

HEROES OF HELL



CLASS ARCHETYPES, BACKGROUNDS
& NON-PLAYER CHARACTERS

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HEROES OF HELL

Heroes of Hell introduces six all new character archetypes and six new backgrounds designed specifically for play within or around the Nine Hells. The character options are perfect for your **Baldur's Gate: Descent Into Avernus** game, but can be easily adapted into any planar campaign.

Hell Guide (Ranger Conclave) - a planar ranger that perceives the Nine Hells as another environment to be mastered.

Hellfire Sorcerer (Sorcerer Bloodline) - a sorcerer whose blood surges with the necrotic flames of hell.

Fiend Slayer (Barbarian Path) - a barbarian that burns with a righteous fury and a primal drive to slay fiends.

Relic Hunter (Roguish Archetype) - a treasure seeker versed in sifting the debris strewn battlefields of Avernus.

Shacklebreaker (Paladin Oath) - holy warriors dedicated to freeing the enslaved souls of the Nine Hells.

Soul Gatherer (Cleric Domain) - collectors of lost spirits and souls, able to draw upon their etherial host for power.

ROLE PLAYING IN HELL

Hell based campaigns are often about survival in an unforgiving context - both in terms of physical danger (the denizens and the environment) and moral peril (shady politics and corrupting influences). Some campaigns might embrace the moral slide into anti-hero status, while others abjure it with unwavering resolve and radiant fire.

The Archetypes and Backgrounds within this supplement tread the line of moral ambiguity in some cases (collecting souls or generating hellfire for example) but these are intended to be as morally flexible as possible, allowing players to choose their own path despite the tools at their disposal. The Nine Hells are the epitome of Lawful Evil, but I encourage players and DMs to view the options within to be whatever their preference of campaign style and tone requires.

NPCs OF HELL

In a similar way, the six NPCs provided as examples of their archetypes are detailed as neutrally as possible, offering suggestions on how to be used as either allies or foes. However, I encourage DMs to repurpose them as they see fit. Lillith the Soul Collector is presented as a bubbly and excitable scholar, but if you desire a benevolent hero dedicated to rescuing souls, or a cruel villain enslaving souls for power then by all means make those changes. The NPCs provided are tools for YOUR game the way you wish to run it.

Each NPC has two statblocks - designed to replicate the archetype at approximately 11th and 20th levels in order to showcase the abilities while still providing a range for appropriate campaign use. The NPCs are not necessarily optimized for combat or their class strengths, and the variance in CRs reflects respective combat challenge if used as an adversary.

CONTENT WARNING

While its unlikely to come as any surprise in a supplement designed around roleplay in the Nine Hells, it bears mentioning that there might be some content - particularly in the NPC biographies - that may present topics that are uncomfortable or otherwise triggering to readers or players.

There are references - mostly oblique - to abuse, mental illness, torture and violence.

Please carefully consider if the material in this supplement is right for you and your group before introducing, and the impact these topics may have on susceptible individuals.

If in doubt, alter the content to match the comfort and health considerations of all involved. It's only a game and everyone should have the opportunity for enjoyment.

CLASS ARCHETYPES

Each of the Archetypes is presented in alphabetical order, with their associated Non-Player Character following each

HELL GUIDE

Hell Guides are a conclave of rangers dedicated to providing safe passage across Avernus and other layers of the Nine Hells. Aside from this principle, no two Hell Guides are alike. Motivations can range from the desire to personally conquer a dangerous frontier, to altruistically guiding the lost or endangered out of harm's way, to selfishly exploiting their talents to extract coin or other bargains from the desperate or foolish.

HELL GUIDE FEATURES

Ranger Level	Feature
3rd	Infernus Codex, Attuned Weapons
7th	Planar Alignment
11th	Vicious Wounds
15th	Whatever it Takes

INFERNUS CODEX

Starting at 3rd level your extensive knowledge of the nine hells allows you to add Devils as a Favoured Enemy and the Nine Hells as an environment to your Natural Explorer abilities. These are free additions and do not otherwise affect the standard progressions of these abilities.

ATTUNED WEAPONS

Starting at 3rd level, you can attune your weapons to the natural emanations of the Nine Hells. While in the Nine Hells your weapon attacks are treated as magical.

PLANAR ALIGNMENT

Starting at 7th level you have become acclimatized to the Nine Hells to the extent that you are almost as comfortable as a native. You are immune to any effects from the environment of the plane that induce exhaustion, and have advantage on saving throws versus other effects (such as Styx water contact or alignment shift). You are treated as aligned to Lawful Evil and as a Nine Hells native for the purposes of spells and abilities (for example, you are not permanently banished by a banishment spell) regardless of your actual alignment or

plane of origin.

VICIOUS WOUNDS

Starting at 11th level, you have mastered infernal fighting techniques that inflict maximum injury when you strike a foe. On any successful attack with a weapon you deal an additional 1d6 damage of the same type as the weapon used.

WHATEVER IT TAKES

At 15th level your will to survive and personal experience have hardened you to battle against some of the most vicious creatures in existence. You will throw dirt, spit, curse, plead and use any and all tactics at opportune moments to distract a foe. As a reaction you may employ these tactics against a creature attacking you, gaining a +3 bonus to AC against all attacks made by them against you on their turn.



AARIS THE TRAVELLER

Aaris is a young appearing human woman with dark hair and a tanned complexion. Her face rests in a perpetual frown as if trying to figure out a complex problem, and she scans the horizon constantly.

She is garbed in dull clothing matching the drab environment, and carries serviceable if unremarkable weapons.

Despite the oppressive heat, haze and smoke Aaris appears completely unaffected.

BACKGROUND

Aaris is the daughter of a ruthless and ambitious merchant - Aaric the Red - who plies his trade across Avernus and other lower planes. It was his intent Aaris learn the family trade, and when she reached maturity (after years of training for the rigors of Hell) he brought her to the plane on a trade caravan.

She was instantly struck by the power and scope of Hell, and silently vowed to traverse its entirety. After several mercantile sojourns, using them as an opportunity to gather information and resources, she struck out on her own - to the chagrin of her father.

She now makes her way across Avernus, guiding others for a fee as she catalogues the terrible wonders of the place.

PERSONALITY

Aaris is intelligent, analytical, cautious and prepared. She believes strongly in self reliance, and while she doesn't lack compassion she fundamentally believes the strong make their own way in the multiverse.

She speaks rarely and concisely, measuring her words and gauging the reactions of her interactions, looking for an edge or deal to be struck.

AARIS AS AN ALLY

Aaris can be encountered exploring literally any interesting location in Avernus, so the characters may simply run across her in the course of their adventuring.

She can be hired by the characters as a guide or source

of information, and her name and reputation are known by many, who will give her a recommendation as a trustworthy guide

She may hire the characters as mercenaries to assist in guiding large groups across Avernus, as strength in arms often counts as much as local knowledge.

AARIS AS A FOE

While it is unlikely she and the characters will have any direct cross-purposes, Aaris has a callous and vengeful streak if her ire is raised.

Characters insulting her or doing her personal wrong may find themselves lead (either directly as a guide, or subtly by seeding a trail) to some of the more dangerous locations in Avernus and left to their own means to survive.

She knows the terrain and the tricks of getting around, and can outdistance even the most adept travellers, leaving traps and ambushes in their path.

PLOTS AND SECRETS

Aaric the Red is a politically powerful individual, having brokered deals with influential devils, some of which have retained or improved their status as a result. He is not pleased with his wayward daughters 'adventures' and has a few favours to call in. Characters in Aaris' company may find themselves targets of fiendish attention, and attacked or embroiled in deep plots. Aaric wants his daughter returned to him - willingly or unwillingly - and is uncaring who is harmed or killed in the process.

Characters becoming friends or associates of Aaris run the more insidious risk of her ambition. Aaris seeks out new locations and conquering the challenges the environment provides. Aaris is not above using their trust or sense of obligation as her friends to encourage them to join her, as she sees it all as a grand adventure. She may very well lead them to their doom if the characters are unprepared.

AARIS

Medium Humanoid (human), lawful neutral

Armor Class 15 (studded leather)
Hit Points 82 (11d10+22)
Speed 30 ft. (unaffected by difficult terrain)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	17 (+3)	15 (+2)	14 (+2)

Saving Throws Strength +4, Dexterity +7
Skills Deception +6, Insight +6, Perception +6, Persuasion +6, Survival +6
Condition Immunities exhaustion
Senses passive Perception 16
Languages Common, Infernal, Abyssal
Challenge 4 (1,100 XP)

Favored Enemy. Aaris has advantage in Wisdom (Survival) and Intelligence checks involving devils, fiends and humanoids (humans and elves).

Natural Explorer. Aaris has double proficiency bonus to Intelligence and Wisdom checks in desert, mountains and the Nine Hells, as well as further benefits (see Natural Explorer in the PHB)

Magic Weapons. Aaris' weapon attacks are magical.

Spellcasting. Aaris is an 11th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to spell attacks). Aaris has the following ranger spells:

1st level (4 slots): *cure wounds*, *hunter's mark*, *longstrider*
2nd level (3 slots): *pass without trace*, *silence*
3rd level (3 slot): *lightning arrow*, *protection from energy*

Actions

Multiattack. Aaris makes two attacks.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/300 ft., one target. Hit: 12 (1d8 +1d6 +5) piercing damage.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d6 +1d6 +3) piercing damage.

AARIS

Medium Humanoid (human), lawful neutral

Armor Class 19 (studded leather+2)
Hit Points 170 (20d10+60)
Speed 30 ft. (unaffected by difficult terrain)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	17 (+3)	16 (+3)	14 (+2)

Saving Throws Strength +6, Dexterity +11
Skills Deception +8, Insight +9, Perception +9, Persuasion +8, Survival +9
Condition Immunities exhaustion
Senses Feral Senses (invisibility doesn't impose disadvantage) passive Perception 19
Languages Common, Infernal, Abyssal
Challenge 9 (5,000 XP)

Favored Enemy. Aaris has advantage in Wisdom (Survival) and Intelligence checks involving devils, fiends, and humanoids (aasimar, humans, elves, tieflings).

Natural Explorer. Aaris has double proficiency bonus to Intelligence and Wisdom checks in desert, mountains, swamps and the Nine Hells, as well as further benefits (see Natural Explorer in the PHB)

Magic Weapons. Aaris' weapon attacks are magical.

Spellcasting. Aaris is an 11th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to spell attacks). Aaris has the following ranger spells:

1st level (4 slots): *cure wounds*, *hunter's mark*, *longstrider*
2nd level (3 slots): *pass without trace*, *silence*
3rd level (3 slot): *lightning arrow*, *protection from energy*
4th level (3 slots): *freedom of movement*, *stoneskin*
5th level (2 slots): *conjure volley*, *swift quiver*

Actions

Multiattack. Aaris makes two attacks.

Longbow +2. Ranged Weapon Attack: +13 to hit, range 150/300 ft., one target. Hit: 14 (1d8 +1d6 +7) piercing damage.

Shortsword +2. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 11 (1d6 +1d6 +5) piercing damage.

Reactions

Whatever it Takes. +3 to AC against one creature's attacks

HELLFIRE SORCERER

Hellfire sorcerers are gifted with sorcery born of an infernal origin, and a rare one at that. Attuned to the secrets of Hellfire, a flame that burns both flesh and spirit, they are among the rarest and most feared arcanists in the multiverse.

HELLFIRE SORCERER FEATURES

Sorcerer Level Feature

1st	Soul of Fire, Flames of Hell
6th	Clinging Flames
14th	Hellwalk
18th	Core of Hellfire

SOUL OF FIRE

At 1st level you are immune to the damage of any of your own spells that are affected by the Flames of Hell metamagic ability.

FLAMES OF HELL

At 1st level you gain access to a metamagic ability that allows you to alter the elemental composition of your spells. By expending Sorcery Points equal to the spell's level, you may change the damage type of any spell that deals fire, cold, lightning, acid or poison into hellfire, which deals half fire, half necrotic damage (round fractions down). This metamagic ability may be used in conjunction with another metamagic ability, assuming you have adequate sorcery points available.

CLINGING FLAMES

At 6th level, whenever you deal damage to a target with a spell of first level or higher that deals fire and/or necrotic damage, the creature is affected by clinging flames and continues to burn, taking an additional amount of that damage type equal to $\frac{1}{2}$ your level at the start of its next turn.

HELLWALK

At 14th level you can teleport to a location you can see within 100 feet. At both your origin and destination points there is a burst of hellfire that deals fire and necrotic damage equal to your level (half of each type) to all adjacent creatures. You regain the use of this ability after a short rest.

CORE OF HELLFIRE

At 18th level you become immune to fire and necrotic

damage. Additionally your Clinging Flames ability now lasts for 2 turns rather than one.

EDARAL THE LIVING HELLFIRE

Edaral appears as a masculine figure with long black hair (graying at the temples) with a neutral, almost distracted, expression. Their robe and accessories are immaculately kept, oddly so for Avernus, suggesting a fastidiousness and attention to detail that most would have long abandoned. Their hands unconsciously adjust and smooth their clothing habitually.

Edaral's voice, when they rarely speak, is monotone and measured, though becomes excited when the subject of hellfire is mentioned.



BACKGROUND

Edaral is unaware of their own background or history, having become aware of their existence while plying the River Styx as an oarsman on a trade barge. When their expedition became embroiled in the midst of a battle between skirmishing demons and devils, the barge was raked with hellfire, capsizing and pitching the occupants into the stygian waters.

Edaral emerged scorched but alive, and with a new sense of self. From that moment on Edaral discovered they could wield sorcery, and hellfire specifically.

Edaral now spends their time wandering Avernus and the other layers of Hell searching for any information that adds to their knowledge of hellfire

PERSONALITY

While displaying primarily male characteristics, Edaral considers themselves genderless, a manifestation of the living hellfire of the plane.

Since their awakening, Edaral has become convinced they were both figuratively and literally born of hellfire, and that somewhere at the heart of hell there is a living, intelligent source of flame from whence they came.

Edaral cares little for anything beyond discovering the hidden nature of Hellfire, desiring to become one with the source of it. They will attend to their basic survival needs, including food, shelter and security, but only as a means of sustaining themselves to further their goal.

Edaral cannot stand to be dirty or dishevelled, however, a difficult compulsion in the filth of Avernus. Edaral constantly uses *prestidigitation* to clean their outfit, and adjusts their possessions regularly without conscious thought.

EDARAL AS AN ALLY

Edaral is scouring the Nine Hells for information, leads, references or artefacts that add to their body of knowledge on the instances and nature of hellfire. Creatures able to wield hellfire are of particular interest to them.

Characters that have useful information are seeking the same may find an ally in Edaral. They are satisfied to form alliances with characters for the mutual fulfilment of goals as long as it advances their goals. Edaral may seek out the characters if they are known to have such

information, or know where to find it.

Edaral is also driven to destroy demonic incursions simply because they represent a threat to hell and the living hellfire, and demons in hell are an impediment to their plans. Any characters in conflict with demons may find themselves with an unexpected ally at an opportune time.

Other hellfire sorcerers are of interest to Edaral, but unless they can further Edaral's knowledge are considered mere curiosities or anomalies rather than sources

EDARAL AS A FOE

Edaral is driven by a singular desire to learn more about hellfire and their origins, and devils know the secrets they seek. Edaral does not necessarily require the preservation of all devils, but any which have, or profess to have, knowledge of hellfire or the ability to wield it are sacrosanct to them, and they brook no violence to such creatures unless Edaral themselves are imperilled. Edaral is not so naïve to believe devils are trustworthy, but understands enough about the infernal rules to know they must honour bargains made.

Characters that slay, or profess to have slain a devil with the secrets of hellfire gain the instant enmity of Edaral, and may have a powerful hellfire wielder to contend with. Anyone destroying a source of knowledge in Edaral's presence earns instant reprisal in hellfire.

PLOTS AND SECRETS

Edaral was not actually born of hellfire, nor is there a literal living source of hellfire. Edaral is a human with an infernal ancestor in Mephistopheles, the arch devil credited with creating or discovering hellfire (depending on which legends are believed). Mephistopheles tracked down and captured Edaral, along with hundreds of other mortals capable of wielding hellfire in various ways, and experimented upon them. When Edaral failed certain tests, Mephistopheles cast them into the River Styx as waste, and gave the sorcerer no more consideration. Edaral has since developed considerable talent and should Mephistopheles become aware of them, would stop at nothing to reclaim their experiment.

For their part, if Edaral learns about Mephistopheles as the creator of hellfire, they will seek him out directly, with disastrous consequences.

EDARAL

Medium Humanoid (human), true neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 71(11d8+22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14(+2)	14 (+2)	10 (+0)	18 (+4)

Saving Throws Constitution +6, Charisma +8
Skills Arcana +6, Athletics +4, Intimidation +8, Perception +4
Senses passive Perception 14
Languages Common, Infernal
Challenge 7(2,900 XP)

Metamagic. Edaral has 11 sorcery points, and access to Distant Spell (1 point), Extend Spell (1 point), Flames of Hell (1 point per spell level) and Quickened Spell (2 points).

Clinging Flames. A creature damaged by Edaral's fire/necrotic spells takes 5 points of additional damage of the same type at the start of its next turn.

Spellcasting. Edaral is an 11th level spellcaster. Their spellcasting ability is Charisma (spell save DC 16, +8 to spell attacks). Edaral has the following sorcerer spells:

Cantrips: *chill touch*, *control flames**, *create bonfire**, *fire bolt*, *mending*, *prestidigitation*.
1st level (4 slots): *absorb elements**, *burning hands*, *mage armor*
2nd level (3 slots): *scorching ray*, *mirror image*
3rd level (3 slots): *fireball*, *lightning bolt*
4th level (3 slots): *dimension door*, *wall of fire*
5th level (2 slots): *cone of cold*, *immolation**
6th level (1 slot): *investiture of flame**
* from *Xanathar's Guide to Everything*

Actions

Dagger. Ranged or Melee Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 +2) piercing damage.

EDARAL

Medium Humanoid (human), true neutral

Armor Class 13 (16 with *mage armor*, 21 with *shield*)
Hit Points 130(20d8+40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14(+2)	17 (+3)	10 (+0)	20(+5)

Saving Throws Constitution +8, Charisma +11
Skills Arcana +9, Athletics +6, Intimidation +11, Perception +6
Damage Immunity fire and necrotic
Senses passive Perception 16
Languages Common, Infernal
Challenge 13(10,000 XP)

Metamagic. Edaral has 15 sorcery points, and access to Distant Spell (1 point), Extend Spell (1 point), Flames of Hell (1 point per spell level), Heightened Spell (3 points) and Quickened Spell (2 points).

Clinging Flames. A creature damaged by Edaral's fire/necrotic spells takes 5 points of additional damage of the same type at the start of its next two turns.

Hellwalk. 1/day Edaral may teleport up to 100 feet, dealing 10 points of fire damage and 10 points of necrotic damage to all adjacent creatures at the origin and destination points.

Spellcasting. Edaral is an 20th level spellcaster. Their spellcasting ability is Charisma (spell save DC 19, +11 to spell attacks). Edaral has the following sorcerer spells:

Cantrips: *chill touch*, *control flames**, *create bonfire**, *fire bolt*, *mending*, *prestidigitation*.
1st level (4 slots): *absorb elements**, *burning hands*, *mage armor*, *shield*
2nd level (3 slots): *scorching ray*, *mirror image*
3rd level (3 slots): *fireball*, *fly*, *lightning bolt*
4th level (3 slots): *dimension door*, *wall of fire*
5th level (2 slots): *cone of cold*, *immolation**
6th level (1 slot): *investiture of flame**, *chain lightning*
7th level (1 slot): *fire storm*, *teleport*
8th level (1 slot): *dominate monster*, *incendiary cloud*
9th level (1 slot): *meteor swarm*, *time stop*
* from *Xanathar's Guide to Everything*

Actions

Dagger. Ranged or Melee Weapon Attack: +9 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 +3) piercing damage.

FIEND SLAYER

For some the drive to destroy fiends goes beyond duty or oath – it is a primal urge to confront and destroy the manifestation of the greatest evil in the multiverse. Fiend slayer barbarians draw deep from the hidden strength of the mortal spirit to stand against the immortal epitome of malice and entropy.

PRIMAL PATH OF THE FIEND SLAYER FEATURES

Level	Feature
3rd	Fiendish Intuition, Fiend Slayer Rage
6th	Unparalleled Fortitude
10th	Immortal Fear
14th	Death is Not An Option

FIENDISH INTUITION

Starting at 3rd level, you have an uncanny ability to sense fiendish trickery and guile. You gain advantage on Wisdom (Perception) and Wisdom (Insight) checks when dealing with fiends.

FIEND SLAYER RAGE

Starting at 3rd level, when you are raging your weapons are considered magical, and if you successfully strike a fiend you deal an additional 1d6 points of radiant damage.

UNPARALLELED FORTITUDE

At 6th level, you have advantage to Constitution checks and saving throws. In addition, while you are raging you have resistance to fire and poison damage.

IMMORTAL FEAR

At 10th level when you score a critical hit against a fiend you fill it with fear and doubt. For 1 minute the creature is gains the frightened condition as long as it can see you. At the end of each of its turns it may make a Wisdom saving throw against a DC of 8+ your proficiency modifier + your charisma modifier, ending the effect on a success.

DEATH IS NOT AN OPTION

At 14th level, when you drop to 0 hit points you are not incapacitated, and may continue to take actions, making death saving throws on your turn as normal until you stabilise (in which case you fall unconscious), die or regain at least 1 hit point. You do not suffer death saving throw failures as a result of taking damage during this time. You regain the use of this ability after a long rest.

CASWIN FURYBORN

Garbed in dark, identity concealing clothing, Caswin's exposed red skin, tail and horns mark her as a tiefling. She strides with predatory grace and her piercing black eyes bore into anything they linger on. Her voice is a piercing whisper, raspy and intimidating, that can cut through louder chatter like a razor. She carries a pair of wicked daggers that are never far from her hands.

BACKGROUND

Caswin has the rare distinction of being born in Avernus, the child of a slaver and a merchant in the slums of Darkspine, a wretched hive city built around a portal to the Outlands, and the other planes beyond.



Mortals, regardless of how useful or connected, are treated poorly by even the least of the devils. She and her family were constantly subjected to harassment, bullying and even occasional beatings. These were an ever present danger living in hell. Other mortals – such as slaves, captives and pit fighters suffered much worse, much more often. Her parents only had one rule - No matter how bad things got do not anger the devils.

Rage filled her from that early age, a burning sense of powerlessness that grew through her childhood into a raging inferno of righteous fury, but she kept it under control, as she was taught.

That changed the night she found herself alone in an alley with a drunken spined devil, the creature returned from a blood war skirmish, intoxicated on a compound liberated from the demons. With a sliver of concealed silver, sharpened to a shiv, she unleashed her pent up frustrations on the creature. When it was finally discovered, it was unrecognizable.

Knowing that her parents were prominent citizens, and knowing too she could not stop now her fury was unleashed, she began wearing concealing clothing as she set about her campaign of extermination, one devil at a time. Aside from concealing her identity and the potential recognition, it also conceals wounds and old injuries, or anything else a foe might try to exploit. Her rasping voice is a gift from a recent kill – a barbed devil that crushed her larynx as she slew it..

PERSONALITY

Caswin is a fanatic, with no less a goal than to cleanse the lower planes of all fiends, starting with the devils of Avernus. While this compulsion is primal, it does not – most of the time – override her self-preservation instincts. She understand openly slaying devils is tantamount to suicide, instead meticulously plotting her kills with the patience of an apex predator – releasing her rage only when it is in her favour.

Despite it dominating her thoughts and actions, Caswin's righteous crusade it not all there is to her. She has a keen mind, well honed instincts and a surprising streak of compassion for mortals in hell. She is tough and self sufficient, but shows fierce loyalty to allies who share her goals. She has no interest in close relationships or romantic attachments – such things are fleeting and

potentially exploitable weaknesses.

CASWIN AS AN ALLY

Her drive to slay fiends pushes her to seek out like minded allies in her personal war. Any characters that are willing to slay devils are likely to find an ally in Caswin. They may discover her mid-hunt, or she may come to their rescue if beset by devils.

Characters on an adventure that will cause significant harm to the infernal infrastructure or hierarchy in Avernus, or to slay a prominent devil, will draw her attention, and may gain her particular brand of assistance regardless of their wishes.

CASWIN AS A FOE

Caswin does not compromise, and is implacable in that belief. Hell's power lies in temptation, in accepting the 'lesser evils' to meet lofty goals, and the slippery moral slide into true evil. Caswin has seen this play out her entire life. There is no compromise – you win or you die. Characters that have accepted lesser evils as a reasonable price to pay are immediately suspect as corruptible. Characters that are actively working in a devil's interests are treated as foes. Caswin is not above depriving devils of their misguided mortal tools, though she does so with reluctance. Anyone harming another mortal to further a devil's interests has given up their mortality in her eyes, and are dealt with swiftly and remorselessly.

PLOTS AND SECRETS

Despite her best efforts to hide her connection with her family, she is coming perilously close to being revealed. Bel, the pit fiend advisor to Zariel, has spies and secret police everywhere, and two of his best investigators – an identical pair of bone devils named Velrextl'ar and Nelrixt'var – are closing in on her location and connections.

To make matters worse, her parents have made the connection between their daughter's absences and the killings, and in true Avernus fashion are contemplating selling her out to the authorities to avoid prosecution and to bargain for more favorable conditions of trade.

CASWIN FURYBORN

Medium Humanoid (tiefling), chaotic neutral

Armor Class 14 (unarmored defense)

Hit Points 93(11d12+22)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14(+2)	15 (+2)	12 (+1)	14 (+2)

Saving Throws Strength +7, Constitution +6 (adv when raging)

Skills History +6, Intimidation +6, Perception +5, Survival +5

Resistances fire; bludgeoning, piercing, poison and slashing (when raging)

Senses darkvision 60ft., passive Perception 15

Languages Common, Infernal

Challenge 4(1,100 XP)

Fiendslayer Rage (4/day). For 1 minute Caswin's weapons are magical, she deals +3 damage on strikes and +1d6 radiant damage to fiends, has advantage on Strength and Constitution saving throws/checks and has resistance (as above).

Danger Sense. Caswin has advantage on Dexterity saving throws.

Immortal Fear. When she critically strikes a fiend it must make a DC 14 Wisdom saving throw or be *frightened* for 1 minute. It may make a new save at the end of its turn.

Reckless Attack Caswin can choose to take advantage on melee attacks but incurs advantage on attacks against her.

Relentless Rage (3/day). When Caswin drops to 0 hit points she instead drops to 1 hit point.

Infernal Legacy. Caswin's spellcasting ability is Charisma (spell save DC 14). Caswin can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

1/day each: *darkness*, *hellish rebuke*

Actions

Multiattack. Caswin makes three attacks.

Dagger. *Ranged or Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 +3) piercing damage, or 10 (1d4+6) piercing when raging, plus 3 (1d6) radiant against fiends. On a critical hit she deals an extra 1d4.

CASWIN FURYBORN

Medium Humanoid (tiefling), chaotic neutral

Armor Class 19 (unarmored defense)

Hit Points 270(20d12+140)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24(+7)	14 (+2)	24(+7)	15 (+2)	12 (+1)	14 (+2)

Saving Throws Str +13, Con +13 (adv when raging)

Skills History +8, Intimidation +8, Perception +7, Survival +7

Resistances fire; bludgeoning, piercing, poison and slashing (when raging)

Senses darkvision 60ft., passive Perception 17

Languages Common, Infernal

Challenge 9 (5,000 XP)

Fiendslayer Rage (unlimited). For 1 minute Caswin's weapons are magical, she deals +4 damage on strikes and +1d6 radiant damage to fiends, has advantage on Strength and Constitution saving throws/checks and has resistance (as above).

Danger Sense. Caswin has advantage on Dexterity saving throws.

Immortal Fear. When she critically strikes a fiend it must make a DC 16 Wisdom saving throw or be *frightened* for 1 minute. It may make a new save at the end of its turn.

Reckless Attack Caswin can choose to take advantage on melee attacks but incurs advantage on attacks against her.

Death Is Not An Option (3/day). When Caswin drops to 0 hit points she instead drops to 1 hit point. When Caswin expends all uses of this ability she can act on 0 hit points until she succeeds or fails her death saving throws.

Infernal Legacy. Caswin's spellcasting ability is Charisma (spell save DC 16). Caswin can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

1/day each: *darkness*, *hellish rebuke*

Actions

Multiattack. Caswin makes three attacks.

Dagger+3. *Ranged or Melee Weapon Attack:* +16 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 12(1d4 +10) piercing damage, or 16(1d4+14) piercing when raging, plus 3 (1d6) radiant against fiends. On a critical hit she deals an extra 3d4.

RELIC HUNTER

Avernus is the layer of temptation and lost opportunity. The battlefields of the plane are littered with trinkets of interest, objects of value and artifacts of great power. Relic Hunters scour the wasteland ruins in search of the hidden treasures of the blood war.

RELIC HUNTER FEATURES

Rogue Level	Feature
3rd	Trash and Treasure, Knack
9th	Quick Appraisal
13th	Use Magic Device
17th	Hidden Resources

TRASH AND TREASURE

Starting at 3rd level, you have a talent for sifting worthwhile objects from junk. You can automatically gauge the relative value of any object in gold pieces, and add a bonus to your Perception and Investigation skill checks equal to half your level (round down), but only with regards to finding, identifying and separating out hidden or concealed objects of value from other objects (such as battle debris or junk piles). This does not allow you to find deliberately hidden objects in crafted concealment (such as secret compartments or passages).

KNACK

Starting at 3rd level, you can detect magical auras by touch. This acts as the *detect magic* spell, except it has no range and you must be touching an object to use this ability on it.

QUICK APPRAISAL

At 6th level you may attune to a magical item by tinkering with it for 1 minute rather than the usual hour required. This ability does not confer knowledge of the item before attunement, and does not protect you from any adverse effects – such as curses – of attunement.

USE MAGIC DEVICE

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

HIDDEN RESOURCES

You are able to attune to one additional magical item beyond your normal limit of 3.

THRONDEK THE ARTIFICER

Throndek is a burly dwarf with fiery red hair, garbed in a smith's apron and mismatched armor. His belt is festooned with tools and a seemingly random assortment of junk. In place of his right hand is a bronze prosthesis, complete with working digits, which crackles with arcane energy.

His booming voice is matched only by a genuine hearty laugh as he calls to and makes jokes with those nearby.

BACKGROUND

Throndek was a promising smith from Gauntlgrym who lost his arm in a smelting accident. Instead of falling to despair, he crafted himself a basic prosthetic hammer arm and set about continuing his vocation. While his work was serviceable, even masterful, it eventually became apparent he would never reach the heights of mastery he aspired to, and sought a new outlet for his ambitions.



Throndek turned to engineering, and excelled at mechanical devices, particularly those of clockwork that could sustain themselves for lengths of time using momentum or gravity. Still, no matter how his inventions advanced, he found himself disappointed that they lacked a certain ... life. It was deep into his lamentations (and a barrel of ale) late one night when he drew the attention of an unlikely benefactor – an imp named Zizzixits. The devil whispered that Avernus was a trove of mechanical wonders – vehicles and machines that run under their own power. An engineer of his prowess could achieve great things on the eternal battlefields. Sceptical, but intrigued, Throndek took his first steps into Avernus, and has never looked back since.

He discovered the infernal war machines, and took on as a mechanic within Mad Maggie's crew. During one fortuitous delver of a ruin, he discovered an arcane power source and was able to craft a fully functional prosthesis for his arm. Aside from regaining, and even improving his lost strength and dexterity, the new tool came with some nasty weaponry.

Having recently broken with Mad Maggie, Throndek now makes his way across the plane of Avernus on a custom devil's ride, Zizzixits on his shoulder, seeking upgrades and improvements, and looking for unique and powerful relics to exploit on his latest project – whatever that may be.

PERSONALITY

Throndek is a larger than life character, outgoing and gregarious, friendly and willing to share a story and drink with just about anyone. His already strong desire for craft has been enhanced on Avernus, where opportunities and boundless arcane wonders outstrip the limitations he had on back in Faerun.

While Throndek is outwardly sociable, he is personally guarded, forging very few alliances and even fewer friendships. He is generally distrustful of the motivations of others, even before arriving in Avernus, which has done nothing to dispel this trait. He especially doesn't trust Zizzixits, but the imp is useful and hasn't betrayed him yet.

Throndek is driven to creation, but in truth is unsure exactly what will sate this ambition. With his horizons broadened, he seeks to uncover the lost secrets and

artefacts of Avernus, hoping eventually a discovery or creation will quench his unfulfilled drive.

THRONDEK AS AN ALLY

Throndek can be found anywhere on Avernus, searching through battlefield debris or ruins for trinkets of interest or parts for his infernal vehicle. Characters also adventuring nearby need not be rivals, and Throndek is open to temporary alliances to mutual benefit.

Similarly, Throndek eagerly trades his skills as a mechanic for a little extra muscle. Characters needing their own infernal warmachine maintained may commission his services, either in coin or in rare or obscure artefacts.

THRONDEK AS A FOE

The same traits that make Throndek a useful ally can also make him a potential foe. If the characters possess an object Throndek covets he may use his knowledge or connections to force a situation where he may acquire it. Base betrayal is not his style. Instead he might withhold his mechanical services, or fail to mention a failing component in order to elevate his bargaining position. He may resort to outright thievery, but only if all else fails.

PLOTS AND SECRETS

Throndek has his share of adversaries – slighted relic hunters, aggrieved former owners of certain property and even those jealous of his talent and successes. However, his biggest threat is his former employer – Mad Maggie. Throndek followed the crew rules, and made his trades and acquisitions fairly, but he did not clear them with Maggie herself. The Hag was also unhappy to see a talented mechanic leave the crew. In fact, he did not seek permission for departure, knowing it would not be received well. When he slipped away she took it as a personal insult – one that will soon be repaid in kind. Maggie has her crew on the lookout for Throndek, and he – along with any allies – may receive a visit from some thugs and bashers sent to impart a lesson or two.

THRONDEK THE ARTIFICER

Medium Humanoid (dwarf), lawful evil

Armor Class 14 (leather armor)

Hit Points 82 (11d8+33)

Speed 25 ft.

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

Saving Throws Dexterity +7 (evasion), Intelligence +6

Skills Athletics +7, Investigation +10, Intimidation +6, Perception +4, Sleight of Hand +7 (treat 9 or lower as 10)

Tool Proficiencies smith's tools, thieves' tools, vehicles (land)

Resistances poison

Senses darkvision 60ft., passive Perception 14

Languages Common, Dwarven, Infernal, Thieves Cant

Challenge 4(1,100 XP)

Cunning Action. Throndek can take a dash, Disengage or Hide as a bonus action each round.

Knack. detect magic by touch.

Trash and Treasure. Throndek adds +5 to Investigation and Perception checks to discover hidden treasures.

Sneak Attack (1/Turn). Throndek adds 6d6 damage to a single attack if he has advantage or an ally within 5 feet of the target. Throndek may apply this ability to a Fist Strike.

Actions

Fist Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 +3) bludgeoning damage, plus 3 (1d6) lightning damage.

Lightning Arc. Ranged Weapon Attack: +7 to hit, range 20/60 ft., one target. Hit: 10 (3d6) lightning damage. Throndek has advantage to hit creatures composed of metal or in metal armor.

Reactions

Uncanny Dodge. Throndek can use his reaction to halve the damage from any attack.

THRONDEK THE ARTIFICER

Medium Humanoid (dwarf), lawful evil

Armor Class 20 (leather armor +3)

Hit Points 150 (20d8+60)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+2)	16 (+3)	11 (+0)	14 (+2)

Saving Throws Dexterity +11 (evasion), Intelligence +9, Wisdom +6

Skills Athletics +9, Investigation +15, Intimidation +8, Perception +6, Sleight of Hand +11 (treat 9 or lower as 10)

Tool Proficiencies smith's tools, thieves' tools, vehicles (land)

Resistances poison

Senses blindsense 10ft., darkvision 60ft., passive Perception 14

Languages Common, Dwarven, Infernal, Thieves Cant

Challenge 7(2,900 XP)

Cunning Action. Throndek can take a dash, Disengage or Hide as a bonus action each round.

Knack. detect magic by touch.

Trash and Treasure. Throndek adds +10 to Investigation and Perception checks to discover hidden treasures.

Sneak Attack (1/Turn). Throndek adds 10d6 damage to a single attack if he has advantage or an ally within 5 feet of the target. Throndek may apply this ability to a Fist Strike.

Use Magic Device. Throndek ignores all class, race, and level requirements on the use of magic items.

Actions

Fist Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 8 (1d6 +5) bludgeoning damage, plus 3 (1d6) lightning damage.

Lightning Arc. Ranged Weapon Attack: +11 to hit, range 20/60 ft., one target. Hit: 10 (3d6) lightning damage. Throndek has advantage to hit creatures composed of metal or in metal armor.

Reactions

Uncanny Dodge. Throndek can use his reaction to halve the damage from any attack.

SHACKLEBREAKER

The Oath of the Shacklebreaker is a paladin order devoted to freeing the enslaved of their bonds – physical or magical. Shacklebreakers are particularly active where slavery or imprisonment are common, opposing the tyranny and injustice of the powerful on the weak.

In Avernus Shacklebreakers often lead raids on fiend patrols, and some go so far as to try to rescue damned souls from their own chosen consequences. Particularly hated by the fiends, a Shacklebreaker's career on Avernus is often short and glorious.

OATH OF THE SHACKLEBREAKER FEATURES

Paladin Level Feature

3rd	Oath Spells, Channel Divinity
7th	Aura of Will (10 ft.)
15th	Cry Freedom
18th	Aura of Will (30 ft.)
20th	Unbound

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Shacklebreaker Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE SHACKLEBREAKER SPELLS

Paladin Level	Spells
3rd	<i>sanctuary, shield of faith</i>
5th	<i>knock, lesser restoration</i>
9th	<i>dispel magic, non detection</i>
13th	<i>freedom of movement, locate creature</i>
17th	<i>greater restoration, hallow</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

SHACKLEBREAKER. As an action, you can use your Channel Divinity to generate an instantaneous wave of energy centred on you to a range of 30 feet, ending any effects that impose the grappled or restrained condition. Bonds break, cages open, shackles are released, magical spells or effects that impose the condition are dispelled, and even creatures physically grappling are forced apart.

SURGE OF WILL. As an action you can use your Channel

Divinity to redouble the will of friendly creatures. All creatures of your choice within 30 feet are granted advantage on and Wisdom or Charisma saving throws until the start of your next turn, and any creatures under the effects of the charmed condition are immediately allowed a new saving throw to end the effect.

AURA OF WILL

Starting at 7th level, you constantly emanate an aura of will while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

All creatures within the area, including yourself, are immune to the charmed condition. This does not break existing conditions if a charmed creature enters the area.

At 18th level, the range of this aura increases to 30 feet.

CRY FREEDOM

Starting at 15th level, when you use your Channel Divinity you and all allies within 30 feet gain the effects of a *bleed* spell for a number of turns equal to your charisma modifier. This effect requires no components and does not require concentration to maintain.

UNBOUND

At 20th level, you may use a bonus action to generate an aura of freedom for 1 minute. The aura is centred on you and has a range of 30 feet. During that time all conditions within the area are suppressed and no new conditions can be imposed, and creatures are not affected by difficult terrain.

After using this ability, you cannot use it again until you complete a long rest.



VASIIR THE EMANCIPATOR

Vasiir is a powerfully built man of indeterminate age, with olive skin, dark eyes and a determined expression. He is garbed in shining platemail, draped with the regalia of the Hellriders of Elturel, still pristine despite the local conditions of Avernus. On close inspection there is a slight hunch to his stance, a hint of weariness that betrays an otherwise resolute appearance.

Vasiir rarely removes the armour, but when he does a mass of scarring and poorly healed wounds can be seen across his entire body. Several fingers and toes have been amputated, a testament to his treatment as a prisoner in hell.

BACKGROUND

Vasiir is the founder and commander of the Shacklebreakers, an order of paladins and other stalwarts dedicated to freeing the enslaved of Avernus.

Vasiir is far older than he looks, having been preserved through a combination of divine blessings from Torm (the God of Loyalty and Duty) and hellish experimentation designed to prolong his torture. Vasiir is one of the very few surviving members of the original Hellriders of Elturel, who accompanied the archangel Zariel on her doomed crusade. Captured along with his heavenly commander Vasiir has been a tormented prisoner for more years than he recalls. Sustained by his fanatical loyalty to Torm, he has endured indescribable torment and survived.

Somewhere amongst the endless hours of his excruciating existence Vasiir found himself suddenly free, a result of a demonic legion attacking the facility and destroying part of the infrastructure. Along with a number of other prisoners Vasiir escaped, but not before recovering his blessed armor – an item of potent magic.

Vasiir rallied a handful of escapees that were willing and trustworthy, and formed the Shacklebreakers, determined to free as many of the enslaved of Avernus as possible, until such time as they are slain.

PERSONALITY

Vasiir is resolute, strong, courageous and determined. He is also fragile and traumatised. Having lived far longer than a human should, and under horrific conditions, Vasiir is in constant emotional turmoil. He hides his pain and doubt under an iron will and a fanatical devotion to Torm and his emancipation crusade.

Vasiir holds to his honour tightly, and has high expectations of others. He reserves his trust until a creature's worthiness has been proven. He has seen Avernus corrupt too many good souls to place his trust lightly.

VASIIR AS AN ALLY

Vasiir and the Shacklebreakers are dedicated to freeing the enslaved. If the characters are ever captured, they may be rescued in a Shacklebreaker raid. Similarly, if their activities result in freeing slaves captives, they may find an ally in Vasiir.

If the characters come into conflict with Zariel, Vasiir will gladly assist them in thwarting and or slaying her, seeing her conversion to devilish form as the ultimate betrayal of their shared principles.

VASIIR AS A FOE

While Vasiir has good intentions, he is a fanatic and has little flexibility in his outlook. All enslaved are to be freed. If the characters have soul coins and Vasiir becomes aware of them, he demands they be turned over to the Shackbreakers so that the souls within can be released. Failure to do so cements the characters as slavers by his definition, and they will be dealt with accordingly.

Vasiir will not accept Zariel's redemption as an option. He is incapable of forgiving her betrayal, given the profound impact her failures had on his mind and body. Any characters working toward her redemption are instantly considered mortal foes to be slain without mercy.

PLOTS AND SECRETS

Vasiir is a paragon of will and self-discipline, and a favoured disciple of Torm. If otherwise uninfluenced, his natural resilience would eventually overcome his trauma, and he'd be stronger and wiser for it. However, he is actually currently the subject of an insidious curse placed on him years ago as part of his infernal torture. It is subtle enough he is unaware of it. The curse increases doubt and paranoia, and if left unchecked he will continue descent into inflexible fanaticism and extreme action, leading to his inevitable death. If discovered and lifted, Vasiir becomes more thoughtful and introspective, and acts accordingly.

Hellrider Blessed Plate

Armor (plate), very rare

While wearing this armor you gain a +2 bonus to AC. The armor is always pristine, dirt and damage instantly removed.

You may use an action to cast *bless* as per the spell. You regain the use of this ability at dawn each day.

VASIIR THE SHACKLEBREAKER

Medium humanoid (human), lawful good

Armor Class 20 (*Hellrider blessed plate*)

Hit Points 93 (11d10+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Str +8, Dex +4, Con +7, Int +5, Wis +10, Cha +10

Skills Athletics +8, Religion +6, Stealth +4, Survival +6

Senses detect celestials/fiends 60ft., passive Perception 12

Languages Common, Infernal

Challenge 8 (3,900 XP)

Channel Divinity (1/Short rest). Vasiir may select one of the following;

Shackbreaker. As an action end all grappled or restrained conditions within 30 feet.

Surge of Will. As an action all allies within 30 gain advantage on Wisdom and Charisma saving throws until his next turn, and allowed another save to break the charmed condition.

Divine Smite. On a successful longsword attack, Vasiir can expend spell slots to deal 1d8 radiant damage per level, with an additional 1d8 to fiends and undead.

Lay on Hands. Vasiir can heal 55 points of damage and cure diseases or poisons (5 points).

Paladin Auras. All allies within 10 feet gain +4 to saving throws and are immune to charmed & frightened conditions.

Spellcasting. Vasiir is an 11th level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to spell attacks).

Vasiir has the following paladin spells prepared:

1st level (4 slots): *bless, cure wounds, detect magic, sanctuary, searing smite, shield of faith, wrathful smite*

2nd level (3 slots): *aid, find steed, knock, lesser restoration, magic weapon, zone of truth*

3rd level (3 slots): *crusader's mantle, dispel magic, non-detection*

Actions

Multiattack. Vasiir makes two attacks with his longsword

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (1d8 +6) slashing damage, plus 4 (1d8) radiant damage.

VASIIR THE SHACKLEBREAKER

Medium humanoid (human), lawful good

Armor Class 25 (Hellrider blessed plate, shield +3)

Hit Points 190 (20d10+80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	12 (+1)	14 (+2)	20 (+5)

Saving Throws Str +10, Dex +5, Con +9, Int +7, Wis +13, Cha +16

Skills Athletics +11, Religion +8, Stealth +6, Survival +8

Senses detect celestials/fiends 60ft., passive Perception 12

Languages Common, Infernal

Challenge 13 (10,000 XP)

Channel Divinity (1/Short rest). Vasiir may select one of the following;

Shacklebreaker. As an action end all grappled or restrained conditions within 30 feet.

Surge of Will. As an action all allies within 30 gain advantage on Wisdom and Charisma saving throws until his next turn, and allowed another save to break the charmed condition.

Cry Freedom. When Vasiir uses his channel divinity all allies within 30 feet gain a *bless* effect for 5 turns.

Divine Smite. On a successful longsword attack, Vasiir can expend spell slots to deal 1d8 radiant damage per level, with an additional 1d8 to fiends and undead.

Lay on Hands. Vasiir can heal 100 points of damage and cure diseases or poisons (5 points).

Paladin Auras. All allies within 30 feet gain +5 to saving throws and are immune to charmed & frightened conditions.

Spellcasting. Vasiir is an 20th level spellcaster. His spellcasting ability is Charisma (spell save DC 19, +9 to spell attacks).

Vasiir has the following paladin spells prepared:

1st level (4 slots): *bless, cure wounds, detect magic, sanctuary, searing smite, shield of faith, wrathful smite*

2nd level (3 slots): *aid, find steed, knock, lesser restoration, magic weapon, zone of truth*

3rd level (3 slots): *crusader's mantle, dispel magic, non-detection, revivify*

4th level (3 slots): *aura of life, aura of purity, death ward, freedom of movement, locate creature*

3rd level (2 slots): *greater restoration, hallow, holy weapon*, raise dead*

* from Xanathar's Guide to Everything

Unbound (1/Day). As a bonus action Vasiir can generate an aura of freedom to a range of 30 feet for 1 minute. All conditions are suppressed within the aura.

Actions

Multiattack. Vasiir makes two attacks with his longsword

Longsword +3. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. Hit: 14 (1d8 +10) slashing damage, plus 4 (1d8) radiant damage.

SOUL GATHERER

Soul Gatherer clerics roam the Hells, gathering souls that are lost, bound or enslaved. Some do this out of altruism, seeking to assuage the tormented soul and liberate it, while others collect souls out of a lust for power or control, seeking to dominate their spirit captives. Untethered spirits are naturally attracted to the aura of a Soul Gatherer, gathering in their wake. Anyone viewing a Soul Gatherer that can also see into the ethereal can make out a swarm of the incorporeal creatures crowding the cleric like a school of ectoplasmic fish. Others are connected to the Soul Gatherer by the cleric's possession of their bound object, such as a soul coin or other receptacle, able to manifest due to the Cleric's unique abilities.

SOUL GATHERER DOMAIN FEATURES

Cleric Level	Feature
1st	Domain Spells, Bonus Proficiencies, Soul Sight
2nd	Channel Divinity: Draw Upon Host
6th	Channel Divinity: Bind Spirit
8th	Divine Strike (1d8)
14th	Divine Strike (2d8)
17th	Manifestation

SOUL GATHERER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect evil and good, protection from evil and good</i>
3rd	<i>enhance ability, spiritual weapon</i>
5th	<i>speak with dead, spirit guardians</i>
7th	<i>death ward, guardian of faith</i>
9th	<i>arcane eye, dispel good and evil</i>

BONUS PROFICIENCIES

At 1st level you gain proficiency in Wisdom (Religion) and Charisma (intimidation) checks.

SOUL SIGHT

At 1st level you can detect the presence of spirits and souls within 60 feet. This ability extends into the ethereal, and only detects spirits, souls and incorporeal undead. It imparts no more information than a creature's approximate location and if it is on your plane or the ethereal, but you can see such creatures even if their incorporeally would normally render them invisible.

CHANNEL DIVINITY: DRAW UPON HOST

At 2nd level you may use a bonus action to expend your Channel Divinity, drawing upon the host of gathered souls to augment you. For 1 minute you may generate one of the following effects, and you may end the ability at any time as a free action;

- **Spectral Arms** - you generate arms of force that act with your natural strength and dexterity but are invulnerable to harm. You gain a reach of 10 feet and may use any weapons, tools or skills normally available to you with these appendages.
- **Concealing Ectoplasm** - you are surrounded by swirling ectoplasmic ghosts. You gain a +2 to AC against all attacks that rely on sight to target you.
- **Uplifting Spirits** - your host gathers around you, gripping and lifting at your command. You gain a fly speed equal to your speed.
- **Intimidating Display** - Your host swirls aggressively, darting forth with spectral claws outstretched. You gain advantage to Charisma (Intimidation) checks.

CHANNEL DIVINITY: BIND SPIRIT

At 6th level, as an action you may expend your Channel Divinity to generate a wave of paralysing force through the ethereal plane, centred on you, to a range of 30 feet. Any incorporeal undead in the area must make a Charisma saving throw against your spell save DC or gain the paralysed condition for 1 minute, even if they are normally immune to it. Each affected creature may make a saving throw at the end of its turn, freeing itself on a success.

If you successfully paralyse a creature with this ability, you gain temporary hit points equal to your level.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

MANIFESTATION

At 17th level you are able to draw more fully on your spirit host. You gain an additional use of your Channel Divinity per short rest to a total of 3 uses), and you add the following options to select from when using it;

- **Spirit Eyes** - A potent spirit merges with your head, leaving you with glowing eyes. You gain *true seeing*

as per the spell

- **Spirit Shield** – You spirits infuse your body, channelling away certain harmful energies. You are immune to necrotic and psychic damage.
- **Soul Guard** – Your host infuses your soul and you are protected from death. If you are reduced to 0 hit points you immediately gain a number of hit points equal to your cleric level. The channel divinity automatically ends after the effect.

LILITH THE SOUL COLLECTOR

Lilith is a young tiefling woman with lilac skin and strange glowing turquoise eyes. Her prominent horns boldly frame her long dark hair.

She is garbed in a bright lavender gown and aquamarine jewelry, as if dressed for an evening event rather than the rigors of hell.

Similarly out of place is her beatific smile and expression of wonder.

BACKGROUND

Lilith is the only daughter of a wealthy lawyer from Waterdeep and a devotee of Oghma. She was raised with an appreciation of scholarship and demonstrated a powerful curiosity that was indulged by her doting parents. Attending a prestigious law school, Lilith was on track as a partner in her mother's firm until she encountered a strange lost spirit wandering the library stacks. The harmless poltergeist was mischievously reordering books, and the two quickly formed a fast friendship.

Lilith turned her scholarly pursuits toward the study of various forms of incorporeal undead and matters of the afterlife, and soon had managed to collect an odd assortment of wandering spirits that were attracted to her unique ability to see and converse with them. Many were simply relieved at the social interaction, denied to them since leaving the living world, while others sought to vicariously continue to experience life through her. The occasional badly behaved spirit joined the collective, but Lilith's discoveries allowed her a measure of control, willingly or unwillingly, over the creatures which ensured misbehavior was kept to a minimum.

Recently, she discovered the nature of soul coins in the Nine Hells as receptacles of spirits, and has opened up a line of research on the vessels. With her mother's connections, and blessings, she has travelled to Avernus to continue her studies.

PERSONALITY

Lilith is a bubbly, outgoing, pleasant individual who sees excitement in every new experience. Her personable nature, along with her apparent scattered behaviour (conversing with unseen creatures) makes her seem vulnerable and naive but this is far from the case.

She is intelligent, resourceful, wise to the rules of Hell, and has a collective of very protective spirits at her command. She also has a streak of iron in her that is well hidden until needed. Her mother spared no detail concerning the nature of both mortals and devils as only



a lawyer can, and she well understands the danger, temptations and potential manipulations she may be subject to while in Hell. When the need or mood arises, she can be cunning, callous and vengeful.

LILITH AS AN ALLY

Lilith's initial demeanor may attract more protective minded characters to her, which she is not above using to her advantage. She is willing to ally or even form friendships with characters who have similar interests or show her respect and trust.

Characters with soul coins or other spirit based items or abilities (such as Path of the Ancestral Guardian barbarians) might attract her interest as she expands her research and understanding of the spirits of Avernus.

LILITH AS A FOE

Lilith is no one's victim or patsy. Characters showing her disrespect, trying to take advantage of her apparent naivety or otherwise seeking to harm her may find out firsthand that she is far from defenceless.

Above all Lilith is ambitious, and will not be forestalled in her research. Characters with soul coins or spirit affiliations that are reluctant to co-operate with her may raise her ire. Characters that destroy soul coins to power infernal warmachines incense her, but rather than direct action this incites a slow, Machiavellian vengeance plot worthy of a devil of hell.

PLOTS AND SECRETS

Lilith's knowledge, personality and luck aren't the reason she's safe and prospering in Avernus. There are far too many predators for that alone to protect her. Her mother - Antharestiel - is not only a powerful lawyer in Waterdeep, but she's an actual archdevil, well placed within the hierarchy of hell, and has put the word forth her daughter is inviolate. Few are willing to risk the archdevil's ire, and thus Lilith is left alone.

However, Bel, the pit fiend advisor to Zariel and previous ruler of Avernus, is not cowed by any archdevil shy of Azmodeus himself. Bel chafes at his demotion under Zariel, and plots to discredit her and reclaim his place. Should Lilith fall in Avernus Zariel might well have an angry archdevil to contend with. Bel has secretly sent forth a number of mortal bounty hunter to capture Lilith as a bargaining chip in his plans

LILITH THE SOUL COLLECTOR

Medium humanoid (tiefling), lawful evil

Armor Class 15 (*bracers of defense*)

Hit Points 60 (11d8+11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	16 (+3)	18 (+4)	15 (+2)

Saving Throws Wis +8, Cha +6

Skills Insight +8, Intimidation +6, Persuasion +6, Religion +8

Resistances fire

Senses darkvision & detect spirits 60ft., passive Perception 12

Languages Common, Abyssal, Infernal

Challenge 7 (2,900 XP)

Channel Divinity (2/Short rest). Lilith may select one;

Turn Undead. As an action end all undead within 30 feet must make a wisdom saving throw or flee for 1 minute. Undead with CR 2 or lower are destroyed instead.

Bind Spirit. As an action all incorporeal undead within 30 feet must make a Wisdom saving throw or be paralysed for 1 minute. Each may make a new save at the end of its turn.

Draw Upon Host. As a bonus action for 1 minute Lilith can choose to gain 10 foot reach, +2 to AC, fly at speed or gain advantage to intimidation checks.

Infernal Legacy. Lilith spellcasting ability is Charisma (spell save DC 14). Lilith can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

1/day each: *darkness*, *hellish rebuke*

Spellcasting. Lilith is an 11th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to spell attacks). Lilith has the following cleric spells prepared:

Cantrips: *guidance*, *light*, *mending*, *spare the dying*, *toll the dead**

1st level (4 slots): *bane*, *cure wounds*, *detect evil/good*, *guiding*

bolt, *inflict wounds*, *protection from evil/good*, *sanctuary*

2nd level (3 slots): *blindness/deafness*, *enhance ability*, *hold*

person, *locate object*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *revivify*, *speak with dead*, *spirit guardians*, *tongues*.

4th level (3 slots): *death ward*, *divination*, *guardian of faith*

5th level (2 slots): *arcane eye*, *dispel good/evil*, *flame strike*

6th level (1 slot): *harm*, *heal*

Actions

Dagger. Ranged or Melee Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 +3) piercing damage, plus 4 (1d8) necrotic damage.

LILITH THE SOUL COLLECTOR

Medium humanoid (tiefling), lawful evil

Armor Class 15 (*bracers of defense*)

Hit Points 130 (20d8+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	16 (+3)	20 (+5)	17 (+3)

Saving Throws Wis +11, Cha +9

Skills Insight +11, Intimidation +9, Persuasion +9, Religion +11

Resistances fire

Senses darkvision & detect spirits 60ft., passive Perception 12

Languages Common, Abyssal, Infernal

Challenge 13 (10,000 XP)

Channel Divinity (4/Short rest). Lilith may select one;

Turn Undead. As an action end all undead within 30 feet must make a wisdom saving throw or flee for 1 minute. Undead with CR 4 or lower are destroyed instead.

Bind Spirit. As an action all incorporeal undead within 30 feet must make a Wisdom saving throw or be paralysed for 1 minute. Each may make a new save at the end of its turn.

Draw Upon Host. As a bonus action for 1 minute Lilith can choose to gain one of the following; 10 foot reach, +2 to AC, fly at speed, advantage to intimidation checks, *true seeing*, immunity to necrotic and psychic damage, or gain 20 hp when reduced to 0 (which ends the ability immediately).

Infernal Legacy. Lilith spellcasting ability is Charisma (spell save DC 17). Lilith can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

1/day each: *darkness*, *hellish rebuke*

Spellcasting. Lilith is an 20th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 19, +9 to spell attacks). Lilith has the following cleric spells prepared:

Cantrips: *guidance*, *light*, *mending*, *spare the dying*, *toll the dead**

1st level (4 slots): *bane*, *cure wounds*, *detect evil/good*, *guiding*

bolt, *inflict wounds*, *protection from evil/good*, *sanctuary*

2nd level (3 slots): *blindness/deafness*, *enhance ability*, *hold*

person, *locate object*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *revivify*, *speak with dead*, *spirit guardians*, *tongues*.

4th level (3 slots): *death ward*, *divination*, *guardian of faith*

5th level (3 slots): *arcane eye*, *dispel good/evil*, *flame strike*,

legend lore, *scrying*

6th level (2 slots): *harm*, *heal*, *planar ally*, *word of recall*

7th level (2 slots): *firestorm*, *planeshift*, *regenerate*, *symbol*

8th level (1 slot): *antimagic field*, *earthquake*

9th level (1 slot): *mass heal*

Divine Intervention. As an action, Lilith may call on Asmodeus for divine assistance appropriate to her needs. If no other immediate needs are apparent it summons a **Pit Fiend** to aid her.

Actions

Dagger. *Ranged or Melee Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 +3) piercing damage, plus 9 (2d8) necrotic damage.

CHARACTER BACKGROUNDS

ESCAPED SLAVE

You are a survivor of the slave blocks of Darkspine on Avernus, or Dis, the Iron City, having managed to escape your servitude as a slave. You know how to pick a lock, hide and scrounge, surviving on the barest minimum to get by in the blasted landscape of Hell and the back alleys of its hateful cities. You know how to spot a slaver, and have a finely tuned will to live.

Skill Proficiencies: Stealth, Survival

Tools Proficiencies: Thieves tools

Languages: Infernal

Equipment: A knife, a set of thieves tools, a set of manacles, a set of common clothes, and a pouch containing 5gp.

Feature: Scrounge

You are able to find enough food and water for yourself and up to 5 other people to survive whilst in Hell – though often is it unpleasant or unpalatable. You are also able to always find or cobble together a rudimentary set of tools for any trade from scraps, cast offs and detritus. These are poor tools, and any checks with them are made at disadvantage.

HELLBORN

Mortals do frequent hell for various reasons - adventurers, crusaders, merchants, slavers, slaves and ...lawyers. You were born in Hell, your parents belonging to that very limited group that reside on the lower planes. Life is tough, but not impossible, for mortals here, but with the right knowledge and a little luck some survive long enough to make a go of it. Your time here has hardened you, and you are wise to the plane's dangers,

Skill Proficiencies: History, Survival

Tools Proficiencies: Any one of your choice

Languages: Infernal

Equipment: A set of common clothes, a knife, your

citizenship 'papers' (flayed skin scroll) , a random trinket (chapter 5 of the PHB), and a pouch containing 10gp.

Feature: Adaptation

Living your entire life in Hell, you have adapted in some ways. You have advantage to all saving throws to endure environmental conditions that impose exhaustion.

INFERNAL WARMACHINE MECHANIC

You are fascinated by the infernal warmachines that have become prevalent on Avernus. You have become adept at maintaining and repairing – usually by highly dangerous improvised jury-rigging – the constantly malfunctioning vehicles.

Skill Proficiencies: Investigation

Tools Proficiencies: Vehicles (Land), Smiths tools

Languages: Infernal

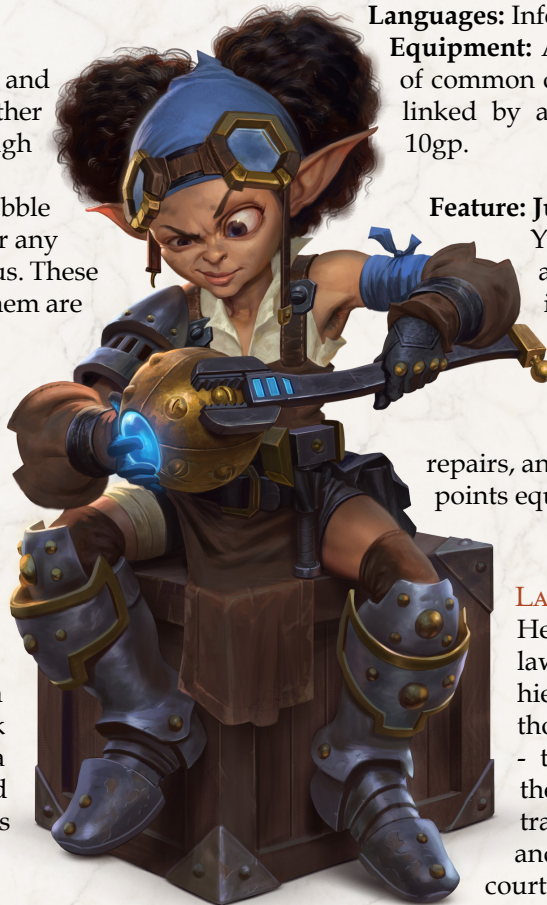
Equipment: A club, a set of smiths tools, a set of common clothes, a trinket of two bone dice linked by a chain, and a pouch containing 10gp.

Feature: Jury-Rig

You are able to scrounge, scavenge and repurpose the various detritus in Avernus to keep infernal war machines running well after they should have failed. Any war machine your work on takes half the usual time to affect repairs, and gains a number of additional hit points equal to your class level.

LAWYER

Hell has a special place set aside for lawyers. The plane has very strict hierarchical and legal systems, and those that can navigate – and exploit – these laws can do very well for themselves. You completed your training at a fine legal academy and were destined for the world of courtroom conflict before your life took an unexpected, adventurous turn. Now you put your expensive education and sharp wit toward overcoming very different adversaries.



Skill Proficiencies: Intimidation, Persuasion

Tool Proficiencies: Scribes tools

Languages: Infernal, and one of your choice

Equipment: A thick, leather-bound tome of the Infernal Legal Code, a set of professional clothes, and a belt pouch with 15gp.

Feature: Red Tape Navigator

You know the law, both civil and criminal, and the systems that surround it. You can determine if any proposed (or undertaken) action is against the law, and the likely charges or grievances that will arise as a result. You know how to navigate the bureaucratic systems surrounding the law, and know who to talk to (and what forms to fill) in order to get through those systems.

LOWER PLANAR MERCHANT

You come from the merchant class, the lifeblood of any civilization. The trade in Hell is booming, if you have little care for the ethical or morality of certain types of goods. You are sharp minded and silver tongued, able to assess good deals from bad, and sell your wares to even the most savvy buyers. Devils are shrewd negotiators and dangerous rivals, but you love a challenge - and a little risk - and rarely are you bested in mercantile matters.

Skill Proficiencies: Deception, Insight, Persuasion

Tool Proficiencies: None

Languages: Infernal

Equipment: A set of scales, an abacus, a magnifying glass, a small ledger, ink and quill, an infernal trade permit (a flayed skin scroll), a set of gaudy clothes, and a belt pouch with 10 gp.

Feature: Appraiser

You can always tell the approximate value of strange currency (relative to standard coinage), as well as the exotic trade goods and equipment found in the markets of Hell. You can always find a local market or trading house no matter where you travel, and know the correct procedures to obtain permits to trade in the various hubs and cities.



STYX OARSMAN

You found yourself poling a small skiff on the black waters of the Styx. You have no idea how you came to be a barge pilot, and little else about your past save a few tattered, disjointed memories. You carry a trinket from your past, but it means nothing to you.

Skill Proficiencies: Athletics, Perception

Tool Proficiencies: Vehicles (water)

Languages: Infernal

Equipment: A long oar, a random trinket (chapter 5 of the PHB) tied to your past, an infernal work permit (a flayed skin scroll), a set of ragged clothes, and a belt pouch with 10 gp.

Feature: Styx Resilience

You have been exposed to the memory stealing properties of the waters of the Styx so many times you have actually developed a slight resistance to memory altering effects - not to mention there's very little left to alter. You have advantage on saving throws against spells or abilities that alter or affect your memory. This includes exposure to the waters of the river Styx.