



DUNGEON MASTER'S SCREEN BALDUR'S GATE™ DESCENT INTO AVERNUS™

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

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

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



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DUNGEONS & DRAGONS®

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BALDUR'S GATE™
DESCENT INTO AVERNUS™

The Nine Hells
Layers and Lords of the Nine Hells

Table with 5 columns: Layer, Layer Name, Archduke or Archduchess, Previous Rulers, Primary Inhabitants. Rows 1-9 detailing the hierarchy of the Nine Hells.

Infernal Hierarchy
Table with 2 columns: Lesser Devils, Greater Devils. Lists various devils and their characteristics.

Infernal Contracts

Table with 2 columns: d6, Contract Form. Lists different types of infernal contracts.

1. BABY DOLLS
The devil produces two baby dolls made of dirty rags or rotting wood. The dolls recite the deal in high-pitched voices (in Infernal) and spew blood when they are hugged. To enter the contract, the devil and the character making the deal must each hug a doll. When the contract is finalized, the devil keeps one doll and the character keeps the other. To void such a contract, each doll must be destroyed within 1 minute of the other. Failure to destroy the second doll in the allotted time causes the first doll to reform after 1 minute. Each doll is a Tiny object with AC 9, 9 hit points, vulnerability to fire damage, and immunity to poison and psychic damage.

2. DAMNED WRETCH
A portal opens, and a humanoid bound in chains with its eyes and mouth sewn shut stumbles through it. This individual is likely someone who breached their own infernal contract and is now paying the price.
3. INFERNAL SCROLL
The devil produces a vellum scroll with the deal written on it in blood. To enter the contract, the devil and the character making the deal sign the contract in their own blood, or in the blood of a humanoid who has been dead no longer than 1 minute. Immediately after it's been signed by both parties, the contract vanishes to a secure location in the Nine Hells. Burning the scroll voids the contract. It's immune to all other damage and harm.

4. LEMURE KISS
The devil summons a lemure with the deal printed in glowing runes on its lumpy flesh. To enter the contract, the devil and character making the deal must kiss the lemure. When that happens, the lemure is transformed into a stone statue with the deal visible on the surface. The statue then vanishes to the depths of the Nine Hells. The statue is a medium object with AC 17, 50 hit points, and immunity to all damage except radiant damage. No spell can turn it back into a lemure. Destroying the statue voids the contract.
5. SONG OF THE DEVIL
The devil produces sheet music with the deal written on it. To enter the contract, the devil and the character making the deal must sing or play the discordant song, which remains stuck in their heads until the deal is fulfilled. Soaking the sheet music in holy water destroys and voids the contract, and causes the character and the devil to lose their ability to speak. A greater restoration spell or similar magic ends the effect on its recipient.

6. WRITTEN IN STONE
A swell of lava oozes from a crack in the ground and quickly cools into rock. The deal appears as glowing script on the hardening lava. To enter the contract, the devil and the character making the deal must each place their left hand into the lava, which doesn't harm them, and leave a hand-shaped imprint in the stone. The slab of cooled lava then vanishes to a place of safekeeping. If the left hands of both the devil and the character who struck the deal are severed and placed into the handprints, the hands and the contract are destroyed, which also voids the contract.

NINETY-NINE DEVIL NAMES

Table with 4 columns of 99 devil names: Adacher, Adaddon, Adadese, Akinurb, Anurbat, Anurnac, Anur-Shub, Arbelah, Babzidu, Bal-Balah, Barbagg, Bis, Bisrib, Chuh-Arbalma, Damasze, Dimgidu, Dingidnin, Dinimabi, Dukiana, Dur, Ehur-Shu-Dur, Ehurtar, Elamash, Enian, Enillil, Esagala, Esarhal, Esarruk, Gaszarsir, Guldudurug, Gissz, Giszagnabi, Haburta, Harch-sschwat, Hisszagu, Hursag, Huszi, Kikabi, Kizzeclu, Klothurt, Kulzu, Kuninin, Ille, Imhiakaam, Jebel, Jezirpa, Karduki, Kikabi, Kizzeclu, Klothurt, Kulzu, Kuninin, Maradaraam, Matukal, Meteneg, Mitanu, Muibzur, Muigude, Muizecu, Muninaam, Zaganit, Zaganit, Zaganit, Zaganit, Nin, Nutae, Pisipad, Pismurda, Riasir, Sag, Szusumu, T'aa'n'ukin, Tho'Daah-Nugh, Tubidu, Sharruk, Sigsir, Sineser, Szeakaabsuk, Szerinsuk, Szumuzabi, Szusumu, T'aa'n'ukin, Tho'Daah-Nugh, Tubidu, Tumunnu, Turtush, Tur-uk, Ubienlaa, Udnaa, Urah, Zaburra, Zaganit, Zalidamsir, Zamanni, Zananaa



WAR MACHINES

DEVIL'S RIDE

Large vehicle (500 lb.)
Creature Capacity 1 Medium creature
Cargo Capacity 100 lb.
Armor Class 23 (19 while motionless)
Hit Points 30 (damage threshold 5, mishap threshold 10)
Speed 120 ft.

Table with 7 columns: STR, DEX, CON, INT, WIS, CHA. Values: 14 (+2), 18 (+4), 12 (+1), 0, 0, 0.

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

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

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

Stunt. On its turn, the driver of the Devil's Ride can expend 10 feet of movement to perform one free vehicle stunt, such as a wheelee or a burnout. Before the stunt can be performed, the Devil's Ride must move at least 10 feet in a straight line. If the driver succeeds on DC 10 Dexterity check using the bike's Dexterity, the stunt is successful. Otherwise, the driver is unable to perform the stunt and can't JARED BLANDAnother stunt until the start of its next turn. If the check fails by 5 or more, the Devil's Ride and all creatures riding it immediately fall prone as the bike wipes out and comes to a dead stop.

ACTION STATIONS

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

REACTIONS

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

Cover Art by: Daarken
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TORMENTOR

Huge vehicle (3,000 lb.)
Creature Capacity 4 Medium creatures
Cargo Capacity 500 lb.
Armor Class 21 (19 while motionless)
Hit Points 60 (damage threshold 10, mishap threshold 20)
Speed 100 ft.

Table with 7 columns: STR, DEX, CON, INT, WIS, CHA. Values: 16 (+3), 14 (+2), 14 (+2), 0, 0, 0.

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

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

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

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

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

ACTION STATIONS

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

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

REACTIONS

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

DEMON GRINDER

Huge vehicle (9,000 lb.)
Creature Capacity 8 Medium creatures
Cargo Capacity 1 ton
Armor Class 19
Hit Points 200 (damage threshold 10, mishap threshold 20)
Speed 100 ft.

Table with 7 columns: STR, DEX, CON, INT, WIS, CHA. Values: 18 (+4), 10 (+0), 18 (+4), 0, 0, 0.

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

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

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

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

ACTION STATIONS

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

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

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

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

SCAVENGER

Huge vehicle (9,000 lb.)
Creature Capacity 8 Medium creatures
Cargo Capacity 2 tons
Armor Class 20 (19 while motionless)
Hit Points 200 (damage threshold 10, mishap threshold 20)
Speed 100 ft.

Table with 7 columns: STR, DEX, CON, INT, WIS, CHA. Values: 20 (+5), 12 (+1), 20 (+5), 0, 0, 0.

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

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

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

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

ACTION STATIONS

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

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

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

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

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MISHAPS

Table with 4 columns: d20, Mishap, Repair DC. Lists various mishaps and their repair difficulty.

CHASE COMPLICATIONS

Table with 2 columns: d20, Complication. Lists various complications during a chase.