

The climatic adventure to conclude the best-selling D&D 5E series - The Minotaur Trilogy

MINOTAUR'S --- BANE



**An ancient evil sweeps the land and old enemies must align in this
adventure for the world's greatest roleplaying game**

MINOTAUR'S

BANE

THE MINOTAUR TRILOGY - PART 3

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INTRODUCTION

M*inotaur's Bane* is a Dungeons & Dragons 5e adventure designed to be completed in about 10-16 hours of play. The combat encounters have been calculated to present a tough challenge for four characters of 8th level – that is, APL (average party level) is 8.

To assist the DM in finding references to creatures and resources, an **Appendix Reference Page (ARP)** has been included at the end of the adventure. Any creature, resource or rules reference appearing in **BOLD** or *Italics* (excluding skill checks and saves) will point you to the **Appendix Reference Page** found at the end of this publication.

Not every loose end is tied up in the following text, nor every possible reaction accounted for. Be ready to improvise and do so with confidence! Unless stated otherwise, assume NPCs have the stats of a **Commoner**.

ADVENTURE SYNOPSIS

In the last installment of this adventure series, ***Minotaur's Betrayal***, the loyal and honorable minotaur led by Astarte were betrayed by a sect within their own ranks led by the arrogant and reckless Theron. He joined forces with the Orcs of Varg-Kala to betray Astarte and take the minotaur encampment for his own. In return, the orcs were given an ancient artifact, the Banner of Gruumsh.

Hopefully, your party managed to mediate the conflict between the orcs and the minotaur, through violent means or otherwise. They may even have recovered the banner from its current owner, Guthma One Eye. What the party, orcs, and minotaur don't know is the true history of the Banner of Gruumsh.

The Tale of the Banner: Ancient tales tell of a vile hero of orcs called Theghlit Wrathswon, who crusaded against the forces of good; men, elves and minotaur alike. Some say that Theghlit was the son of Gruumsh; He Who Watches, the undisputed ruler of the orc pantheon. Legend says that when Theghlit gouged out his eye in honor of Gruumsh, a flame ignited in the socket, driving Theghlit to ceaseless slaughter.

Eventually, Theghlit met his match against Minos, the Father of All Minotaur. Legend tells that the two demigods fought for days, destroying the earth around them. Eventually, however, Minos landed a fatal blow upon Theghlit Wrathsworn, pinning him to the ground with his golden horns. As Theghlit passed into the domain of Gruumsh, it is said that a portion of his soul was trapped in the banner he wore atop his shoulders. This became known as the Banner of Gruumsh.

Unbeknownst to most, Gruumsh's son's soul is not the only soul trapped within the banner. The pure fury and warmongering of Theghlit, combined with the bestial form of Minos, attracted the attention of even fouler forces. From the deepest depths of the Abyss, Baphomet, The Prince of Beasts, stirred. He saw the violence between generations of orc and minotaur as an opportunity to corrupt the Material Plane. Centuries of war allowed him to sneak his influence into the banner, waiting for the day when enough blood has been spilled in the name of war for him to muster a physical form.

When the characters fight through the Orcs of Varg-Kala, their actions are enough to bring Baphomet to the Material Plane.

Once in the realm of mortals, Baphomet cleaves a great rift into the earth, an extension of his layer of the Abyss; The Endless Maze. The remaining minotaur and orcs become trapped in the rift, corrupted by his demonic influence, threatening the future of the world.

Characters will have to delve deep into the madness of the Abyssal Rift to confront Baphomet, defeating his weakened physical form and banishing him back into the Abyss.

STARTING THE ADVENTURE

When the players get their hands on the Banner of Gruumsh at the end of **Minotaur's Betrayal** and begin their journey back to their destination to return it, they are accompanied by the inherited Minotaur leader, **Perseus**.



THE CURSED BANNER

Read or paraphrase the following:

A strange figure appears some distance ahead along the side of the road. They walk with haste towards you.

As the figure draws closer, read or paraphrase the following:

The figure comes into clear view now. The man seems to be a sage of some sorts, wearing white robes, carrying a staff in one hand, and a scroll in the other. He somehow seems to be able to see through the blindfold that covers his likely sightless eyes.

Once close enough to interact with the sage, read or paraphrase the following:

"Stop! The lot of you! Stop right there!" the old man shuffles closer, pointing his staff at the party.

"Do you know what you hold?"

At this point, allow the characters to interact with the sage, for roleplaying tips refer to the **Appendix A – Monsters & Men**.

ARLON SILVERSTOM DISCUSSION POINTS

- Arlon introduces himself as an acolyte from the nearby town, and on hearing of the banner's recent retrieval, he suspected that it might be a device of an unnamed demon lord. A few years ago he had discovered a text relating to the banner's story (see Adventure Synopsis) in an ancient tome.
- Arlon then warns the characters that the banner may be cursed by the foul demon.
- Next, he tells the characters that it must be destroyed! At this, Perseus scoffs and becomes agitated.

As soon as the warning is mentioned to the characters, read or paraphrase the following:

Suddenly the banner materializes in Perseus' hands and begins to ripple and flutter, despite a lack of wind. The ragged fabric transforms into some kind of skin, mottled with patches of coarse hair.

A symbol appears on the banner; a twisted, circular maze awash with blood.

"Baphomet's symbol! Quick, before we are too late!" the old acolyte turns to lead you towards the nearby town on the horizon.

Terrified by this unexpected demonic apparition, Perseus instinctively points to the acolyte.

"This is your sorcery old man!" the horned leader accuses him, throwing the banner to the ground.

"No!" yells Arlon, but it is too late.

The earth begins to shake, the tremor seemingly coming from within the banner.

An enormous fracture tears from it, through the earth, and engulfs an area as far as the eye can see. In its place, an Abyssal landscape appears below with a mighty eternal battlefield of spirits raging from within.

Much of the surrounding land, including the remaining minotaur and orcs, have been pulled down into the rift with an unstoppable force, the party are thrown from their feet to the edge of the rift, unable to do anything but watch as the landscape warps with demonic chaos.

Baphomet's challenge. Leering out of the Abyssal Rift is a towering, bestial figure. Its form is like that of a minotaur, with matted black hair and six iron horns. An infernal fury burns in the eyes of the beast, who beckons the characters, taunting them into entering his new domain, and then the visage disappears.

Hook. The acolyte, **Arlon**, notes with urgency then points out that the rift is slowly growing and will soon swallow his nearby home town. It is within eyeshot, and the party can see this clearly. To save the land from this evil threat and because they last standing heroes in the

area, Arlon urges the party to enter the rift and end Baphomet's return before his hold on the material world becomes too great.

Honor Bound. Perseus is beside himself with grief, having lost his temper and blaming himself for the dishonorable conduct that caused the rift to appear. He advises the party that it is his honor bound duty to attempt to stop Baphomet, with the party's help or not.

Arlon's Task. Arlon dedicates himself to warning the town and assisting with its evacuation. He leaves the party as soon as he can, as time is of the essence.

If the PCs request more information from Arlon before leaving to enter the first layer, the sage also says, **"At this rate, the town will be swallowed into the demonic rift within the day"**.

ENTERING THE ABYSSAL RIFT

To defeat Baphomet, the characters must venture down into the Abyssal Rift. Although from the Material Plane, the rift appears to have cleaved into the earth, the truth is that it is a portal to a demiplane, corrupted by the demonic nature of Baphomet, Prince of Beasts.

A successful **DC 15 Intelligence (Arcana) check** reveals that the rift is a portal. To enter the Abyssal Rift, characters have a few options:

- Any character capable of flight can enter the demiplane without issue.
- A character which jumps down falls 100 feet before hitting the ground, taking 70 (20d6) bludgeoning damage.
- Characters can attempt to scale the edge of the rift, which requires a **DC 16 Strength (Athletics) check**; failure results in the character falling. Ropes or climbers' kits can be used to gain advantage on the check or mitigate the fall.
- Alternatively, any effect which teleports the characters to a visible or known location can get the characters into the rift.

PARTY LIMITS & EVENTS

As *Minotaur's Bane* is designed for a party of 4 level 8 characters at the beginning of the adventure, it is important to place a capped limit on the amount of allies the party can amass, else the adventure becomes far too easy and less challenging. A good rule of thumb is to limit the party to **7 characters** of PCs and minotaur/orc NPCs.

For example, a party of 4 PCs and Perseus (NPC) at the beginning of the adventure should only be allowed to gather another 2 allies of either orc or minotaur.

Note: Any NPC that is not an orc or minotaur should be exempt from this rule.

Minotaur Allies. All minotaur allies accompanying the party in this adventure should use the **Minotaur Veteran** stat block provided in Appendix A of this book.

Orc Allies. All orc allies accompanying the party in this adventure should use the **Orc** stat block provided on **page 246 of the Monster Manual**.

Baphomet's Effect. At any time of immense stress, horror, or at the start of combat, have all minotaur allies within the party attempt a **DC 12 Wisdom saving throw**. On a failed save, a minotaur reverts to their base instincts, and attacks their former allies in a frenzied rage. In this case, use the **Minotaur** stat block found on **page 223 of the Monster Manual** for each of them.

Note: This is a chance to feed the players some information about Baphomet.



THE ETERNAL BATTLEFIELD - LAYER ONE

The Eternal Battlefield is the largest layer of the Abyssal Rift, stretching on for several hundred feet. It is essentially a miniature hex crawl, in which each hex presents the chance for a random encounter, holds a set encounter for the players to stumble across, or an opportunity for those events listed below to trigger. There are several important and recognizable locations within the layer, but most of the chaotic landscape is a wasteland, overrun by spectral warriors locked in an endless war.

The important elements to take note of during travel in the eternal battlefield are detailed below.

GENERAL FEATURES

The following features are common throughout the Eternal Battlefield:

Endless War. This layer of the Abyssal Rift manifests the spirits of the thousands of orcs and minotaurs who died during Baphomet's ascension. Masses of spectral warriors fight each other, only attacking the characters if they start a fight. When a character enters a new hex, and there are no other encounters to depict, feel free to get creative with describing the scenery. For

instance, by providing your players with small snippets of the battle raging about them, you continue to ensure that the right mood is set for the adventure. An example might be:

"As you weave your way through the spiritual clashing of swords, armor and blood sprays, the sudden visage of a raging minotaur barbarian charges at you. It passes right through you and on your other side the spirit of the Minotaur crashes, horns first, into a large group of Orc footmen. The gory scene quickly becomes absorbed by the chaos of raging battle around you."

Navigation & Hexes. Each hex on the landscape map covers 60 feet of movement. Essentially a character can move through 1 entire hex in two rounds at a normal pace (unless a feature or effect dictates greater movement speed). Characters can move through an entire hex in one round if moving at fast pace/dashing. If moving at a fast pace for more than one hex, a character must succeed a **DC 10 Constitution saving throw**; failure results in that character suffering one level of **exhaustion**. All characters move at the same movement speed unless in combat, then their specific movement speed is applied.

Light. The entire layer is dimly lit by an unknown source of grey light. This light drains all the color from the area, akin to darkvision.



Landscape. The landscape of the Eternal Battlefield is littered with 10-foot spires of craggy broken earth. It is possible for the characters to scale these spires to get a better visual vantage point over the masses of spiritual battles transpiring. If they do this, they know all of the major locations within the Eternal Battlefield.

Noise. The constant sounds of raging battle in this layer cannot be ignored. **Any Wisdom (Perception) checks** that rely on hearing has disadvantage.

Resting. Characters are unable to take long rests whilst on the Eternal Battlefield but may take short rests, likely in the shelter of a spire of craggy earth. At the end of each rest, characters are subject to the Madness of Baphomet.

Vision. Line of sight is minimal within the Eternal Battlefield due to the Endless War of spirits raging around the characters, and the spires of craggy earth standing 10-foot tall. This blocks vision at ground level to 60 feet in total (essentially one hex).

Portal to Layer 2. Hidden in the demonic yurt of Astarte (B1), the heroes can find the portal that transports them to **Maze of the Minotaur – Layer 2**. This should be easily recognizable when found, though any demon or cultist in the Eternal Battlefield divulges its location and usage if captured and interrogated. The party may also discover its existence via a letter found on a slain cultist, as described in **Astarte's Yurt (B1)**.

EVENTS

The following events take place at the point in time indicated under '**Conditions**' within the event description:

E1. THE ENEMY OF MY ENEMY

Conditions:

- After the 1st encounter, or
- The 1st time the party comes within 2 hexes of the rift's walls.

Whilst in the Eternal Battlefield, the characters spot four **orcs** attempting to scale the walls of the rift. They appear to have some rudimentary climbing gear and have made it around halfway up the walls. They are about to be set upon by a patrolling **chasme demon**. Even if the players feel happy to let the orcs perish, **Perseus** urges the party to help, recognizing that the party will need all the help that they can get. There is no honor in letting petty old squabbles hinder the success of the party's mission.

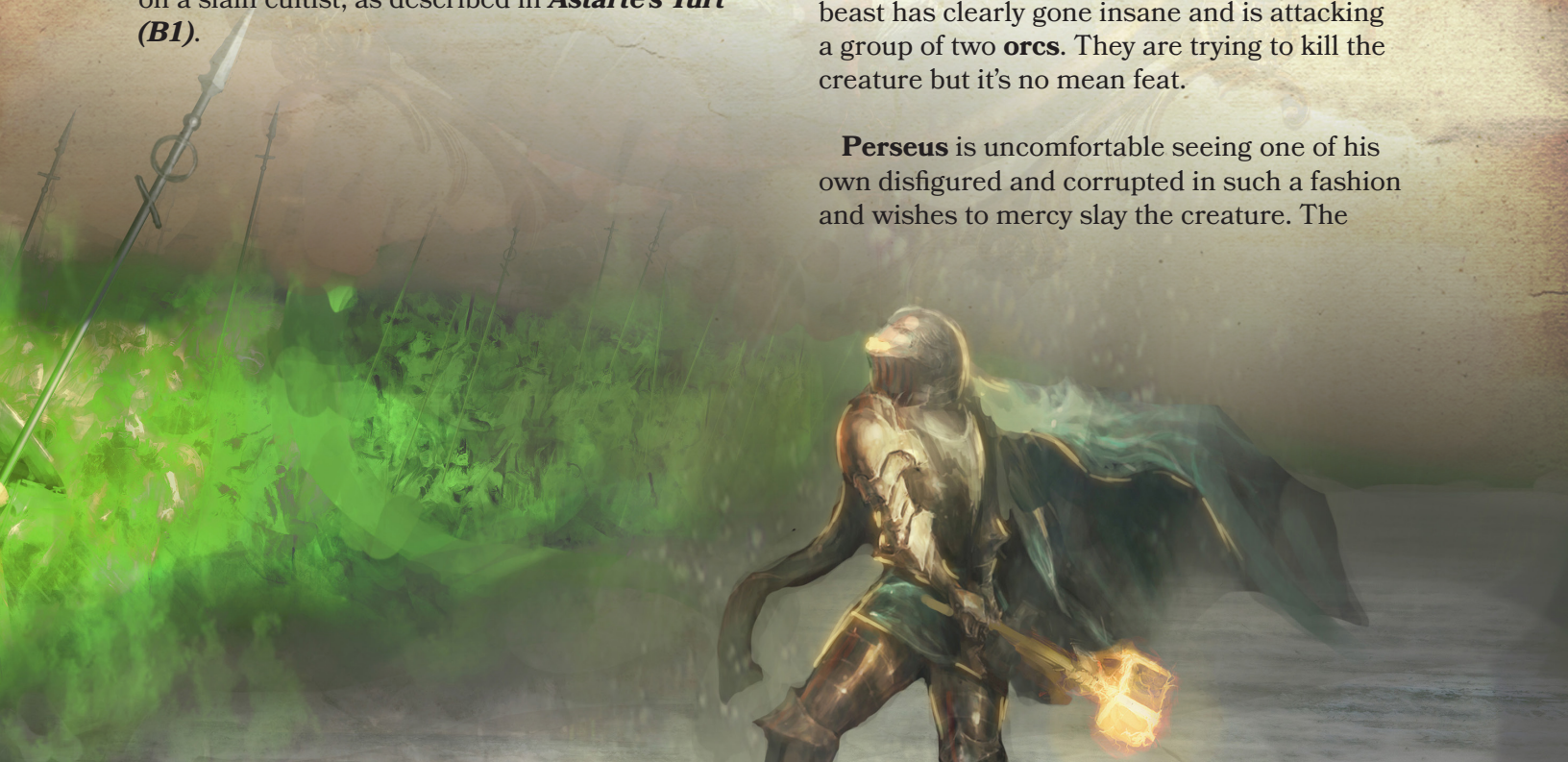
E2. CHARGING BULL

Conditions:

- After the second encounter, or
- Just prior to entering the **Area B1 - Astarte's Yurt**

The party notice a rogue **minotaur** who has been corrupted by Abyssal energy. The creature is warped and mutated, with an extra pair of arms and spiraling horns blazing with flames. The beast has clearly gone insane and is attacking a group of two **orcs**. They are trying to kill the creature but it's no mean feat.

Perseus is uncomfortable seeing one of his own disfigured and corrupted in such a fashion and wishes to mercy slay the creature. The



minotaur leader heavily suggests that the party attempt to team up with the orcs, with the hope of recruiting those that survive.

Corrupted Minotaur. The corrupted minotaur uses the stat block of a normal **minotaur** with the following changes:

- Its type is fiend (demon) and its alignment is chaotic evil
- It has an AC of 16 (natural armor)
- It has 125 hit points.
- It has resistance to cold, fire and lightning damage.
- It has immunity to poison damage and the poisoned condition.
- Its Challenge Rating is 5 (1,800XP)
- It has the feature: **Magic Resistance.** The demon has advantage on saving throws made against spells and other magical effects.
- Its Gore attack deals an extra 7 (2d6) fire damage.

After the battle, a successful **DC 8 Charisma (Persuasion) check** recruits the remaining orcs; failure, or a full party of 7 characters (see Introduction), results in the orcs stating “... **every orc for themselves ...**” and proceed to head south towards the walls of the rift to escape.

DEMONIC HUNTERS

Whilst on this layer of the Abyssal Rift, the characters are constantly being hunted by a group of four **tanarukks**. The closeness of the tanarukks is measured by a pursuit level, 1 being furthest away, and 5 being so close that the party encounters them. It begins at 3, with the tanarukks not too far behind the characters. If the pursuit level reaches 5, the tanarukks catch up with the characters (**see Tanarukk Attack**). Whilst on the Eternal Battlefield, characters can never completely lose their hunters. Once the tanarukks enter pursuit level 4, a **passive Perception of 16 or higher** notices them following the party.

Characters can increase or decrease the pursuit level in the following ways:

- **Decrease** the pursuit level by 1 by moving at a fast pace between hexes whilst out of combat.
- **Decrease** the pursuit level by 1 for each time the characters succeed on a **group Dexterity (Stealth) check** versus the **tanarukk's** passive Perception.
- **Decrease** the pursuit level by 1 if the party splits into two or more groups. Each group becomes a separate party for the purposes of determining random encounters.
- **Increase** the pursuit level by 1 each time the party has a random encounter with one or more creatures unless the encounter is bypassed or avoided entirely.
- **Increase** the pursuit level by 1 each time the party fails a **group Dexterity (Stealth) check** by 5 or more against the tanarukk's **group passive Perception score**.
- **Increase** the pursuit level by 1 each time the party search an area by attempting at least two **Intelligence (Investigation) or Wisdom (Perception) checks**.

TANARUKK ATTACK

Situation

When the pursuit level reaches 5, the **tanarukks** spot the party. At this point, the pursuit might become an encounter if the characters spot the tanarukks and engage them. The characters might try to run, at which point a chase scene ensues, or they might stand and fight.

Creatures

4 x **Tanarukks**

Tactics

If the adventurers flee and successfully escape, they lower the pursuit level back to 4 and begin avoiding their pursuers again.

1. The tanarukks aim is to destroy the characters.
2. They gang up on any character they catch up with and show no mercy.

Treasure

The party find on the bodies of the Tanarukks:

- 1 x **Potion of Poison**
- 3 x Symbols of Baphomet (bone disks with a demonic bulls heads carved into them) hanging from coarse iron chains
- 1 x Minotaur hide loincloth
- 3 x bloodied Greatswords.

Development

Once all three tanarukk hunters have been disposed of, the party may travel through the Eternal Battlefield without being hunted by further tanarukks.

RANDOM ENCOUNTERS

On entry of any new hex within the Eternal Battlefield, roll on the following **Random Encounters table** to see if the characters encounter anything unusual.

Random Encounter Table

d20	Encounter
1-11	Nothing
12	Spectral Warriors
13	Cultists
14	Wraiths
15	Demons
16	Orcs/Minotaur
17-20	Historic Scene

SPECTRAL WARRIORS

Situation

As the party trek across the landscape, a few **spectral warriors** come charging toward them, weapons drawn. The warriors have a 50% chance of being minotaur or orcs. Characters with a **passive Wisdom (Perception) of 14 or higher** notice that something is wrong, and that the warriors are charging them specifically, not just partaking in the eternal battle raging around them.

Creatures

1d6+2 x **Spectral Warriors**

Tactics

The spectral warriors first salute the party with their weapons as their charge forward.

1. They move to surround the party as best as possible.
2. Next, the spectral warriors swing to hit the characters with translucent longswords, which are essentially an extension of their visage, and in effect attack with their Life Drain action.
3. Combat continues until either all spectral warriors are defeated, or the party attempts to flee and escape, at which point a chase scene ensues. The spectral warriors will not pursue the party once they pass into a new hex area.

CULTISTS

Situation

The party encounters a group of **cultists** led by a **cult fanatic** roaming across the battlefield in the search of lost souls to sacrifice to Baphomet. They are slowly making their way toward area B1, to get to the second layer of the Abyssal Rift. The cultists may be accompanied by allies, souls already lost to the corruption of Baphomet.

Creatures

2d4 x **Cultists**

1 x **Cult Fanatic**

Roll on the table below to determine which, if any, cultist ally is present:

Cultist Ally Table

d8	Ally
1-4	No ally
4-5	1d4 corrupted minotaur
6-7	1d4 corrupted ogres
8	1 ankashar

Tactics

1. If the party follow the cultists, they must succeed a **group Dexterity (Stealth) check** contested by the highest **passive Wisdom (Perception)** in the cultist group. If they succeed, they can tail the cultists to **Area B1**.
2. If the party kill the group, they can loot their bodies.

Treasure

The characters find:

- Any weapons from the bodies
- 7 (2d4+2) bloodstones (worth 50gp each).

WRAITHS

Situation

A warband of **wraiths** atop **warhorse skeletons** emerge from the spectral battlefield, making their way toward the party. These undead spirits are manifestations of previous foes the party have defeated, be them named characters or otherwise.

Creatures

1d4 x **Wraiths**

Amount of wraiths x warhorse skeletons

Tactics

As the party fight with the wraiths, they have flashbacks to previous battles they have fought. After a wraith is killed, the character that dealt the killing blow must succeed a **DC 15 Wisdom saving throw** or gain a **Short-Term Madness**.

DEMONS

Situation

Demonic agents of Baphomet are strewn throughout the Eternal Battlefield, searching for the stranded minotaurs, orcs and other races from the Material Plane. They hope to capture these souls and bring them to the Prince of Beasts for sacrifice.

Creatures

Roll on the table below to see which demons the party encounter:

Demon Agent Table

d4	Demon (ARP)
1-2	2 <i>shadow demons</i>
3	1 <i>vrock</i>
4	1 <i>hezrou</i>

Tactics

1. The demons attempt to knock the characters unconscious rather than kill them. If they manage to do so to all the characters, they drag them to the final layer of the Abyssal Rift for Baphomet to torture.
2. There is a 25% chance that the demons already have 1d4 enslaved minotaurs or orcs in tow. Despite their previous feelings, any rescued prisoners join forces with the party, recognizing that the demons are the true enemy. However, if the party has 7 or more members already (refer to Chapter 1 – Introduction), the freed slaves wish to simply escape from the rift. They part ways with the party unless the heroes offer assistance to their escape efforts.

ORCS/MINOTAUR

Situation

The party have come across a small party of either **Orcs** or a lone **Minotaur Veteran** (50% chance of either). Either is stranded in the Abyssal Rift and trying to scout their way out of the chaotic landscape and make their way back to the Material Plane.

Creatures

2 x **Orcs**

or

1 x **Minotaur Veteran**

Tactics

1. Any orcs are far from courteous toward the characters but realize that the demons are the real enemy and join forces if offered the chance. There may be a standoff between the party and the group beforehand, as they try to assess each other's motives. A successful **DC 12 Wisdom (Insight) check** reveals the truth of the matter. If the **check fails by 5 or more**, the character is convinced the orcs will either attack outright or betray them later.
2. The Minotaur asks to join the party from the outset, unless the party has 7 or more members already (refer to Chapter 1 – Introduction).

HISTORIC SCENE (HS)

The party notice a historic scene taking place amongst the clamor of battle. The characters cannot interact with the scene in any way, and after it has played through, the figures fade away.

Roll of the table below to determine which scene is taking place. Reroll repeat scenes. If all have been expended, then nothing happens.

Historic Scene Table

d4	Scene
1	The Death of Korothe
2	The Betrayal of Astarte
3	The Defeat of Theghlit
4	Party Specific

HS 1. The Death of Korothe

Read or paraphrase the following:

As you sift your way through the ghostly carnage you instantly recognize the spectral form of a younger looking Astarte, the late Minotaur leader, in an empty area of the battlefield. She is slowly circling with a stout orc, whose ethereal form is covered with deep scars.

A successful **DC 14 Intelligence (History) check** allows a character, or Minotaur companion, to recall this orc as Korothe, the previous orc leader and father to Guthma-One-Eye. Characters with a **passive Wisdom (Perception) of 16 or higher** notice the ghostly form of Guthma charging toward the two figures.

Read or paraphrase the following:

As you look on, Astarte and Korothe clash, exchanging vicious blows and wounds. Tears stream down the muzzles of your Minotaur companions as they physically struggle to hold themselves back from rushing into battle alongside their lost leader, knowing well that this is but a vision from another time. After a daunting charge, Astarte manages to tackle Korothe to the ground, then pins him there with her long spear. In the background, Guthma-One-Eye's form appears and falls to his knees. "Paraun! Nooooo!" The younger orc cries.

HS 2. The Betrayal of Astarte

Read or paraphrase the following:

Materializing before you and standing in a circle devoid of spectral warriors are the instantly recognizable Astarte and her bodyguards. They appear jovial, chatting and joking among themselves. Your Minotaur companions point and stare in disbelief, smiles begin to develop on their muzzles when suddenly, bursting into the clearing and being led by the traitor Theron, a dozen other minotaur and orcs lay siege on the Minotaur leader.

"Astarte! It's a trap!" an emotional Perseus calls from your party. Many of Astarte's companions fall, and a final stand-off ensues between the Minotaur leader and the traitor. They lock axes as they come horn to horn and Theron spits at Astarte's eyes, dishonorably blinding her. Dislodging his greataxe, Theron swings the weapon across the blinded leader's waist embedding it within her stomach. Astarte falls.

Perseus by your side snorts and charges to take down the traitor, but not before the scene fades and disappears into nothingness.

HS 3. The Defeat of Theghlit

Read or paraphrase the following:

A ghostly minotaur and orc, both of whom seem larger than their spectral counterparts, smash into each other during battle. The minotaur, horns plated with metal, grapple the orc, who bears a standard upon his back.

A successful **DC 14 Wisdom (Perception) check** reveals the horns to be gold, and the standard to be the **Banner of Gruumsh**. With this knowledge, a successful **DC 14 Intelligence (History) check** allows a character to identify the ethereal figures as Minos, The Father of All Minotaur, and Theghlit, The Ancient Vile Hero of Orcs.

Continue to read or paraphrase the following:

As the two fight, their missed blows crack the earth around them. Each swing carries with it the weight of a thousand years of bloodshed. Great showers of earth and stone fly over the other warring figures as these two epic creatures face off. Eventually, the minotaur lands a fatal blow upon the orc, charging him and piercing his chest with his golden horns, before smashing the orc into the earth.

HS 4. Party Specific

Pick an event in the history of your group where they caused a troubling level of bloodshed. If they slaughtered the Orcs of Varg-Kala, have a scene from that battle play out, or perhaps them defending the town against Fleshrend the troll chieftain in the adventure *Minotaur's Betrayal*.

ESCAPING THE ABYSSAL RIFT

Characters can only attempt to escape The Abyssal Rift from this first layer. Characters can attempt to scale the walls of the rift but must succeed a **DC 16 Strength (Athletics) check**. Alternatively, they can fly out if their character possesses such abilities. Unless characters succeed a **DC 15 Dexterity (Stealth) check** whilst trying to physically escape the Rift, they are noticed by a patrolling **chasme demon**. These fiends delight in using their drone feature to knock the characters' unconscious just before they escape, watching them fall back to the ground with glee. The maximum drop is 100 feet, which causes **36 (10d6) bludgeoning damage**.

Teleportation type effects work from any layer of the Abyssal Rift.

HISTORIC SCENE EFFECTS (SIDEBAR) - OPTIONAL

After viewing a scene, each PC and Minotaur must succeed a **DC 12 Wisdom saving throw** to gain some form of positive inspiration or knowledge from the scene viewed; failure results in the PC or Minotaur temporarily losing direction or hope with their mission. Each number below relates to that number historical scene, HS1 through HS4:

Success:

1. You feel inspired by the scene you've just witnessed, gain +1 to (1) skill check within the next 24hrs.
2. You witness great strength within the scene you've just witnessed, gain +1 to (1) to hit or damage roll within the next 24hrs.
3. You see the wisdom of the choices made within the scene you've just witnessed, gain +1 to (1) saving throw within the next 24hrs.
4. The scene instills on you the motivation to succeed, gain +1 to (1) ability check within the next 24hrs.

Failure:

1. Elements of the scene before you cause you to lose hope, gain -1 to your next saving throw within the next 24hrs.
2. You see elements of despair within the scene that unnerves you, gain -1 to your next ability check within the next 24hrs.
3. The scene causes a flash of a past failure to play havoc with your mind, gain -1 to your next skill check within the next 24hrs.
4. The scene weakens you not only in mind but also in body, gain -1 to either your next attack roll (1-50%) or damage roll (51-100%) within the next 24hrs.

Note: successes cannot be used to cancel out failures and failures must be used before successes.

LOCATIONS IN THE ETERNAL BATTLEFIELD

Characters can travel to several important locations on this layer of the Abyssal Rift, each of which comes with its own challenges and rewards. The locations have been pulled here from the Material Plane and corrupted with Baphomet's abyssal power.

B1. ASTARTE'S YURT

Situation

In the center of the vast canyon is a recognizable structure. Astarte's yurt, from the minotaur camp, has somehow been transported into this chaotic battlefield.

Once characters get close enough to see the yurt in detail, read or paraphrase the following:

As you near the yurt, you realize that it is not what it once was. What was once canvas stretched over wooden beams has been corrupted into a horrific sight of skin and bones. Great horns sprout out from the dark skin of the yurt which drips with blood. The whole structure is covered with thick black hair, and the air around is thick with flies feasting on the organic structure. The skull of a minotaur hangs above the entrance.

Size. The yurt is a circular building 50 feet across, it rises to a height of 40 feet.

Blood. The tent is surrounded by a pool of blood (difficult terrain), extending out 10 feet from the yurt. Characters can move at normal speed if they succeed a **DC 12 Dexterity check**; failure results in the character falling **prone** and ending their movement. Any creature that falls into the blood must succeed a **DC 12 Constitution saving throw** or become **poisoned** for 1 hour.

Examination. Characters within 10 feet of the yurt with a **passive Wisdom (Perception) of 14 or higher** can hear a low, blasphemous murmuring in a foul tongue. Characters who understand Abyssal can make out a creature issuing orders to protect a portal within the yurt.

On entering the yurt, read or paraphrase the following:

As you enter the yurt, you see what was once Astarte. The minotaur has been tainted and corrupted by some foul force and is now barely recognizable. Her flesh is rotting away, and a second pair of arms which end in claws extend from behind her shoulders and hang over her chest like a scorpion's tail. Her fur is tangled and patched with blood and mold. Five foul pig-faced looking demons and three cultists stand in a circle clearly guarding the center of the yurt.

Creatures

Inside the yurt are the following creatures:

1 x **Demonic Astarte**

5 x **Dretch**

3 x **Cultists**

Tactics

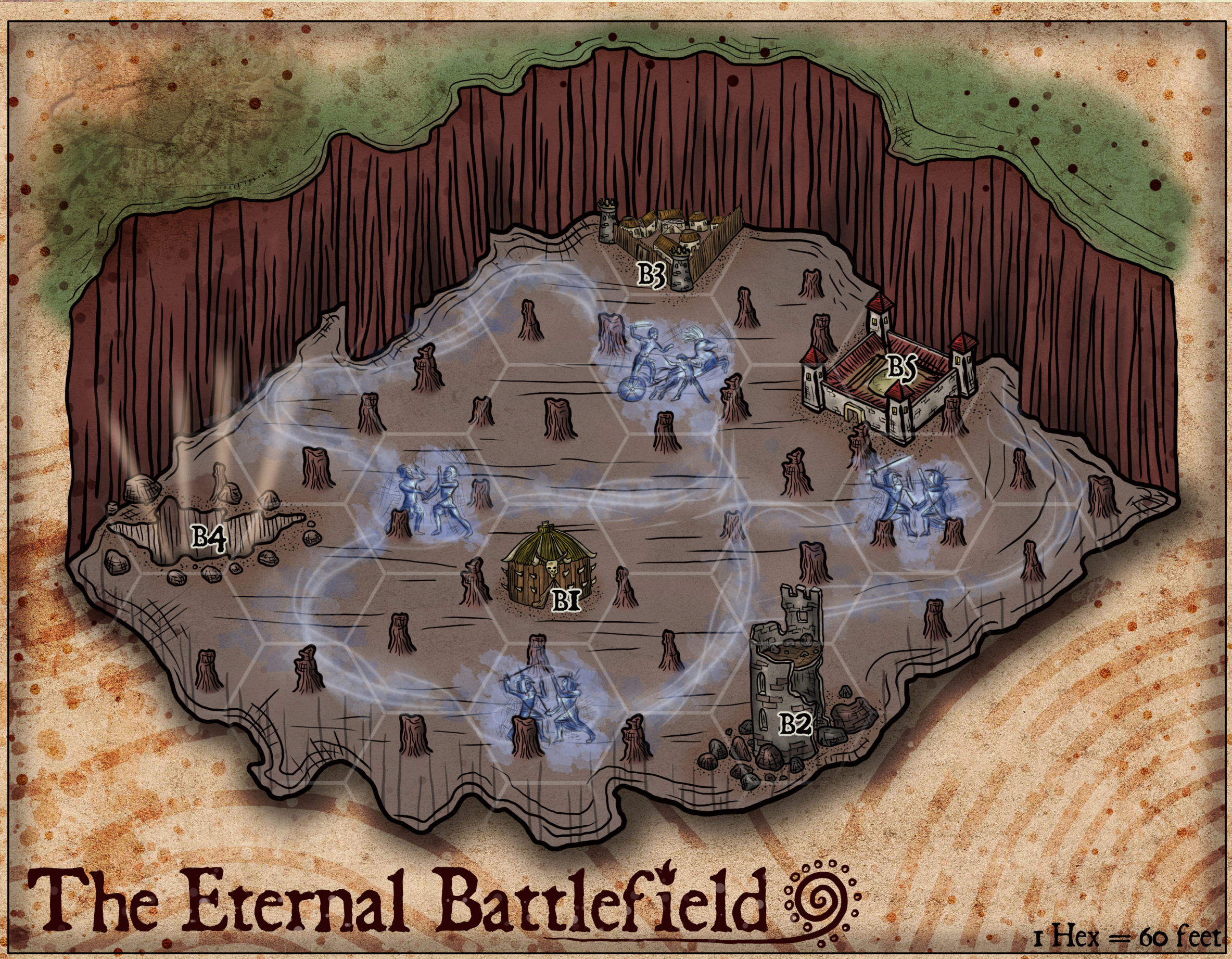
1. The Demonic Astarte orders the Dretch demons and the Cultists to attack any intruder that she notices enter the yurt.
2. Each of the minions attempt to surround the party in a semicircle leaving a 10-foot gap for the Demonic Astarte to use her charge feature on the most armored member of the party.
3. They were clearly guarding something around the center of the yurt, but there is no obvious sign of what they were guarding within the yurt. Any character or minotaur that succeeds a **DC 12 Intelligence check** remembers the trapdoor beneath the yurt (as seen in Minotaur's Betrayal).

Treasure

From the bodies of the cultists the characters can find the following:

- 500 gp
- 3 x amber gemstones (worth 10 gp each)
- A letter (see below description)
- 3 x scimitars
- 3 x leather armor

Letter. This piece of parchment has a message written in common detailing a portal beneath the yurt. The letter also gives orders to gather lost souls from within the Eternal Battlefield and deliver them to Baphomet.



- LEGEND**
- B1. ASTARTE'S YURT**
 - B2. VARG-KALA TOWER**
 - B3. THE SIEGE**
 - B4. DEMON CHASM**
 - B5. THE ARENA**

Map 2.1: The Eternal Battlefield

Development

Portal. If the characters have not previously discovered the trapdoor beneath the yurt's floor (in *Minotaur's Betrayal*) or discovered its existence via the cultist letter, a successful **DC 12 Wisdom (Perception) check** reveals the concealed hollow. Lifting the door reveals a portal beneath; a whirling vortex of glossy black ichor. Characters entering the portal find themselves dropped into the second layer of the Abyssal Rift (*Area M1*).

Blessing of Honor. Defeating the corrupted form of Astarte places a blessing upon the characters. The blessing manifests as an ethereal, silvery halo hovering above the characters heads.

This blessing gives the character a +1 bonus to AC and saving throws, and is revoked once the characters leave the Abyssal Rift.

B2. VARG-KALA TOWER

Situation

In the southeast area of the Abyssal Rift is the ruined tower. The characters may recognize it from above Varg-Kala, the orc stronghold (*Minotaur's Betrayal*).

Read or paraphrase the following once a character moves within 2 hexes of the tower:

Thrusting up into the sky from amongst the hordes of spectral warriors is a ruined tower. As you watch the tower, it seems to be in a constant state of falling apart, although never diminishing in size. Great hunks of stonework fall from the building in slow motion, crashing to the ground and throwing up clouds of dust.

Size. The tower is a ruined structure, the highest part of which is 80 feet up. The base of the tower is around 60 feet wide. There is a 10-foot-wide, 5-foot-deep platform at a height of 60 feet.

Snakes & Ladders. The ladders that provide a path up to the 60-foot high platforms have been corrupted by this abyssal place and are now made from intertwined writhing **poisonous snakes**. Climbing the ladders to reach the platforms requires a successful **DC 15 Strength (Athletics) check**. Any character climbing

the snake ladder must also succeed a **DC 18 Dexterity saving throw** to avoid being bitten by one of the snakes; failure results in the character taking 4 (1d6) piercing + 3 (1d4) poison damage.

Boulders. Huge chunks of rock fall in slow motion from the tower, although it never diminishes in size. The hunks of stonework vary in size, from 2 to 5 feet across. Due to their speed, the chunks can be easily avoided. Characters can attempt to jump up onto the boulders as they fall, using them like a ladder to reach the giddy heights of the tower. Doing so requires a successful **DC 15 Strength (Athletics) or Dexterity (Acrobatics) check** on each leap; failure results in the character falling and taking fall damage. Each falling boulder is 10 feet away/above the one before/below it. As such, it takes **6 successful checks** to make it all the way from the ground up to the 60-foot high platforms.

On entering the tower, read or paraphrase the following:

Just before you enter the eternally crumbling tower you immediately notice a pair of hill giants delightedly attempting to stomp on a rabble of twenty manes demons within. They have not yet noticed you and every now and then, one of the giants successfully crushes a demon with its foot. The giants have Baphomet's symbol carved into their bulging bellies and are adorned with tusks, horns, skins, antlers and the like.

Creatures

2 x **Hill Giants**

1d10+10 x **Manes demons**

Tactics

Should the characters attempt to join the fight both the giants and demons set aside differences and apply the following tactics:

1. The Manes demons charge forth and attempt to overwhelm the characters in melee combat and attacks with Claws.
2. The Hill Giants grab falling pieces of masonry to hurl at the characters using their

PLATFORMS



Map 2.2: Varg-Kala Tower

Rock action.

3. If the characters do not join the battle, then after 10 minutes the Hill Giants will have crushed the last Manes demon in the tower, leaving the 2x Hill Giants for the characters to defeat (or avoid).

Treasure

Atop the platform at the top of the tower is a small black iron chest. The chest is locked but can be opened with a successful **DC 16 Dexterity (Thieves' Tools) check**.

It's a Trap! A successful **DC 14 Intelligence (Investigation) check** reveals a small crystal embedded in the opening mechanism, which can be removed with a **DC 20 Dexterity (Sleight of Hand) check**; failure results in detonation. If the chest is opened before the crystal is removed, it detonates. Each creature within a 20-foot radius of the chest must succeed a **DC 16 Dexterity saving throw** or take 14 (4d6) fire damage and be pushed 10 feet. Characters take half damage but are not pushed on a successful save.

Inside the chest. Inside are 2 x potions of greater healing, 1 x potion of poison and a **Cursed Ring of X-ray Vision** (see Appendix B - Magic Items).

B3. THE SIEGE

B3A. AHEAD OF THE REST

Situation

Built into the northern wall of the chasm is a section of wall from the town defended in **Minotaur's Betrayal**.

Read or paraphrase the following:

A disturbing sight on the northern wall of the chasm makes you pause for a moment. Surrounded by a throng of spectral warriors is a portion of the town which the sage, Arlon, spoke of. It seems that the rift is expanding quicker than the old blind man first thought. The palisade walls seem to merge seamlessly with the cliff face. Looking closely, you notice dozens of heads hanging from the walls.

If characters get within 30 feet or succeed a **DC 18 Wisdom (Perception) check** from a distance, read or paraphrase the following:

Hanging by their hair from the palisade wall are dozens of human and orc heads. In the flat, grey light you struggle to make out the features of the decapitated individuals.

Palisade Wall. The wall encompassing what has been swallowed thus far of the town is 12 feet high and sharp at the top. Characters must succeed a **DC 12 Strength (Athletics) check** to scale the wall. Characters who get a 10 or 11 on the check manage to climb the wall but take 3 (1d6) piercing damage from the sharpened spikes whilst doing so.

Gate. Embedded in the palisade is a thick, wooden gate which has been left wide open..

Creatures

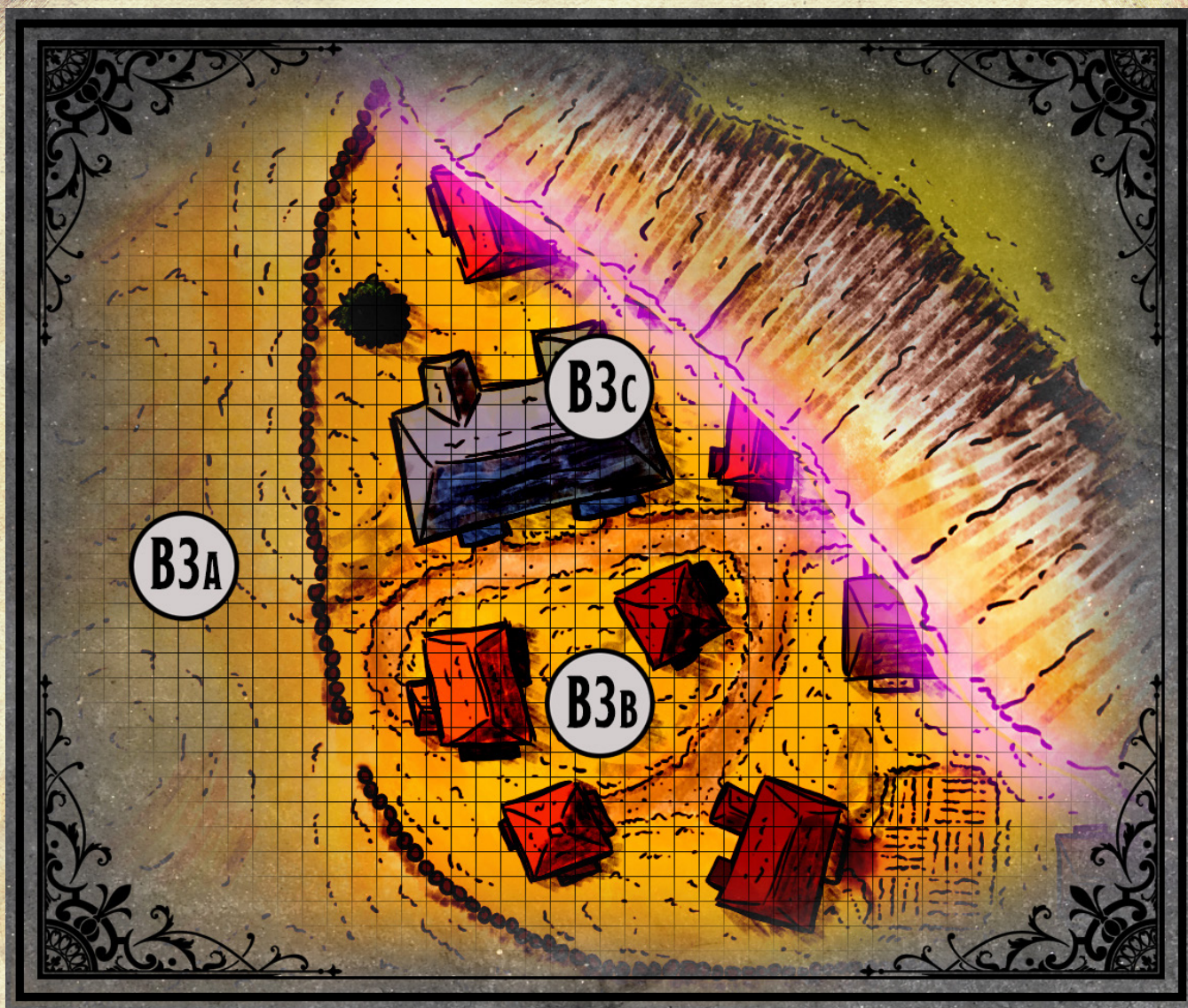
10 x Floating Heads

Tactics

Once the party is within 30 feet (half of a hex) of the palisade:

1. 10 of the heads animate as floating heads and rush to attack the characters.
2. The party must succeed a **DC 16 Wisdom saving throw** or become **frightened** of the floating heads.
3. The Floating Heads attempt to bite the characters.





Map 2.3: The Siege

B3B. TOWN ZOMBIES

Situation

Once the characters get inside the walls, read or paraphrase the following:

As you look inside the town walls, you are overcome with fear and sorrow. Many of the townsfolk you once knew shamble mindlessly around the streets, their bodies rotted with undeath.

Interior. Inside the walls are four small, two-room buildings. Walking mindlessly throughout these and around the streets are many zombies created from the former townsfolk.

Creatures

14 (4d6) zombies

Tactics

Once the party is within 60-feet of the zombies and they smell living flesh they:

1. Turn to mob and attack the party
2. If they catch any of the party members, the zombies attack with slams.

B3C. TOWN BARRACKS

Situation

A corner of the barracks building has also been transported into the Abyssal Rift. Lurking inside the barracks is a Bulezau.

Creatures

1 x **Bulezau**

Tactics

The **Bulezau** is here awaiting any lost souls who might stumble into the rift and seek out the town as a place of refuge:

1. If combat occurs within the town walls, the demon emerges from the barracks to join the fray by initially utilizing his charge ability.
2. Next, the Bulezau spends his turns attacking with his multiattack action.
3. If the party surrounds and mobs the Bulezau, he will use his Blood Cry action.

Treasure

The contents that remain inside the barracks have been touched by abyssal taint. There are the following:

- 2 x black iron +1 longswords with the hungry quirk
- A suit of demon armor.

B4. DEMON CHASM

Situation

Around 360 feet away from the Banner of Gruumsh, the 'start' of the rift, is a crack in the earth of the rift itself.

If characters succeed a **DC 16 Wisdom (Perception) check**, read or paraphrase the following:

After watching for a few minutes, you notice that several grotesque demons resembling a hybrid of woman and mosquito have been flying in and out the chasm. They seem to circle around the edge of the rift and scour the battlefield itself before re-entering the crack.

Demon Patrol. Every minute, one **chasme demon** emerges from the crack in the earth and begins a wide loop around the interior of the rift. Every now and then, it discovers a wayward soul, such as a trapped minotaur or orc, spears it with its proboscis, and flies it back into the chasm.

Ruins. To one side of the chasm is a handful of ruined buildings. Two orcs take refuge here,

their names are Flurge and Burge, they are twin brother and sister.

Creatures

1 x **chasme demon**

Tactics

Should the characters begin to kill or distract the chasme demons as they fly from the chasm, it gives any trapped mortals the chance to escape without being attacked.

Development

Taking refuge in the ruins are a pair of orc twin brother and sister, Flurge and Burge. They are trapped in the rift, and a previous attempt to climb the walls resulted in several of their companions being killed. They are grateful for any assistance they can get in leaving this place and are fiercely loyal to one another.

B5. THE ARENA

Situation

Standing in the eastern portion of the Eternal Battlefield is the arena from the minotaur encampment. Read or paraphrase the following when characters are close enough to see it:

Huge plumes of smoke billow up from a building in the distance of the rift. As you get closer to the source, you realize that it is the arena from the nearby minotaur encampment. The entire structure is engulfed in flames, but the whole area is strangely cold.

Size. What remains of the arena is a square around 100 feet of each side. It rises to a height of 50 feet. The tiered viewing, normally accessible from the towers in the corners of the building, have been made inaccessible by flames.

Flames. The arena is engulfed in flames, but not from the fire of the Material Plane. These are flames of madness, demonically infused with chaotic energy. The first time a character enters the flames on a turn, they must succeed a **DC 10 Wisdom saving throw** or take 24 (4d10) psychic damage and suffer from a **Short-Term Madness effect**.

Wreckage. The minotaur arena has been gutted by flames, leaving only remnants of its previous splendor. All the intricately designed machines and traps within have been stripped bare. All that remains is a dusty arena of scorched earth.

Fenthol and Lorthius. Inside the arena are a couple of minotaur, Fenthol and Lorthius, who have sought shelter here from the demons.

Creatures

2 x **Minotaur Veterans**

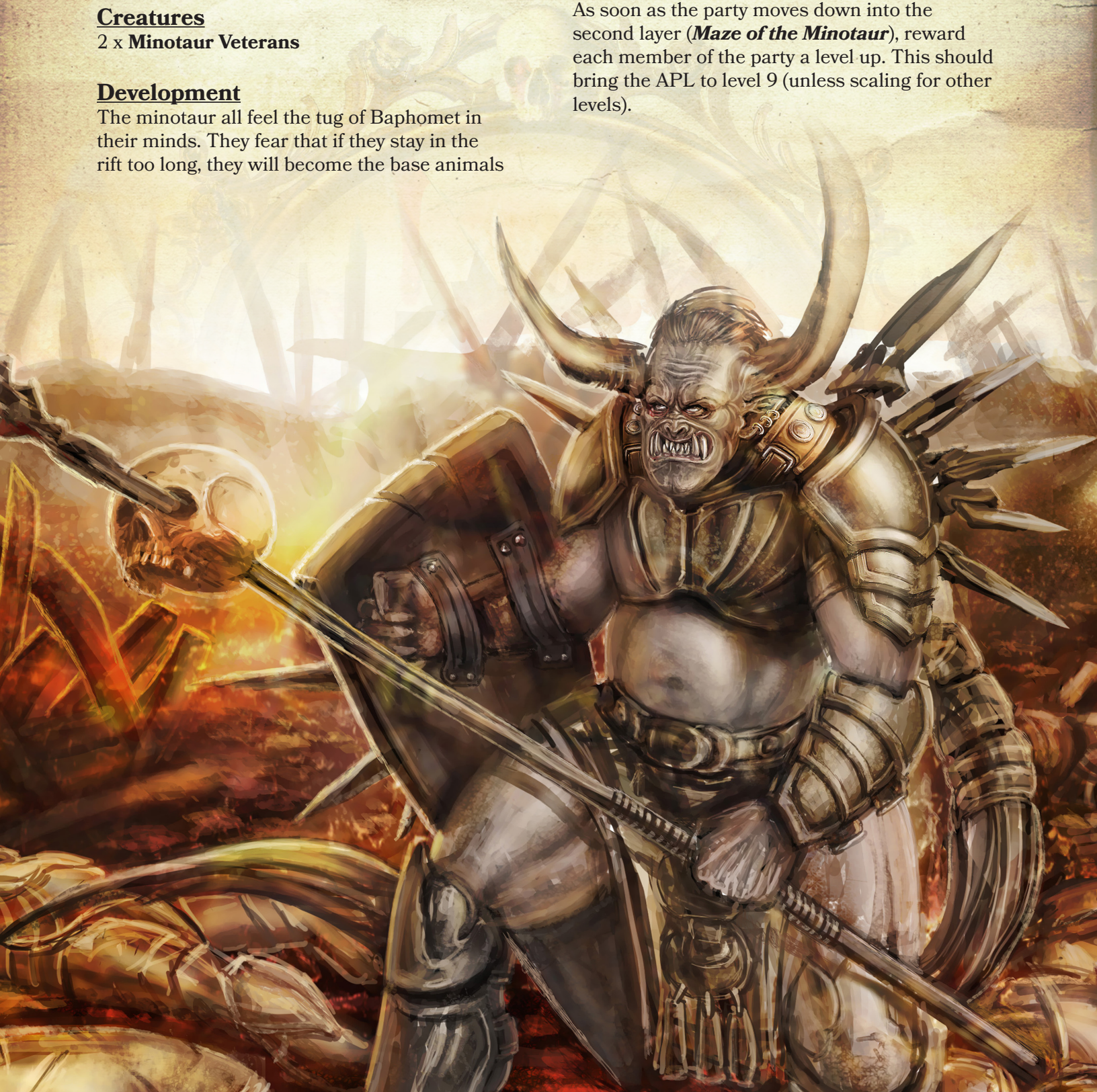
Development

The minotaur all feel the tug of Baphomet in their minds. They fear that if they stay in the rift too long, they will become the base animals

Baphomet desires. The two minotaur, Fenthol and Lorthius, join the party on a successful **DC 20 Charisma (Persuasion) check**, on failure or if the party is already at its maximum of 7 characters (see Chapter 1 - Introduction) they are adamant that they need to leave the rift, and part ways with the party should they not provide an escort to escape.

MILESTONE #1 LEVEL UP!

As soon as the party moves down into the second layer (**Maze of the Minotaur**), reward each member of the party a level up. This should bring the APL to level 9 (unless scaling for other levels).



MAZE OF THE MINOTAUR – LAYER TWO

The Maze of the Minotaur is the second layer of Baphomet's demiplane. To confuse any likely heroes that may attempt to thwart his return to the material plane, the Prince of Beasts had one of his most devout followers,

Daedalus, build this layer as a means to madden and delay any possible adversaries whilst **Baphomet** grows to his full strength. Serving as a means to traverse between the first and third layers, Baphomet did indeed build a correct way through the maze by which his minions and followers use to travel. The gate allowing access into the third and final layer of the demiplane is guarded by Baphomet's Champion, a vicious **Ghour** demon, who delights in the murder of those lost souls within the maze.

GENERAL FEATURES

The following features are common throughout the Maze of the Minotaur:

Creatures. Unless otherwise noted, all the creatures within the maze are; corrupted by the demonic influence of Baphomet, cannot be reasoned with, and fight to the death.

Light. All the chambers and passageways are dimly lit with magical light. This is manifested as torches in sconces or atmospheric red-tinted light.

Map. Many of the maze chambers are themselves miniature mazes. Depending on what your players enjoy, there are a few options on how to use the map at your game table:

1. You may simply wish to reveal the map, but the suggested method is to have the characters succeed a **DC 16 Wisdom (Survival) checks** to navigate it.
2. Alternatively, you could draw the map on pieces of card and reveal them depending on what the characters could see.
3. If you prefer theatre of the mind, you need not reveal the map at all, and simply ask whether the characters turn left or right at each junction. This option, whilst requiring more work for the Dungeon Master to run successfully, does provide the greatest flexibility for creativeness.

Monstrous Minotaur. If the party are accompanied by any friendly minotaur allies, and they should be, each minotaur ally (except for the strong-willed **Perseus**) can no longer resist the pull of Baphomet's bestial fury. If not already, each effected minotaur becomes a monstrous **Minotaur**, takes 12 (2d10) psychic damage and attacks the characters on first entry to this layer.

Navigation Between Areas. Connecting the various chambers and rooms of the maze are warped passageways. These are, in fact, portals, covered by illusory magic and create a seemingly random map which will likely confuse players at first.

On the **third** portal entry, read or paraphrase the following:

As you approach the passageway, you notice it shimmer with a magical ripple.

A successful casting of *dispel magic* spell or a **DC 10 Intelligence (Arcana or Investigation) check** reveals the portal to the characters. A further successful **DC 16 Intelligence (Arcana) check** on the portals reveal which area (number) the portal leads to.

Note: When a character enters a portal, they enter the next chamber from the direction they left the previous one; for example, if they left from the east they arrive in the west.

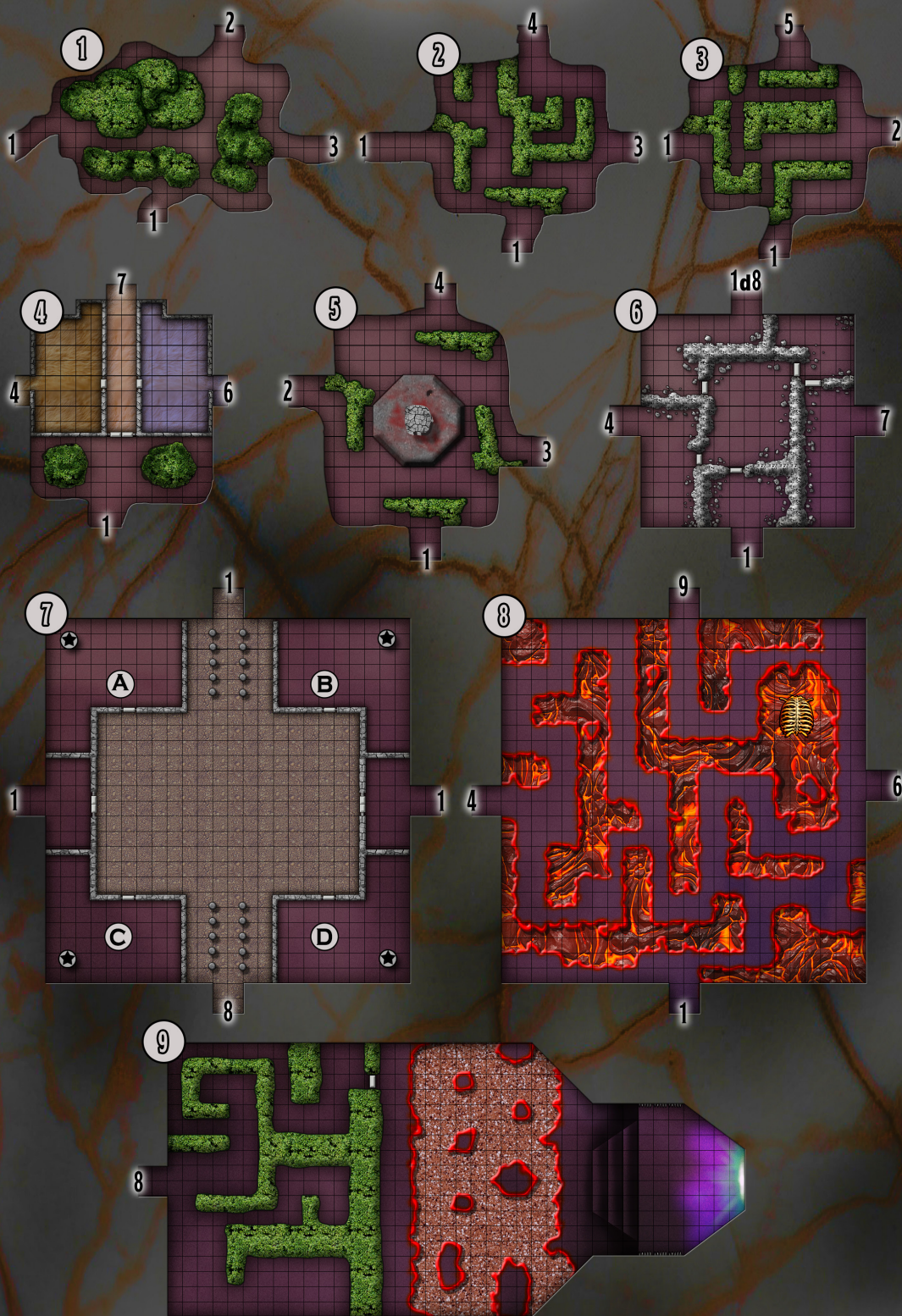
Regeneration. Each time the characters repeat a room, there is a 50% chance that the creatures within it have come back to life. When this happens, on character entry roll a 1d100. On a roll of 51 or more, repopulate the room with the original monsters. They retain the marks of battle from previous fights, eventually becoming covered in horrific scars.

Note: Treasure can only be gained once!

Resting. Characters can take short and long rests inside the maze, but this may have detrimental effects. At the end of each rest, characters are subject to the **Madness of Baphomet**. In addition, before each long rest, one member of the party must succeed a **DC 16 Wisdom (Survival) check**; failure results in that character awakening in one of the first four areas

MAZE OF THE MINOTAUR

1 square = 5 feet



Map 3.1: Maze of the Minotaur

MINOTAUR'S BANE - THE MINOTAUR TRILOGY PART 3

of the maze, additionally resulting in a possible split party.

MAPPING FOR DMS

This layer of the Abyssal Rift is likely to be confusing for the characters, but there's no reason it should confuse you! A careful look at the map allows you to easily determine which area the characters end up in when they choose a passageway.

For Tabletop Games. It is recommended to print or draw the areas on separate sheets of graph paper and placing down the appropriate 'tile' as and when the party discovers it.

For Online Games. Uploading the map images into your virtual tabletop and keeping them on separate tabs, or as separate map images, will be extremely useful, as you can simply drop your character's tokens onto the right map.

Alternatively. Theatre of the mind could work perfectly well for either gaming environment.

SPLITTING THE PARTY & FAMILIARS

If your players decide to split the party to gain an advantage over the maze, allow them to do so. They won't find it easy going and some of the encounters become deadly.

Split Communication. Any form of communication spells or magical connections between characters, such as the *message* spell, cease to work between areas as the portals act as anti-magic barriers.

Familiars. If your players have a familiar within the party, allow them to attempt to send it out to scout if they wish. This will work quite well for the PCs if the familiar stays within the same area as its master, however once it passes through a portal into another area it loses its connection to the master and returns to its home plane or simply gets lost within the maze never to be seen again.

AREAS OF THE MAZE

The 9 areas of the Maze of the Minotaur are detailed in the following encounters.

M1. WAYWARD WOODS

Situation

The party drops from the portal in the middle of the **Astarte's Yurt (Area B1)**, and lands sporadically round this wood.

Read or paraphrase the following:

You drop and land heavily only find yourselves in a twisted woodland. The thick oak trees are covered with an ivy which seems to almost reach out to you with grasping hand-like leaves. They line the narrow trails. The light is tinted red, making the copse appear bloodstained.

Characters with a **passive Wisdom (Perception) of 10 or higher** notice a trio of **giant boars** feasting upon something in one of the groups of trees.

Creatures

3 x **Giant Boars**

Tactics

1. If the party can successfully stealth or hide, the giant boars do not notice them.
2. If the giant boars notice the party, they leave their meal and charge.

Treasure

The giant boars were feasting upon the corpse of a human, whose stomach has been torn open. The body has a coin purse on its belt which contains the following:

- 12 gp
- A **potion of diminution**

M2. RAZORVINE SNARL

Situation

On entry, read or paraphrase the following:

You're confronted by hedges of a bramble-like plant that stand around ten feet tall. The vicious, dagger length thorns of the plant drip with blood, making the ground beneath your feet slick.

Lurking within the maze of razorvine are four **cult fanatics** and a **minotaur**; place them sporadically throughout the area at your discretion.

Flying. Although flying allows characters to see the maze layout of the current area, any creature that attempts to fly above the hedges is attacked each round by the abyssal **razorvine** (+10 to hit, reach 30ft, 12 (2d10) slashing damage). Any creature hit by the vines must succeed a **DC 16 Strength check** or become **grappled (escape DC 16)** and come plummeting down to the floor.

Razorvine. The hedges are made of razorvine. They are 5-feet-thick and 10-feet-tall. Any creature that comes into contact with the hedge must succeed a **DC 10 Dexterity saving throw** or take 5 (1d10) slashing damage.

Creatures

4 x **Cult Fanatics**

1 x **Minotaur**

Tactics

1. The cult fanatics attempt to surprise the characters if possible, jumping out from behind hedges to engage them in combat.
2. The minotaur then charges the party. Although the minotaur is a large creature, it runs through the maze with ease, with the razorvine tearing through its skin but the beast seems not to notice.

M3. RAZORVINE TANGLE

Situation

This room is almost identical to **Area M2**. Read or paraphrase the same description to further confuse the players then add the following boxed text:

All is quiet when suddenly an overbearing bestial roar erupts from the silence somewhere from within the maze.

This is an **ankashar** on the opposite side of the area, one of Baphomet's most beloved creations. It does not take damage from the tearing thorns of the razorvine hedges.

Creatures

1 x **Ankashar**

Tactics

The ankashar moves around the maze to attempt locating his freshly smelled prey. Once it finds a member of the party, the ankashar takes the following actions:

1. Firstly, utilizes his Gaze of Madness action.
2. All remaining turns the ankashar uses his multiattack on the closest party member.

M4. HYSTERIA HALL

SOUTHERN ENTRANCE

Situation

If the characters enter the area via the southern entrance, read or paraphrase the following:

You emerge into the sodden external grounds of a gothic looking hall which seems to stretch off endlessly into the distance on either side. To the left and right of the towering iron doorway in front of you are a pair of oak trees. Looking closer, you realize that instead of leaves, they are covered in tiny scraps of flesh.

Greshna The Imp (NPC). Hidden in the boughs of one of these tainted trees is an **imp**. The malicious and sarcastic little creature was working as a spy for a powerful devil (whose identity is left up to the DM) but became trapped here in the Abyssal Rift when Baphomet cleaved it into the demiplane.

Iron Doorway. The towering double doors of the mansion are locked and cursed. Opening them requires a successful **DC 16 Dexterity (Thieves' Tools) check**, or a **DC 20 Strength check**.

Creatures

1 x **Imp**

Tactics

Being a devil, Greshna the imp is dastardly and scheming:

1. He tries to bargain with the party for it to be 'escorted' out of the demiplane.
2. He offers a number of potential rewards such as magic items, infernal boons and the like.

These should all, of course, be half-truths. Magic items will be cursed, boons will take their toll after they elapse. Any deals can always be cut by more powerful devils.

3. The imp does not regenerate if killed.

NORTHERN, EASTERN AND WESTERN ENTRANCES

Situation

If the players enter through any of these three entrances, read or paraphrase the following:

You find yourself inside a lavishly decorated building ... or so it seemed at first glance. As you investigate further, you notice that the carpets are woven from minotaur scalps, the scones formed from ribcages. The sanguine light that fills the rooms turns your stomach.

The northern room and the central chamber of the mansion are empty, save for the demonic décor, but the eastern and western rooms are both inhabited by **cultists** and **cult fanatics**.

Creatures

Per each western/eastern rooms:

2 x **Cultists**

1 x **Cult Fanatic**

Tactics

1. The sounds of fighting in one room draws the cultists from the other.
2. The cult fanatics have the following additional action option:

Summon Minotaur (1/Day). As an action, the cult fanatic can bellow a frenzied incantation, which summons one **minotaur** into an unoccupied space within 30 feet of the fanatic.

M4A. HALL OF THE DEAD

Situation

When characters exit **Area M4** through the **eastern passage**, they return to **M4** from the southern passageway, irrespective of the passageway they took. This area of the Abyssal Rift is identical in layout to **Area M4**, but all the creatures inside are undead.

Read or paraphrase the following as the characters pass through the entryway:

The scene before you is eerily similar to the one you just left, except everything is bleached of color. The oak trees are ivory, their leaves gone without a trace. The door, which before was black iron, is made entirely of skulls and hangs ajar.

Inside the central hallway are **minotaur skeletons**. The two side rooms each contain **cult fanatic skeletons** and normal **skeletons**. They all move into the central hallway to attack intruders if possible.

The Western Room. Leaning against the corner of this room is a ominous looking staff. Crumpled around the base of the staff is the corpse of an elf, whose skin is blackened and drawn tight over the bones.

Creatures

Hallway:

4 x **Minotaur Skeletons**

Each side room:

1 x **Cult Fanatic Skeleton**

3 x **Skeletons**

Treasure

Standing in the corner of the western room is:

- **Staff of withering**

Development

Any character who touches the staff for the first time must succeed a **DC 20 Constitution saving throw** or take 24 (4d10) necrotic damage.

A successful casting of the *speak with dead* spell allows the dead wood elf, named **Berrian Silverfrond**, to recount his tale.

Berrian's Tale. He was once a powerful druid, well known in his homelands as a protector of the wilds. He had heard rumor of a strange bestial cult of brutes and beasts deep in the forest that were upsetting the natural balance of the woodlands. When he went to investigate, he was overcome with the base urge to join the wildfolk but resisted. He fought his way into the cult's base, only to find himself lost in a labyrinth they had constructed. When he finally emerged after days of searching, he stood at the

feet of Baphomet himself, who cast him into a part of the Abyss, which was ripped asunder and placed here, in his demiplane.

M5. DAEDALUS

Situation

As the heroes enter this area, and move around the razorvine hedges, read or paraphrase the following:

Roaring abyssal phrases into the sky, a half-woman, half-beast stands upon a dais soaked in blood. At her feet lie the decapitated corpses of several humans. Before your eyes, a puddle of black ichor bubbles up from the earth before her. From this, an eight-foot-tall demon emerges. It has the head of a goat, a muscular body and a savage spear of bone and black iron.

This area is a shrine to Baphomet, forged by the crazed demon summoner, **Daedalus**, who created this maddening maze. She has summoned a **bulezau** to help her rid the maze of intruders. These summoned creatures do not regenerate if killed.

Razorvine. The hedges in this area are made of razorvine. They are 5-feet-thick and 10-feet-tall. Any creature that comes into contact with the hedge must succeed a **DC 10 Dexterity saving throw** or take 5 (1d10) slashing damage.

Creatures

1 x **Daedalus**
1 x **Bulezau**

Treasure

Atop the dais is a shrine to Baphomet which consists of a chopping block and a bucket of severed heads. However, hidden beneath these heads (noticeable by characters with a **passive Wisdom (Perception) of 15 or higher**) are:

- 6 x bloodstones (worth 50gp each).

M6. CATACOMBS

Situation

As the PCs enter this area, read or paraphrase the following:

Suddenly, you are plunged into darkness.

The rest of this description may need to be told through a sense of touch for characters without darkvision, else if a character has a source of light, or has the darkvision ability, continue to read or paraphrase the following:

Walls formed entirely of skulls loom out toward you, the hundreds of eyeless sockets staring with undead malice.

As the characters move further into the room and through the doors into the central chamber, read or paraphrase the following:

The weight of death in the catacombs is maddening. Emerging from one of the walls is a spectral form, muttering and babbling as it floats through the walls.
"Can't get out ... there's no way out ..."

Ghostly Prisoner. This **ghost** is the soul of a creature who became trapped in Baphomet's layer of the Abyss. If **Partheos** the minotaur died earlier in the campaign, it could be his ghost or that of **Astarte**. At the DMs discretion, the ghost could take poorly to interactions with the party, trying to possess their physical forms to escape the catacombs.

Madness. Any creature that enters the catacombs is immediately subject to the **Madness of Baphomet**. In addition, any creature that fails its saving throw loses all sense of direction and must succeed on an increased **DC 20 Wisdom (Survival) check** to navigate; failure resulting in them walking in a random direction if not directed by an ally.

Note: If you feel the players might get frustrated moving in random directions, feel free to relax this rule.

Creatures

1 x **Ghost**

M7. DEAD END ARENA

Situation

The central chamber of this area is an arena, where cultists, transformed into demonic beasts by Baphomet's abyssal influence, fight for glory. When the party enter, five cultists transformed into **brown bears** and **tigers** are fighting an **ankashar**. All **passive Wisdom (Perception) scores** for these creatures are reduced by 5 whilst fighting. If they notice the characters, they turn their fury on the party instead.

Read or paraphrase the following as the characters enter the area:

You enter the arena to the sounds of snarls, growls, and screeches. The stench of spilled blood fills your nostrils as you see three bears and two tigers circling the center of the arena. They are covered in blood with twisted and broken bones jutting out of their flesh in multiple directions. They enclose on something horrific; a deformed fusion of crocodile, boar, bear, and bat. The beasts jump to action as they tear into each other in pure bestial fury. The whites of their eyes flashing as blood is spilled on the arena floor.

Baphomet's Boon. Any character who fights in the arena has the chance of gaining Baphomet's Boon. To receive the boon, a creature must kill another creature within the arena. The following effects are granted and last for one hour:

- When choosing to attack recklessly, the creature gains advantage on all attack rolls until their next turn. Doing so leaves the creature open with all attack rolls against them having advantage for the duration.
- Whilst this boon is in effect, the creature's natural hair thickens, sprouts out from beneath their clothing and their eyes become bloodshot.

Transformative Chambers. The four chambers in the area are shrines to the different animal aspects of Baphomet's nature. Those aspects are as follows:

Chamber Table

Chamber Signified Aspect

M7a	The Bull – Baphomet's strength.
M7b	The Bear – Baphomet's rage.
M7c	The Crocodile – Baphomet's cold-blooded nature.
M7d	The Bat - Baphomet's bloodlust.

Each chamber contains:

- A wooden shrine doused in blood.
- Mounted on the wall behind the shrine is a sizeable brass representation of the chambers animal's head.
- To either side of the shrine are carvings on the walls of men and women at various stages of transforming into beasts.
- An ancient book made from pieces of flesh detailing the ritual of Baphomet's Transformation (see Development below).

The mouths of the brass animal heads are large enough to hold a fist-sized item. They are presently used to keep components for the dark ritual.

Creatures

The Arena portion of the area contains the following creatures:

1 x **Ankashar**
3 x **Brown Bears**
2 x **Tigers**

Each Chamber has a 50% chance of containing:

1d4 x **Cultists**
1 x **Cult Fanatic**

Treasure

Each brass animal head has inside:

- 1d4 bloodstones (worth 50gp each)

Development

Baphomet's Transformation (ritual). If a character rubs their own blood on a chamber's shrine and proceeds to place 50gp worth of coins or treasure into the mouth of a brass beast head, they are transformed (via the *polymorph* spell), into the creature that the chamber signifies:

- A bull (aurochs)
- A brown bear

- A crocodile with 40 HP
- A giant bat with 40 HP

Cursed Tattoo. Removing the donation from the brass animal head's mouth ends the spell. However, any character retrieving the donation must also succeed on a **DC 22 Constitution saving throw**. On a failed save, the character is cursed, and a tattoo of the respective animal magically appears across their face. Until the curse is removed via the remove curse spell or wish spell, the character takes 14 (4d6) piercing or slashing damage at dawn each day as the tattoo attacks the character's flesh with its horns, claws, teeth, or fangs respectively.

M8. LAVA LABYRINTH

Situation

As the characters enter this area, read or paraphrase the following:

You feel the immense heat that pumps out from canals filled with lava, causing the air to quiver. Sweat begins to drip down your brows and inside your armor as the smell of sulfur pollutes the air. A prison cell made from a large ribcage hangs precariously above a pool of the molten rock. It's attached to the misty nothingness above by a rusty chain. Trapped inside are several halflings, all screaming for mercy. A goat-headed demon pokes and prods at them with its bone-tipped spear as the cage slowly lowers towards the halflings fiery death below.

Heat. The molten rock in this room confers the rules for **Extreme Heat** throughout the area. One change to the rule being that **Constitution saving throws** are to be made every minute whilst inside this area.

Lava. Creatures that fall into the lava become partially submerged, taking 10d10 fire damage per round. Any creature that attempts to pull themselves out of the lava also risks becoming fully submerged. They must succeed a **DC 15 Strength (Athletics) check** to escape the lava; failure results in the character sinking further beneath the surface. Due to additional movement, the character continues taking 10d10 (18d10) fire damage per round. If there is no athletics check, the creature remains partially



submerged and continues to take 60 (10d10) fire damage per round.

Creatures

This area contains:

- 1 x **Bulezau**
- 3 x Halfling **Commoners**

Note: The halflings were captured by a cult of Baphomet for sacrifice in his abyssal domain. They do not regenerate if killed.

Tactics

1. The main aim for the bulezau is to prevent the characters from getting to the cage.
2. The cage will become submerged in the lava after 3 rounds.
3. The bulezau uses its spear to try and knock or trip creatures into the lava canals, howling with glee whenever it occurs.

Development

If the three halflings are rescued, a successful **DC 10 Charisma (Persuasion, Intimidation, or Deception) check** convinces them to join the party; failure results in the halflings decreeing that they will brave an escape by themselves.

1. **Biffo Bomgur** – A stout halfling, brave, and protective of his friends.
2. **Perimir Poppletop** – A lightfoot halfling, risk adverse, and cowardly.
3. **Grampa Weller** – Elderly and wise stout halfling, and father figure to the other two.

M9. BAPHOMET'S BRUTE

The final area of this layer of the Abyssal Rift consists of three parts:

1. Razorvine Maze
2. Pool of Maggots, and
3. Baphomet's Champion

Baphomet's Champion is a **ghour demon**.

M9A. RAZORVINE MAZE

Situation

This maze functions in the same way as **Area M2** and **M3** in that the razorvine hedges pose a threat and flying above them results in the grasping vines attacking. The maze is haunted by two minotaur-shaped **shadow demons**, who can move through the solid razorvine without taking damage. The area also contains a **minotaur** guard who keeps watch over the exit door into the **Pool of Maggots**.

Creatures

2 x **Shadow Demons**

1 x **Minotaur**

Tactics

1. The shadow demons, upon sensing the party entering the maze, use their Shadow Stealth and Incorporeal Movement feats to sneak up on the party attempting to gain surprise.
2. The minotaur remains guard at the exit door, until the bloodlust becomes too much, and she joins the fight in round 2.

M9B. POOL OF MAGGOTS

Situation

You emerge from the razorvine maze to an horrendous sight. A pool filled with wriggling, mucous covered maggots stretches between the maze and a raised stage at the other end of the arena. Standing on this stage is a powerfully muscled ogre-like demon with a thick, hairy hide and two enormous horns extending from its skull. A pinkish portal glimmers behind him in front of the far wall.

Platforms. To cross the pool of maggots, characters may use the platforms. Hopping from one to the other requires a successful **DC 12**

Dexterity (Acrobatics) or Strength (Athletics) check; failure results in a character falling into the maggots.

Walls. Characters can climb the wall along the edges of the pit. This requires a successful **DC 10 Strength (Athletics) check** and uses both the characters hands; failure results in a character falling into the maggots.

Maggots. Any character that falls into the maggot pit is immediately attacked by the demonic creatures (+5 to hit, reach 0ft., 5 (1d10) necrotic damage). Characters still in the pool at the start of each of turn are attacked by the maggots. The maggots attach themselves to the characters so that if they get out of the pool, they are still attacked. Characters must use an action to remove the maggots from themselves. Any character that takes damage from the maggots must succeed a **DC 14 Constitution saving throw** or become **poisoned** for 1 hour. A successful saving throw makes the character immune to this effect for 24 hours.

M9C. BAPHOMET'S CHAMPION

Situation

Atop this final platform stands a **ghour demon**, bellowing spells at the characters as they try to make their way across the Pool of Maggots.

It's a Trap! If characters step on the area between the spiked walls on the map, they trigger a simple pressure plate trap. This can be found prior with a successful **DC 12 Wisdom (Perception) check**. When the trap is triggered, the walls smash inward and retract like a giant meat tenderizer. Any character caught in the slam must succeed on a **DC 16 Dexterity saving throw**; failure results in the character taking 12 (2d10) bludgeoning damage and 3 (1d6) piercing damage, half as much on a success.

The trap can be disarmed with a successful **DC 14 Dexterity (Thieves' Tools) check**; failure results in triggering the trap, with the character needing to succeed the aforementioned **Dexterity saving throw**.

Creatures

1 x **Ghour demon**

Tactics

1. Roll initiative as soon as the characters enter M9b. Pool of Maggots.
2. The ghour demon is smart enough to use the trap to its advantage. He positions himself to the back of the area attempting to lure any melee-based characters into the trap.
3. Whilst the party are crossing the Pool of Maggots, the ghour demon first casts darkness at will. Then each round until the first character crosses successfully, he casts any of his spells in any order (DM's discretion).
4. Once a character is across the Pool of Maggots, the ghour demon uses its breath weapon action.
5. The next round the ghour uses its roar action.
6. Once characters are close to melee combat, he will use his multiattack on them.
7. Once the ghour demon runs out of ranged based options, he will leap over the trap pressure plates, and enter melee with as many of the party as possible.

Development

Blessing of Purgery. Upon defeating Baphomet's Champion, the ghour demon, a blessing is placed upon the characters from an unknown celestial source. The blessing manifests as a golden, glowing script which appears on the skin of the characters. The words wrap around their limbs and torso, imbuing them with celestial power.

- This blessing grants the character's advantage on attack rolls against demons.
- The blessing is revoked once the characters leave the Abyssal Rift.

The Portal. Characters can try to use the portal, which leads to the final layer of the Abyssal Rift, at any time. However, if they attempt it before the **ghour demon** has been slain, they must succeed a **contested Intelligence (Arcana) check** as the demon tries to hold the portal closed. A success allows the character to pass through.

MILESTONE #2 LEVEL UP!

As soon as the party defeats Baphomet's Champion, reward each member of the party a level up. This should bring the APL to level 10 (unless scaling for other levels).



BAPHOMET'S DOMAIN - LAYER THREE

Baphomet's Domain is the third layer of the Abyssal Rift. It is a demiplane borne of Baphomet's Layer of the Abyss. Baphomet currently resides here, biding his time and waiting for his demonic power to grow strong enough to execute his evil intentions.

The Desecration of the Three. The Prince of Beasts is performing a lengthy and evil ritual, called 'The Desecration of the Three', which requires the life essence of a cultural leader from each of the minotaur, orc, and human races. Each of the three sacrifices feeds one part of Baphomet's power resurgence and by obtaining all three, the demon lord grows powerful enough to stage his return to the Material Plane.



PORTAL ENTRY & CORRIDOR

When the PCs exit the portal (as shown as area R0 on the DM's map) read or paraphrase the following:

You exit the portal and find yourselves in the corner of a narrow corridor that comes from the east and turns south. To the east, you see a door at the end of the long hallway. To the south is the corridor disappears around a corner. The portal disappears behind you as you are left standing around a carved teleportation circle that radiates with a faint pink glow. Your nostrils fill with a pungent odor resembling a mix of dank dog and rotten offal.

As soon as a character moves from their initial position read or paraphrase the following:

The humid silence is suddenly broken as an overbearing voice boom from seemingly nowhere.

"Ahhhh I see you now! But you are far too late, foolish worms! I have demolished the minotaur's honor, Astarte's soul the key ingredient! I have gorged on the hatred of the orcs, Guthma's pain provides the spice! And soon I shall drink in the blood of the humans, Lady Therafenwill quench my thirst! The trifecta will soon be complete! Then, not even the gods can stop me!"

It pauses for a moment, then adds, ***"So come, if you dare, mortals, I grow ravenous!"*** as the booming voice of doom fades with a hefty and horrible laugh.



ROOMS

Use the DM's map location tags and cross-reference against the room descriptions below to guide you through this layer.

R1. THE CHAMPION'S TROPHY ROOM

Situation

Read or paraphrase the following:

This room is lit by some reddish glow emanating seemingly from nowhere. The chamber about you appears to be on the inside of some gargantuan creature. The walls and floor are fleshy and ooze a thin, yellowish liquid. The panels of flesh are supported by beams of bone which arch over the top of the room resembling the inside of a ribcage. Every few minutes, the room expands slightly and contracts again. Standing throughout the room are weapon racks, three statues, two of which are covered in thick blood, and a cabinet.

Racks. Two black iron racks are nailed with huge bolts into the fleshy floor of the room. Each is covered with rune-inscribed chains which hold a huge variety of weapons to the racks. Characters who succeed on a **DC 16 Intelligence (Investigation or Arcana) check** can search through the two racks and determine that there are three magical weapons held there (see *Treasure*).

The Chains. A successful **DC 12 Intelligence (Arcana) check** reveals that the runes inscribed upon them confer a magical ward upon it. Any creature who touches the chains must make a **DC 16 Constitution saving throw**. Failure results in the touching appendage of the character becoming withered and blackened. This effect gives **disadvantage** on any ability check, attack roll or saving throw that would require the use of said appendage.

The effect can be removed with a *remove curse* spell, casting this upon the chains themselves removes the effect. The chains can be broken with a **DC 20 Strength check** or destroyed if they take 20 points of damage (AC 20).

Note: If characters have had their weapons or armor destroyed or damaged, it may be courteous to allow them to find a new set here.

Statues. Set into alcoves in the southern wall of the room are three busts in black marble. The first is of a snarling orc, the second a bellowing minotaur and the third a screaming human. The orc and minotaur statues are the two covered in blood, the human statue remains clean. Each is sat on a plinth of bone which appears to erupt from the floor.

A successful **DC 13 Wisdom (Perception) check** reveals that under the minotaur bust can be found an adamantine key which unlocks the cabinet.

Cabinet. An ornate scroll worked adamantine cabinet stands in the east of the room. There is no way to see what is inside. The cabinet is magically and physically locked. To open it, characters must succeed on a **DC 16 Intelligence (Investigation) check** to locate the locking mechanism, a **DC 18 Intelligence (Arcana) check** to deactivate the magical seal, and finally, a **DC 20 Dexterity (Thieves Tools) check** to crack open the lock. Each failed check results in the character gaining one level of **exhaustion**. When the cabinet is opened, a number of **spectres** equal to the levels of exhaustion caused emerge and attack the party. Inside is a suit of **demon armor**.

Creatures

(levels of exhaustion) x **spectres**

Loot

On the racks, the following magical items can be found:

- **Mace of Terror.** Abyssal origin made from black iron and human skulls.
- **Sword of Life Stealing.** Vampiric origin made from red-stained steel. This sword's bearer becomes incredibly hungry and is only truly satiated by the sword's effect or other vampiric effects.
- **(Magical) Adamantine Cabinet.** (worth 15000gp or 1/10th that amount destroyed) but weighs nearly 600lbs to carry out.

In the cabinet is:

- A suit of **Demon Armor**.

R2. TRAPPED CHAMBER

Situation

Read or paraphrase the following:

You emerge into a large, empty stone chamber. Crude carvings of men fighting with various beasts cover the walls.

Clues. Characters standing in the doorway with a **passive Wisdom (Perception) of 16** or higher immediately notice dried blood in gaps between flagstones on the floor. A **passive Wisdom (Perception) of 20 or higher** also reveals inch wide circular holes bored into the stonework and a thin crack around the frame of the entryway.

Tactics

Bestial Wrath Trap

Complex trap (level 5-10, deadly threat)

Trigger. This trap activates when a non-demon enters the chamber.

Initiative. Start initiative as soon as all the characters are in the room. The trap acts on initiative 20 and 10.

Active Elements. The Bestial Wrath fills the room with enraging gas and other deadly effects.

Sealed Chamber (Initiative 20). The room becomes sealed shut by sheets of stone which slide across the entryways. This effect activates only once; on the first round that the trap activates.

Poison Gas (Initiative 20). Poisonous gas fills the room. Each creature inside must make a **DC 20 Constitution saving throw**, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one. Each creature that fails the save also falls under the effects of the *confusion* spell (see **Dynamic Element – Increased Potency** below).

Bestial Totems (Initiative 10). One random carving on the walls ignites with red flame. Roll a d8 and consult the **Totemic Effects table**.

Dynamic Element – Increased Potency. The damage from the Poison Gas element increases by 5 (1d10) from round 2 onwards, to a maximum of 22 (4d10).

Countermeasures. There are a few ways that the trap can be overcome:

- **Open the Entryways.** Opening the entryways is the fastest way to escape the trap, but they are sealed shut. To open the doors, the characters must first make a **DC 20 Wisdom (Perception) check** to locate the weakest areas of the stone. Characters must then deal 30 bludgeoning damage to the sealed entryway (AC 17). After this, a **DC 20 Strength (Athletics) check** is needed to clear the rubble aside. Each check requires an action.
- **Disable the Gas.** The poisonous gas emanates from small holes in the corners of the room. A successful **DC 20 Dexterity (Thieves Tools) check**, or a **DC 15 Strength (Athletics) check** made to block up the holes with a cloak or similar object, decreases the poison damage by 5 (1d10). Once a character succeeds at the check, someone must remain next to the holes to keep them blocked as blockages tend to fall loose frequently every time another corner is blocked. Once all four corners are blocked, the trap deactivates.
- **Smash the Totems.** The eight carvings in the room are imbued with the magic which powers the trap. A successful **DC 20 Strength (Athletics) check** or an attack that deals more than 20 damage (AC 17) to a carving destroys it. Each creature within 30 feet of the totem when it is destroyed must succeed on a **DC 20 Dexterity saving throw** or take 22 (4d10) force damage as the totem explodes.



R3. REALM OF THE PALE NIGHT

Situation

Read or paraphrase the following:

Reaching out of the darkness is what appears to be an enormous grasping hand. You quickly realize that it is a white marble tower surrounded by small bone constructs. At its base, you see a sickly pale, yellowy-white demon issuing orders to her creations.

“Go, march my lovelies! Wreak havoc on those weak and fleshy humans. Destroy their beloved town and bring our Lord, Baphomet Prince of Beasts, the blood he thirsts for!”

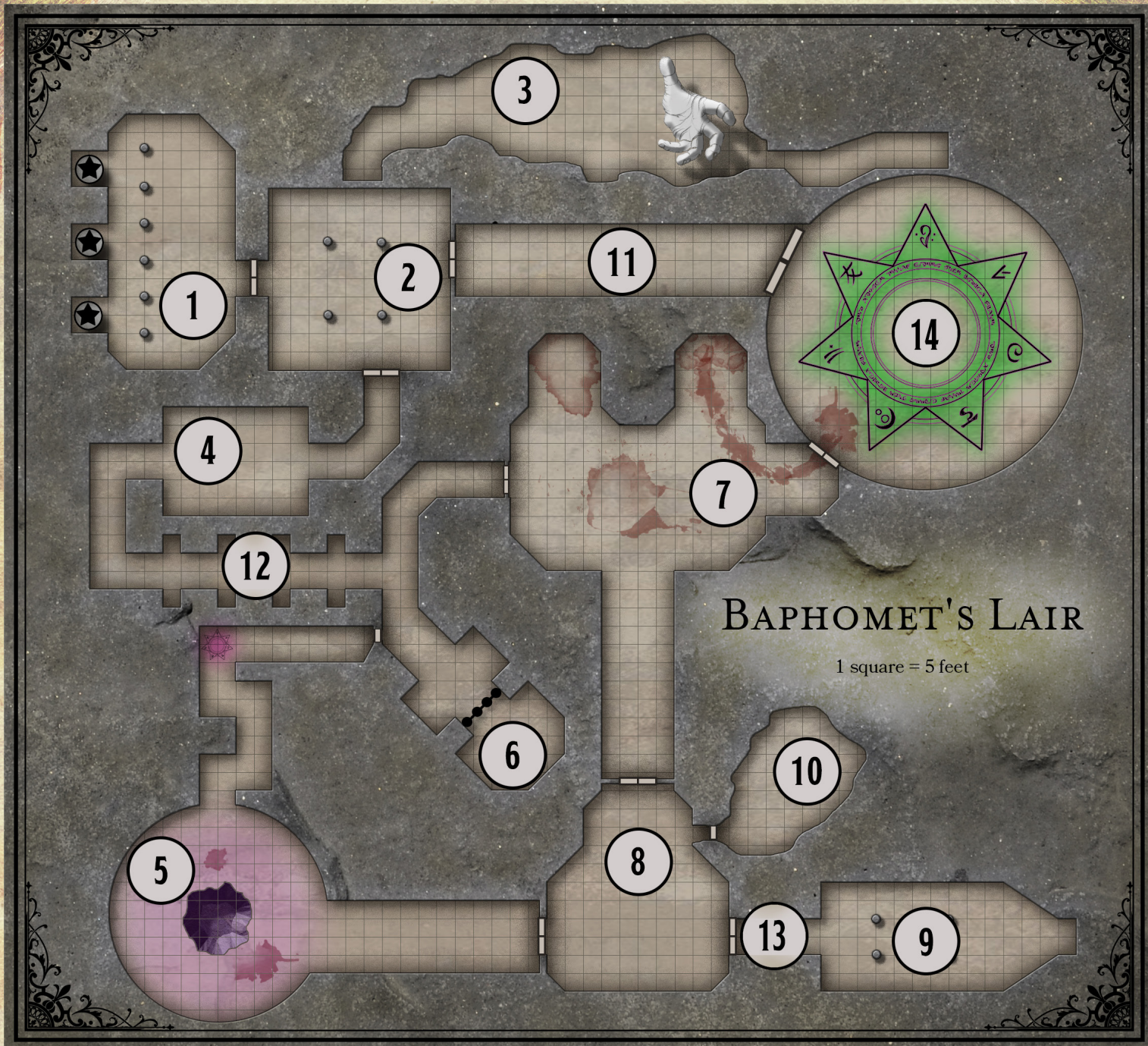
Pale Night. Pale Night is a bizarre and almost unknown ally of Baphomet. She lairs on his layer of the Abyss, and some claim that she may be his bride, mother or both. She defends a powerful artifact that can be used against Baphomet, the **Enervation Shackles (Appendix A)**. She uses these to enfeeble potential victims for herself.

Pale Night's home is a white marble tower which resembles a gargantuan hand. Although it appears inanimate to begin with, it is perfectly mobile and can attack any creature within its reach.

Totemic Effects Table

d8 Effect

- | | |
|---|---|
| 1 | Basilisk. Petrifying, floating eyes materialize in the air around the characters. Each creature must succeed on a DC 15 Constitution saving throw . On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.
A creature can close its eyes in response to the eyes appearing to avoid making the saving throw. Doing so means the character is blinded until the next initiative 10. |
| 2 | Bear. A bestial roar fills the chamber. Each creature must succeed on a DC 15 Wisdom saving throw or take 11 (2d10) thunder damage. Each creature that fails the save attacks recklessly until the next initiative 10. It has advantage on attack rolls, but attack rolls against it also have advantage. |
| 3 | Boar. Spectral boar of black smoke charges around the room. Each creature must succeed on a DC 15 Strength saving throw or be knocked prone. |
| 4 | Giant Bat. A stunning screech fills the chamber, and the gravity in the room is reversed until the next initiative 10. Each creature in the room must succeed on a DC 15 Dexterity saving throw to land on the roof on their feet; on failure the character takes 10 feet of falling damage (1d6). This is repeated when gravity restores itself on the next initiative 10. In addition, each creature must succeed on a DC 15 Charisma saving throw or become stunned until the next initiative 10. |
| 5 | Panther. Magical darkness fills the room. Visibility is reduced to 1 foot until the next initiative 10. |
| 6 | Serpent. Hundreds of skeletal serpents wriggle up from the ground beneath the characters. Each character must succeed on a DC 15 Dexterity saving throw or be bitten, taking 11 (2d10) thunder damage and become poisoned until the next initiative 10. |
| 7 | Wyrms. A terrifying dragon's head emerges from a random sealed entryway within the room. It exhales fire in a 10-foot-wide, 50-foot-long line. Each creature in the line must succeed on a DC 15 Dexterity saving throw , taking 22 (4d10) fire damage on a failed save or half as much on a successful one. |
| 8 | Yeti. Freezing winds fill the room, chilling the characters to the core. Each creature within the room must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion . |



Map 4.1: Baphomet's Lair

LEGEND

0. PORTAL ENTRY & CORRIDOR

R1. THE CHAMPION'S TROPHY ROOM

R2. TRAPPED CHAMBER

R3. REALM OF THE PALE NIGHT

R4. DEMON CHAMBER

R5. SPAWNING PIT

R6. PRISON

R7. TORTURE CHAMBER

R8. SACRIFICIAL SHRINE

R9. LOOT HOARD

R10. KENNELS

R11. ANKASHAR CORRIDOR

R12. STATUARY CORRIDOR

R13. SCYTHING BLADES

R14. BAPHOMET'S THRONE

Creatures

The chamber is home to:

- 6 x **Bone Constructs**
- 5 x **Crawling Claws**
- 1 x **Pale Night**
- 1 x **Tower**

Tactics

If any non-demon or non-undead are noticed:

1. Pale Night commands her undead creations to attack.
2. She then spreads her wings and flies to the top of her tower and then fires spells (DM's discretion) from atop her hand-like tower.
3. If she gets the chance, she will fly in, attach the **Enervation Shackles** to a character, and teleport out with them.

Tower. If a hostile creature comes within 50 feet of the tower, it has two options:

1. **Smash** the creature (*Melee Weapon Attack*: +10 to hit, reach 50ft., one target. *Hit*: 22 (4d10) bludgeoning damage.)
2. **Grapple** it (Athletics +10). Once grappled, the creature is also restrained. The hand can throw objects or creatures up to 200 feet.

The Tower has 100 hit points; AC 20 immunity to poison and psychic damage. It ceases to animate if Pale Night dies.

Treasure

Characters can find the following on defeating Pale Night:

- **Enervation Shackles**

If the tower has **not** been destroyed, the heroes can also recover:

- 1 x **Amulet of Health**
- 1 x **Berserker axe**
- 3 x **potions of supreme healing**
- 1 x **Reincarnate** spell scroll.

Development

If the characters interrogate Pale Night, a successful **DC 20 Charisma (Intimidation/Deception/Persuasion) check**, or any other spell effect that draws the information out of the demon, discovers that the password on the arcane locked door in **R7 - Torture Chamber** is "**Narghoul**".

R4. DEMON CHAMBER

Situation

Read or paraphrase the following:

You emerge into a chamber plated in black iron. First, you hear the snorts and grunts of piggish gluttony, then the screams. The stench of rotting flesh is nearly overwhelming. In the center of the chamber are a handful of demons, slowly tearing apart the screaming human.

Creatures

This room contains:

- 1 x **Bulezau**
- 6 x **dretches**

Tactics

The **bulezau** is torturing a trapped human whilst the dretch look on in glee, awaiting their scraps of the meal as the human shudders with a death rattle.

1. The demons are not paying attention to the party as they enter, and if any character advances with a successful **DC 13 Dexterity (Stealth) check**, they can gain surprise on the demons.
2. If the party does not wish to move stealthily, then the demons look up sharply and advance into combat.

R5. SPAWNING PIT

Situation

Read or paraphrase the following:

The sound of chanting carries down the corridor toward you. The chamber ahead is lit with a purple light which pulses slightly every few seconds. The walls are made of chipped obsidian, casting the violet light around at strange angles. Standing around a deep pit are minotaur and cultists wearing animal skulls atop their heads. Crawling out of the pit is a repugnant demon, partially covered by a filmy membrane.

Creatures

This chamber contains:

- 4 x **minotaur**
- 4 x **cult fanatics**

Tactics

1. The cultists are 2 (1d4) turns away from finishing a ritual summoning of a demon. They are concentrating on the summoning as if it were a spell.
2. Allow the party to attempt to sneak or surprise attack if they wish, with an **opposed Minotaur passive Perception versus the party's Dexterity (Stealth) check**. The four minotaur attempt to intercept any act that may break their concentration.

Development

Ritual. If the ritual is successfully completed, a demon fully emerges from the pit and attacks the party. Roll on the following table to see what emerges.

Demon Table

d10	Demon(s)
1-2	1d4 <i>barlgura</i>
3-4	1 <i>chasme</i>
5-7	3d4 <i>dretch</i>
8	1 <i>glabrezu</i>
9	2 <i>hezrou</i>
10	1 <i>vrock</i>

R6. PRISON

Situation

Read or paraphrase the following:

Black iron bars stretch across the chamber before you, beyond which are a small party of human prisoners. The prison is guarded by a pair of goat-headed demons.

Creatures

2 x **Bulezau**

5 x **Commoners** – four levels of exhaustion

Tactics

1. **Guards.** Two **bulezau** guard the prison doors. They attack any non-demon who appears before them. Allow the party to attempt to sneak or surprise attack if they wish, with an **opposed bulezau passive Perception versus the party's Dexterity (Stealth) check**. Rather than killing any adversaries, the demons elect to deal non-

lethal damage to knock them out and throw them into the prison with the others.

2. **Prisoners.** The prison contains five exhausted humans (**commoners** with four levels of **exhaustion**). They have been captured by the devotees of Baphomet and are being held here for future use. They are all currently on 0 hp and **unconscious**.
3. **Cursed Bars.** The black iron bars of the prison have been cursed. Any non-demon who touches the bars must succeed on a **DC 16 Constitution saving throw** or suffer from 1d4 levels of **exhaustion**. This effect curse is removed from the bars with a casting of dispel magic or a successful **DC 15 Intelligence (Arcana) check**. There is no conventional lock on the door, only a hand-sized iron plate. If a **bulezau** touches this, the door swings open, any other creature is subjected to the previously mentioned effect.

Treasure

One of the prisoners has managed to hide her family heirloom in a crack in the stone walls of the prison. It can be noticed by the characters with a successful **DC 18 Wisdom (Perception) check**. If the characters rescue her, she will retrieve it for herself.

- **Brooch of Shielding**

Development

Once the prisoners are rescued, they have every chance to be stabilized and/or healed to their maximum Hit Points, which is currently 4 due to their 4 levels of exhaustion. Once conscious and able to talk, the five prisoners introduce themselves as **Atilus** (LG, male), **Appius** (NG, male), **Lucilius** (N, male), **Quintilian** (LG, male), and their leader **Porcia** (NG, female).

The party of 5 found themselves trapped in the **eternal battlefield**, and before long, captured by the demons that roam the area. They stood their ground and fought well, but in the end, the demons proved too much for them. Taken prisoner and transported to this cell, they have been kept with no food or water for an unknown amount of time. On providing the prisoners with food and water, they remove 2 levels of exhaustion immediately.

What Porcia knows. If asked for any information Porcia can recall a blurry memory of some cultists jeering about how:

‘...the only thing that can stop Baphomet are the magical shackles held by his mommy who slumbers in her cavern to the north!’

A successful **DC 20 Intelligence (Religion)** check names Baphomet’s mother as the demon **Pale Night**.

R7. TORTURE CHAMBER

Situation

Read or paraphrase the following:

Long before you enter the chamber, you hear the screams of dying creatures from within. When finally, you enter the room, the screams give way to sickening silence. The smell of the grotesque demon standing before you turns your stomachs. The chamber before you has hundreds of gruesome tools hung from its ivory walls which stretch across dozens of feet. The floor is splattered with visceral fluids and parts of creatures have been kicked into the corners. A long bloody trail disappears behind a large set of doors on the western wall. The demon’s tusked face grins as he swallows his last mouthful of flesh, throwing the remains of the humanoid arm to the floor.

“Ah... More fresh meat for the Lord Baphomet, he still needs to grow stronger... not full strength yet but growing! Heh, heh, heh!” snorts in laughter.

He advances.

This torture chamber belongs to a **nalfeshnee** loyal to Baphomet. Here, the vile demon performs heinous acts upon creatures to extract information about Baphomet’s enemies, eventually rending their souls from the maimed corpses.

He is not above feasting on the remains once his job is complete, and quite often drags bleeding, yet still alive, victims into **Baphomet’s Throne Room (R14)** via the large double doors on the eastern wall, for the Prince of Beasts to feast on.

It’s Locked! If the party attempts to open arge double doors on the eastern wall, they find the doors locked. The doors are magically locked with the *Arcane Lock* spell, cast by **Pale Night (R3 - Realm of the Pale Night)**. If Pale Night has been slain, the arcane lock no longer holds the door and the party may enter. If Pale Night still lives, then the arcane lock is still in effect with a verbal password of **“Narghoul”**. To break the door its durability is magically enhanced to **AC 30**.

The characters can obtain the password from the **Nalfeshnee** in this area, or **Pale Night** in **R3** if they stop to interrogate one of them.

Alcoves. There are two alcoves in the eastern wall of the room. Each contains a handful of larger torture devices including a rack, an iron maiden, and a brazen bull. The southernmost alcove contains an unconscious dwarf with indescribable injuries.

Creatures

1 x **nalfeshnee**

Tactics

1. The nalfeshnee teleports to anywhere within 15-feet of multiple party members and attacks with his multiattack action.
2. For any remaining rounds the nalfeshnee attacks with his multiattack action.

Development

If magically healed in any fashion, the dwarf regains consciousness but begins to howl in pain. Each creature hearing the screams must succeed on a **DC 12 Wisdom saving throw** or gain an **indefinite madness** effect. The dwarf is unable to be saved and dies soon after awakening from shock.

If the characters interrogate the nalfeshnee, a successful **DC 20 Charisma (Intimidation/Deception/Persuasion)** check, or any other spell effect that draws the information out of the demon, discovers that the password on the arcane locked door is **“Narghoul”**.

R8. SACRIFICIAL SHRINE

Situation

Read or paraphrase the following:

The floor of this room looks like the cracked skin of some gigantic creature. Toward the center of the room is a large swelling mass. A hole in the top opens as it starts to sputter red fluid. Standing in a circle around the rupture, bellowing an abyssal war chant, are a group of bare-chested cultists, and at its top are two minotaur.

As you watch, they begin to lower a struggling elf in white robes into the sputtering fluid.

The **minotaur** and **cultists** are sacrificing the elf (**mage**) to Baphomet in a demonic ritual.

Creatures

This room contains:

7 x **Cultists**

2 x **Minotaur**

1 x Elf - **Mage**

Tactics

1. If the characters attack, the cultists try to hold them off, whilst the minotaur continue their sacrifice.
2. The minotaur are concentrating on the sacrifice (using the same rules as concentration on a spell).
3. Once a minotaur takes any kind of damage, the ritual fails, and they enter combat.
4. Ritual. If both minotaur manage to maintain concentration for two rounds, they fully immerse the elf in the fluid, which explodes up into the air and covers the minotaur. From that point forward, the minotaur are imbued with bestial fury, giving them advantage on all attack rolls.

Treasure

The elf is wearing a **periapt of proof against poison**. If the characters must reach into the fluid to recover the pendant, they take 11 (2d10) acid damage.

Development

If the minotaur manage to complete the ritual, then the elf dies, and the staff is not found in the room. It has, in fact, been placed in the loot hoard in **Room 9**.

If the elf survives. The elf will be truly grateful and pledge his life to stopping Baphomet from completely entering the world.

Carranias Rose. The elf's name is Carranias Rose, a 9th level **mage**. He was caught unaware when the rift engulfed him, sucking him deep into this third layer. He was separated from his spellcasting focus, a crystal-topped staff which now lays in the corner and was set upon by the two minotaur. Carranias is edgy around any minotaur allies within the party; they sense this and go out of their way to prove their honor to him with each following encounter.





Cloud003

R9. LOOT HOARD

Situation

The characters come to a door, magically locked and barred from the inside.

Tactics

To open the door, characters must first succeed on the following series of checks:

1. **DC 20 Intelligence (Investigation) check** to locate the mechanism and determine it is magical.
2. A successful **DC 20 Intelligence (Arcana) check** disenchant the lock.
3. A successful **DC 20 Dexterity (Thieves' Tools) check** picks the lock.

Once they gain access, read or paraphrase the following:

You find yourselves in a room which culminates in a towering pile of items.

Treasure

Roll on the table below to determine what variety of treasure the characters find:

Treasure Hoard Table

d10 Treasure

- | | |
|-----|--|
| 1-5 | Skulls and bones of thousands of creatures are piled high in an ivory mountain. |
| 6-7 | Hundreds of thousands of coins splay across the floor of the chamber, rising into glittering piles in places. Mixed in with the coinage are gemstones, goblets, jewelry and a host of other precious items. The total worth of the coins and items is 300,000 gp, but the combined weight is several tons. |
| 8-9 | Hundreds of bottles are heaped on the cold marble floor of the chamber. Many of them are filled with strange, colored liquids, others seem to contain diaphanous wisps of blue-grey smoke. 257 of the flasks contain trapped souls stolen by Baphomet and his cultists. There are also 2d4 of each potion found in the Dungeon Master's Guide. |
| 10 | A huge mass of worthless items sits at the far end of the room. Roll on the trinkets table in the Player's Handbook for examples. Characters that take the time to search through the piles discover 1d4 magic items from Magic Item Table I and 1d4 from Magic Item Table H in the Dungeon Master's Guide. |

R10. KENNELS

Situation

Read or paraphrase the following:

Ahead, the corridor opens into a seemingly natural cavern. The air wafting out from the cave is foul, tainted by rotting flesh and refuse. Piles of putrid matter dot the cavern, some of which have humanoid limbs emerging from them. Somewhere toward the rear of the cave, you can hear a crunching sound.

Stench. Any character that enters the cavern must succeed on a **DC 14 Constitution saving**

throw or become **poisoned** whilst they remain in the room. A successful save renders the character immune to the stench of rotting flesh for the next 24 hours.

In the southeast of the room are a pack of **death dogs** chowing down on a recently deceased gnome. Allow the party to attempt to sneak or surprise attack if they wish, with an opposed death dog **passive Perception versus the party's Dexterity (Stealth) check**.

Creatures

8 x **Death Dogs**

Tactics

1. The death dogs immediately attack any humanoid character that they notice, ganging up on the weakest if they are given a choice.

Treasure

There are six piles of rotting flesh and excrement in the cavern. If characters decide to search through them, they must succeed on a **DC 12 Wisdom saving throw** or become **frightened** of the piles, due to the grotesque contents within. They must also succeed on a **DC 15 Constitution saving throw** or else become **poisoned** by the rotten flesh and excrement. There is a **50% chance** that each pile contains a piece of usable equipment or a wearable item worth 50gp.

R11. ANKASHAR CORRIDOR

Read or paraphrase the following:

A hulking demon that looks like a sickening cross between a crocodile, bear, bat, and bull fills the corridor ahead.

There is one **ankashar demon** pacing up and down this corridor. It attacks any characters that enter. Allow the party to attempt to sneak or surprise attack if they wish, with an **opposed ankashar passive Perception versus the party's Dexterity (Stealth) check**.

R12. STATUARY CORRIDOR

As the characters enter this corridor, read or paraphrase the following:

The statues on either side of this passageway leer at you as you walk past. They seem to have been carved from horn or ivory and portray horrifyingly mutated beasts.

Any creature that touches a statue feels a sickening draining sensation. They must succeed on a **DC 17 Wisdom saving throw** to resist becoming cursed with **vulnerability to bludgeoning, piercing and slashing damage** for the next hour.

R13. SCYTHING BLADES

Read or Paraphrase the following

Matted fur lines the walls and floor of the passageway ahead, in areas, the fur is patchy, revealing the bare, leathery skin beneath. Scything through the air just beyond the entrance are great blades forged of bone and stained with blood. You can see a great hoard of treasure in the chamber beyond.

Characters who move through the space of a scything blade must succeed on a **DC 15 Dexterity saving throw**, taking 14 (4d6) slashing damage on a failed save or half as much on a successful one. Any creature who fails the saving throw **by 5 or more** gains an injury. Roll on the following table.



Injury Table

d8 Injury

- 1-2 **Lose an Eye.** You have **disadvantage on Wisdom (Perception) checks** that rely on sight and on ranged attack rolls. Magic such as the *regenerate* spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're **blinded**.
- 3-4 **Lose an Ear.** You have **disadvantage on Wisdom (Perception) checks** that rely on hearing. Magic such as the *regenerate* spell can restore the lost ear. If you have no ears left after sustaining this injury, you're deafened.
- 5 **Lose an Arm or Hand.** You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the *regenerate* spell can restore the appendage. There is a 50% chance to lose your proficiency bonus on attack rolls due to losing your dominant weapon hand or arm.
- 6 **Lose a Foot or Leg.** Your speed on foot is halved, and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall **prone** after using the Dash action. You have **disadvantage on Dexterity checks** made to balance. Magic such as the *regenerate* spell can restore the lost appendage.
- 7-8 **Severe Wound.** Whenever you attempt an action in combat you must make a **DC 15 Constitution saving throw**. On a failed save, you lose your action and can't use reactions until the start of your next turn. In addition, you take 5 (1d10) points of bleed damage due to blood loss at the start of each of your turns. The wound heals if you receive magical healing.



R14. BAPHOMET'S THRONE

Situation

South-Western Door. If the party attempts to open the doors from **R7 – Torture Chamber** that lead into this area, they may find the doors locked (**see R7**). The doors are magically locked with the *Arcane Lock* spell, cast by **Pale Night (R3 - Realm of the Pale Night)**. If Pale Night has been slain, the arcane lock no longer holds the door and the party may enter. If Pale Night still lives, then the arcane lock is still in effect with a verbal password of **“Narghoul”**. To break the door its durability is magically enhanced to **AC 30**.

The characters can obtain the password from the **Nalfeshnee** in **R7**, or **Pale Night** in **R3**.

North-Western Door. When the heroes approach this chamber from the north-western passage, they find that the giant double doors swing open on their own.

Once they can see within the chamber, read or paraphrase the following:

The sight before you is gut churning. To the southern side of the room lies a pile of half-eaten humanoid body parts, a blood trail stains the floor through the southern entrance where the bodies had been dragged from. In the center of the chamber, a giant ritual symbol is carved into the fleshy floor, it glows a sickly demonic green as brackish blood oozes from the deep gashes. At one corner of the symbol the body of the, now dead, Minotaur leader Astarte hangs, impaled on a rack of demonic ivory horns sprouting from the leathery floor. On an opposite corner, the body of Guthma One-Eye hangs in a similar fashion.

Then you see him, sitting upon a pulsating throne that looks like a soulless abomination of melded and mutated body parts resembling that of bestial creatures. His hooves of blackened death tear at the fleshy ground, black and bloodied horns of demonic wrath soar into the chasm above, and his grotesque face is of nothing but chaos. The Prince of Beasts snarls in ravenous pleasure.

A glowing red ruby hangs above his brow. It hangs by a single chain that spreads between two golden rings adorned by each of demon's horns.

Baphomet rises.

“Welcome... to my madness...” he grins at you.

With a lift of his blackened clawed appendages, the bodies of Astarte and Guthma begin to spasm as they start to reanimate. They pull themselves from their ivory hooks, land heavily in the pool of blood beneath them, look up, then charge in your direction.

The red ruby is a powerful artifact called **Baphomet's Anchor**. It is, in fact, a dimensional anchor that prevents any dimensional shifting of its wearer. This is designed to prevent any savvy adventurer easily casting plane shifting spells, like the *banishment* spell, against the demon lord.

Removing Baphomet's Anchor: The artifact can be removed from **Baphomet** only if *both* of the following circumstances are met:

- A player indicates **specifically** that they are aiming to hit the chains by which the ruby is hanging from, **AND**;
- The same player rolls a successful hit with a natural 18, 19 or 20 on their attack roll.

This successful hit snaps the chain, thereby releasing **Baphomet's Anchor** as it falls to the floor. Its protection effects are then removed from Baphomet immediately.

Creatures

1 x **Demonic Astarte**

1 x **Demonic Guthma On-Eye**

1 x **Baphomet**

Tactics

Baphomet is not at full strength, as he still requires the human leader sacrifice, for which **Pale Night (R3)** is planning an assault. If one of either **Demonic Astarte** or **Demonic Guthma** are slain, Baphomet's power weakens a little with each death. Use the table below to confirm

the effects that each of their deaths have on the Demon Lord.

Round 1. Baphomet uses his *Frightful Presence*, then uses his **Legendary Action** to engage as many of the party as possible in melee combat with the *Heartcleaver* attack.

Round 2. Baphomet attempts to cast the *hunter's mark* spell on any party member that is not frightened from round 1, then uses his multiattack action targeted at the marked quarry. Baphomet also uses all of his available **Legendary Action** when possible targeting the marked quarry.

Round 3. Baphomet uses an action to cast his *teleport* spell to move 30 feet away from the closest party member. Then using his **Legendary Action**, the demon lord *charges* at a selected party member, which is not frightened, and not marked as his quarry.

Round 4. Return to Round 1 and repeat.

Note: This tactics guide is indeed just that, a guide. You, the Dungeon Master, have free reign over this and you should feel free to shape the actions of Baphomet and his minions as you see fit.

Minion Death Effect Table

Event	Effect on Baphomet
First Minion Death (of either Astarte or Guthma) then also apply the following additional effects.	• Strength ability is reduced to 20 (+5) • All Melee Weapon Attacks to hit reduced to +14 to hit • All Melee Weapon Attack damage modifiers reduced to +5 damage modifier
Astarte Destroyed	• Wisdom ability score reduces to 18 (+4) • Wisdom saving throw reduces to +11 • Perception skill reduced to +11 • Passive Perception sense reduced to 21 • Constitution ability is reduced to 20 (+5) • Max Hit Points is reduced to: 218 (19d12 + 95) • Constitution saving throw reduced to +12 • Ability Removal: Remove Legendary Resistance ability.
Guthma Destroyed	• Charisma ability score reduces to 12 (+1) • Charisma saving throw reduces to +1 • Intimidation skill reduced to +15 • Armor Class reduced to 20 (natural armor) • Spell Save DC reduced to DC 16 • Action Removal: Remove Frightful Presence Action. • Legendary Actions removal: Baphomet can no longer take legendary actions.

EPILOGUE

As the players strike Baphomet his final blow, read or paraphrase the following:

Note: If Baphomet still wears Baphomet's Anchor during his death scene, his body does not banish back to the abyssal planes. His body stays in the Demiplane until the artifact is removed, and only then does the bestial corpse fade into banishment.

As the great demon's plan unravels before him, you see the spirit drain out from behind his eyes. The lumbering, savage body of Baphomet crumples and slumps to the ground, emitting a hideous roar filled with bestial wrath and agony. As the towering demon lord releases his final death rattle and his evil soul is banished back to his home plane in the abyss, you notice that the earth around you begins to change.

At this point allow the party to loot anything from the immediate area.

Loot

On defeating Baphomet and his minions, the players can find the following loot:

From Baphomet:

- **Baphomet's Anchor**

From Astarte:

- a +1 longsword
- shortsword
- a pair of silver horns (25 gp each)

From Guthma:

- a +1 greataxe
- a spear
- a set of golden tusks (25 gp each)

From the pile of body parts:

- Coinage (12000 gp, 1200 pp)
- Brass Cloth Gown (250 gp)
- Ebony Miniature (of a Tower) set with Chalcedony (250 gp)
- Platinum Cloth Sash (250 gp)
- Citrine Comb (250 gp)
- **Spell Scroll (Locate Creature)**
- Bag of Beans (7 beans)

Once loot is collected, finish the campaign with the following:

The ground beneath your feet ascends with pace, trembling with an almighty force it breaks through the shattered demi-plane above. On either side, the walls of the abyssal rift begin to close like a gaping wound healing on the world's forsaken hide, sealing shut the dark fracture to a world of demons.

Huge clouds of debris are thrown into the air. Muck and ash-strewn into vicious dust devils which tear through the landscape before petering out moments later.

As the dust clears, you find yourself returned to the recognizable plains of your homeworld. Littered across the otherwise welcoming vista are hundreds of corpses of man, minotaur, orc, beast and all manner of mutated monstrosities in between.

Over the next few ten-days, it would be discovered that some of these foul mutations still roam the scarred landscape, causing trouble here and there to brave travelers and merchants. A sick reminder of the day that the Prince of Beasts changed these lands forever.

MILESTONE #3 LEVEL UP!

As soon as the party defeats Baphomet and his minions, reward each member of the party with a level up. This should bring the APL to level 11 (unless scaling for other levels).

APPENDIX A - MONSTERS & MEN

ARLON SILVERSTOM

Personality Trait. I have little time for childish behaviour, there is holy work to be done!
Ideal. Knowledge. For one to truly be with their god, one must understand religion in its entirety.
Bond. The people of my town, I love them truly and would do anything to see them safe.
Flaw. I tend to be of short patience, and always seem rushed, which makes people uncomfortable around me.

ARLON SILVERSTOM

Medium humanoid (human), lawful good

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	16 (+3)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2
Senses passive Perception 10
Languages Common
Challenge 1/4 (50 XP)

Spellcasting. Arlon is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Arlon has following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

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

Acolytes are junior members of a clergy, usually answerable to a priest. They perform a variety of functions in a temple and are granted minor spellcasting power by their deities.

ANKASHAR

Large fiend (demon), chaotic evil

Armor Class 14 (natural armor)
Hit Points 115 (11d10 + 55)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	20 (+5)	6 (-2)	14 (+2)	11 (+0)

Damage Resistances cold, fire, lightning: bludgeoning, piercing and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120ft., passive Perception 12
Languages Abyssal
Challenge 5 (1,800 XP)

Compact Body. As a bonus action on its turn, the ankashar can fold in its wings and retract its legs. Whilst in the form, it cannot fly or use attack actions, but counts as Medium size and gains advantage on Dexterity (Stealth) checks. It can end this form as a bonus action on subsequent turns.

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

ACTIONS

Multiattack. The ankashar makes two attacks with its bite or one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target.
Hit: 13 (2d8 + 4) piercing damage.

Gaze of Madness (Recharge 5-6). The ankashar targets one creature it can see within 30 feet of it. The target must succeed on a DC 13 Charisma saving throw against this magic or take 10 (3d6) psychic damage and suffer one level of short-term madness (DMG, p258+).

Tail. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target.
Hit: 11 (2d6 + 4) bludgeoning damage. Instead of dealing damage, the ankashar can knock the target prone.

ANKASHAR WARPFLESH VARIANT

Some ankashar carry a foul disease known as warpflesh, which causes the area bitten by an ankashar to twist and bend, becoming deformed.

A creature bitten by an ankashar must succeed on a **DC 15 Constitution saving throw** against disease or contract Warpflesh. An infected creature immediately has its Dexterity score reduced by 1d4. If this reduces the creature's Dexterity to 0, it dies.

At the end of each long rest, the creature must repeat the saving throw. On a failed save, its Dexterity score is reduced by a further 1d4. Whilst infected by Warpflesh, a creature has disadvantage against any effect that would alter its form, such as the *flesh to stone* or *polymorph* spell.

Warpflesh can only be removed through magical healing, such as a casting of *heal* or *remove disease*.

AUROCHS

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 38 (4d10 + 16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

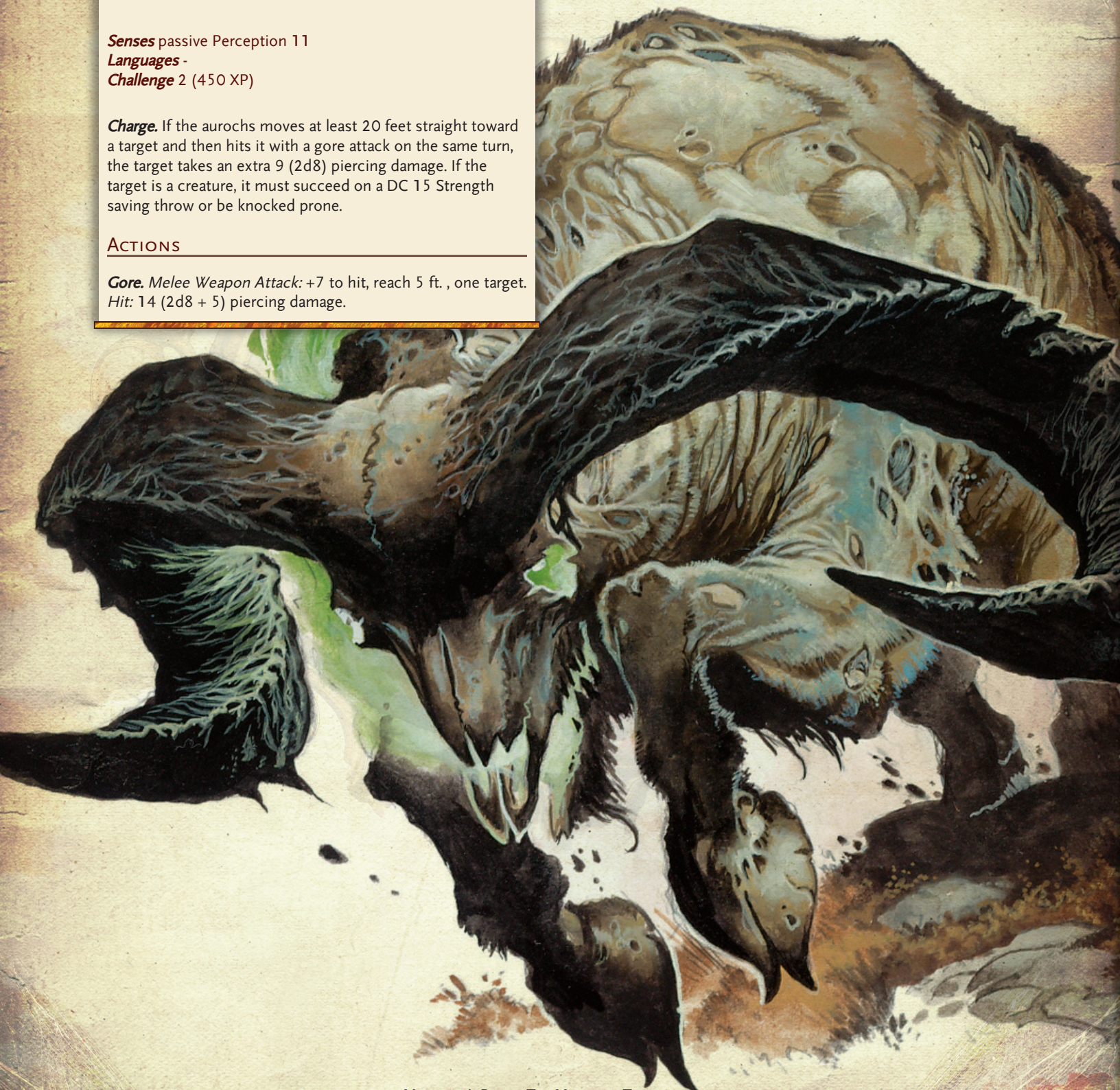
Languages -

Challenge 2 (450 XP)

Charge. If the aurochs moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 14 (2d8 + 5) piercing damage.



BAPHOMET

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 275 (19d12+152)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26(+8)	14(+2)	26(+8)	18(+4)	20(+5)	16(+3)

Saving Throws Dex +9, Con +15, Wis +12

Skills Intimidation +17, Perception +12

Damage Resistances cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 22

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP)

Charge. If Baphomet moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 16 (3d10) piercing damage. If the target is a creature, it must succeed on a DC 25 Strength saving throw or be pushed up to 10 feet away and knocked prone.

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

At will: *detect magic*

3/day each: *dispel magic*, *dominate beast*, *hunter's mark*, *maze*, *wall of stone*

1/day: *teleport*

Labyrinth Recall. Baphomet can perfectly recall any path he has traveled, and he is immune to the maze spell.

Legendary Resistance (1/day). If Baphomet fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Baphomet's weapon attacks are magical.

Reckless. At the start of his turn, Baphomet can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

ACTIONS

Multiattack. Baphomet makes three attacks: one with Heartcleaver, one with his bite, and one with his gore attack.

Heartcleaver. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (2d10 + 8) slashing damage.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d8 + 8) piercing damage.

Gore. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 8) piercing damage.

Frightful Presence (recharge on 5 or 6). Each creature of Baphomet's choice within 120 feet of him and aware if he must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. These later saves have disadvantage in Baphomet is within line of sight of the creature. If a creature succeeds on any of these saves of the effect ends on it, the creature is immune to Baphomet's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

Baphomet can take 1 legendary action per round. This Legendary Action can be used only at the end of another creature's turn. Baphomet regains a spent Legendary Action at the start of his next turn.

Heartcleaver Attack. Baphomet makes a melee attack with Heartcleaver.

Charge. Baphomet moves up to his speed, then makes a gore attack.

MADNESS OF BAPHOMET

If a creature goes mad in Baphomet's lair or within line of sight of the demon lord, roll on the Madness of Baphomet table to determine the nature of the madness, which is a character flaw that lasts until cured. See the Dungeon Master's Guide for more on madness.

Madness of Baphomet

d100 Flaw (lasts until cured)

01-20 My anger consumes me. I can't be reasoned with when my rage has been stroked.

21-40 I degenerate into beastly behaviour, seeming more like a wild animal than a thinking being.

41-60 The world is my hunting ground. Others are my prey.

61-80 Hate comes easily to me and explodes into rage.

81-00 I see those who oppose me not as people, but as beasts meant to be preyed upon.



BONE CONSTRUCT

Medium undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	11(+0)	15(+2)	3(-4)	10(+0)	5(-3)

Saving Throws Wis +3

Damage Vulnerabilities bludgeoning

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60ft., passive Perception 10

Languages understand the languages of its creator but can't speak

Challenge 3 (700 XP)

Immutable Form. The bone construct is immune to any spell or effect that would alter its form.

Magic Resistance. The bone construct has advantage on saving throws against spells and other magical effects.
Magic Weapons. The bone construct's weapon attacks are magical.

ACTIONS

Multiattack. The bone construct makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 17 (3d8 + 4) bludgeoning damage.

Flurry of Bones (Recharge 5-6). The bone construct begins to thrash around, slashing out those surrounding it. Each creature within 10 feet of the Bone Construct must succeed on a DC 13 Dexterity saving throw, taking 10 (3d6) slashing damage on a failed save, or half as much on a successful one.





BULEZAU

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 115 (11d10 + 55)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	20 (+5)	8 (-1)	15 (+2)	10 (+0)

Saving Throws Str +7, Dex +7, Wis +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Charge. If the bulezau moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

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

Ravage the Fallen. The bulezau deals an extra 7 (2d6) damage to prone targets.

Wounded Fury. While it has 25 hit points or fewer, the bulezau has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

Multiattack. The bulezau makes three attacks: one gore attack and two with its longspear.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Longspear. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Blood Cry Recharge (5-6). Each creature within 15 feet of the bulezau must make a DC 15 Constitution saving throw. On a failed save, a creature takes 22 (5d8) thunder damage and is pushed 10 feet away from the bulezau. On a successful save, a creature takes half as much damage and isn't pushed.



CULT FANATIC SKELETON

Medium undead, chaotic evil

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	6 (-2)	13 (+1)	10 (+0)

Skills Deception +2, Persuasion +2

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *hold person*, *spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

DAEDALUS

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	20 (+5)	19 (+4)	16 (+3)

Saving Throws Int +9, Wis +8

Skills Arcana +13, History +13, Religion +13

Damage Resistances damage from spells; nonmagical bludgeoning, piercing and slashing (from stonewood)

Senses passive Perception 14

Challenge 12 (8,400 XP)

Incite the Hunters (Recharges after a Short or Long Rest). As an action, Daedalus allows each ally within 30 feet of it that has the Unerring Tracker trait to make one weapon attack as a reaction against the target of that ally's Unerring Tracker. Labyrinthine Recall. Daedalus can perfectly recall any path it has traveled.

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

Spellcasting. Daedalus is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Daedalus can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking graps*

1st level (4 slots): *hunter's mark*, *identify*, *mage armor*,* *magic missile*

2nd level (3 slots): *beast sense*, *mirror image*, *misty step*

3rd level (3 slots): *slow*, *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*Daedalus casts these spells on herself before combat.

Unerring Tracker. As a bonus action, Daedalus magically creates a psychic link with one creature it can see. For the next hour, as a bonus action Daedalus learns the current distance and direction to the target if it is on the same plane of existence. The link ends if Daedalus is incapacitated or if it uses this ability on a different target.

ACTIONS

Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.



DEMONIC ASTARTE

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+4)	14 (+2)	18 (+4)	8 (-1)	16 (+3)	9 (-1)

Saving Throws Str +8, Dex +6, Con +8

Skills Athletics +8, Perception +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 17

Languages Abyssal, telepathy 120 ft.

Challenge 10 (5,900 XP)

Charge. If the demon moves at least 10 feet straight toward a target and then hits with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must then succeed on a DC 17 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Baphomet's Wrath. The demon deals an extra 9 (2d8) damage when it hits with a weapon attack (included in the attack).

Innate Spellcasting. The demon's spellcasting ability is Wisdom. The demon can innately cast the following spells, requiring no material components:

1/day: maze

Labyrinthine Recall. The demon can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the demon can gain advantage on all melee attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The demon uses Tearing Horns if it can. It then makes three attacks: two with its longsword and one with its shortsword.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) slashing damage, or 24 (2d10 + 2d8 + 4) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (2d6 + 2d8 + 4) piercing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Tearing Horns (Recharge 5-6). The demon swings its horns in a wide arc before it. Each creature in a 15-foot cone directly in front of the demon must succeed on a DC 13 Dexterity saving throw, taking 22 (4d8 + 4) slashing damage on a failed save, or half as much on a successful one.

REACTIONS

Parry. The demon adds 3 to its AC against one melee attack that would hit it. To do so, the demon must see the attacker and be wielding a melee weapon.



DEMONIC GUTHMA

Medium fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	20 (+5)	11 (+0)	16 (+3)	16 (+3)

Saving Throws Str +9, Con +9, Wis +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 17

Languages Abyssal, Orc, telepathy 120 ft.

Challenge 10 (5,900 XP)

Aggressive. As a bonus action, the demon can move up to its speed toward a hostile creature it can see.

Baphomet's Wrath. The demon deals an extra 9 (2d8) damage when it hits with a weapon attack (included in the attack).

Innate Spellcasting. The demon's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The demon can innately cast the following spells, requiring no material components:

At will: *bane*, *command*, *inflict wounds*

1/day each: *bestow curse*, *dominate person*

Magic Resistance. The demon has advantage on saving throws against magical effects.

ACTIONS

Multiattack. The demon makes three attacks: one with its greataxe or spear and two with its bite. Alternatively, it makes two attacks with its bite and casts one spell or uses Battle Cry.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) piercing damage.

Greataxe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 20(1d12 + 2d8 + 5) slashing damage.

Spear. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 17(1d6 + 2d8 + 5) piercing damage, or 18 (3d8 + 5) piercing damage if used with two hands to make a melee attack.

Battlecry (1/Day). Each creature of the demon's choice that is within 30 feet of it, can hear it, and not already affected by the Battle Cry can gain advantage on attack rolls until the start of the demon's next turn.

REACTIONS

Unbridled Fury. In response to being hit by a melee attack, the demon can make one melee weapon attack with advantage against the attacker.

FLOATING HEAD

Tiny undead, chaotic evil

Armor Class 13

Hit Points 10 (5d4)

Speed 0 ft., fly 30 ft. (hover)

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned, prone

Senses darkvision 60ft., passive Perception 10

Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1 + 2) piercing damage.

Paralyzing Glare (1/Day). The floating head affixes a creature that it can see, and that can see it, that is within 60 feet of it with a bloodcurdling glare. The creature must succeed on a DC 10 Constitution saving throw or become paralyzed for 1 minute, or until it takes damage. A creature that succeeds on the saving throw is immune to the Paralyzing Glare of all floating heads for 24 hours.



GHOUL

Huge fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 241 (21d12 + 105)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	15 (+2)	13 (+1)	11 (+0)

Saving Throws Str +9, Con +8, Int +5, Wis +4

Skills Perception +4

Damage Immunities cold, fire, lightning; bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 14

Languages Abyssal, Giant

Challenge 15 (13,000 XP)

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

Innate Spellcasting. The ghoul's spellcasting ability is Intelligence (spell save DC 15). The ghoul can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*

1/day each: *confusion*, *fear*, *maze*

ACTIONS

Multiattack. The ghoul uses its Breath Weapon if it can. It then makes three attacks: one with its gore and two with its fists.

Breath Weapon (Recharge 6). The ghoul exhales a 30-foot-long, 10-foot-wide line of noxious gas. Each non-demon creature in the area must succeed on a DC 16 Dexterity saving throw. On a failed save, a creature takes 22 (4d10) poison damage and has its Strength score reduced by 1d6. The creature dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a long or short rest. On a successful save, a creature takes half the damage and does not have its Strength score reduced.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit:* 28 (4d10 + 6) piercing damage.

Roar (1/Day). The ghoul bellows an ear-splitting roar. Each non-demon creature within 30 feet of the ghoul that can hear it must succeed on a DC 16 Constitution saving throw or become stunned for 1d4 rounds. Creatures that fail by 5 or more take 11 (2d10) psychic damage and are deafened for the same number of rounds.



MINOTAUR VETERAN

Large monstrosity, lawful neutral

Armor Class 17 (splint)

Hit Points 78 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Athletics +8, Perception +7

Senses darkvision 60ft., passive Perception 17

Languages Abyssal, Common

Challenge 4 (1,100 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The minotaur makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.



PALE NIGHT

Medium fiend (demon), chaotic evil

Armor Class 11

Hit Points 176 (32d8 + 32)

Speed 0ft., fly 80ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1(-5)	22(+6)	12(+1)	23(+6)	20(+5)	24(+7)

Saving Throws Dex +13, Con +8, Wis +12

Skills Perception +12

Damage Resistances acid, fire, lightning, thunder

Damage Immunities cold, necrotic, poison; bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 120ft., darkvision 60ft., passive Perception 22

Languages all, telepathy 120ft.

Challenge 18 (20,000 XP)

Incorporeal Movement. Pale Night can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. Pale Night's spellcasting ability is Charisma (spell save DC 22). She can innately cast the following spells, requiring no material components:

At will: *blight*, *confusion*

3/day each: *dispel magic*, *hallow*, *telekinesis*

1/day each: *astral projection (self only)*, *imprisonment*

Legendary Resistance (3/Day). If Pale Night fails a saving throw, she can choose to succeed instead.

Magic Resistance. Pale Night has advantage on saving throws against spells and other magical effects.

Magic Weapons. Pale Night's weapon attacks are magical.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +14 to hit, reach 5ft., one target. *Hit:* 35 (8d6 + 7) necrotic damage and the target's Charisma score is reduced by 1d4. The target dies if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. For each point of Charisma drained, Pale Night gains 5 temporary hit points.

Embrace (3/Day). *Melee Weapon Attack:* +14 to hit, reach 5ft., one Large or smaller creature. *Hit:* The target must make on a DC 22 Wisdom saving throw. On a successful saving throw, the target is stunned until the end of Pale Night's next turn. On a failure, the target is transported to the Ethereal Plane. The creature can't attack creatures on the original Plane and vice versa. The creature is invisible and utterly silent to someone on the original Plane, and solid objects on the overlapped plane don't hamper the movement of a creature.

Truth Beyond the Veil (1/Day). Pale Night reveals her true form from beneath her shroud. Each creature within 30ft. of her with 100 hit points or fewer must succeed on a DC 22 Wisdom saving throw. On a failed save, the creature dies.

LEGENDARY ACTIONS

Pale Night can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Pale Night regains spent legendary actions at the start of her turn.

Attack. Pale Night makes one withering touch attack.

Etherealness. Pale Night magically enters the Ethereal Plane from the Material Plane or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

PERSEUS

Perseus is a talented military leader who is held in high regard among the Minotaur society. Once Second in Command, Perseus is an avid believer in the Minotaur's deep and honorable culture. He now bares the weight of being the new inherited Minotaur Leader due to the death of the late Astarte. Proud and courageous, he prefers to meet foes face-to-face before sneaking about for an added, dishonorable, advantage.

PERSEUS

Large monstrosity, lawful neutral

Armor Class 19

Hit Points 122 (12d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Athletics +8, Perception +7

Senses darkvision 60ft., passive Perception 17

Languages Abyssal, Common

Challenge 6 (2,300 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has travelled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The minotaur makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Personality Trait. My people are my family, I will lay my own life down to ensure their safety if it comes to it.

Ideal. Honor. Everything that I do is in the name of honor, for without honor, what worth are we?

Bond. My leader and mentor, Astarte, is the most influential and important figure in my life, I will server and protect her no matter the cost.

Flaw. My honor and courage can sometimes blind me from tactically superior plans and actions, especially those that are not so honorable.



APPENDIX B - MAGIC ITEMS

ENERVATION SHACKLES

Wondrous item, legendary

You can use an action to place these shackles on a creature by succeeding on a **Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check**. The shackles adjust to fit a creature of any size. In addition to serving as mundane manacles, the shackles reduce a creature's Strength score by 4, to a minimum of 1. In addition, the target deals only half damage with weapon attacks that use Strength until the spell ends. The shackled creature can use an action on its turn to attempt a **DC 30 Strength (Athletics) check**. On a success, the creature breaks free and destroys the shackles. You and any creature you designate when you use the shackles can use an action to remove them.



BAPHOMET'S ANCHOR

Wondrous, gem (requires attunement)

This dark ruby was created by the demon lord Baphomet to prevent his untimely banishment back to the demonic abyss. While wearing/attuned to this gem, the wearer is protected against any effect that would change its current plane of existence. This includes spells such as banishment and planar shift, or physical manifestations such as inter-dimensional portals.

HEARTCLEAVER

Non-Magical Great Glaive, legendary

Though not technically a new magical weapon, this legendary glaive has been included here for DM's to contemplate should the party decide to take it as a trophy piece.

For reasons only known to Baphomet himself, this non-magical weapon is Baphomet's most favorite weapon, choosing it over any magical weapon he may come across.

As such, should the characters choose to take this weapon as a trophy piece, whether they choose to use it or not, Baphomet will do everything in his power to retrieve it once he knows it has gone missing.

It is automatically noticed by any worshiper of Baphomet who will also do everything in their power to retrieve it, hoping to garner favor from the Demon Lord should they do. In addition, any worshiper of Yeenoghu (Demon Lord of Gnolls and Baphomet's worst enemy) will notice the weapon 50% of the time. They too will do anything to retrieve it, hoping also to garner favor for their heroic deed.

Either way, taking the weapon and not returning it will result in nothing short of chaos for the party if they do.

THE CURSED RING OF X-RAY VISION

This ring, made from the varnished eye of a devil in an ivory band, provides the wearer with all the benefits of the **Ring of X-Ray Vision (DMG, p193)**.

However, it is cursed. Once a character attunes to this ring, they can't take it off unless targeted by a *remove curse* spell or similar magic. Whilst wearing the ring, the character's eyesight begins to fail. At the end of each long rest, they gain a cumulative -1 to any ability check that relies on sight. Once this negative modifier reaches -6, the character becomes **permanently blind** and their eyes melt from their face. Magic such as the *regenerate* spell can restore the character's eyes. **Allow the player this knowledge on attunement.**

APPENDIX C – APPENDIX REFERENCE PAGE

CREATURES:

- Ankashar (Appendix A)
- Aurochs (Appendix A)
- Baphomet (Appendix A)
- Barlgura demon (MM, p56)
- Bone Constructs (Appendix A)
- Brown Bears (MM, 319)
- Bulezau (Appendix A)
- Chasme Demon (MM, p57)
- Commoners (MM, p345)
- Crawling Claws (MM, p44)
- Crocodile (MM, p320)
- Cult Fanatic (MM, p345)
- Cult Fanatic Skeleton (Appendix A)
- Cultists (MM, p345)
- Daedalus (Appendix A)
- Death Dogs (MM, p321)
- Demonic Astarte (Appendix A)
- Demonic Guthma On-Eye (Appendix A)
- Dretch (MM, p57)
- Dwarf (PHB, p18)
- Elf (PHB, p21)
- Floating Heads (Appendix A)
- Ghost (MM, p147)
- Ghour (Appendix A)
- Giant bat (MM, p323)
- Giant Boars (MM, p323)
- Hezrou (MM, p60)
- Hill Giants (MM, p155)
- Human (PHB, p29)
- Imp (MM, p76)
- Mage (MM, p347)
- Manes demons (MM, p60)
- Minotaur (MM, 223)
- Minotaur Skeletons (MM, p273)
- Nalfeshnee (MM, p62)
- Ogre (MM, p237)
- Orc (MM, p246)
- Pale Night (Appendix A)
- Poisonous Snake (MM, p334)
- Shadow Demons (MM, p64)
- Skeletons (MM, p272)
- Spectral Warriors (see specter; MM, p279)
- Tanarukks (VGtM, p186)
- Tigers (MM, p339)
- Vrock (MM, p64)
- Warhorse Skeleton (MM, p273)
- Wraith (MM, p302)
- Zombie (MM, p316)

MAGIC ITEMS:

- Amulet of Health (DMG, p150)
- Bag of Beans (7 beans) (DMG, p152)
- Baphomet's Anchor (Appendix B)
- Berzerker Axe (DMG, p155)
- Black Iron +1 Longsword (hungry quirk) (DMG, p143)
- Brooch of Shielding (DMG, p156)
- Cursed Ring of X-Ray Vision (Appendix B)
- Demon Armor (DMG, p165)
- Enervation Shackles (Appendix B)
- Heartcleaver (Appendix B)
- Mace of Terror (DMG, p180)
- Periapt of Proof Against Poison (DMG, p184)
- Potion of Diminution (DMG, p187)
- Potion of Poison (DMG, p188)
- Potion of Supreme Healing (DMG, p187)
- Spell Scroll (Reincarnate) (DMG, p200)
- Spell Scroll (Locate Creature) (DMG, p200)
- Staff of Withering (DMG, p205)
- Sword of Life Stealing (DMG, p206)

SPELLS

- Banishment (PHB, p217)
- Confusion (PHB, p224)
- Darkness (PHB, p230)
- Dispel Magic (PHB, p234)
- Greater Restoration (PHB, p246)
- Regenerate (PHB, p271)
- Speak with Dead (PHB, p277)
- Remove Curse (PHB, p271)
- Teleportation (PHB, p281)
- Wish (PHB, p288+)

REFERENCES

- Advantage / Disadvantage (PHB, p7)
- Chase (Chapter 8; DMG, p252+)
- Conditions (Unconscious Poisoned Frightened Petrified Blinded Restrained Prone Stunned Deafened) (PHB, p290)
- Difficult Terrain (PHB, p182)
- Exhaustion (PHB, p191)
- Extreme Heat (DMG, p110)
- Madness (Short and Indefinite) (DMG, p258+)
- Madness of Baphomet (Appendix A – see Baphomet)