100 feet. Each creature in a 20-foot-radius sphere centered on that point must make a DC 20 saving throw, taking 28 (8d6) fire damage plus 14 (4d6) thunder damage on a failed one, or half as much damage on a successful one.

Web Shooter (Requires 1 Crew, Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be destroyed (5 hp; AC 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage.) If a war machine is restrained, the driver can use its action to make the war machine attempt the Strength check.



CH. 3: WHEN LIFE GIVES YOU ICHOR

Log Entry N°272

While traveling in the wasteland I found a large lake of Ichor, Archduke Zariel asked me to do something with this ichor, but what I am supposed to do with it? Explosives? I don't want this ichor! I don't need this much ichor!

-Bazelsteen.

OVERVIEW

Bazelsteen found more demon ichor that he needs and figured that he could get some volunteers to test his new inventions if he offered some ichor. After arriving in Fort Knucklebone, Bazelsteen offered a large amount of ichor and a new infernal war vehicle to Mad Maggie, if she allowed Bazelsteen to do research using her followers as test subjects. Mad Maggie knew how dangerous were Bazelsteen machines, so she gladly agreed.

You see a gargantuan mechanical spider approaching Fort Knucklebone. It stops at the gate and you get to see a horned devil wearing goggles descend from the vehicle. He talks a while with the madcaps at the gate, after which they call Mad Maggie to approach the devil

SET, READY, GO!

Bazelsteen is specially interested on testing the speed and power of his new inventions, so he's planning to do a race around Fort Knucklebone's wall. Participants are going to form teams and borrow an infernal war vehicle to compete.

STORY HOOKS

The characters might want to join the race for the following reasons:

- Mad Maggie will benefit from the deal only if at least one team crosses the goal line. They can gain her favor by finishing the race.
- They can use this chance to learn how to drive infernal war vehicles.
- They hear that the winner team will keep the borrowed vehicle used on the race.

ENROLLMENT

You approach the enrollment booth, a madcap wearing a small bow tie welcomes you: "Ready to give your soul behind?! Register now and you will be able to choose your vehicle!"

If the characters decide to participate in the race as a team, they will be offered one of the following vehicles:

- Buzz Killer
- Devil's Ride (With an Infernal Sidecar)
- Tormentor
- Hell's Belle

Additionally, they can exchange one weapon station with another (see "Random Weapon Table" in page 6) or add one magical gadget (see "Random Magical Gadget Table" in page 8). This is also the perfect opportunity for the characters to name their team.

BETS

The excitement extends across all Fort Knucklebone, the Madcaps and Redcaps are happy to participate and the imps are taking their chance to collect some *soul coins*.

You see various redcaps and madcaps going crazy around a couple of imps. The imps are writing bets on a chalkboard for the upcoming race, you can tell that most of them are voting for themselves.

The characters can bet for any team. To enter the bets, they must stake an amount gold or *soul coins*. After the race, if their bet was right, they get their stakes back multiplied by a factor as indicated on the table below (rounded down).

Team	Factor
<i>Barnabas and Mickey</i>	x 3
<i>Chukka and Clonk</i>	x 1.5
<i>Madcaps</i>	x 1.25
<i>Pins and Needles</i>	x 1.5
<i>Redcaps</i>	x 1.25
<i>Player Characters</i>	x 2

OTHER TEAMS

The following teams will join the race.

BARNABAS AND MICKEY

The redcaps forced Barnabas to participate in the race, and he got Mickey to help him. Barnabas is driving a Devil's Ride with the *mage hand* spell, while Mickey is sitting on an Infernal sidecar as passenger. They want to avoid all possible damage.

CHUKKA AND CLONK

The two kenku are genuinely interested on testing some new vehicles. They are riding a Buzz Killer, with a Teleporter as a magical gadget. They will focus on finishing the race as fast as possible.

MADCAPS

The crazy madcaps want to use the race as an excuse to break some vehicles. There are 8 madcaps riding a Demon Grinder with Barbed Armor. They will focus on destroying other team's vehicles even if they lose the race because of it. They have a flask of Demon Ichor.

PINS AND NEEDLES

Mad Maggie wants to get sure that at least one team will cross the finish line, so she personally asked Pins and Needles to participate in the race and avoid conflict. They are riding a Hell's Belle with lemure armor. They will try to avoid conflict, but they will try to kill the madcaps that are plotting against them if they get a chance.

REDCAPS

The redcaps want to prove to Mad Maggie that they are better than the madcaps. There are 4 redcaps riding a Tormentor, its Harpoon Flinger has been replaced with a Life Vacuum. They will focus on killing creatures inside other vehicles rather than in finishing the race.



HOW TO RUN

The following will help you as the DM to run the race using theater of the mind:

- Draw on a piece of paper the track, the race will be a single lap of 1,500 feet. The track starts and finish at the gatehouse.
- There will be obstacles on the road, write down each obstacle beforehand on the track.
- Consider the track as a line of 80 feet wide. Don't bother considering the curves as extra movement.
- Write on the track the position of a team at the end of their movement.
- Roll initiative by vehicle (use their Dexterity modifier), not for each creature.
- In each team, the driver of the vehicle has the first turn. This will allow participants that are behind to catch up and then attack.
- A vehicle can use the Dash action a number of times equal to 3+ its Constitution modifier.

OBSTACLES

There are some obstacles on the road that create complications. Each obstacle is in a certain point of the track, when a team reaches the obstacle, they face a complication as noted on the following list.

If a creature creates a complication, such as with a Necrotic Smoke Screen, add that complication to the track.

RACE FLAG REDCAP (AT 0 FT.)

You're ready to start the race, but then you see an almost nude redcap holding a race flag. He's about to give the start, but this awful view won't leave your mind.

At the start of the race, each creature in the starting line that can see the redcap, must succeed on a DC 12 Wisdom saving throw or be stunned until the end of its turn. Redcaps have advantage on this saving throw.

MINEFIELD (AT 500 FT.)

Long ago, the infernal legion set up land mines on this place and forgot about them, or just didn't care. The first vehicle that reaches this point triggers the land mines. All its occupants must make a DC 20 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save or half as much on a successful one.

RANDOM COMPLICATION (AT 800 FT.)

Roll on the Avernus Chase Complication table on page 222 from *BG: DiA*.

STILL A PROTOTYPE (AT 1,000 FT.)

Bazelsteen's inventions haven't been rigorously tested before and it's starting to show. Any vehicle that reaches this point must roll a d20. If the result is 10 or lower, the vehicle must roll on the mishap table.

RANDOM COMPLICATION (AT 1,300 FT.)

Roll on the Avernus Chase Complication table on page 222 from *BG: DiA*.

RISKY SHORTCUT (AT 1,450 FT.)

You are almost at the gate again, but you see next to the wall a ramp created with debris. You can try to use the ramp to get faster to the goal line, but you might end up crashing with the wall.

If the driver of the vehicle that reaches this point decides to take the shortcut, the vehicle must succeed on a DC 15 Dexterity saving throw. On a fail the vehicle crashes against the wall, on a success, the vehicle advances an extra 50 ft. reaching the goal.

GOAL LINE (AT 1,500 FT.)

The first team that reaches this point wins the race.

AFTER THE RACE

If at least one team crosses the finish line, Bazelsteen is happy that at least one of his inventions worked. He gifts the winner vehicle to the winner team and pays his part of the deal with Mad Maggie, giving her a Merry Widow and 10 flasks of demon ichor.

If the characters won the race, Bazelsteen presents itself before giving the gift.

The horned devil with goggles approaches you:

"Thanks for being a volunteer! My name is Bazelsteen, the greatest inventor on this layer of the nine hells.

Thanks to your help now I can tell for sure that this model is the best one, you can keep it, I have plenty more"

"If we ever see again, I offer you test some of my other inventions, I will reward you."

Additionally, if the characters were the only ones that finished the race, they gain Mad Maggie's favor and she offers two flasks of demon ichor as a reward.

If no team finishes the race, both Bazelsteen and Mad Maggie will be mad. Bazelsteen will leave without paying his part of the deal and Mad Maggie will be furious with the participants that started fighting instead of finishing the race.



CH. 4: HELL RAT

Log Entry N°284

There's nothing more exciting than a pit fight, wait, there is! A pit fight for the sake of progress! My dear infernal mechs are so customizable and have so many styles! Let's see them clashing, maybe Archduke Zariel will notice my progress.

-Bazelsteen.

OVERVIEW

Bazelsteen can't decide which combination of weapon stations, armor upgrade and magical gadgets create the perfect mech. So, he's willing to sacrifice some volunteers to settle the score. He parked his Doom Walker and some mechs to form a circle next to the Wandering Emporium. He's sponsoring a tournament and has gained the attention of some devils.

You hear at the distance the sound of clashing metal and screams of euphoria. Bazelsteen's mechanical spider is parked next to the Wandering Emporium and you see some construct that you haven't seen before, two of them are battling between them.

CLASHING INFERNAL IRON

Bazelsteen is specially interested on testing the possible combinations of his inventions, so he's allowing participants to decide how to equip their own mech. Volunteers fight each other in a series of duels and earn *soul coins* with each victory.

STORY HOOKS

The characters might want to join the tournament for the following reasons:

- They can earn *soul coins* with each victory. And they might be in an extra need for soul coins if they are on debt with Mahadi.
- They can use this chance to learn how to control the infernal mechs.
- They hear that the winner team will keep the mech used on the tournament.

ENROLLMENT

You approach the enrollment booth, a madcap wearing a small bow tie welcomes you: "Ready to give your soul behind?! Register now and you will be able to choose your vehicle!"

If the characters decide to participate on the tournament as a team, they will be offered one of the following mechs:

- The Boulder
- Hellmantis
- Goregorilla
- Pit Titan

Additionally, they can exchange any weapon station with another (see "Random Weapon Table" in page 6).

They also get to choose one armor upgrade (see "Random Armor Table" in page 7) or one magical gadget (see "Random Magical Gadget Table" in page 8).

Knowing that some mechs are naturally better than other, if the characters chose The Boulder or the Hellmantis, Bazelsteen offers one extra magical gadget of the character's choice.

"Interesting election, may I recommend you to bring an extra magical gadget?"

HOW TO FIGHT

The tournament will consist of 4 rounds, each round has a duel, consider the following:

- The fight area is a 60-foot-radius circle.
- The mechs start at opposite corners of the arena.
- The use of spells or attacks from creature is permitted, but remember that creatures inside a mech have total cover.
- The fight ends if a mech drops to 0 hit points, it lands prone and can't right itself, or it leaves the arena.
- Roll initiative by mech, not by creature.
- In each mech, the driver has the first turn.

ROUNDS

Each round has a different opponent and prize, the characters can exit the tournament at any time between rounds, but no one is going to believe if they surrender in the middle of a fight.

There's one hour of rest between each round. During this rest, Bazelsteen's crew fully repair and reload the mechs, magical gadgets with a cooldown of 24 hours are replaced by fresh versions of the same gadget.

The characters can't change the chosen combination of mech, weapon stations, armor and magical gadgets. The characters could try to sneak and check their competition between rounds.

ROUND ONE

The **hobgoblin** Z'neth (see "Z'neth Larva Farm" in page 130 from *BG: DiA*) is using this chance to get some weapons to defeat Mahadi. He's commanding the cockpit of a The Boulder with the following modifications:

- It's equipped with two magical gadgets of displacer illusion.

Z'neth recruited a couple of **mezzoloth** to control the weapon arms and the weapon station. If they think to be losing, they will cast their *darkness* innate spell on the character's mech.

If the characters win the fight, they gain 2 *soul coins*. Z'neth will be furious with the characters and might not be willing to negotiate with them.

ROUND TWO

The **amnizu** Fhet' Ahla (see "From Here to Avernus" in page 130 from *BG: DiA*) recruited some imps to participate for him in the tournament. He's only interested on the rewards he can get without any risk. The 8 **imps** are commanding a Goregorilla with the following changes.

- It has lemure armor.

If the imps realize that they are losing, the imps that aren't occupying any station will leave the Goregorilla and attempt to infiltrate the character's mech.

If the characters win the fight, they gain 2 *soul coins* and can add an extra magical gadget.

ROUND THREE

The **salamanders** Rassh, Skids, and Slagg (see "Firesnake Forge" in page 129 from *BG: DiA*) want to learn everything they can from the mechs. Each one is commanding the cockpit of a Hellmantis with the following changes.

- The Hellmantis are Medium, the slashing damage from their weapons arms is reduced to 11 (2d6 + 4) and their hit points to 40.
- They have phlegethos armor, raising their AC to 25 while in motion.
- Each Hellmantis is equipped with a teleporter.

Each Hellmantis has one salamander in its cockpit, 2 **magmins** on its weapon arms and an **animated armor** controlling the harpoon flinger.

If the characters win the fight, they gain 3 *soul coins*. The salamanders won't resent the winners.

ROUND FOUR

Mahadi itself entered the tournament disguised as a chain devil (see "Mahadi, Emporium Master" in page 126 from *BG: DiA*). He wants to test Bazelsteen inventions by itself and has been amazed so far. He will reveal his true form on the final round, before wishing good luck to his opponents. Mahadi is commanding a Pit Titan with the following changes.

- It's equipped with a teleporter.
- It's equipped with a displacer illusion.
- It has one harpoon flinger replaced with a rocket launcher.
- It has one harpoon flinger replaced with shock disks

Mahadi is occupying the cockpit, Ilzabet the **erinye** controls the weapon arms, while 3 **bearded devils** control the other stations. Mahadi don't want to cheat, as that would be an easy victory for him.

If the characters win the fight, they gain 3 *soul coins* and can keep their mech. Mahadi won't hold resentment against the characters and he will congratulate them for their victory.

Bazelsteen approaches you after your victory: "You made an amazing combination! I mean, the mech and its weapons, not you as a group. You can keep that mech, there will be tons of others just like it soon!"

CH. 5: NO HARD FEELINGS

Log Entry N°301

A strange creature appeared on the battlefield some time ago, a manifestation of the war itself. This creature is slaying both our enemies and our allies with great efficiency and Archduke Zariel has offered promotion to any devil that gets to defeat the creature. I know some people that could help me, I only need a way to get them as volunteers.

-Bazelsteen.

OVERVIEW

In places warped by war and spells gone wild, such as Avernus, its normal to see the conflict give sentience to spells, creating what is known as a living spell. Even more dangerous though, are the ragewalkers. The ragewalkers are manifestations of nature itself, trying to stop the conflict by killing every creature capable of battling.

One of such creatures appeared on Avernus and is currently commanding living spells to kill every fiend in the blood war, this got Zariel's attention and she is offering promotion straight into **pit fiend** to any devil that destroys the ragewalker. Bazelsteen believes that his inventions are able to destroy the ragewalker, but he needs help from his favorite mortal test subjects.

You see the Bazelsteen's mechanical spider approaching but it suddenly stops lose to you. An excited Bazelsteen descends from it and starts running towards you: "My dear mortals! Would you like to volunteer for me one last time? I have a little bit of a problem and I know that your skills could prove useful to me"

MACHINES AND MAGIC

Bazelsteen goes straight to the point, he needs the characters to destroy the ragewalker using his inventions. This will be enough to catch Zariel's eye and get a promotion for him. Bazelsteen offers a deal to the characters, if they agree and destroy the ragewalker using his inventions, Bazelsteen will reward them once he becomes a pit fiend (see page 214 from BG: DiA for potential rewards to offer).

STORY HOOKS

The characters might want to help Bazelsteen for the following reasons:

- They can get a powerful pit fiend ally.
- They can get an audience with Zariel after destroying the ragewalker.
- Bazelsteen isn't loyal to Zariel and he could offer some help to kill her or to break the chains holding Elturel.

BAZELSTEEN'S HELP

If the characters agree to destroy the ragewalker, Bazelsteen will help the characters in the following ways:

- Bazelsteen's crew will repair and reload any war machine that the characters own.
- If the characters don't own vehicle, Bazelsteen will offer a Buzz Killer, Hell's Belle, Merry Widow or a Tormentor.
- If the characters don't own an infernal mech, Bazelsteen will offer a The Boulder, Hellmantis, Goregorilla or Pit Titan.
- Bazelsteen crew will replace any weapon station with any other of the character's choice.
- They can equip a vehicle with up to two magical gadgets, they can replace any gadget that it currently has.
- They can equip an infernal mech with up to three magical gadgets, they can replace any gadget that it currently has.
- If the characters aren't enough to ride that many vehicles and mechs, Bazelsteen will offer some of his crew members to operate weapon stations. The crew consists on twelve **barbed devils** and three **bone devils**.

Once the preparations are done, Bazelsteen on his Doom Walker will guide the characters to the last place in which the ragewalker was seen. Bazelsteen and the Doom Walker will keep a safe distance, and will only join the fight if the ragewalker is reduced to a quarter of its hit points in an attempt to give the last blow with his private mech.

BORN FROM HATE

The ragewalker isn't alone, as he's able to command the living spells created by the blood war. The following creatures will appear on this battle.

RAGEWALKER

Ragewalkers are born from the chaos, pain, anger and other negative emotions present on war. It's said that nature itself sends the ragewalkers to inflict punishment on those making war. Once created, a ragewalker won't stop until it finishes the war that caused its creation, by slaying both sides of the conflict.

LIVING BLIGHT

A manifestation of all the necrotic energy from the Blood War, the living blights can be very deadly, but they can't damage infernal war machines with their spell mimicry action. It's really smart from Bazelsteen to use machines against them.

LIVING CLOUD OF DAGGERS

The living clouds of daggers aren't really deadly by their own, but have the special ability to duplicate themselves. If they are left unchecked, all Avernus will be covered with daggers.

LIVING HEX

The living Hex are more frequent on the lower planes than on the prime material plane. Specially on Avernus with all the devils and demons cursing each other. Luckily for the adventurers with total cover, the living hex needs to see its target to curse it.

Exchanging Living Spells

The living spells on this adventure are specially chosen to be weak against infernal war machines, you can change them for others of the same CR, but it would make the final encounter beyond deadly.

In the same way, facing the final encounter without an infernal war vehicle or mech, would make the encounter almost impossible.



RAGEWALKER

Large Fey, neutral evil

Armor Class 22 (natural armor)

Hit Points 200 (19d10 + 95)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	21 (+4)	10 (+0)	14 (+2)	21 (+5)

Saving Throws Dex +9, Con +9, Cha +10

Skills Insight +7, Perception +7, Persuasion +10, Stealth +9

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

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common, Abysal, Infernal, Sylvan

Challenge 14 (11,500 XP)

Control Living Spells. The ragewalker selects up to two living spells within 60 feet of it that can hear its commands. Each living spell can immediately use its reaction to make one melee spell attack.

Innate Spellcasting. The ragewalker's spellcasting ability is Charisma (spell save DC 18). The ragewalker can innately cast the following spells, requiring no material components:

At will: cloud of daggers

1/day each: blade barrier, wall of fire

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

ACTIONS

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

Spiked Chain. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) piercing damage. If the target is a creature other than an undead or construct, it must succeed on a DC 17 Constitution saving throw or lose 11 (2d10) hit points at the start of each of its turn due to a wound. Each time the ragewalker hits the wounded creature with this attack, the damage dealt increases by 11 (2d10). Any creature can take an action to heal the wound with a successful DC 17 Wisdom (Medicine) check. The wound also closes if the creature receives magical healing.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

LIVING BLIGHT

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 57 (6d10 + 4)

Speed 25 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 5 (1,800 XP)

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

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

ACTIONS

Multiattack. The living spell makes two Magical Strike attacks.

Magic Strike. Melee Spell Attack: +7 to hit, reach 10 ft., one target. Hit: 21 (5d6 + 4) necrotic damage.

Spell Mimicry (Recharge 5-6). The living spell drains the vital energy of a creature it can see within 30 feet. The creature must make a DC 15 Constitution saving throw, taking 28 (8d6) necrotic damage on a failed save, or half as much on a successful one. This attack has no effect on undead or constructs.



LIVING CLOUD OF DAGGERS

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 15 (2d8 + 6)

Speed 25 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

Damage Resistances bludgeoning, piercing from nonmagical attacks

Damage Immunities slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Cloud. The living spell can occupy another creature's space and vice versa, and the living spell can move through any opening large enough for a Tiny dagger. A creature takes 10 (4d4) slashing damage when it enters the living spell's space for the first time on a turn or starts its turn there

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

ACTIONS

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

Spell Mimicry (Recharge 5-6). The living spell places creates a duplicate of itself within 5 feet. That duplicate is created with its Spell Mimicry trait uncharged.

LIVING HEX

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 15 (2d8 + 6)

Speed 25 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

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

ACTIONS

Magic Strike. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) necrotic damage.

Spell Mimicry (Recharge 5-6). The living spell places a curse on a creature it can see within 90 feet. For one hour, the living hex deals an extra 1d6 necrotic damage to the target whenever it hits the cursed creature with an attack.



BATTLE

The ragewalker is currently controlling four living clouds of daggers, four living hex and two living blights protecting. The living spells will protect their master and the characters will need to deal with those before they can get close enough to the ragewalker.

When the ragewalker is reduced to 50 hit points or lower, Bazelsteen and the Doom Walker will join the combat. Bazelsteen will unleash every weapon of the Doom Walker into the ragewalker, attempting to destroy it himself. If the ragewalker is destroyed, the living spells lose their ability to recharge their Spell Mimicry action.

AFTERMATH

After the battle is over, Bazelsteen will pick up the ragewalker corpse as proof to Zariel. He will ride on his Doom Walker to reach Zariel and claim the rewards, characters can join Bazelsteen on this last trip and meet Zariel by themselves.

Once Bazelsteen reaches Zariel and gets an audience with her, the archduke rewards the horned devil as promised, raising him into a pit fiend. After being ascended, Bazelsteen will approach the characters and reward them with his part of the deal. If the characters aren't with him during his promotion, Bazelsteen will look for them on his Doom Walker.

A pit fiend wearing goggles approaches you, as he came riding the Doom Walker, you can assume that this devil is in fact Bazelsteen:

"Thank you, my dear test subjects! You have done well. We signed a contract and you did your part, now its my turn to give you the reward that you asked."

Before leaving, Bazelsteen will turn back to the characters and offer them one last deal.

"After everything you have done, it's hard for me to let go some good test subjects like you, what about working with me for the rest of your mortal lives?"

If a character accepts his offer, he will need to sign a contract of loyalty, Bazelsteen's workers can't claim their ideas as their own.

If no character wants to join Bazelsteen's crew, then he will ask for a last test.

"Ok, I accept that you must go, but what about one last test? Your infernal mech against my Doom Walker, let's see which one is better!"

If the characters accept the challenge, they will face the Doom Walker. The Doom Walker is equipped with the following magical gadgets (aside of the Awakened Engine):

- 2 Teleporters
- 2 Necrotic Smoke Screens
- 2 Displacer Illusion

The fight follows the rules of Bazelsteen's tournament. Bazelsteen don't want to kill the characters, but wants to know if their Infernal mech has improved enough to face the Doom Walker.

If Bazelsteen is defeated, he will let the characters go after a hard goodbye.

