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regains his spellcasting abilities. DEVELOPMENT If Kostchtchie is freed, he cries out to Zariel (in Giant) that he's coming for his hammer and wants to crush her with it. He then casts wind walk, which turns him into a cloudy form with an astonishing fast flying speed of 300 feet. In this form, he travels with great haste across Avernus, determined to get his hammer back. Characters swift enough to follow in his wake are led to Zariel (see chapter 5). With Kostchtchie freed, the characters can return to the Crypt of the Hell Riders, where Olanthus dutifully reveals the location of the Bleeding Citadel (see chapter 4). As the characters leave the catacombs, he asks them to give his love to Yael when they see her. At will: command, darkness 1/day each; dispel evil and good, gate, harm, telekinesis, to/e. Kostchtchie Large fiend (demon), chaotic evil port, wind walk Armor Class 16 (natural armor) Hit Points 243 (18d10 + 144) Speed 40 ft. STR 30 (+10) DEX 12 (+1) CON 27 (+8) AC T IONS Multiattack. Kostchtchie makes two melee attacks, only one of which can be a bite attack. INT 18 (+4) WIS 22 (+6) CHA 19 (+4) Saving Throws Dex +9, Con +16, Wis +14 Skills Intimidation +12, Perception +14, Survival +14 Damage Resistances fire, lightning Damage Immunities cold, poison; bludgeoning, piercing, and slashing damage that is nonmagical Condition Immunities charmed, frightened, poisoned Senses truesight 120 ft., passive Perception 24 Languages Abyssal, Giant, telepathy 120 ft. Challenge 25 (75,000 XP) Legendary Resistance (3/Day). If Kostchtchie fails a saving throw, he can choose to succeed instead. Magic Resistance. Kostchtchie has advantage on saving throws against spells and other magical effects. Innate Spellcasting. Kostchtchie's innate spellcasting ability is Charisma (spell save DC 20). He can innately cast the following spells, requiring no material components: Bite. Melee Weapon Attack: +18 to hit, reach 5 ft., one creature. Hit: 13 (1d6 + 10) piercing damage. Matalotok (Warhammer). Melee Weapon Attack: +18 to hit, reach 10 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage, or 21 (2d10 + 10) bludgeoning damage when used with two hands, and the weapon emits a burst of cold that deals 10 (3d6) cold damage to each creature within 30 feet of it. LEGENDARY ACTION S Kostchtchie 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. Kostchtchie regains spent legendary actions at the start of his turn. Attack. Kostchtchie makes one melee weapon attack. Charge. Kostchtchie moves up to his speed. Curse (Costs 2 Actions). Kostchtchie curses one creature he can see within 60 feet of him. The cursed creature gains vulnerability to all damage dealt by Kostchtchie until the end of Kostchtchie's next turn. CHAPTER 3 I AVERNUS 105 PATH OF DEVILS DEMON ZAPPER THE PUREST OF SOULS LURES FIENDS INTO A HELLISH trap. Zap! Zap! DEMON ZAPPER For characters of /eve/ 8 -The Cartographer "The purest of souls lures fiends into a hellish trap. Zap! Zap!" When the characters approach this location, read or paraphrase the following boxed text to the players: I Radiant light cascades from a rusted metal monument shaped like the upraised mandibles of a giant beetle. B ONE BRAMBLES For characters of /eve/ 8 "Your future is written in your blood. She'll open your veins to paint the story hidden in your heart." r- I I ULDRAK ' S GRAVE For characters of /eve/ 8 "A fallen titan or a wimp with delusions of grandeur? I'll leave that one for you to decide." ARKHAN'S TOWER For characters of /eve/ 9 "He wears the band of evil, yet his goal remains just beyond his fingertips." r TIAMAT'S MONUMENT For characters of /eve/ 9 "Draconic devils roost in a giant skull, through which the dragon queen speaks with five tongues." r BEL'S FORGE For characters of level 9 "An ousted archduke sulking in a volcano, eager to reclaim his stolen throne." SIBRI EX For characters of level 10 "A breeder of horrors and a hoarder of secrets, a sibrixi is said to be as old as the Abyss." WRECKED FLYING FORTRESS For characters of level 10 "A weapon made for an archdevil, ravaged in battle and ripe for plunder." 0111GRAM 106 3.3: CHAPTER 3 P ATH OF Oevics I AVERNUS I | The light cascades from a unicorn named Mooncolor, who is trapped inside a 10-foot-diameter sphere of magical force that prevents any matter from passing into it and blocks any spells cast into or out of it. The sphere is suspended between the zapper's spines, 50 feet above the ground. This light lures demons like moths to a flame, annihilating them when they get close. While trapped in the sphere, the unicorn can't use any of its magical abilities. The sphere targets the nearest fiend that moves within 100 feet of it, discharging a beam of radiance that forms a line 5 feet wide and up to 100 feet long, extending to the target. Any creature in the line that has 100 hit points or fewer disintegrates into a pile of ash. Creatures with more than 100 hit points in the line must make a DC 18 Dexterity saving throw, taking 260 (40d12) radiant damage on a failed save, or half as much damage on a successful one. Once the demon zapper has fired, it must recharge for 1 minute before it can fire again. To free the unicorn, the characters must destroy the rusted metal structure around it, which has AC 14, 250 hit points, and immunity to poison and psychic damage. The structure crumbles when it drops to 0 hit points, causing the sphere of force to slowly sink to the ground and fade away. If the characters free the unicorn, it accompanies them if they are of mostly good alignment. RALZALA T H E D A O A dao named Ralzala defends the demon zapper. Ralzala swore loyalty to Zariel to gain revenge against a rival dao who tried to ruin her. The dao regrets the arrangement and wants to break her pact with the archdevil. Ralzala hides under the ground at the base of the zapper. If the characters damage the zapper, Ralzala emerges from the ground, casts tongues, and offers them a deal. She reveals that the deposed archdevil Bel would gladly aid the characters in overthrowing Zariel. If the characters help Ralzala break her pact with Zariel, the dao promises to direct them to Bel's Forge and write them a letter of introduction. Ralzala knows an oracle named Red Ruth, who could surely divine a solution to her problem. Being bound to the demon zapper, Ralzala is unable to seek out this oracle herself, but the characters could do so in her stead. She tells them to speak with Red Ruth in the corrupted forest nearby and follow her instructions to break the pact. This leads the players to the Bone Brambles. B ON E BRAMBLES ENCOUNTERS I N THE B RAMBLES YOUR FUTURE IS WRITTEN IN YOUR BLOOD. SHE'LL OPEN The following descriptions correspond to areas marked on map 3.4 (page 108), your veins to paint the story hidden in your heart. -The Cartographer When the characters arrive at this location, read or paraphrase the following boxed text to the players: A maze of warped trees and bonelike vines stretches before you. Calcified corpses merge with the trees, covered in fungal pods that feed on the blood oozing through the undergrowth. Here and there, narrow paths wind deeper into the wood. In a bygone age, the night hag Red Ruth corrupted a community of dryads by fouling the roots of their trees with mind-bending poison. As the dryads fell to evil, their forest was wrenched from the Feywild into Avernus. Those dryads who resisted the poison died trying to merge back into their trees. The rest crumbled to ash and became restless, tortured spirits akin to banshees. Contented, Red Ruth made her home at the heart of the twisted wood. The characters can venture into the wood out of curiosity or to find the oracle that Ralzala hopes can break her pact with Zariel. Bl. ENTANCES Characters who circle the tangled stretch of woodland uncover five separate paths leading into its interior. Impassable brambles choke the wood land outside these trails and even grow overhead to blot out the sky. To avoid getting lost in the wood, the characters must succeed on a DC 15 group Wisdom (Survival) check. On a success, the characters locate Red Ruth's lair at the heart of the woodland (area 83). If they fail, they blunder into one of the dead ends listed below (area B2) and must make the check again when they move on. Once all four dead ends have been explored, the group automatically locates Red Ruth's lair. B2. DEAD ENDS If the characters get lost in the brambles, roll on the Dead Ends table to determine where they end up, or choose a result that they haven't encountered yet. DEAD ENDS d4 2 3 4 Dead End Dead traveler Dryad spirits Shambling mounds Thorn trap CHAPTER 3 I AVERNUS 107 1 square = 5 feet M/J P 3.4: BONE BRAMBLES Dead Traveler. The corpse of a drow rests at the end of the path, her flesh impaled by hungry vines and her face twisted in an expression of horror. The traveler wears a bag of devouring on a strap. Dryad Spirits. Three cursed dryad spirits (use the banshee stat block to represent them) approach the characters and demand to be reminded of the "wonders of life." At your discretion, a character can mollify the spirits with a sweet story, a kiss, a song, or anything else that reminds the dryads of home. If the characters fail to satisfy them, the three spirits attack. Shambling Mounds . Three shambling mounds arise from the brambles and attack the characters. Thorn Trap. The characters spot a hawthorn staff entangled at the end of the path, buried behind a 15-foot-deep thicket of thorns. Each 5-foot-square section of thorns counts as difficult terrain and has AC 11, 15 hit points, immunity to psychic damage, and vulnerability to fire damage. If damaged but not destroyed, the thorns magically regrow to full health after 24 hours. The thorns restrain any creature that ends its turn within 5 feet of them. Any creature that starts its turn restrained by the thorns takes 22 (4d10) slashing damage from the writhing barbs. Once a creature is entangled, it can break free only if all the thorn bushes within 5 feet of it are destroyed. The staff at the center of the maze is a decoy and crumbles to ashes in the hands of whoever claims it. 108 CHAPTER 3 I AVERNUS B3. RED RUTH'S LAIR When the characters arrive at this location, read or paraphrase the following boxed text to the players: A cave-like hovel lies at the center of the maze. Hundreds of bones and body parts hang by twine from the entrance, and the ceiling is strung with garland made of bloody entrails. The air buzzes with Aies. Red Ruth, a night hag, makes her lair inside this gory den. She wears a dress made from stitched-together bones. Strings of infants' skulls hang around her neck and chatter nursery rhymes incessantly (and in different languages) as she talks. Evil visitors from all over the multiverse travel to Avernus to hear Red Ruth's divinations and sample her mystical brews. If the characters talk to Red Ruth about the dao's curse, she offers them a deal for her assistance (see "Hold the Fort" below). Red Ruth sells potions brewed from blood, which she gladly trades for soul coins (see page 94) as listed on the Red Ruth's Bargains table. Each potion imparts an unpleasant but harmless side effect when imbued: flatulence, boils, hair loss, or any other ghastliness you can conceive. Her divinations replicate the effects of a commune spell, although Red Ruth provides the answers to the questions without needing to appeal to a divine being. RED RUTH ' S BARGAINS Goods Potion, common or uncommon Potion, rare Commune spell ULDRAK'S GRAVE Price 1 soul coin 2 soul coins 3 soul coins HOLD THE FORT A FALLEN TITAN OR A WIMP WITH DELUSIONS OF grandeur? I'll leave that for you to decide. -The Cartographer When the characters arrive at this location, read or paraphrase the following boxed text to the players: Red Ruth says she knows how to free Ralzala the dao from her pact, but she won't tell the characters until they've performed a favor for her first. The hag explains that she's long overdue for her bath—its been a couple of centuries at the very least since she last washed. She asks the characters to arrange and pay for a pampering session at Infernal Rapture in the Wandering Emporium (page 126). She warns the characters of one other condition before they decide: they must watch over her grove while she's gone. If the characters attack or threaten Red Ruth during this negotiation, she simply slips away into the Ethereal Plane and doesn't return until they leave. The night hag can divine the location of the Wandering Emporium by spilling some of her own blood on the ground and studying the pattern that the blood makes. Red Ruth can then point to a location on the character's map of Avernus. (The location can be anywhere you choose.) When the characters arrive at that location, they encounter the Wandering Emporium just as the night hag predicted. Although Red Ruth knows that the owner of Infernal Rapture is a rakshasa, she doesn't share this information with the characters, expecting them to figure it out on their own. Characters who return from the Wandering Emporium with confirmation of Red Ruth's appointment must watch over the grove for a few hours while the hag leaves to take her bath. During this time, the cursed spirits of the dryads arise to destroy Red Ruth's lair as punishment for her crimes. This force consists of two dryad spirits (use the banshee stat block) and a walking, undead tree (use the tree stat block, except the tree is undead and has resistance to necrotic damage). If the characters defeat the undead, Red Ruth fulfills her end of the bargain when she returns. Otherwise, the undead tree collapses the entrance to Red Ruth's hovel. The night hag is not pleased and uses her Ethereality trait to walk through the collapsed entrance of her cave, disappearing into her lair without so much as a goodbye. Uldrak is a bitter creature who barely remembers his past. Long ago, he learned how to remove his curse, but the solution was so beyond him that he consigned himself to failure. Now, he's more interested in scrambling to survive than trying to escape the Nine Hells. Uldrak's empyrean heritage still lingers in his voice. He understands all languages, and when he speaks, he randomly switches language to Giant. Millennia of isolation have unhinged his mind, so he argues with himself often, even in front of strangers. Uldrak reveals his sorry tale to any who ask him about the empyrean's whereabouts. Characters who come here to extract Uldrak's blood (see "Bone Brambles," above) can make a DC 12 Intelligence (Arcana) check when they learn that Uldrak is now a fiend. On a success, they hypothesize that the blood must be drawn from his titan form to break the dao's curse. Thankfully, Uldrak has a plan (see "Development" below). Treasure. The sphere set into the pommel of Uldrak's sword is an orb of dragon kind. This item is vital to Uldrak's plan to free himself from his curse. TREASURE DEVELOPMENT The dryad spirits have no treasure, but the undead tree has a dead gnome skeleton lodged in a hollow cavity in its trunk. The skeleton wears a witch's hat (actually a hat of disguise) and clutches a +1 wand of the war mage. To regain his true form, Uldrak must spill some of Tiamat's blood on the ground of Avernus. Fighting Tiamat in his present form would be madness, but Uldrak has learned that a dragonborn named Arl





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