

INFERNO

VIRGILIO'S UNTOLD TALES

Virgilio's Untold Tales is the Guide's manual for Inferno, using the fifth edition of the world's most popular tabletop role-playing game and inspired by the imagery and setting created by Dante Alighieri for the Divine Comedy.

This volume should only be read and consulted by the player intending to join the game as the Guide, facilitator, Game Master, and narrator of Inferno. To play the game, you will also need the player's manual, Dante's Guide to Hell, which can be read freely by all players.



INFERNO

VIRGILIO'S UNTOLD TALES

Inferno is an Acheron Games role-playing game.

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*Inferno is entirely based on Dante Alighieri's work, written in Italy in the 1300s, and contains a variety of ethical and cultural notions which belong to that specific context. The view of the world, of reality, and of religion contained within these manuals does not represent that of the authors nor is it the aim of this publication, but rather a precise study and presentation of the fictional elements of the *Commedia*.*

*Before playing the game, it is crucial for all players to read through the materials for *Inferno*, and for them to understand that sins, vices, virtues, and other similar game elements are entirely relative, fictionalized concepts, and that they are valid only for the purposes of the game. If there are elements of any religious, ethical, moral, or social beliefs contained within that are uncomfortable or disturbing to any of the players, I explicitly recommend leaving them blurred or veiled, or removing them entirely from gaming sessions. If the players believe it necessary, said elements can also be a source of discussion for an introductory session, during which suitable guidelines and safety tools can also be established.*

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WELCOME, GUIDE!

What you are now reading is the *Inferno* compendium made explicitly for your use and perusal.

This volume includes the introductory adventure for *Inferno*, the bestiary of the creatures and monsters that can be found in Hell, the artifacts that the Lost Ones can come across during their Journey, and all of the additional material unlocked during the game's incredible crowdfunding campaign, which ran during Spring 2021. In order to make the text more readable, this unlocked bonus content (e.g. notes and descriptions for the Infernal Keepers, the new types of playable Traveler archetypes, additional adventures, and new Infernal Artifacts) has been included organically in their relevant chapters, rather than in their own appendix or separate chapters.

Preface

WHAT WOULD DANTE HAVE DONE WITH NO VIRGILIO?

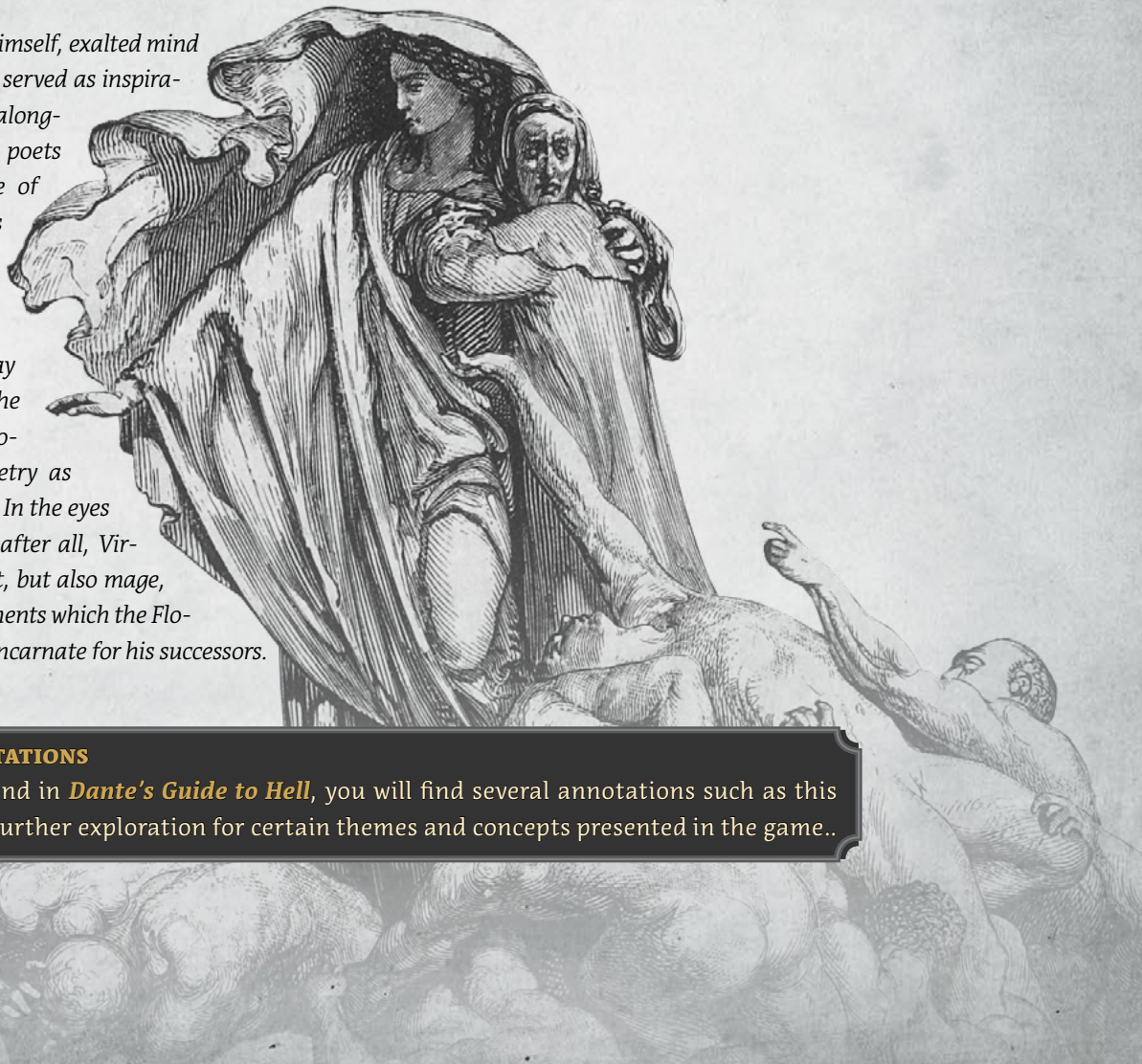
Throughout the entirety of the *Divina Commedia*'s Inferno, Virgilio is Dante's companion, his guide, his mentor, and his beacon in the continuous exchanges and explanations which take place during the Journey to Cocytus.

Virgil comes looking for lost Dante in the Dark Forest, to rescue him from danger and lead him on his otherworldly Journey, along that path which will unravel among the Antinferno and the Nine Circles which follow. And then farther, towards the stars and the other pole of the world, and up the mountain of Purgatory.

Buon Maestro to Dante himself, exalted mind and famous scholar who served as inspiration, ideal Noble Spirit alongside the other excellent poets they meet in the Castle of Limbo, Virgilio represents how reason becomes the guide to a soul that has strayed from the straightforward way towards a divine vision; he also incarnates the prophetic spirit, magic, poetry as a way of knowing reality. In the eyes of Dante and his peers, after all, Virgilio is, not only an artist, but also mage, prophet and seer, all elements which the Florentine poet will in turn incarnate for his successors.

Virgilio is sent to help Dante by the "three women" who wish to protect him and favor him from Heaven, and it is in the name of this favor that he accompanies the Lost One on his path to redemption – not without meeting his own obstacles and adventures.

This time, you are the Guide to the Lost Ones. You, reading this manual, are tasked with leading the Travelers on their Journey, showing them the Circles and their secrets, explaining what the Lost Ones will encounter, warning them about the dangers and showing them the way. Thus let us move on, so that they may follow.



INFERNAL ANNOTATIONS

In this manual and in *Dante's Guide to Hell*, you will find several annotations such as this one, which serve as further exploration for certain themes and concepts presented in the game..

Leading the Journey Through Hell

*And when to gazing farther I betook me,
people I saw on a great river's bank;
whence said I: "Master, now vouchsafe to me,*

*that I may know who these are, and what law
makes them appear so ready to pass over,
as I discern athwart the dusky light."*

*And he to me: "These things shall all be known
to thee, as soon as we our footsteps stay
upon the dismal shore of Acheron."*

Dante Alighieri
INFERNO, CANTO III, 70-78



The Role of the Guide

Taking on the role of the Guide in *Inferno* means taking on a different role from all the other players at the table. Your task is to be in constant dialog with all the other people taking part in the gaming session, point them in the right direction, answer their questions, explain what it is that the character see, hear, and feel during their Journey in the Blind World, resolve their choices, and narrate the results of their actions.

You will also be present in the game itself, as a figure representing that which Virgilio was for Dante: a guiding spirit who knows far more than the Lost Ones, shows them the way, and provides explanations for what is happening.

You are, effectively, the person guiding the group of people seated at the table, but also the character guiding the Band through Hell.

The Guide of the Game

As the *Inferno* Guide at the table, your task is to portray all the characters whom the Travelers meet during their Journey, to describe the threats and perils which the Travelers might encounter, play the role of their Familiar Spirits, the damned, and even the devils who inhabit the Nine Circles – talking, crying, roaring with their voices, channeling the hostile nature of Hell and its different regions. You will have to resolve disputes and doubts using the rules or your personal judgment, to decide when and why a dice roll is needed, and what happens after a positive or a negative result.

You are also tasked with keeping and eliciting, above all others, the spirit of *Inferno*: this is

not just another infernal setting for an RPG, but rather a special journey and a tribute to the works that inspired it, filled with unique details, narrative elements, and moods.

The Guide in the Name

You also play the Guide in the game itself, taking on the role of a key character in the story that is being told during the sessions. You are a noble spirit who has chosen to help the Lost Ones who appeared in the Dark Forest; you meet them at the threshold of the Eternal Gate, and lead them toward Limbo, your abode in the underworld. You will then continue to lead them, in principle at least, through the various Circles all the way to Lucifero, and through the characters' redemption.

You are the one with the power to explain to the Lost Ones what is happening, you show them the way thanks to the Divine Flame you carry, pointing out perils, Familiar Spirits and opportunities during their Journey; you will try to allow them to press onward without losing their Hope – at least not before they reach the lowest point in Hell.

A warning, however: you are also the keeper of a secret, one which you have no intention of revealing to the Band – your true identity, the real reason why you chose to help them on their Journey, what truly spurred your decision.

This secret is an integral part of the adventure, and is explained in more detail in chapter 2.



Chapter I

Indifferent Angels, Malebranche, and Noble Spirits





Joji

Playing New Archetypes

*Thus I beheld assemble the fair school
of that lord of the song pre-eminent,
who o'er the others like an eagle soars.*

*When they together had discoursed somewhat,
they turned to me with signs of salutation,
and on beholding this, my Master smiled;*

*and more of honor still, much more, they did me,
in that they made me one of their own band;
so that the sixth was I, 'mid so much wit.*

Dante Alighieri
INFERNO, CANTO IV, 94-102

The new Archetypes featured in this book are available to any player who would like to play a very different character from the Lost One Variants featured in **Dante's Guide to Hell**. These Archetypes can enter play at 1st level, if the Traveler appears in the Dark Forest, or at any subsequent level if they join a party of Lost Ones who have already begun their journey, in one of the circles beyond the Eternal Gate. In this case, in order to ensure a good balance, we suggest you create a character of the same level as the other Travelers they are joining.

These new **Inferno** Archetypes are a mix of different races and classes and they cannot be combined with other character Archetypes, races, classes, or subclasses.



Chapter 1 - Indifferent Angels, Malebranche, and Noble Spirits

MAGIC AND MATERIAL COMPONENTS

Any material component for a spell without a cost or whose cost is less than 500 gp is not required and can be ignored when casting spells.

If a spell requires a material component with a cost of 500 gp or higher, the Guide, according to the gaming experience they wish to offer to their players, can choose to replace them with one of the following methods:

- The spellcaster gains one exhaustion level.
- The spellcaster loses a number of hit points equal to five times the spell's level.

In terms of game mechanics, as already detailed with the Lost Ones archetypes, here is what the choice of one of these new Archetypes implies:

Equipment. Whatever their semblance might be, a Lost One does not have starting equipment. Their player can freely choose their look, their outfit, and their physical traits, but none of these have any influence over mechanics.

Infernal Emblems. Every type of Traveler in **Inferno** features three Infernal Emblems connected to their Archetype. An Emblem can be an actual magic item the Traveler is proficient with, or a unique ability.

Some infernal emblems grant their users the ability to cast a spell. In this case, the spell is cast at the lowest spell and spellcasting level possible, it does not consume any spell slot from the caster, and it does not require any component. The spell uses its usual casting time, range, and duration, and if it requires concentration, the emblem's user needs to concentrate.

An Infernal Emblem cannot be put aside: It is an integral part of a character's semblance. To destroy or to abandon them amounts to hurting or mutilating themselves. The semblance will

PROVIDENCE AND FREE WILL

The Indifferent Angels and those who turned against the Lord have already had the opportunity to exert their own free will and they have made an irreversible mistake that sentenced them to be bound to the Gloomy Kingdom forever. They no longer have the opportunity to alter their fate, which is sealed for the rest of eternity.

They share that fate with those who died without being baptized, far from the Lord's grace, although they are allowed to stay at the Castle of the Noble Spirits, in the presence of the Divine Flame.

Still, even eternity must end, and a new judgment day, the final one, will come at the End of Days, when the world will end and even Hell and Purgatory will fade into nothing. After that, all the unworthy or those who have not been forgiven by the infinite benevolence of the Lord, will be utterly destroyed.

When an Indifferent Angel, a Malebranche, or a Noble Spirit gains their first Glimpse of Hope, they realize they still have a chance at redemption, the hardest path: to help the Lost Ones in their Journey or, in their absence, to face a harrowing journey to Lucifero himself, to face him and finally deny him, a gesture that may grant them a final opportunity at redemption that will come to pass at the End of Days.

When that happens, these characters regain their free will along with their Glimpse of Hope, along with a Spark of Hope that will last as long as they can keep it alive, just like the Lost Ones do.

Just as the Lost Ones are burdened with additional afflictions when they are in the Circle, Bolgia, Zone, or Round where Minosse will dispatch them after their death, Indifferent Angels, Malebranche, and noble spirits are subjected to further inconveniences as well when they are in the proper places of their Infernal punishment:

- They have disadvantage on ability checks, saving throws, and attack rolls;
- Their costs in Hope Points to Embrace the Sin (or the points spent for any other reason) are doubled;
- Infernal keepers, guardian devils, and other monsters in that place focus their attention on them, and even environmental hazards seem to unleash their fury on them in preference to the other Travelers.

On the other hand, if a Traveler manages to overcome the challenges of their place of punishment and get through to the other side, they attain the next level, gain Divine Inspiration, and regain 1 Glimpse of Hope. This also happens to Indifferent Angels, Malebranche, and noble spirits who enter their place of punishment for the first time and then are able to leave it.

The places of punishment associated with these types of characters are:

- Indifferent Angel: Antinferno
- Malebranche: Fifth Bolgia of the Eighth Circle
- Noble Spirit: First Circle

turn itself to ash, to reappear fully formed and complete after a few seconds. Still, a Lost One can carry an emblem on their person, or drop it to the ground next to them to better use their hands or provide a spell's somatic component.

These Emblems increase in power and corruption along with their characters, according to the following progression:

5th level. One of the three emblems becomes Tormented.

9th level. A second emblem becomes Tormented, then a Tormented emblem becomes Burned.

13th level. A third emblem becomes Tormented, then a Tormented emblem becomes Burned, then a Burned emblem becomes Damned.

17th level. A Tormented emblem becomes Burned, then one of the two Burned emblems becomes Damned.

When an emblem gains a level, e. g. advancing from Tormented to Burned, it gains one or more additional properties.

Any choice made about an emblem's progression is made by the player controlling the character.

Multiclass. When a character gains a new level, they cannot choose a different class from that of their Archetype.

Hope Points

When indifferent angels, malebranche, and noble spirits become player characters or Travelers, they gain their own Hope score, the same longing for redemption and vindication that spurs the Lost Ones.

As they acquire their Hope in Hell, after centuries or endless ages spent in despair, their starting Hope Points are very limited. Still, they can regain them as easily as the Lost Ones, they can gain them from anyone willing to share Hope with them, and their costs can partially be reduced by Divine Inspiration and by Despair saving throws (see below).

When an indifferent angel, a malebranche, or a noble spirit begins their journey, they have 6 Hope Points + 1 x level. These points are vital to journeying through the Infernal rounds: They are the only beacon that can lead them away from perdition.

DIVINE FLAME

In their new status of Hope bearers, indifferent angels, noble spirits, and even malebranche are bound to the same Divine Flame of the Lost Ones, and to the Guide.

Ashes to Ashes, Dust to Dust. When an indifferent angel, a malebranche, or a noble spirit fails the third saving throw against death or is destroyed in any other way, their body and emblems turn into ashes in an instant, and they lose 1 Spark of Hope. If a Traveler still has Hope, they reappear after 1d4 rounds with a new semblance on the very spot they were destroyed (and not next to a Divine Flame, as Lost Ones do); in addition, they gain the benefits of a long rest, and this effect closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the Traveler when it was destroyed. If a Traveler does not have any Hope left, they revert to their original and eternal condition of Despondent malebranche, indifferent angel, or noble spirit and take a new shape in their place of punishment, oblivious to what happened and devoid of Hope.

Embrace the Sin. Indifferent angels, malebranche, and noble spirits gain some features from their Archetype that they can use to obtain temporary effects. When a Traveler uses one of these abilities, they lose Hope as required by the description of that ability.



Divine Inspiration. Indifferent angels, malebranche, and noble spirits can gain Divine Inspiration as usual, and they can spend it to reduce their loss of Hope. When a Traveler is about to lose 1 Spark of Hope and spends Divine Inspiration in this way, they gain the desired effect without losing Hope.

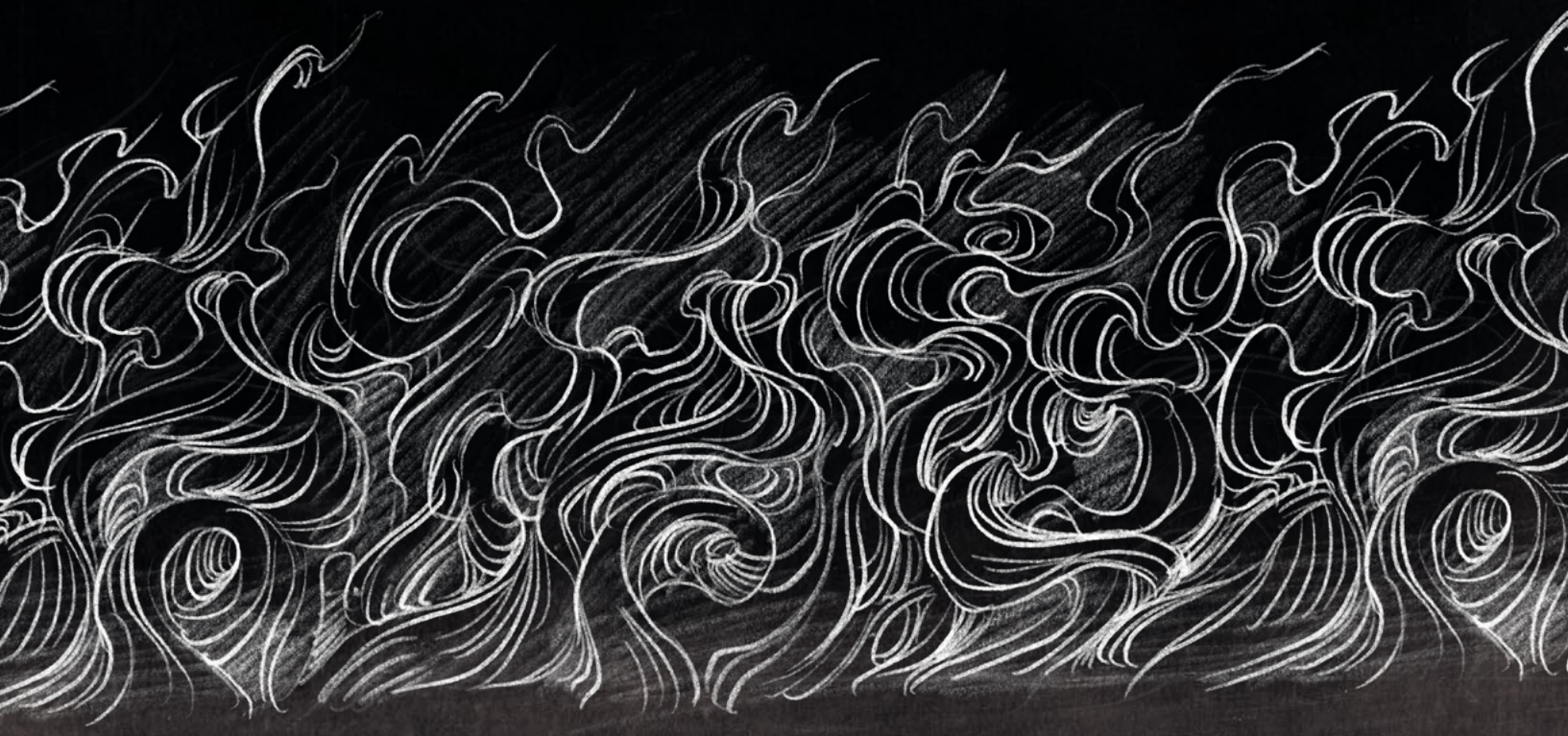
Despair. If a Traveler loses all their Hope Points, they risk fading away: They will be lost forever to sin and will become damned. When a Traveler loses their last Hope Point, they must immediately make a special saving throw called a Despair saving throw, to determine whether their essence can still hang on. Unlike other saving throws, this one is not based on any ability score and a Traveler cannot make it more than 3 times during their entire Journey. The player rolls 1d20. If the result is equal or higher than half their character level (rounded down), the save is successful and the Traveler regains 1 Spark of Hope. If the save is failed, the character finally gives in to Despair and can no longer be played.

Give Hope. A Traveler can give their Hope to another Traveler or other willing characters met in Hell. As an action, a Traveler can spend 1 Spark or 1 Glimpse of Hope to give an amount of Hope Points equal to half their roll, rounded up.

Gain Divine Inspiration. Indifferent angels, malebranche, and noble spirits do not have vices and

virtues. They have a starting Alignment they use as a moral beacon and a Hope of redemption much like the Lost Ones. The Guide can decide to grant Divine Inspiration to one of these characters, if the player is roleplaying them convincingly and in accordance with their unearthly background. The Guide will tell the Travelers how they can earn Divine Inspiration during the game. A Traveler either has Divine Inspiration or not: They cannot accrue more “divine inspirations” to use them later in the game.

Using Divine Inspiration. If a character has Divine Inspiration, they can spend it when they make an attack roll, a saving throw, or an ability check. In addition, if a character has Divine Inspiration, they can reward another player for good roleplaying, a clever idea, or just for doing something exciting during the game. When another Traveler contributes to the Journey in an interesting or funny way, the character with Divine Inspiration can give it up and assign it to the other character. Finally, a character with Divine Inspiration can spend it each time they lose Hope.



Other Traits in Indifferent Angels, Malebranche, and Noble Spirits

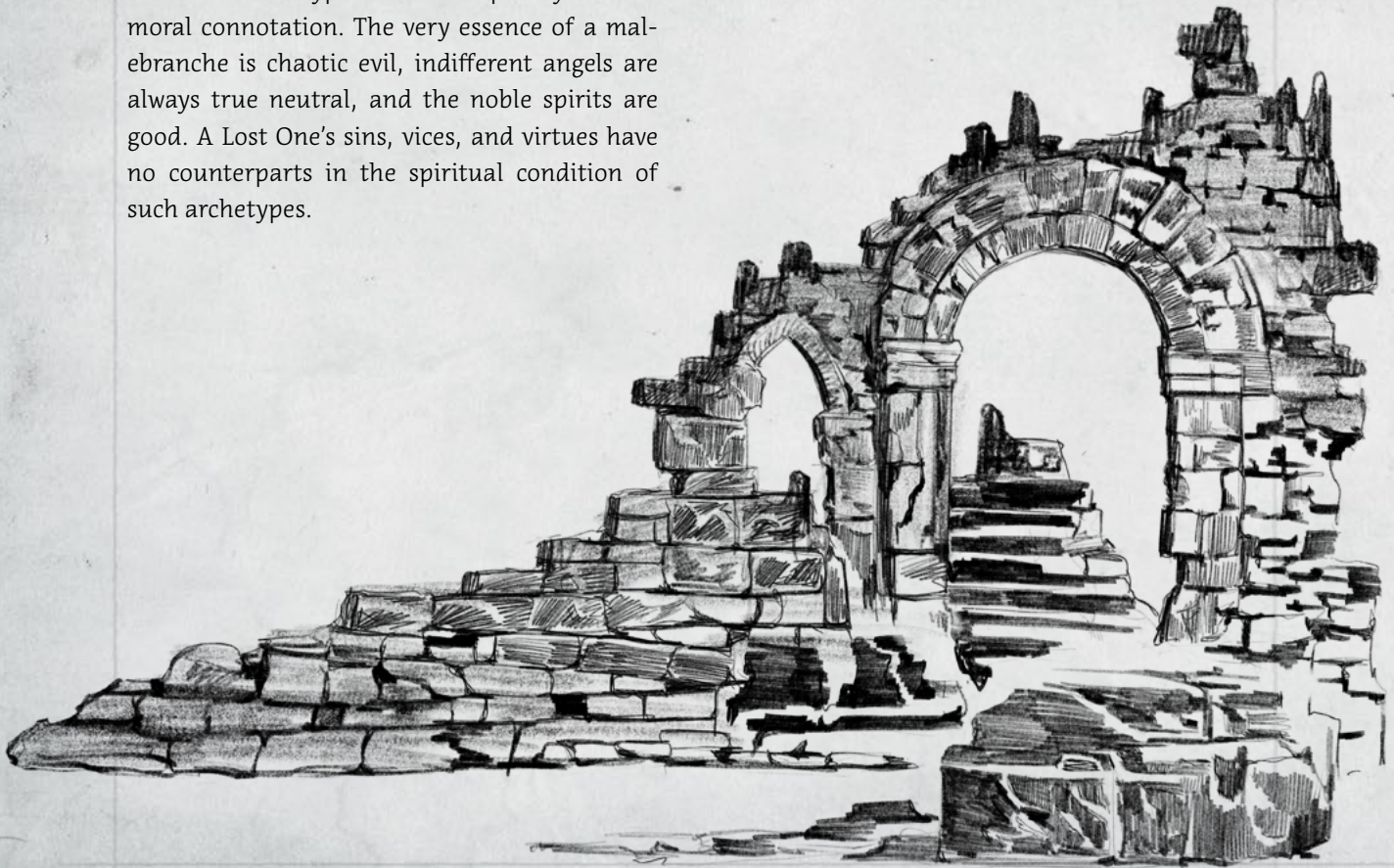
Sex, Gender, Origins, and Physical Features.

Indifferent angels and malebranche did not have an original sex and gender, nor did they have an earthly semblance, but in Hell they tend to appear to the Lost Ones with vaguely male or female traits, as they see fit. They also choose their physical features, although they are never fully defined. Noble spirits usually appear with the features they are best known for in the world, even if they do not like those features, or those features do not match those they had in life.

Alignment. Although a Lost Ones' alignment is not particularly relevant in Hell, these new character archetypes have an explicitly marked moral connotation. The very essence of a malebranche is chaotic evil, indifferent angels are always true neutral, and the noble spirits are good. A Lost One's sins, vices, and virtues have no counterparts in the spiritual condition of such archetypes.

USING INDIFFERENT ANGELS, MALEBRANCHE, AND NOBLE SPIRITS IN OTHER SETTINGS

Much like the Lost Ones, these player archetypes are explicitly designed to be used in the afterlife conceived by Dante and their traits, especially the Hope mechanics, would make little sense outside the *Inferno* context.







Indifferent Angel

*Commingled are they with that caitiff choir
of Angels, who have not rebellious been,
nor faithful were to God, but were for self.*

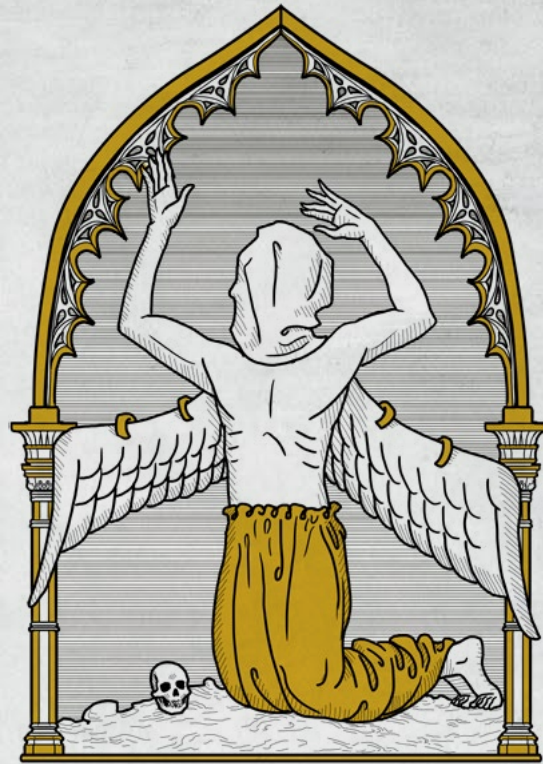
*The heavens expelled them, not to be less fair;
nor them the nethermore abyss receives,
for glory none the damned would have from them.*

Dante Alighieri
INFERNO, CANTO III, 37-42

When the First Betrayal tore the sky asunder, a host of angels stood in the middle. They swore allegiance neither to the Lord, nor to the Foe: They stepped aside and did not declare for anyone. Yet, their inaction condemned them nonetheless, and divine justice sentenced them to Antinferno, along with the souls of those mortals.

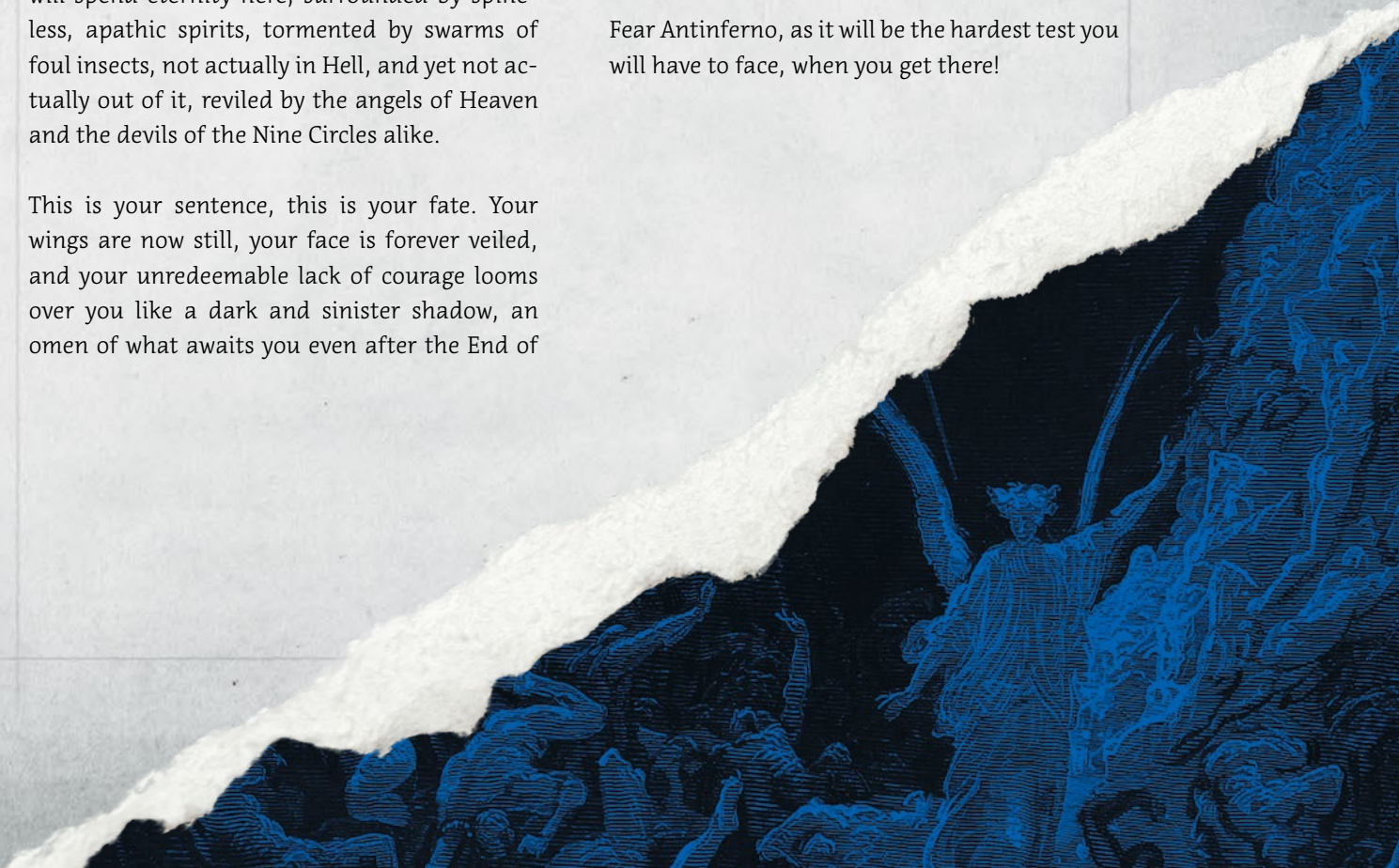
The angels of the Indifferent Choice are bound to the land between the Eternal Gate and the shores of Acheronte until the End of Days. They will spend eternity here, surrounded by spineless, apathic spirits, tormented by swarms of foul insects, not actually in Hell, and yet not actually out of it, reviled by the angels of Heaven and the devils of the Nine Circles alike.

This is your sentence, this is your fate. Your wings are now still, your face is forever veiled, and your unredeemable lack of courage looms over you like a dark and sinister shadow, an omen of what awaits you even after the End of



Days, if you do not earn redemption somehow, maybe following the Lost Ones on their path, or making the Journey to Lucifero yourself.

Fear Antinferno, as it will be the hardest test you will have to face, when you get there!



Roleplaying an Indifferent Angel

As soon as they acquire the first Spark of Hope, an indifferent angel becomes a full-fledged character: They can gain levels and in terms of mechanics they represent a new Archetype of Traveler, which is added to the existing Lost Ones Archetypes.

The indifferent angel as player character does not belong to any race, class, or subclass: they exclusively follow the progression of their Archetype, from Level 1 to Level 20.

Semblance

The angels of the Indifferent Choir, those who did not side either with the Lord nor against him, are bound with the other indifferent souls in Antinferno and have lost most of their original celestial grace, although they did not develop diabolical traits.

Their remarkable height, from seven to ten feet, makes them stand out among the host of the indifferent, and the golden bracers they wear on their wrists glitter in the shadows. They can no longer fly, as their wings are burdened with rings and chains, but many of them maintain a proud countenance even among mud and flies. Their faces are obscured by hoods, veils, and masks, as their beauty must not be a source of relief for the damned. The noble aura that surrounds them remains strong enough to take the breath away from anyone around them.

Traits of the Indifferent Angels

- ◆ **Type of Creature.** The indifferent angel can be considered a fiend to the purpose of the book.
- ◆ **Ability Score Increase.** Indifferent angels can have diversified strength, stamina, wit, and other specific faculties, although their semblances remain very similar. Your Charisma score increases by 2, and 2 other ability scores of your choice increase by 1.
- ◆ **Indifferent Angels Names.** In Hell, the indifferent angels' names are drawn from hebraic and christian lore, with reference to gnostic and essene mysticism. Aladiah, Dinah, Hahaiah, Hakamiah, Haniel, Haziël, Hesediel, Iezalel, Lauviah, Mehahel, Reuel, Sachiel, Yeratiel, Yophiel.
- ◆ **Age.** An indifferent angel has no age, but they usually look like a grown human.
- ◆ **Alignment.** True to their nature, all indifferent angels are true neutral.
- ◆ **Size.** Although they are abstract and immaterial beings, and they tend to tower over the mere damned, when they join other Travelers, their semblance is that of a Medium creature.
- ◆ **Infernal Endurance.** As an indifferent angel, you have grown accustomed to the endless moral and material torment of Antinferno and to the lack of Hope. When you do not wear any armor, your AC is equal to 14 + your Charisma modifier.
- ◆ **Unearthly Resistance.** You gain resistance to poison damage, necrotic damage, and radiant damage.
- ◆ **Infernal Vision.** Your unearthly heritage allows you to see normally in dim light and in darkness, both magical and mundane, up to 60 feet.
- ◆ **Speed.** Your base walking speed is 30 feet.

◆ **Languages.** You can understand Celestial and Infernal, but you cannot speak or write them. Still, you can speak and understand the Primeval Language, spoken before the Tower of Babel was built, and still spoken in the afterlife realms.

◆ **Nature of the Indifferent Angels.** An indifferent angel doesn't require air, food, or drink. In addition, an indifferent angel doesn't require sleep. It can finish a long rest if it spends that time in an inactive, motionless state. In this state, it remains conscious.

INDIFFERENT ANGEL

| Level | Proficiency Bonus | Features | Indifference Dice |
|------------------|-------------------|--|-------------------|
| 1 st | +2 | Indifference Dice, Indifferent Angel Emblems | 4 |
| 2 nd | +2 | Ability Score Improvement, Fighting Style | 4 |
| 3 rd | +2 | Powers of Acheronte | 4 |
| 4 th | +2 | Ability Score Improvement | 4 |
| 5 th | +3 | Extra Attack | 5 |
| 6 th | +3 | Bane of Acheronte, Improved Powers of Acheronte | 5 |
| 7 th | +3 | Accustomed to Pain | 5 |
| 8 th | +3 | Ability Score Improvement | 6 |
| 9 th | +4 | Ataraxia | 6 |
| 10 th | +4 | Aura of Acheronte, Improved Powers of Acheronte | 6 |
| 11 th | +4 | Resistance to Torment | 7 |
| 12 th | +4 | Ability Score Improvement | 7 |
| 13 th | +5 | Healing Indifference | 7 |
| 14 th | +5 | Improved Aura of Acheronte, Improved Powers of Acheronte | 8 |
| 15 th | +5 | Utter Impassivity | 8 |
| 16 th | +5 | Ability Score Improvement | 8 |
| 17 th | +6 | - | 9 |
| 18 th | +6 | - | 9 |
| 19 th | +6 | Ability Score Improvement | 10 |
| 20 th | +6 | Apotheosis of Acheronte | 10 |

Indifferent Angel Features

As an indifferent angel, you gain the following features.

HIT POINTS

Hit Dice: 1d10 per indifferent angel level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (6) + your Constitution modifier per indifferent angel level after 1st

PROFICIENCIES

Tools: None

Saving Throws: Constitution, Charisma

Skills: Deception and Religion, plus two chosen from Stealth, Insight, Performance, and Perception

Indifference Dice

Starting at 1st level, you gain 4 indifference dice, which are d8, and you gain more of them at subsequent levels, as detailed in the "Indifferent Angel" table. When you use an indifference die, you spend it. You regain all spent indifference dice when you finish a long rest.

When you take any type of damage, you can use your reaction and spend one Indifference Die to reduce the damage you take by the number you rolled with your Indifference Die.

Ability Score Improvement

When you reach 2nd level, and again at 4th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Fighting Style

Since the dawn of time, you have learned to avoid or passively endure any type of verbal, physical, and spiritual conflict, developing a number of purely defensive fighting techniques and maneuvers. Starting at 2nd level, you adopt a particular style of fighting as your specialty, choosing one of the following options.

DEFENSE

You gain a +1 bonus to AC.

ENDURANCE

When a creature you can see attacks a target different than you and that target is within 5 feet of you, you can use your reaction to impose disadvantage on that creature's attack roll.

Powers of Acheronte

Starting at 3rd level, the Powers of Acheronte grant you a limited ability to use magic.

You can cast *bane* and *darkness*, at their lowest level, without spending material components.

You can cast each of them once. When you do so, you can't do so again until you finish a long rest, but you can use an action and spend a number of Indifference Dice equal to the spell's level to cast it again. If a spell requires a saving throw, its DC is equal to 8 + your proficiency bonus + your Charisma modifier.

At 6th level, you can also cast in this way the *dispel magic* and *fear* spells, at their lowest level, without spending material components.

At 10th level, you can also cast in this way the *confusion* and *insect plague* spells, at their lowest level, without spending material components.

At 14th level, you can also cast in this way the *eyebite* and *finger of death* spells, at their lowest level, without spending material components.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Bane of Acheronte

Starting at 6th level, you grow more indifferent to what happens around you, making your reactions even more unfathomable and unpredictable. When an enemy creature makes a saving throw against one of your spells, you can use your reaction to spend an Indifference Die and subtract from that saving throw the number you rolled on your Indifference Die.

Accustomed to Pain

At 7th level, you regain all your spent Indifference Dice when you finish a short or long rest.

Afaraxia

Starting at 9th level, when you make a saving throw, you can choose to spend one Indifference Die to roll it and add the result to your saving throw. You can wait until after you roll the d20 before deciding to use the Indifference Die, but you must decide before the Guide says whether the roll succeeds or fails.

Aura of Acheronte

Starting at 10th level, you can create an aura of indifference and annoyance in a 30-foot radius around you. Any enemy creature in that area has its speed halved.

Resistance to Torment

At 11th level, you gain advantage on your saving throws against spells and other magical effects.

Healing Indifference

Starting at 13th level, you can rejuvenate your semblance by appealing to your merciless inurement to pain and decay. With an action, you can spend one or more Indifference Dice to heal your wounds. You can spend a maximum number of Indifference Dice equal to your proficiency bonus. You roll the dice you spend, add the results, and regain a number of Hit Points equal to the total.

Improved Aura of Acheronte

Starting at 14th level, with an action, you can widen the aura of restlessness and dullness around you. Any enemy creature affected by your Aura of Acheronte that can see or hear you must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). On a failed save, the creature is charmed for 1 minute, or until it takes any damage.

As long as the creature is charmed, its speed drops to 0.

Utter Impassivity

At 15th level, your spiritual and physical detachment grows beyond their previous limits. Your ability scores now have a maximum of 24.

Apotheosis of Acheronte

At 20th level, you are ready to push the limits of your rank and rise to a higher level. Using an action, you gain the following benefits for 1 minute:

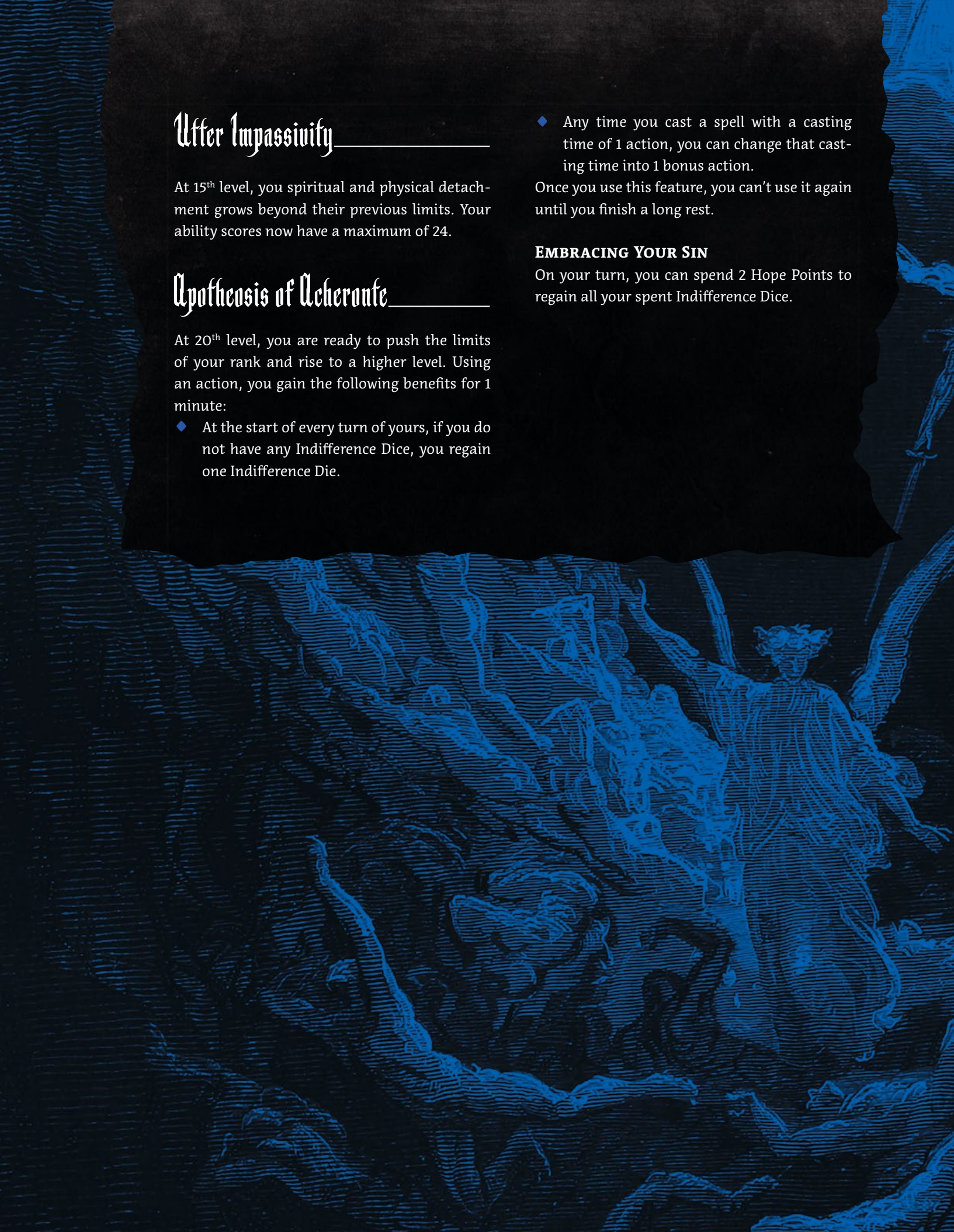
- ◆ At the start of every turn of yours, if you do not have any Indifference Dice, you regain one Indifference Die.

- ◆ Any time you cast a spell with a casting time of 1 action, you can change that casting time into 1 bonus action.

Once you use this feature, you can't use it again until you finish a long rest.

EMBRACING YOUR SIN

On your turn, you can spend 2 Hope Points to regain all your spent Indifference Dice.



Indifferent Angel Emblems

At 1st level, you gain the following Infernal Emblems:

VEIL OF INDIFFERENCE

Your face is always veiled as a symbol of your indifference and lack of expression. None knows what your true face looks like behind the veil. It shields you from the gaze of others, but it also has a distracting effect on you.

You have disadvantage on initiative rolls and to any action you make during the first turn of any combat.

One-Sided Attack. As your enemies cannot read your gaze and discern your intentions, once per turn you can deal 4 extra psychic damage to a creature you hit with an attack, if at least one of your allies has hit that creature with an attack since your last turn.

- ◆ **Tormented.** Your One-Sided Attack damage increases to 8.
- ◆ **Burned.** Your One-Sided Attack damage increases to 12.
- ◆ **Damned.** Your One-Sided Attack damage increases to 16.

HAUNTING INSECTS

You can use an action to call a cloud of insect-like infernal beings that torture your body, and force them to attack your foes. The insects answer your call and appear within 20 feet of you. The summoned insects disappear after 1 hour, or when they drop to 0 hit points. Once you use this feature, you can't use it again until you finish a long rest.

You summon a swarm of wasps. The summoned creatures are friendly to you and your companions and obey any verbal commands you issue to them (no action required).

- ◆ **Tormented.** You gain advantage on all your Constitution saving throws.
- ◆ **Burned.** You can use an action to cast the *insect plague* spell (save DC 16). Once you use this feature, you can't use it again until you finish a short or long rest.
- ◆ **Damned.** The insects around you make you more difficult to hit. Thus, any time a creature makes an attack roll against you, it must roll 1d4 and subtract the result from its attack roll. If you take any damage, this effect is suppressed until the start of your next turn, as the insects rush to your wounds instead of buzzing around you.

SHIELD OF INDIFFERENCE

You can use an action to summon a weapon and/or a shield in your empty hands. You can choose their shape every time you summon them. The weapon you summon is considered magical to overcome damage resistances and immunities to nonmagical damage, and the shield is considered magical as well (+1). The weapon and the shield turn into ashes as soon as you drop them, if you summon a new weapon or shield, if you dismiss them (no action required), or if you die.

- ◆ **Tormented.** The magical bonus of your Shield of Indifference increases to +2.
- ◆ **Burned.** The magical bonus of your Shield of Indifference increases to +3. The bonus to the attack and damage rolls made with your weapon increases to +1.
- ◆ **Damned.** The bonus to the attack and damage rolls made with your weapon increases to +2. When you obtain a 20 on the attack roll with your weapon, the target takes 8 extra psychic damage and you regain 8 hit points.



Malebranche

*And I beheld behind us a black devil.
Running along upon the crag, approach.*

*Ah, how ferocious was he in his aspect!
And how he seemed to me in action ruthless,
with open wings and light upon his feet!*

*His shoulders, which sharp-pointed were and high,
a sinner did encumber with both haunches,
and he held clutched the sinews of the feet.*

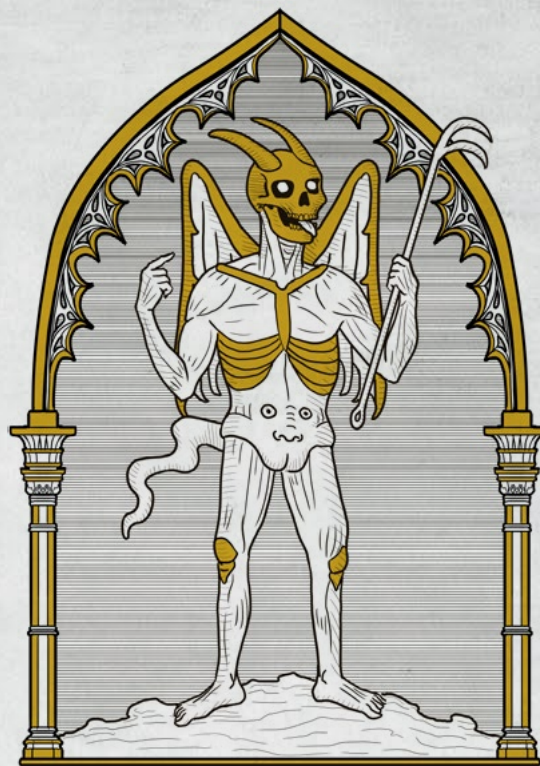
Dante Alighieri

INFERNO, CANTO XXI, 29-36

When Lucifero turned into Satan and fell to Earth, he brought with him a host of minor angels. These angels were corrupted by their sin and the Evil One's influence, turned into devils, and overran Hell, tasked with tormenting the damned. The malebranche are the most common guardian devils of the Blind World, and are particularly present in the Malebolge of the Eighth Circle.

They are eternal beings, both prisoners and captors in Hell at the same time.

Malebranche, tempestarii, guardian devils, and other low-ranking fallen angels are not gifted with actual free will, nor can they gain levels: They are frozen in their eternal version of themselves that the Lost Ones can meet in the Nine Circles (see chapter 5 – Evils of Hell, below). Still, when one of them happens to somehow regain 1 Glimpse of Hope, it is momentarily freed from its eternal and cyclical fate and can become a Traveler on its own account.



From then on, it can follow its desires and make its own decisions, it can make ethical and moral choices, and it can even use Hope and Divine Inspiration, taking its first steps on the path to redemption.

Fear the Fifth Bolgia of the Eighth Circle as it will be the hardest test you will have to face, when you get there!



Roleplaying a Malebranche

As soon as they acquire the first Spark of Hope, a malebranche becomes a full-fledged character: They can gain levels and in terms of mechanics they represent a new Archetype of Traveler, which is added to the existing Lost Ones Archetypes.

The malebranche as player character does not belong to any race, class, or subclass: they exclusively follow the progression of their Archetype, from Level 1 to Level 20.

Semblance

The fallen angels who followed Lucifero have lost all their magnificence and beauty when they were cast down from Heaven. In Hell, they gained a horrible, symbolic semblance based on their nature and hierarchy, on the form of their sin, and on the task they have in the Gloomy Kingdom. The wide range of devils and demons a Traveler can meet on their path is the most obvious evidence of this diversity.

Malebranche, both in the Eighth Circle and elsewhere, usually act as the menial laborers of Hell: They are low-ranking devils whose powers are limited. They look like humanoid beings, whose bodies appear black and dull at a distance, but are revealed to be translucent when exposed to the Divine Flame, which also reveals their golden skeleton. Curved horns protrude from their heads and they have bat-like wings on their back that allow them to fly for short distances.

Malebranche Traits

- ◆ **Type of Creature.** A malebranche is a fiend.
- ◆ **Ability Score Increase.** Malebranche can have varying degrees of intelligence, skill, wit, and other specific traits, although their semblances are always very similar, and well suited to Hell. Your Constitution score increases by 2 and two other ability scores of your choice increase by 1.
- ◆ **Malebranche Names.** Dante himself provided us with the names of the malebranche he dealt with. After losing their original names, they are now known by folkloristic nicknames inspired by the sinister and infernal appearance. Alichino, Barbariccia, Cagnazzo, Calcabrina, Ciriatto, Draghignazzo, Farfarello, Graffiacane, Libicocco, Malacoda, Rubicante, Scarmiglione.
- ◆ **Age.** A malebranche is an ageless creature, but they almost always appear as an adult being.
- ◆ **Alignment.** As their nature mandates, all devils in Hell are evil; more specifically, the malebranche haunting the Eighth Circle are almost always chaotic evil.
- ◆ **Size.** Although a malebranche is an abstract, immaterial being, their semblance in the game is that of a Medium creature.
- ◆ **Infernal Scars.** A malebranche has grown accustomed to the savage Infernal environment and even to the scourge of their fearsome masters. When you do not wear any armor, your AC is equal to 14 + your Constitution modifier.
- ◆ **Unearthly Resistance.** You gain resistance to poison damage, necrotic damage, and fire damage.
- ◆ **Incomplete Redemption.** Although a malebranche has gained some Hope Points, their

bodily and spiritual nature is still hostile to the bright power of the Lord. You are vulnerable to radiant damage.

- ◆ **Infernal Sight.** Your unearthly heritage allows you to see normally in dim light and in darkness, both magical and mundane, in a radius of 60 feet.
- ◆ **Speed.** Your base walking speed is 30 feet.
- ◆ **Languages.** You know the Infernal language of your lords and of the Court of Dite. Still, to communicate with the damned and the

Lost Ones, you can speak and understand the Primeval Language, spoken before the Tower of Babel was built, and still spoken in the afterlife realms.

- ◆ **Nature of the Malebranche.** A malebranche doesn't require air, food, or drink. In addition, an malebranche doesn't require sleep. It can finish a long rest if it spends that time in an inactive, motionless state. In this state, it remains conscious.

MALEBRANCHE

| Level | Proficiency Bonus | Features | Damnation Dice |
|------------------|-------------------|---|----------------|
| 1 st | +2 | Damnation Dice, Malebranche Emblems | 4 |
| 2 nd | +2 | Ability Score Improvement, Fighting Style | 4 |
| 3 rd | +2 | Assault of Malebolge | 4 |
| 4 th | +2 | Ability Score Improvement | 4 |
| 5 th | +3 | Extra Attack | 5 |
| 6 th | +3 | Savagery of Malebolge | 5 |
| 7 th | +3 | Infernal Might | 5 |
| 8 th | +3 | Ability Score Improvement | 6 |
| 9 th | +4 | Diabolical Assault | 6 |
| 10 th | +4 | Aura of Malebolge | 6 |
| 11 th | +4 | Infernal Resistance | 7 |
| 12 th | +4 | Ability Score Improvement | 7 |
| 13 th | +5 | Diabolical Healing | 7 |
| 14 th | +5 | Improved Aura of Malebolge | 8 |
| 15 th | +5 | Pride of Malebolge | 8 |
| 16 th | +5 | Ability Score Improvement | 8 |
| 17 th | +6 | - | 9 |
| 18 th | +6 | - | 9 |
| 19 th | +6 | Ability Score Improvement | 10 |
| 20 th | +6 | Apotheosis of Malebolge | 10 |

Malebranche Features

As a malebranche, you gain the following features.

HIT POINTS

Hit Dice: 1d10 per malebranche level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (6) + your Constitution modifier per malebranche level after 1st

PROFICIENCIES

Tools: None

Saving Throws: Dexterity, Wisdom

Skills: Intimidation and Religion, plus choose two from Athletics, Deception, Perception, and Survival

Damnation Dice

Starting at 1st level, you gain 4 Damnation Dice, which are d8, and you gain more of them at subsequent levels, as detailed in the Damnation Dice column of the “Malebranche” table. When you use a Damnation Die, you spend it. You regain all spent Damnation Dice when you finish a long rest.

When you hit a creature with a weapon attack, you can spend one Damnation Die to deal extra necrotic damage to the target, dealing 1d8 extra damage per spent die.

Ability Score Improvement

When you reach 2nd level, and again at 4th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1.

As normal, you can't increase an ability score above 20 using this feature.

Fighting Style

Since the dawn of time, you have grown accustomed to tormenting and harassing the damned of the Eighth Circle, developing an endless array of combat techniques and maneuvers. Starting at 2nd level, you adopt a particular style of fighting as your specialty, choosing one of the following options.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can re-roll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

Assault of Malebolge

Starting at 3rd level, when you drop a creature to 0 hit points with a weapon attack on your turn, you can use a bonus action to move up to half your speed and make a weapon attack.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Savagery of Malebolge

Starting at 6th level, any time you hit a creature with a weapon, that creature takes 1d8 extra necrotic damage. In addition, if you spend a Damnation Die to deal extra necrotic damage, you add this damage to the extra damage of your Damnation Dice as well.

Infernal Might

At 7th level, you regain all your spent damnation dice when you finish a short or long rest.

Diabolical Assault

Starting at 9th level, when you make an attack roll, you can choose to spend one Damnation Die to roll it and add the result to the attack roll. You can wait until after you roll the d20 before deciding to use the Damnation Die, but you must decide before the Guide says whether the roll succeeds or fails.

Aura of Malebolge

Starting at 10th level, you cast an infernal aura in a 10-foot radius around you. Any time an enemy creature starts its turn in this area, it takes 1d6 necrotic damage.

At 14th level, the radius of this aura increases to 20 feet.

Infernal Resistance

At 11th level, you gain advantage to all saving throws against spells and other magical effects.

Diabolical Healing

Starting at 13th level, you can rejuvenate your semblance by appealing to the dark forces that permeate Hell. With an action, you can spend one or more damnation dice to heal your wounds. You can spend a maximum number of Damnation Dice equal to your proficiency bonus. You roll the dice you spend, add the results, and regain a number of hit points equal to the total.

Pride of Malebolge

At 15th level, you are on the verge of entering a higher Infernal rank. Your ability scores now have a maximum of 24.

Apoptosis of Malebolge

At 20th level, you are ready to push the limits of your rank and rise to a higher level. Using an action, you gain the following benefits for 1 minute:

- ◆ At the start of every turn of yours, if you do not have any Damnation Dice, you regain one Damnation Die.
- ◆ When you make an Attack action on your turn, you can make an additional attack as part of that action.

Once you use this feature, you can't use it again until you finish a long rest.

EMBRACING YOUR SIN

On your turn, you can spend 2 Hope Points to regain all your spent Damnation Dice.

Malebranche Emblems

At 1st level, you gain the following Infernal Emblems:

GOLDEN SKELETON

The very essence of a malebranche is permeated with pride, arrogance, aloofness, and vanity: the sins that pushed them to turn against the Lord and made them what they are now. This original sin is branded in their very bones, which have turned into gold and are now thicker and heavier, drawn to the center of the Earth and Lucifero, and preventing them from soaring back into the sky where they once dwelt. You gain resistance to bludgeoning, piercing, and slashing from nonmagical attacks.

- ◆ **Tormented.** You gain a +1 bonus to saving throws.
- ◆ **Burned.** Your saving throw bonus increases to +2. In addition, you gain resistance to one of the following types of damage: acid, cold, lightning, or thunder.
- ◆ **Damned.** If you fail a saving throw, you can use your reaction to turn your failed save into a successful one. Once you use this feature, you can't use it again until you finish a short or long rest.

WEAPONS OF DAMNATION

You can rely on an endless array of tools of death, pain, violence, and torment, anything that Hell has to offer to its own keepers. The choice is yours alone.

You can use an action to summon two weapons into your empty hands. You can choose their shape every time you summon them. The weapons you summon are considered magical to overcome damage resistances and immunities to nonmagical damage. The weapons turn into

ashes as soon as you drop them, if you summon new weapons, if you dismiss them (no action required), or if you die.

- ◆ **Tormented.** You gain a +1 bonus to attack and damage rolls you make with your Weapons of Damnation.
- ◆ **Burned.** The bonus to attack and damage rolls made with your Weapons of Damnation increases to +2. When you obtain a 20 on an attack roll with your Weapons of Damnation, the target takes 8 extra necrotic damage and you regain 8 hit points.
- ◆ **Damned.** The bonus to attack and damage rolls made with your Weapons of Damnation increases to +3. When you obtain a 20 on an attack roll with your Weapons of Damnation, the extra necrotic damage the target takes, and the hit points you regain increase to 15.

WINGS OF SIN

You have two hideous bat-like wings, the last vestigial remains of the beautiful celestial wings you used to have. These wings can sustain you even in the empty atmosphere of Hell. You can use your action to unleash your inner-infernal energy and actually use your wings to fly. For 1 minute, you gain a flying speed of 30 feet. Once you use this feature, you can't use it again until you finish a short or long rest.

- ◆ **Tormented.** Your flying speed increases to 40 feet.
- ◆ **Burned.** Your flying speed increases to 50 feet.
- ◆ **Damned.** Your flying speed increases to 60 feet. In addition, you do not provoke an attack of opportunity when you fly out of an enemy's reach.





Noble Spirit

*Of great authority in their countenance;
they spake but seldom, and with gentle voices.*

*Thus we withdrew ourselves upon one side
into an opening luminous and lofty,
so that they all of them were visible.*

*There opposite, upon the green enamel,
were pointed out to me the mighty spirits,
whom to have seen I feel myself exalted.*

Dante Alighieri

INFERNO, CANTO IV, 112-120

These virtuous and flawless souls were celebrated in the world of the living for their grandeur, yet they never received the sacraments of the Lord and could not be saved. Noble spirits are an elite circle of chosen ones, standing out from the other souls of Limbo. Their thoughts were inspired, their deeds paved the way for the righteous doctrine that would come, and their teachings inspired men and women of the following generations. For this reason, although dwelling in Hell, their souls enjoy several unique privileges that no others in the Blind World can vaunt.

First, these souls are not in pain and are not haunted by any grief. They spend eternity away from the rest of the common spirits of Limbo, in an eternal symposium of wise men, philosophers, poets, and warlords.

In addition, they enjoy the greatest gift one can hope for in Hell: the Fire of the Divine Flame, which turns their Castle into a safe haven, resembling a thin and faded shadow of Heaven. No devil, monster, or infernal keeper can bypass its walls. The Castle is shielded by its light and its warm embrace, a unique and coveted place.



Finally, the noble spirits are sustained by a stalwart Hope for the future and the End of Days: As already happened once, when the Lord came down to Hell to save the spirits of the prophets and the wise men of the Old Testament, the noble spirits hope that one day, when the final judgment has come to pass, they will finally be accepted into the highest heavens and forgiven by His endless goodness.

This awareness, this unshakable hope, sustains them even through the millennia they must spend in Hell.

Fear the First Circle, as it will be the hardest test you will have to face, when you get there!



Roleplaying a Noble Spirit

As soon as they acquire the first Spark of Hope, a noble spirit becomes a full-fledged character: They can gain levels and in terms of mechanics they represent a new Archetype of Traveler, which is added to the existing Lost Ones Archetypes.

A noble spirit as player character does not belong to any race, class, or subclass: they exclusively follow the progression of their Archetype, from Level 1 to Level 20.

Semblance

Noble spirits appear as they are remembered and celebrated in the world of the living, even centuries after their death. Many statues, paintings, and other effigies pay homage to them, usually following precise canons that do not always match the memories of their real faces, that may be gone forever. Even in Hell, they appear as men and women made of marble, looking like an effigy, a statue, or a fresco.

Thus, their emblems are also a consequence of this tradition: laurel crowns, ritual weapons, caducei, and lyres have been part of their attire for so long, that their semblances now must necessarily include them.

Noble Spirit Traits

- ◆ **Ability Score Increase.** Your Wisdom score increases by 2 and two other ability scores of your choice increase by 1.
- ◆ **Noble Spirit Names.** The noble spirits dwelling in the Castle of Limbo have illustrious names and are renowned personalities of the ancient world. Dante himself met philosophers, warlords, and poets such as Aristotele, Camilla, Giulio Cesare and his daughter Giulia, Cicerone, Enea, Elettra, Ettore, Omero, Orazio, Orfeo, Ovidio, Socrate, Platone, Tolomeo, Virgilio, queen Pentesilea, and even "heathen" nobles such as Avicenna, Averroè, and Saladin. Any savant, prince, or loremaster of the past who is known for their virtues can be an interesting noble spirit to roleplay.
- ◆ **Age.** A noble spirit may appear at the age they had in life, usually around the time of their death. Some rare spirits, thanks to their moral stature and the wisdom that made them "noble", can appear with the semblance of a child, or a young man or woman.
- ◆ **Alignment.** In life, a noble spirit did not display any sin or vice serious enough to sentence them to the lower circles of Hell. Thus, their alignment is always good.
- ◆ **Size.** A noble spirit maintains the semblance they had in life. You are a Medium creature.
- ◆ **Speed.** Your base walking speed is 30 feet.
- ◆ **Languages.** You can speak, read and write any language you knew in life. In addition, in the afterlife realms, all speak and understand the Primeval Language, spoken before the Tower of Babel was built, and they use that language without realizing it.
- ◆ **Nature of the Noble Spirits.** A noble spirit doesn't require air, food, or drink. In addition, a noble spirit doesn't require sleep. It can finish a long rest if it spends that time in an inactive, motionless state. In this state, it remains conscious.

NOBLE SPIRIT

Spell Slots per Spell Level

| Level | Proficiency Bonus | Features | Round | 1 st | 2 nd | 3 rd | 4 th | 5 th |
|------------------|-------------------|--|-------|-----------------|-----------------|-----------------|-----------------|-----------------|
| 1 st | +2 | Authority of the Castle, Infernal Lore, Noble Spirit Emblems | 0-1 | - | - | - | - | - |
| 2 nd | +2 | Spellcasting, Declaration of Courage | 0-1 | 2 | - | - | - | - |
| 3 rd | +2 | Greater Discernment, Improved Infernal Lore | 2-3 | 3 | - | - | - | - |
| 4 th | +2 | Ability Score Improvement | 2-3 | 3 | - | - | - | - |
| 5 th | +3 | Hellish Experience, Touch of the Aoidos | 2-3 | 4 | 2 | - | - | - |
| 6 th | +3 | Secrets of the Mages, Improved Infernal Lore | 4-5 | 4 | 2 | - | - | - |
| 7 th | +3 | Infernal Bestiary, Improved Declaration of Courage | 4-5 | 4 | 3 | - | - | - |
| 8 th | +3 | Ability Score Improvement | 4-5 | 4 | 3 | - | - | - |
| 9 th | +4 | Improved Infernal Lore | 6-7 | 4 | 3 | 2 | - | - |
| 10 th | +4 | Improved Touch of the Aoidos | 6-7 | 4 | 3 | 2 | - | - |
| 11 th | +4 | Fearless | 6-7 | 4 | 3 | 3 | - | - |
| 12 th | +4 | Ability Score Improvement, Improved Infernal Lore | 8-9 | 4 | 3 | 3 | - | - |
| 13 th | +5 | Discipline | | 4 | 3 | 3 | 1 | - |
| 14 th | +5 | Improved Secret of the Magesi | | 4 | 3 | 3 | 1 | - |
| 15 th | +5 | Improved Touch of the Aoidos | | 4 | 3 | 3 | 2 | - |
| 16 th | +5 | Ability Score Improvement | | 4 | 3 | 3 | 2 | - |
| 17 th | +6 | - | | 4 | 3 | 3 | 3 | 1 |
| 18 th | +6 | Divine Truce | | 4 | 3 | 3 | 3 | 1 |
| 19 th | +6 | Ability Score Improvement | | 4 | 3 | 3 | 3 | 2 |
| 20 th | +6 | Ultimate Guidance | | 4 | 3 | 3 | 3 | 2 |

Noble Spirit Features

As a noble spirit, you gain the following features.

HIT POINTS

Hit Dice: 1d8 per noble spirit level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (5) + your Constitution modifier per noble spirit level after the 1st

PROFICIENCIES

Tools: Lyre

Saving Throws: Wisdom, Charisma

Skills: Four of your choice

Authority of the Castle

noble spirits have been dwelling in Hell for centuries, they know many of its secrets, have seen many Lost Ones come and go, remember much of their past life, and hear much news from the world of the living. They are accustomed to the afterlife in Limbo, and their lack of torment makes them fine Guides, councilors, and aides to the Lost Ones.

Starting at 1st level, any time you make a Wisdom or Charisma check to interact with the forces of Hell, your proficiency bonus is doubled if you use a skill you are proficient with.

Infernal Lore

At 1st level, you gain detailed knowledge about the Dark Forest, Antinferno, and Limbo regions. When you make an Intelligence or Wisdom check concerning an Infernal region you know, your proficiency bonus is doubled if you are using a skill you are proficient with.

After you travel for at least one trait of path in an Infernal region you know, you gain the following benefits:

- ◆ Difficult terrain does not hinder your Band's Journey.
- ◆ Your Band cannot get lost, unless by divine intervention.
- ◆ You and your Band have advantage on saving throws to resist the environmental hazards you meet in the rounds of Hell.

You gain further lore about new infernal region at subsequent levels, as detailed in the "Infernal Lore" table.

Infernal Lore

| Level | Infernal Lore |
|------------------|---|
| 1 st | Dark Forest, Antinferno, and First Circle |
| 3 rd | Second and Third Circle |
| 6 th | Fourth and Fifth Circle |
| 9 th | Sixth and Seventh Circle |
| 12 th | Eighth and Ninth Circle |

Spellcasting

When you reach 2nd level, you learn to discern and reshape the patterns of Hell, attuning them to your will through music and poetry.

A noble spirit's magic flows from the knowledge they learned in life and the endless time they spend in Limbo.

PREPARING AND CASTING SPELLS

The "Noble Spirit" table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these noble spirit spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of noble spirit spells that are available for you to cast, choosing from the

noble spirit spell list. When you do so, choose a number of noble spirit spells equal to your Wisdom modifier + your noble spirit level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of noble spirit spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your noble spirit spells, since your magic draws upon your will and countenance. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a noble spirit spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

SPELLCASTING FOCUS

You can use your lyre as a spellcasting focus for your noble spirit spells.

Noble Spirit Spells

- ◆ **1st Level:** *bless, cure wounds, detect evil and good, detect magic, faerie fire, guiding bolt, hunter's mark identify, protection from evil and good, sanctuary.*
- ◆ **2nd Level:** *augury, detect thoughts, enhance ability, locate object, pass without trace, see invisible, spiritual weapon, warding bond.*

◆ **3rd Level:** *clairvoyance, counterspell, dispel magic, mass healing word, protection from energy, remove curse.*

◆ **4th Level:** *divination, death ward, freedom of movement, locate creature, arcane eye, private sanctum.*

◆ **5th Level:** *commune with nature, dispel evil and good, legend lore, mass cure wounds, scrying, telepathic bond.*

Declaration of Courage

Starting at 2nd level, you can spend one minute to perform a speech that will strengthen the resolve of any Traveler who hears you. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature gains temporary hit points equal to your level + your Wisdom modifier. While a creature has these temporary hit points, it has advantage on saving throws against being frightened.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Breater Discernment

When you reach 3rd level, choose two skills from: Arcana, Intimidation, Performance, Nature, Persuasion, Religion, and History. You gain proficiency with those skills and your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

In addition, when you make an Intelligence check, you can add +10 to your check result.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Hellish Experience

At 5th level, you expand your knowledge of Hell. Any time you make a Wisdom (Insight) or a Wisdom (Perception) check, you can treat a d20 roll of 9 or lower as a 10.

Touch of the Aoidos

Starting at 5th level, you can use your action to touch a creature and end one condition afflicting it. The condition can be blinded, deafened, poisoned, or frightened. You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Secret of the Mages

At 6th level, you learn two spells of your choice from the spell tables of the Lost Ones and add them to your noble spirit spell list. A spell you choose must be of a level you can cast, as shown on the "Noble Spirit" table. The chosen spells count as noble spirit spells for you.

You learn two additional spells from the Lost Ones spell lists at 14th level.

Infernal Bestiary

Starting at 7th level, if you spend at least 3 rounds observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The Guide tells you two of the following characteristics of your choice:

- ◆ Current hit points
- ◆ Armor Class
- ◆ Vulnerabilities, damage resistances, and damage immunities

Improved Declaration of Courage

Starting at 7th level, when you use your Declaration of Courage feature, you can spend one spell slot and choose a number of creatures equal to the level of your used spell slot among those who gained temporary hit points from the Declaration of Courage feature.

Choose one of the following types of damage: acid, cold, lightning, fire, necrotic, radiant, or thunder. As long as you have these temporary hit points, you gain resistance to your chosen type of damage.

Improved Touch of the Aoidos

Starting at 10th level, you can use your Touch of the Aoidos feature to remove one level of exhaustion from the target or to end a condition afflicting it. The condition can be paralyzed or petrified.

Starting at 15th level, you can use your Touch of the Aoidos feature to end a spell on yourself or on one willing creature.

Fearless_____

At 11th level, you become immune to the condition of frightened.

Discipline_____

Starting at 13th level, your abilities and knowledge grow to the point you can find a solution to any unexpected environmental hazard. You gain proficiency with all saving throws.

Divine Truce_____

Starting at 18th level, you can intone a sacred ode to infuse new energies in your allies. You can use an action to choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature is incapacitated until the end of its next turn, then it gains the benefits of a short rest. Once you use this feature, you can't use it again until you finish a long rest.

Ultimate Guidance_____

At 20th level, you gain a full mastery of the Infernal regions which you can cross without having to face their most recurrent hazards. You and the members of your Band traveling with you are immune to the effects environmental hazards in the Infernal regions.

EMBRACING YOUR SIN

When you cast a spell (using a slot of level 1 or higher), you can spend 2 Hope Points to cast it without spending a spell slot.



Noble Spirit Emblems

At 1st level, you gain the following Infernal Emblems:

GOLDEN SKELETON

Although you are not burdened with any deadly sin, your lack of baptism and of the other sacraments leaves you exposed to the original sins and keeps you away from the Lord's saving grace. This earthly burden manifests in your semblance as a golden skeleton that can sometimes be seen under their translucent stone effigy. It is lighter and less ponderous than the malebranche's but it prevents them from rising to Heaven anyway.

You gain resistance to bludgeoning, piercing, and slashing from nonmagical attacks.

- ◆ **Tormented.** You gain a +1 bonus to saving throws.
- ◆ **Burned.** Your saving throw bonus increases to +2. In addition, you gain resistance to one of the following types of damage: acid, cold, fire, lightning, necrotic, radiant, or thunder.
- ◆ **Damned.** If you fail a saving throw, you can use your reaction to turn your failed save into a successful one. Once you use this feature, you can't use it again until you finish a short or long rest.

STONE EFFIGY

A noble spirit appears to the Lost Ones and the other damned as stone or marble statues depicting their likenesses, as a symbol of their moral stature and the authority that whole generations of men and women have granted them.

Your effigy acts as a suit of magic armor that grants you AC 14. You add your Dexterity modifier, up to a maximum of +2, to determine your Armor Class.

- ◆ **Tormented.** Your Stone Effigy grants you AC 15.
- ◆ **Burned.** Spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.
- ◆ **Damned.** Your Stone Effigy grants you AC 16. In addition, all critical hits you take turn into normal hits.

ANCIENT RELICS

Just as your semblance recalls the statues of ancient times and your skeleton is golden, you can display the weapons and the tools you deem most fitting to your authority.

You can use an action to summon up to two weapons, one weapon and a shield, or one weapon and a lyre in your empty hands. You can choose their shape every time you summon them. The relics you summon are considered magical to overcome damage resistances and immunities to nonmagical damage. The relics turn into ashes as soon as you drop them, if you summon new weapons, if you dismiss them (no action required), or if you die.

- ◆ **Tormented.** You gain a +1 bonus to attack and damage rolls you make with your Ancient Relics.
- ◆ **Burned.** The bonus to attack and damage rolls made with your Ancient Relics increases to +2. In addition, when you hit a creature with one of your relics, you do not provoke attacks of opportunity from that creature for the rest of your turn.
- ◆ **Damned.** The bonus to attack and damage rolls made with your Ancient Relics increases to +3. In addition, when you are about to be hit by a melee attack, you can use your reaction to gain a bonus to your AC equal to your proficiency bonus against that attack. You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.





Chapter II

Leading the Travelers
through Hell

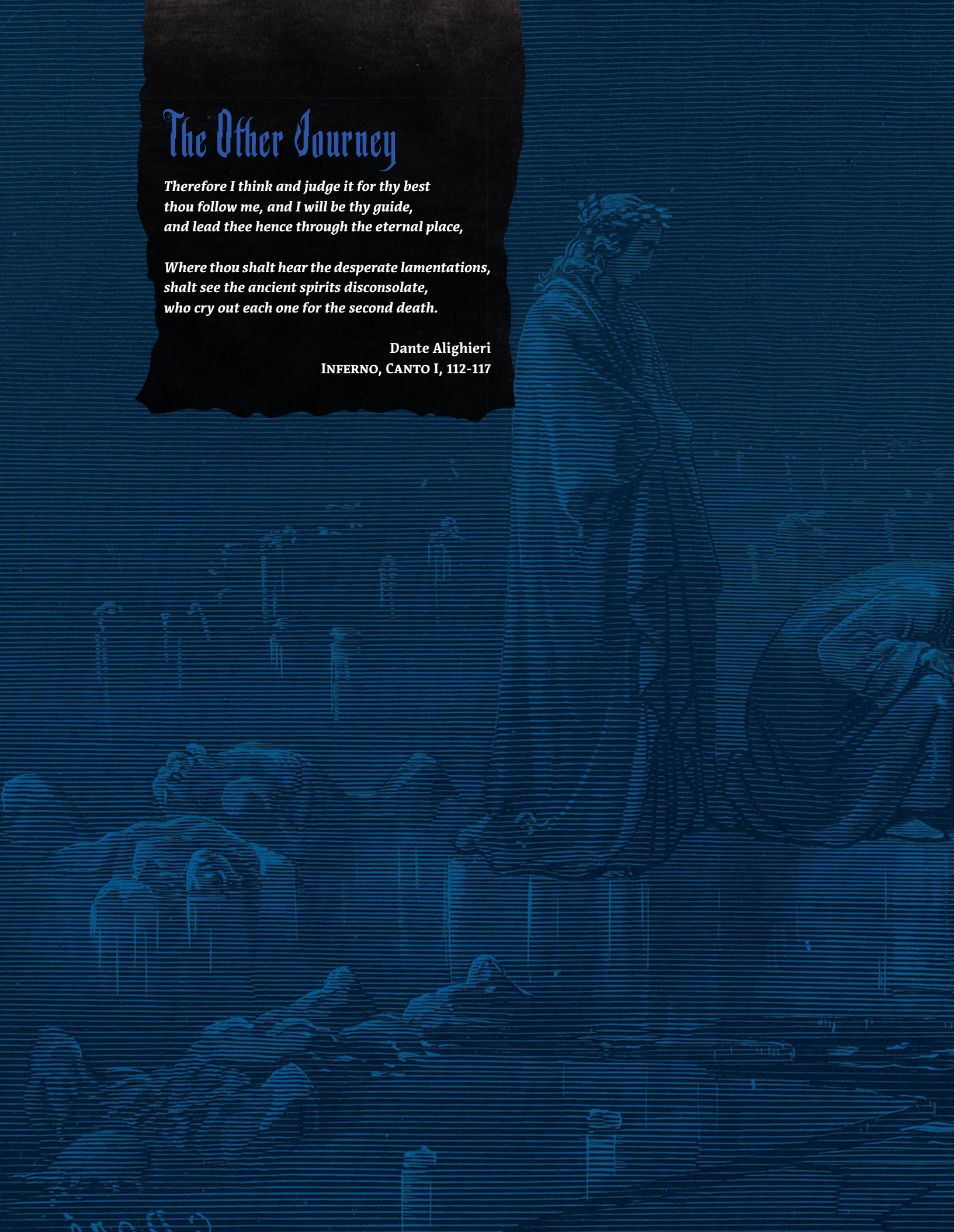


The Other Journey

*Therefore I think and judge it for thy best
thou follow me, and I will be thy guide,
and lead thee hence through the eternal place,*

*Where thou shalt hear the desperate lamentations,
shalt see the ancient spirits disconsolate,
who cry out each one for the second death.*

Dante Alighieri
INFERNO, CANTO I, 112-117



In *Dante's Guide to Hell* I have already told you about your main duties, both inside and outside Hell. It is now time to clarify the final details, before setting out on your long, long walk along the evil, strange, different path that awaits you.

Time and Space in Hell

Time and space have no meaning in Hell. It can easily take three days or three years to finish your Journey, three hours or three millennia. You will only notice the difference once you make it out, back to the material world.

How many miles does Limbo cover? How many days to descend down the Pit all the way to Stige? How many hours to circle Dite once? How long is Gerione?

Do not concern yourself with these questions. Take your heartbeat as a measure of an instant, a handful of beats for a turn or round of gameplay, and sixty to calculate an approximate minute.

That is, if your semblance even has a beating heart...

Rest in Hell

You can, if you so choose, break up your Journey through Hell into different legs: each leg is the distance you'll cover, the time you'll take, between one short rest and the next. Of course, a short rest is the respite you take before and after each leg of your Journey. A short rest, effectively, lasts from when you start resting until you decide to get back to your Journey. So far, so clear, right?

As for long rests... these are also up to you: there is no such thing really, in Hell, as no one sleeps nor is there any need to. Just settle down somewhere sheltered from the rain of fire or the hurricane, and rest as long as you need to recover

your strength. When you are ready to continue on your Journey, your long rest is done.

Petrified, Frozen, and Finger of Death in Hell

Some spells and game effects, such as Medusa's petrifying gaze and spells like *cone of cold* or *finger of death*, can cause specific effects to a Damned or to the Traveler's semblances. Hell, however, hath no mercy: no matter if simply petrified, frozen solid, or felled in one strike, the semblance or the Damned is considered destroyed and the character reforms according to the regular rules, leaving behind a physical simulacrum which cannot be revived, reanimated, or regenerated in any way.

Leading Indifferent Angels, Malebranche, and Noble Spirits Through the Dark Forest

If players choose to start playing the campaign by using a different Archetype than that of the Lost One – choosing for example an indifferent angel, a malebranche, or a noble spirit – you must, first of all, consider that these creatures should not have access to the Dark Forest, as it is located beyond the Eternal Gate even though it is, technically, an integral part of Hell. As Guide, however, you have the opportunity to find a compromise that suits your player's choices.

A noble spirit, for example, might need to head to the Dark Forest at their own risk, but free from any divine impediment that would prevent them from wandering across the threshold. This was the case for Virgilio, and this is also the case for you, as you get ready to greet

FLYING IN HELL

Devils, Furies, and Erinyes fly back and forth across Hell. Travelers do not. Even if they grow scorched wings or gain wondrous arcane means, there is no advantage to flying across the empty skies of Hell for any playable character.

Travelers moving among the rocks, the deserts, forests, and canyons, usually surrounded by large droves of faceless damned souls, do not raise any suspicion. Taking flight in the empty atmosphere of the Gloomy Kingdom would immediately draw the attention of the fierce devils and other monsters of that ilk, ready to also take to the skies to intercept.

The steps of Minosse's amphitheater, the towers along the Fourth Circle's ledge, the Walls of Dite, and the terraces around the Bolgias of the Eighth Circle are the most obvious examples of lookout points for such an eventuality – as rare as the latter might be.

If Travelers abuse their ability to fly while in Hell, devils and demons will be swift in their response...

the Lost Ones in the First Canto. The solution, then, is easy: some other spirit accompanied you from the Castle, and now finds themselves in the same location.

Indifferent angels and malebranche, however, are a different matter; unlike noble spirits, they are constrained by the divine will that punished them for rebelling against the Lord, or for not choosing His side (or choosing the one against Him). The presence within them of the Hope of the Height, however, is reason enough to justify an exception from the Prime Love. These Archetypes may not leave the Dark Forest, but – just as with the noble spirits filled with Hope – they are able to bypass the Eternal Gate through ways only known to a chosen few, and appear within the starting location.

From here, however, there are no more exceptions.

The only way, for anyone, to leave Hell is the one which leads to Lucifero at the other end of the Gloomy Kingdom. Arm yourselves with Hope and be ready to venture from the Dark Forest into the dark heart of the world.

Lower Circles, Higher Levels

As the Travelers proceed through the different areas and dark regions of the Blind World, they develop and become stronger, wiser, and more aware: they effectively level up.

The Journey through Hell is designed for Lost Ones to meet in the Dark Forest at 1st level, to then gain more levels as they continue along the Journey and especially as they leave behind Circles and their Keepers.

There is more information on this progress in Chapter 3, where the Cantos are described in detail, but the major level milestones of the campaign are as follows:

- ◆ Making it through the Dark Forest (Canto I), Antinferno (Canto II), and Limbo (Canto III and IV), all the way to the Castle of the Noble Spirits each confer one level.
- ◆ Forging the Torch of the Divine Flame (Canto V), defeating Minosse (Canto VI), helping the Lovers in the Hurricane (Canto VII), and facing Cerbero (Canto VIII) each confer one level.
- ◆ Making it through the Fourth and Fifth Circle and entering the city of Dite confers one level overall.
- ◆ Leaving Dite, making it past the Minotaur, and officially entering Lower Hell confers one level overall.
- ◆ Facing a character's predetermined location, depending on their Sin, confers that specific character one level.
- ◆ Completing a character's Infernal Chronicle after interacting with 3-5 Familiar

Spirits, and having learned something related to the character's Sin, confers that specific Lost One a single level.

- ◆ Completing the Eighth Circle and entering the Well of Giants (beginning of Canto X) confers one more level, preparing characters for the final encounter with Lucifero.

Any additional levels can be granted, at the Guide's discretion, in cases where the Band faces off against any of the other possible quests and adventures offered by the Nine Circles of Hell.

As a rule of thumb, the recommendation is that characters be at least of 4th – 5th level as they encounter Minosse, at least 7th – 8th level as they enter Dite, and at least 12th level as they enter the Well of Giants heading towards Cocito.

A Constant Decline

Hell is not made to go back, but rather always – and only – forwards, its decline both a feature of the terrain and the effect on one's soul: the chasm which plunges deeper and deeper into the heart of the world is a continuous descent into space, time, sin, and corruption, and it is not allowed to attempt the Journey in the opposite direction. Especially not for Lost Ones and damned souls.

The **Rule of Constant Decline** applies to all areas of Hell, including the Antinferno and the Dark Forest, and is as follows:

Each character who attempts to climb up the Circles of Hell or who moves in the opposite direction to that of the Journey must make a DC 12 Constitution saving throw, increasing by +1 for each Circle they find themselves in, or suffer one level of exhaustion. If the character is not close to the Divine Flame, they have disadvantage on the saving throw.

For example, if the Lost Ones are wandering aimlessly in the Dark Forest, without the light

of the torch (see Canto I) or move from the Acheronte shore to the heart of the Antinferno (see Canto II), they must each make a DC 12 Constitution saving throw with disadvantage. If they attempt to climb from the Fourth to the Third Circle, bringing the Lantern with them, they must each make a DC 16 (12 +4 from being in the Fourth Circle) Constitution saving throw, with no disadvantage.

While the rule always applies, what follows are a series of guidelines and suggestions on how to determine travel within Hell:

- ◆ The Rule of Constant Decline aside, characters can move within the same Circle with no limitations of direction and no negative consequences. For example, Travelers can wander across all the Malebolge, or Rounds, or Arcs of Dite without any significant difficulty, other than the applicable Constitution saving throw for each leg of the journey.
- ◆ The Eternal Gate that separates the Dark Forest from the Antinferno is placed explicitly as a hard threshold, and cannot be crossed in the opposite direction by the Lost Ones. Once in the Antinferno, the Lost Ones cannot move back to the Dark Forest.
- ◆ The Nine Keepers of Hell are there to prevent Travelers from accessing the next Circle, but even more so to prevent anyone from moving back. It is possible to beat Caronte, the Minotaur, Gerione, and the Giants with diplomacy and quick wits on the way down, but it is impossible to do so if attempting to climb upward: the Keepers, who are now aware of the nature and intentions of the characters, will oppose the ascent with all their might, and will summon endless demonic legions to aid them in this task.
- ◆ Some areas of Higher Hell are connected and lack any specific Keeper, meaning it is possible to move between them multiple times (note: the Rule of Constant Decline still

applies). Specifically, these are: the Hurricane, the Pit, the Chasm, and the Stige. Fle-gias and Pluto do not care too much about who might be coming or going in these areas, and Cerbero will attack whoever moves across the Third Circle, in any direction. For this reason, Travelers have slightly more freedom of movement in the areas between Minosse and the Walls of Dite.

- ◆ The Walls of Dite themselves, however, act as a double barrier. No one who crosses the outer walls can move back towards the Stige, and no one who has crossed the inner wall can head back to the Sixth Circle. Unless someone happens to have special dispensations, of course...



Beyond the Campaign

The Cantos detailed in the next chapter will provide all the information needed to guide the Band through the first Circles of Hell. At a certain point, however, these guidelines will come to an end, and you will have more freedom to conduct the game, shaping the rest of the adventure based on the Band's preferences, on the individual paths of redemption, and on their Infernal Chronicles.

In between are a couple of scenarios, specifically Cantos VIII and IX which, unlike the others, are designed in such a way as to be adapted and to show how to adapt *Inferno* to the needs and choices of the players and their characters. They also include suggestions on how to do so specifically for those Cantos.

The aim of this manual, after all, is to ensure a unique and unrepeatable descent through Hell for each group of players.

The Story Ends

What is, then, the end of the story, the conclusion to the characters' Journey?

The worst case for the latter is easy enough to define: the Travelers will lose the last Spark of Hope and will be lost to Hell forever, joining the wailing masses of the damned; the Lost Ones will slowly reach their allocated punishment, while noble spirits, indifferent angels, and malebranche will forget that they ever had any Hope at all, and will return none the wiser to the Circles and eternal duties from which they had departed.

Should the Band, instead, be able to reach Lucifero after each of its members has passed the first stage in their redemption, they will be faced with their final challenge.

Defeating Lucifero, refusing him, or distracting him long enough to be able to sneak into the Burella is the best outcome for the Lost Ones:

past this point is the only way out of Hell and back to the material world. After beholding the stars together, one last time, the Lost Ones will rouse from this mystical dream, from this unreal Journey beyond the world, and will return to their bodies, their will, and their everyday lives. Changed, hopefully for the better.

Divine laws do not, however, allow noble spirits, indifferent angels, or malebranche to leave Hell. In theory, they can decry their refusal of Lucifero and of sin, only to then remain within his realm forevermore.

At this point, though, they will be "free" and filled with Hope. After bidding farewell to their Lost One companions – who are not subjected to the same limitations – they can find a nook of peace and tranquility, relatively speaking, and wait for the End of Times in Hell, trusting in divine forgiveness. The Castle of the Noble Spirits is the ideal location to await the final judgment.

Alternate Endings

These are not, of course, the only possible outcomes. Maybe the Lost Ones, after such a long Journey alongside such bizarre companions, are not willing to leave them behind, and choose instead to remain in Lucifero's realm, stoking the fires of rebellion, sharing Hope with the damned, and subverting divine laws themselves.

Or maybe the Lost Ones will offer protection and support to the other Travelers, leading them to the material world in an "escape from Hell" scenario.

In both of these cases, the characters are going against the laws of the Lord, not just infernal perils, and their behavior may very well bring about the apocalypse, speeding up the End of Times.

What may happen if that were to pass, well... We will find out next session, won't we? Maybe the Journey has only just begun!

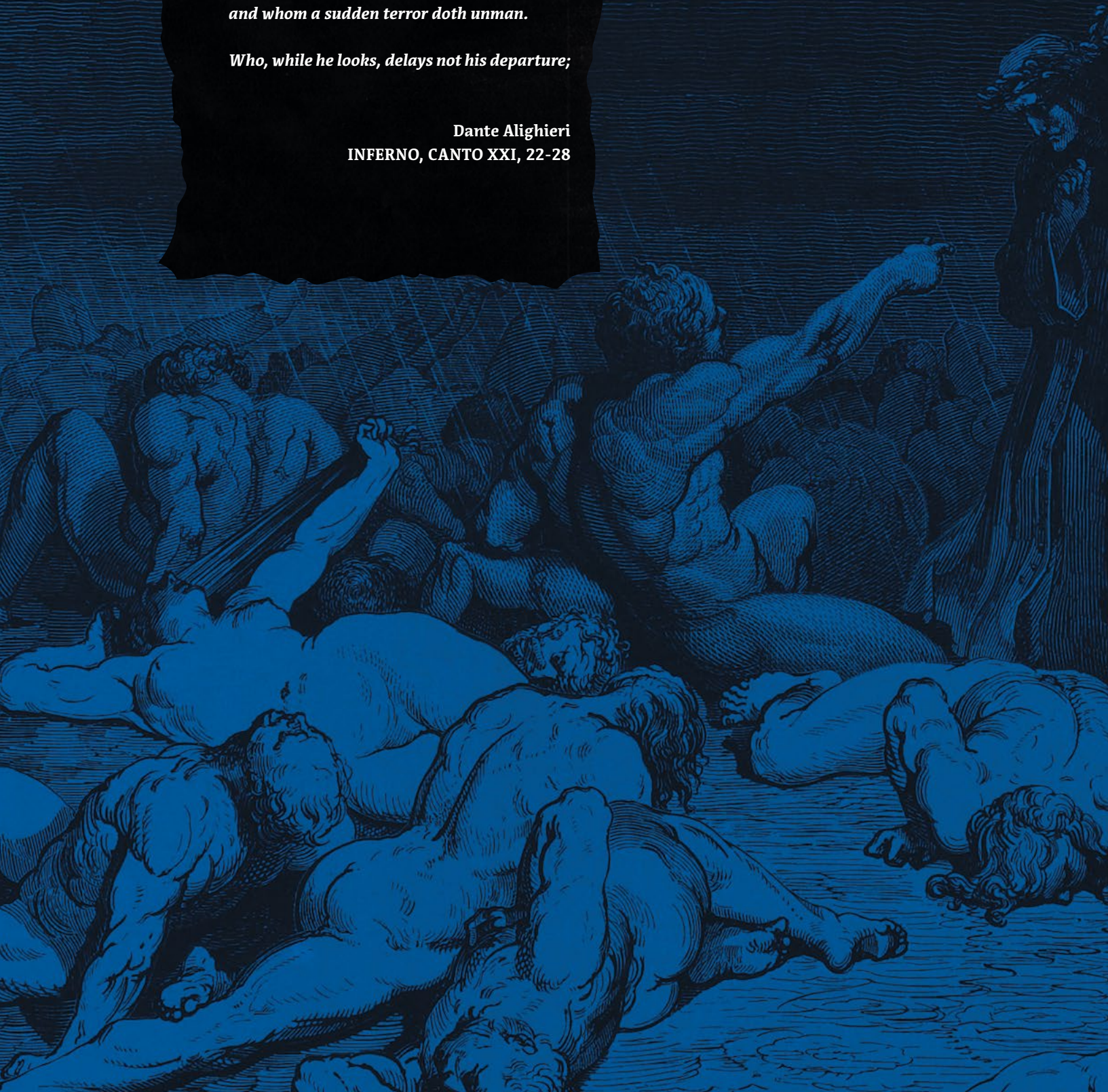
Bonds, Sin, Redemption

*The while below there fixedly I gazed,
my Leader, crying out: "Beware, beware!"
Drew me unto himself from where I stood.*

*Then I turned round, as one who is impatient
to see what it behooves him to escape,
and whom a sudden terror doth unman.*

Who, while he looks, delays not his departure;

Dante Alighieri
INFERNO, CANTO XXI, 22-28





Something that the Lost Ones may not immediately understand is that the entire Journey through Hell is one of redemption. The Hope they should hold dear and conserve, the perils of passing through their allocated place of damnation, even the confrontation with Lucifero are all milestones along the same road: the road to saving their soul and making it out of Hell intact!

The same is true of the encounters with their Familiar Spirits and the Infernal Chronicles they must unlock (see later for more), in order to reflect upon their vices and virtues: they are all part of the same endeavor.

There are three fundamental milestones in their Journey, two in the case of indifferent angels, malebranche, and noble spirits.

- ◆ One is specific to each Traveler, and involves passing through their allocated place of perdition. As their Guide, you must know that these cannot be rushed: the Traveler whose punishment will lead them to this place will have to spend some time here, exploring and seeing with their own eyes the torment which awaits them, facing its perils, speaking with at least one Noble Spirit, and facing off against the monsters or devils who torture those trapped there. Only after this lengthy exploration of the consequences of their sin will the Traveler be able to leave the Circle, Round, or Bolgia and continue on the Journey. Only then will the Traveler gain all the rewards of having passed the first step towards redemption: they will level up and even recover 1 Glimpse of Hope (see page 9).
- ◆ The second milestone, reserved for Lost Ones only, is that of their Infernal Chronicles. In order to reflect upon their sin and learn how to refute it, each Lost One must meet Familiar Spirits tied to the same vices, virtues, and sins, in order to unlock the corresponding Infernal Chronicles. These encounters can take place at any point of

the Journey, between the Antinferno and Cocito, and they are left to the discretion of the Guide and the player, with one proviso: they must be significant interactions for the characters. Once the Lost One has unlocked a significant number of Infernal Chronicles and has therefore explored their own sin, they will gain all the rewards of having passed the second step towards redemption, they will level up and even recover 1 Glimpse of Hope (see page 54).

- ◆ The third milestone is the same for all characters, and involves the encounter with Lucifero: they must fight him with their weapons, their skills, all their might and resources, or deny him forevermore, along with the sin he embodies.

In all of these scenarios, the Band is granted one crucial advantage, which Hell would never expect: the characters are part of a group and can act as a group. The strength found in unity and mutual support will allow the Travelers to find the determination and courage to take on such a horrific path and reach the lowest point of Hell.

Devils and Damned Filled with Hope

During their Journey through the Infernal Circles, the Travelers may come across damned souls and even devils who seem to hold a Spark of Hope. This can happen either due to a spontaneous recovery of the Hope of the Height, usually thanks to Divine Providence, or because the Travelers intentionally attempt to share some of their Hope with one or more of them. The case of Ipazia in Canto II, an indifferent spirit with 1 Glimpse of Hope, has been included in the game as a clear example of this possibility.

No matter the way in which a damned or a devil has received Hope, they are no longer tied to their Circle, and can once again act of their own free will to cross its borders, just like a Lost One. Additionally, their conscience slowly returns and develops self-awareness, making them realize their condition and its inevitability (a damned sentenced to a Circle by Minosse or a fallen angel can never leave Hell) but also the incredibly remote possibility of redemption once the Kingdom Comes.

A damned or any other creature who possesses Hope can Lend Hope just as a Lost One can, and they can spend or gain Hope just like any Traveler; should they lose all of it at once, they will lose all interest in whatever they were doing and let themselves subsume back into Hell.



Replacing Despondent Characters or Adding more Travelers

What if new players want to join an ongoing Journey, or if the original Band members fall into final Desperation and end up lost to Hell?

It may be strange and incredibly rare to meet other Lost Ones in Hell, but it is not impossible. Other sinners, other Bands may very well have taken on the same Journey, before or after your group, and time in Hell is incredibly fluid: even if it were to take place centuries before or after the one of your current Band, the two groups – or their survivors – can easily meet in the indeterminate timescape of Hell; they would only end up back in their respective time after defeating Lucifero.

In Limbo and all the way until the Third Keeper, for example, it is possible to meet noble spirits filled with Hope, just as there may be indifferent angels in the Antinferno ready to start their Journey toward redemption. Additionally, the temporary defeat of Minosse in Canto VI could easily aid these other characters to enter Higher Hell, along with an entire legion of damned souls still awaiting judgment, effectively flooding into the First Circle.

And lest we forget, Hell is filled with devils who constantly fly back and forth, tasked with special duties by their infernal lords: one might easily encounter a malebranche at any point between the First and Ninth Circle.

Infernal Chronicles

*They all were lying prone upon the earth,
excepting one, who sat upright as soon
as he beheld us passing on before him.*

*"O thou that art conducted through this Hell,"
he said to me, "recall me, if thou canst;
thyself wast made before I was unmade."*

*And I to him: "The anguish which thou hast
perhaps doth draw thee out of my remembrance,
so that it seems not I have ever seen thee.*

*But tell me who thou art, that in so doleful
a place art put, and in such punishment,
if some are greater, none is so displeasing."*

Dante Alighieri
INFERNO, CANTO VI, 37-48





The Lost Ones and Their Bonds

During their Journey through the Blind World, the Travelers under your guidance will have several opportunities to meet an uncountable number of tormented shades and damned of all kinds. The Dolorous People you will meet will be, on the whole, openly hostile, mocking and despondent, or at best indifferent towards you. They envy your Hope – yes, even yours – in their tormented existence devoid of it forevermore, and yearn for your ability to move freely between Circles and Bolgias, being permanently chained to a single location.

Truth be told, some of these encounters may in fact be friendly, they will want to converse, answer questions, or ask the Travelers for brief favors or requests, as only those free to move between Circles can perform such tasks. In almost every case, these souls will be revealed to be connected to the Lost Ones: part of their past, people they have met or they might have heard of while alive, important historical figures whose deeds and names are known to the Travelers.

This effect is one of the greatest mysteries of the Journey in the kingdoms beyond, but you must not be surprised. Hell, Purgatory, and Heaven are not physical places but rather *conditions*, a state of reality, a version of it.

The billions of souls sentenced to the Blind World coexist and infinitely overlap, devoid of features or recognizable faces, as shadows behind the Lost Ones as they look and pass. Only the latter are tangible beings down here, and the Journey is entirely within their soul, within their dreams. For this reason, only known figures will appear and approach the Band, as moths to the light of their existence, so much more physical than any other around them.

Distant memories, relatives, acquaintances, ties from the living world: these are the souls who will approach the Lost Ones throughout their Journey.

And you, as their Guide, will have to learn to facilitate these encounters, offer them to your companions, let the spirits and the Lost Ones talk. Many clues and useful pieces of information may come out of these conversations, both for the Journey and for the individual paths to redemption of the Lost Ones.

Familiar Spirits

The souls who respond to the passing of the Lost Ones are commonly known as Familiar Spirits, and include not only their loved ones in the material world, but also acquaintances, friends, rivals, and any and all of those whom the Lost Ones might have heard of and from whom they might learn some useful lesson.

Each time that a Lost One meets one of these Spirits, unless otherwise noted, they have the opportunity to make them a part of their Infernal Chronicle. By doing so they unlock and add a bond with the Spirit in question, and note it down in one of the free spaces found on the Infernal Chronicles section of the character sheet. More than one Lost One can unlock their Infernal Chronicle with the same Familiar Spirit, and more than one Familiar Spirit can be included in the same Chronicle.

Each time that one or more Lost Ones unlock an Infernal Chronicle, it is up to them to narrate the bond that links them to the soul in question. This bond can be of any kind (see the example below), as long as it is coherent with the vices, virtues, and sins of their Lost One, and with the situation and condition in which the character appears in the game.

A player may have a very clear idea of the nature of the bond between their Lost One and the Spirit, or they may have a vague sense. In this latter case, it is up to you and the other Travelers to help them remember, with suggestions and prompts, while still keeping in mind that the character needs to play a part in the path to redemption of the Lost One in question.

As a general rule, unlocked Infernal Chronicles are linked to a task or quest on behalf of the Spirit, no matter the complexity, which the Travelers are asked to undertake.

Infernal Chronicles and Redemption

Infernal Chronicles and interacting with Familiar Spirits should be treated as one of the fundamental steps on the way to redemption for the Lost Ones.

First of all, if a Lost One actively intervenes in the consequences of an unlocked Infernal Chronicle, interpreting the bond with enough weight and coherence (regardless of whether that means in favor or against the soul in ques-

tion, or of the result of the task), then they gain a new trait (see Vices and Virtues in *Inferno – Dante's Guide to Hell*, page 18) linked to this bond through their actions.

An additional trait will allow the Lost Ones to move closer to remembering details about their material life, rediscovering specific memories, learning something more about themselves, and thus increasing their chances to gain Divine Inspiration.

At your discretion, you may also assign additional Hope Points or Divine Inspiration to a Lost One who acts coherently during an Infernal Chronicle which involves them.

Finally, but most importantly, it is *necessary* for each Lost One to unlock their own Infernal Chronicles for their path to redemption, facing the themes and Familiar Spirits most connected to their sin. The amount, detail, and relevance

INCLUDING BONDS IN THE JOURNEY

Some Bonds and Familiar Spirits who might interact with the Lost Ones are provided, suggested, and described in the Journey detailed in this volume; others can be summoned and described directly by you depending on the needs of the game, your imagination, and the background of each player character or even the players themselves during the game.

Some of the Cantos that make up the campaign already include the names or hints to a past history of characters with whom the Travelers may unlock an Infernal Chronicle. The intention is to aid the players during the first interactions of this kind, providing some additional details to help shape the damned soul in question and offer some prompts to the players attending the session. The Guide, of course, can avoid using those names entirely and allow instead full narrative control by the players – or even provide their own characters, giving them names and backstories to contextualize their presence.

One way in which the mechanic can be enriched is by describing the souls met during the Journey as hard to pin down visually: the damned always appear to the Travelers with faded features, opaque, not entirely on this plane of existence, their voice shimmering and therefore harder to fully focus on.

At the moment in which a Lost One recognizes a Familiar Spirit, the latter becomes more tangible, assuming a more defined shape, form, and physicality, finally revealing features much more similar to those they might have had while alive, when first the character and the Traveler had met.

Below is a brief example of one way to unlock a character's Infernal Chronicle and corresponding trait. To best understand it, we recommend reading through *Canto VI – Against he who horribly snarls*.

PLAYTHROUGH EXAMPLE

In the campaign's Canto VI, the Travelers might find themselves involved in the story of two damned souls awaiting Minosse's judgment, two brothers named Ricciardino and Uccione de' Pazzi. The characters are tasked with finding Ricciardino in order to bring him back to the line of souls; Ricciardino, however, refuses to return unless he can speak to his brother, whom he betrayed while both were still alive, and whose forgiveness he seeks. The brother is also in line, but much too far ahead for Ricciardino to catch up to before the guardian devils show him back to his spot. The players can choose to solve the issue without engaging with the two Spirits, and therefore activating the Infernal Chronicle mechanics or vice versa, decide that these Spirits are indeed Familiar to them, and therefore unlocking bonds with one or both of the brothers.

Example:

Samuel (Guide): "After crying out the reason for having left the line, even if confused and not entirely clear, you see Ricciardino collapse onto a rock in despair."

Pamela (Cesare Neri): "Cesare will observe Ricciardino for a few moments. It's not the semblance that draws his attention, there is nothing in his appearance that calls to him. But the voice... the tyrant realizes that he would recognize that voice among a hundred others. And that name... Ricciardino is a childhood friend of Cesare's, long lost after their paths diverged for political reasons."

Samuel (Guide): "As you are lost in these thoughts, remembering both who Ricciardino was when he was alive but also, and most importantly, who you might have been before becoming Lost, the appearance of the damned soul before you seems to solidify, taking on a more tangible shape and form. Pamela, I assume you want to unlock a Bond with this damned soul, correct?"

Pamela (Cesare Neri): "Yes! I would like to remember a past bond between Cesare and Ricciardino!"

Samuel (Guide): "Very well, note down his name in the Infernal Chronicles section of your sheet, we'll fill it in more detail later, depending on how you act in what happens next..."

During this Canto, then, each player can choose to unlock a Bond for their character with the spirits of Ricciardino and Uccione. If the Lost One actively intervenes in the de' Pazzi brothers' story, interpreting the unlocked Bond in favor of either, or trying to reconcile the two, they can gain a new trait – to be noted in the character sheet – linked to this Bond, and coherent with the actions they take in the events.

Unlockable trait examples:

Faith (Ricciardino). The Lord's mercy is infinite and Ricciardino, just as the Lost One, is still in time to redeem himself.

Prudence (Ricciardino and Uccione). There are many and different reasons for men to act as they do, and helping the two brothers to reach common ground is the best solution.

Resentment (Uccione). Betraying an ideal is unacceptable, no matter the reason for it, and Uccione's resentment is justified.

In all of these cases, Cesare Neri learns something new about sin and redemption, taking a small step towards his own salvation.

of these encounters are at the Guide's discretion and must be catered to each Lost One – as a rule of thumb, however, the suggestion is to have three to five unlocked Infernal Chronicles per character, before they can consider this milestone on the path to redemption completed. Their new awareness also translates mechanically into that character gaining a level (see also page 54).

Bonds for Other Travelers

Not everyone is entitled to bonds or a personal Infernal Chronicle. Those who have died already, such as noble spirits, cannot unlock these traits. Similarly for indifferent angels and malebranche: they have never lived a material life, and do not develop any bond with damned souls.

The Guide as a Familiar Spirit

The Guide who appears to the Lost Ones in the Dark Forest, the character that you will play in the game, is to all intents and purposes a Familiar Spirit to those very same Lost Ones, exactly as Virgilio was a Familiar Spirit to Dante. This connection is an obvious one: if the Guide were not a Familiar Spirit, the Lost Ones would not be able to recognize them, could not speak with them and would have nothing to talk about with them, nor could the spirit fully appear before the Lost Ones and become their Guide.

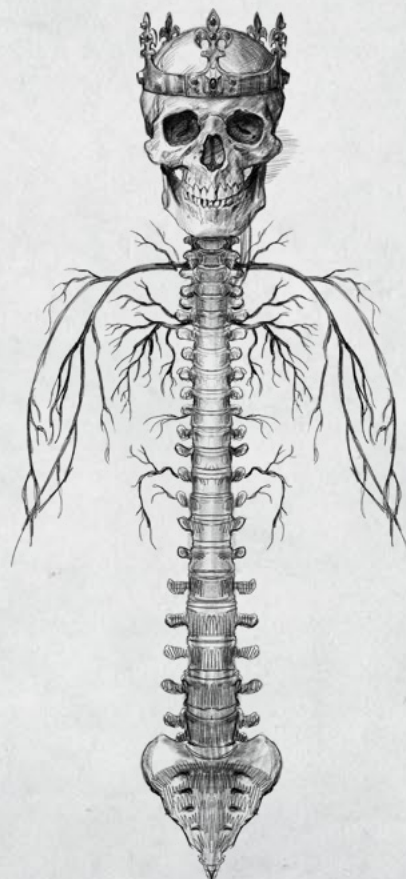
As already mentioned, the only real existence in Hell is the sinful semblance of the Lost Ones. Everything else is a form of astral projection of their minds, their sins, and their imaginations. Nothing is truly tangible in Hell, not even time, space, and matter, except for the intellect and conscience of the Lost Ones.

The Guide, then, who welcomes them is also subjected to the same logic: they must be a Familiar Spirit to each of them, or they would be unable to assume a shape, features, or physical manifestation, nor would they be able to guide them on their Journey.

These revelations do not have to be shared with the Lost Ones from the very beginning, but a time will come when a full explanation will be required.

The recommendation is to do so once the Lost Ones reach the Castle of the Noble Spirits, as the most important elements of the Journey will be clearer to them.

Additionally, the Castle is where you will be able to finally reveal your name and semblance, perhaps even form a Bond with each of them, unlocking their Infernal Chronicles.



The Secret of the Guide

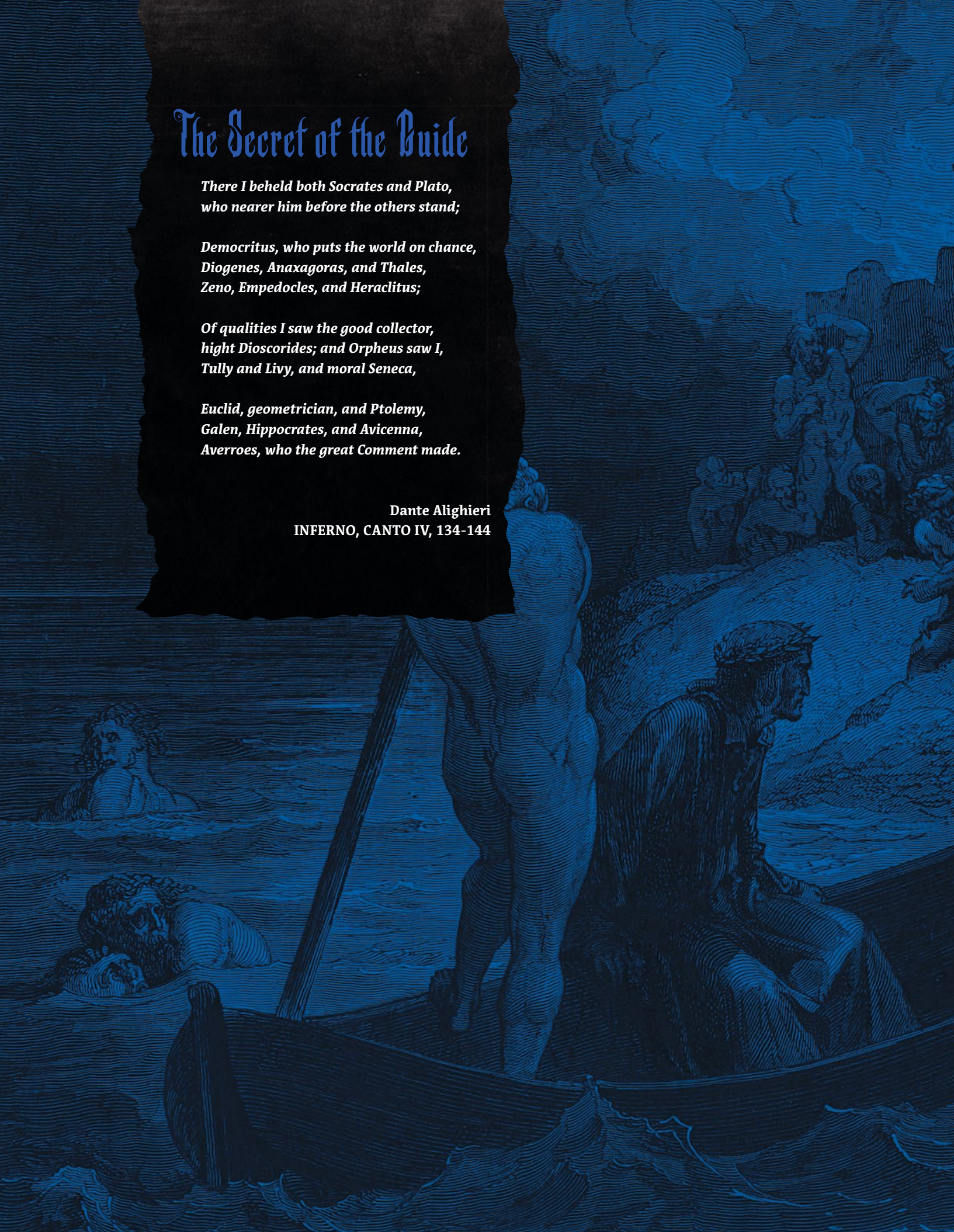
*There I beheld both Socrates and Plato,
who nearer him before the others stand;*

*Democritus, who puts the world on chance,
Diogenes, Anaxagoras, and Thales,
Zeno, Empedocles, and Heraclitus;*

*Of qualities I saw the good collector,
high Dioscorides; and Orpheus saw I,
Tully and Livy, and moral Seneca,*

*Euclid, geometrician, and Ptolemy,
Galen, Hippocrates, and Avicenna,
Averroes, who the great Comment made.*

Dante Alighieri
INFERNO, CANTO IV, 134-144





I have told you many things about Hell and the Lost Ones, about their traits and their abilities, about the Divine Flame of faith which gives them strength, and the Hope which pushes them forward. There is still something, however, which I have not yet revealed, something crucial.

The reason for them to be here in the first place. The pure and simple reason why they alone, among billions of living beings, have been allowed upon a path of redemption for their sins, even if it takes place in Hell itself – just like Dante. That reason is you.

The Real and the Unreal

When I spoke of Infernal Chronicles, I told you that the only concrete beings in Hell are the Lost Ones, and they are the reason for tangible features given to the damned they encounter, if these are Familiar Spirits.

Hell, indeed, is *relative*. The Lost Ones travel through it, and along their way they encounter ties and people they met during their life, or at least known to them, conferring them a partial reality through their own existence.

You know very well that Virgilio was sent to find Dante by the Three Ladies in high Heaven, and his presence allowed him to manifest in the Dark Forest, making the poet into a Lost One ready for his Journey of redemption. This time, however, things are very different...

You are no Virgilio, and they are not Dante.

There is no supernatural decree protecting you.

No one has sent you, and no one truly cares for the Lost Ones you will meet.

This time, you are the cause of everything. Do not reveal this. Hide it from them, or they will hate you. They will leave you at the first possible opportunity, attack you and pull you apart.

The Paradox of Lost One and Guide

At any moment, in the timeless eternity of the Dark Forest, billions of lost souls, tormented spirits, poor sinners, and children of this world, victims and abusers of sinners like them, are all gathered and trapped between the waking and sleeping worlds, in an abstract condition superimposed over their material lives.

Your torch, the Torch of the Divine Flame, will force them to manifest: you will lead them to you, you will make their semblance tangible, you will render them physical and concrete, amid the myriad shadows who wander through the savage, bitter, stern forest that is life itself, never aware of their dreamlike, transient condition.

It is you. Everything starts with you.

Moved by the desire to escape eternal damnation, you have taken a fragment of the Divine Flame, a torch, and have secretly made your way to the Dark Forest, seeking out Lost Ones to join, knowing full well that without them, you would never be able to complete your Journey.

And the very moment when you reach that location, among the drove of souls eternally lost in their personal spiritual forests, some of them will recognize you as a Familiar Spirit. This will allow you to become manifest, and in turn, you will also allow them to become tangible thanks to the torch you carry.

A mortal wanders in sin unawares.

A spirit leaves Hell and goes toward them.

The moment when the two meet, the mortal manifests their semblance in the Dark Forest, and the spirit, familiar to the mortal, becomes their Guide.

The Lost Ones will confer you your shape, face, and name. You will lure them and make them real in the Dark Forest.

You are the cause of their Journey, they are the origin of your existence.

Together, in the paradox of this double, mutual creation, you will undertake the path to salvation which will lead to Lucifero himself!

And your goal is to save yourself. Sure, the Journey may also allow the Lost Ones to purify themselves, but you are still the prime cause of it all. Now that you know, tighten your hold on the torch and lead those mortal sinners down through the Dolorous Kingdom. You will guide them to horrifying suffering, horrors and massacres.

But maybe, just maybe, you will succeed – and it will all have been worth it.

Orfeo. Euridice.

Do you require a name? Do you really want to know who you are?

Are you familiar with the story of Orfeo, the epic poet who was also able, once, to descend through Hell millennia ago, in order to rescue his beloved?

Mage, chosen one, noble spirit, even Dante mentioned him in his writing. He and Virgilio walked past him during their own Journey, when they reached the Noble Castle.

That was when Orfeo awoke, and gained a Glimpse of Hope.

A mage and a poet, a seer and a prophet, a musician and a sage, who already knew in life the secrets of worlds beyond the world, who had already explored the underworld, recovered from his tenuous and distracted wait for the End of Times. Seeing what was possible with Virgilio and Dante, realized he could save himself and undertake the same Journey as them.

The realization awoke him, gave him Hope, and a plan started to form.

He would finally save his beloved Euridice, give her a Spark of Hope, and they would leave Hell, together.

His initial attempts were less than successful. Minosse, Cerbero, Flegias did not let him through, and each time his semblance would be

horribly destroyed, only for him to form again in the Noble Castle.

He learned from his mistakes, learned to use the torch, to follow secret paths and strategies, to bind infernal artifacts to him. And still, every attempt would result in failure.

After several defeats, and after losing Euridice once again, he decided to find a group of traveling companions and form a Band.

And so he learned of the secret path used by Virgilio to bypass the Eternal Gate and reach the Dark Forest, to manifest Lost Ones useful to his goal, allowing him to reveal himself to them.

His plan worked. The Lost Ones have appeared. The Journey can begin.

Yes, you are Orfeo. This is the secret identity of your Noble Spirit, the Guide whose role you will inhabit. Or, if you prefer, you are Euridice: there is no difference either way.

As noble spirit and Guide, with male or female semblance – as you prefer – you will lead the Band all the way to Lucifero, to save the soul of your beloved from the Second Circle (see Canto VII), recover your lyre in the Third Circle (see Canto VIII), and leave Hell once and for all, together. How your story continues from here is up to you!



THE SECRET OF THE LYRE

There is another part of Orfeo's plan, which he will not reveal – at least, not until it is already underway!

Orfeo's Lyre, which has become a powerful Infernal Artifact, is held within Cerbero's den, where the foul beast ripped it off him and flung it aside the last time the poet tried moving past the Keeper.

The Lyre has special powers that anyone can understand and use (see page 177), but only Orfeo and Euridice can fully unlock its power or reveal its potential to other Travelers.

This special power is in addition to those described on page 177, and only if the character attuned to the Lyre knows of its secret.

When the character attuned to *Orfeo's Lyre* decides to activate its Final Secret, the instrument unleashes a divine, ineffable harmony, similar to the music of the celestial spheres, which confers 1 Glimpse of Hope and Divine Inspiration to any character, including Lost Ones, Travelers who have become Despondent, common damned, devils, Angels of the Worthless Choir, and even Infernal Keepers.

Orfeo's plan is to use this power to confer Hope to Lucifero himself, in order to distract and confound him long enough to escape through his legs. The effect, however, can be used on any Infernal Keeper long enough to move past them, even by walking over them, or to save from Desperation a Traveler who has lost all Hope Points. In this latter case, the character reappears close to whoever used the Lyre, no matter their previous location.

Once this power is used, *Orfeo's Lyre* breaks and is no longer usable.

The Fate of Orfeo and Euridice

Reading through these notes and the different locations of the Journey through the Blind World, you will soon discover that the character you will play is destined to stay behind, their road opposed by Minosse and forced to remain in the First Circle.

After losing their Guide, the rest of the Band will have to uncover the details of this fantastical and terrifying world on their own, and Orfeo and Euridice will never meet – at least, not in this particular tale...

There are, however, three possible exceptions to this narrative. It is up to you whether you apply any one of them, and which one if so:

- ◆ After crossing the First Circle, the Band can meet an experienced Lost One, one who has been wandering through Hell for a long time, and decide to follow them. You will now be playing as that character. If until now you were playing Orfeo, this could easily be Euridice, trapped at the heart of the Hurricane (see page 122).
- ◆ After the encounter with Minosse, as the situation develops or as you decide to, your noble spirit is able to move past the Third Keeper and keep leading the Band. In this scenario, you might also decide that your beloved Euridice is trapped in the Hurricane, and that you will find her, give her Hope and continue the Journey with her and the rest of the Band.
- ◆ Right after the encounter with Minosse, the Band meets a new character – an indifferent angel, a malebranche, or a noble spirit, already wandering across Higher Hell or who just recently made it past Minosse – who will become their new Guide. The new character may or may not know the secret of Orfeo, Euridice, and the Lyre.

Make use of any of these hooks relating to Orfeo, Euridice, and the Lyre only if you think they will add an extra layer and edge to the Journey of the Lost Ones, providing some additional plot twists and usefulness to the story you will be telling as a group.

If you, instead, believe this secondary plot to be too heavy or complex, feel free to leave it aside as soon as you want to, and focus the Journey on its core theme: the path to redemption of the Lost Ones!



Chapter III

The Way is long, and Difficult the Road





The way is long and difficult the road is the name of the campaign for *Inferno – Virgilio's Untold Tales*, designed both as an introduction and way to give a structure to the Journey that the Lost Ones and the other Travelers are about to undertake, with you as their Guide.

As you will have probably gathered by now, your task is to guide the other players *through the game*, during sessions, but also to portray *in the game* the character of the Guide to the Lost Ones, at least for part of their travels.

Below is a general summary and overview of the campaign included in these pages, including the additional Cantos unlocked during the *Inferno* crowdfunding campaign.

Midway upon the journey of their life, the Lost Ones find themselves in a Dark Forest and meet their Guide, who tells them what happened. If there are other kinds of Travelers, they will accompany the Guide to meet the Lost Ones, and join the group at the same time.

During the initial phases of their itinerary, the Travelers will face the perils of the Dark Forest, of the Antinferno, and of Limbo. They will step through the Eternal Gate and cross the Acheronte, and reach the Castle of the Noble Spirits.

Here they will receive answers to many of their questions, and the meaning for their Journey will be clearer to all. They will then head toward the Third Keeper, Minosse, to continue on their quest; the Keeper, however, will attempt to stop them from moving onward, mocking the Guide and removing the latter from the group.

The Travelers will be able to eventually move past the terrifying infernal judge, but are now without a Guide, and with no guarantee of success. From this moment onward, their descent toward Dite and Lower Hell is entirely in their own hands.

After Minosse's Canto VI, the chapter provides details and guidelines on how to set up encounters, exploration of the various Circles, facing off against monsters and perils all the way to Cocito, where the final confrontation with Lucifero takes place. For these sections of the Journey, the prepared material becomes more general and you will have the opportunity to run the game according to your preferences, those of the players and their characters, and combining the material provided in the two manuals.

The Journey's major milestones are as follows:

- ◆ **Canto I – In a Forest Dark.** The Lost Ones find themselves in the Dark Forest, face the Three Beasts, and realize they are trapped in a sinister location beyond the material world; that is when the Guide appears before them, who will explain the inevitable Journey through Hell that awaits them.
- ◆ **Canto II – Through the Air Without a Star.** The Travelers cross the Antinferno and obtain passage from Caronte across the Acheronte, in exchange for a task suited to their abilities.
- ◆ **Canto III – Across the Dusky Wave of Acheronte.** The Travelers cross the Ache-

THE DARKNESS OF THE BLIND WORLD

Along with the Rule of Constant Decline (see page 46), there is one other environmental effect that always applies in any part of Hell: the Darkness of the Blind World.

Hell is a dark place, filled with supernatural shadows. Anyone who moves through it without a source of Divine Flame, such as the *Lantern of the Divine Flame* or *Torch of the Divine Flame*, has disadvantage on all ability checks and saving throws related to finding their way and facing the environmental hazards of the various Circles.

ronte on Caronte's ferry and reach Limbo, not without a few setbacks.

- ◆ **Canto IV – Among the Noble Spirits (optional).** The Travelers step into Limbo and must traverse a dark and ashen valley, in order to reach the Noble Castle.
- ◆ **Canto V – The Flame of the Noble Spirits.** After they reach the Castle of the Noble Spirits, the Travelers discover their Guide's true identity, and forge an artifact which will protect them in their travels; they then head toward the Second Circle.
- ◆ **Canto VI – Against He Who Horribly Snarls.** While still in the First Circle, the Band must find a way to present their case to Minosse. But once they reach the Third Keeper, something unexpected happens: the Guide is cast aside and Minosse denies them passage. The only way to move past him is to defeat him in combat! The events cause a flood of damned souls to enter Higher Hell, the loss of the Guide, and the beginning of unrest across the entire Blind World.

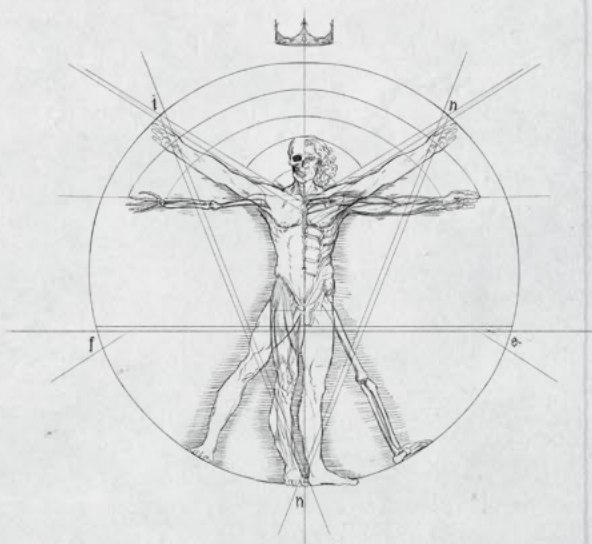
MONSTERS AND NAMING


When a creature's name appears in bold (**creature**), its stat block can be found in Chapter 5 – The Evils of Hell. When a creature's name appears in bold with an asterisk (**creature***), its stat block can be found in the SRD – OGL.

NARRATIVE ANNOTATION

Text that appears in a box like this is meant to be read aloud or paraphrased for the players.

- ◆ **Canto VII – Into a Place Mute of All Light (optional).** After defeating Minosse, the Travelers find themselves in the Hurricane, the Second Circle. Here they can meet Familiar Spirits, companions, or find Infernal Artifacts before continuing.
- ◆ **Canto VIII – Of New Torments and New Tormented (optional).** The Travelers make their way through the Third Circle and face its Keeper and perils.
- ◆ **Canto IX – The Queen of Everlasting Lamentation (optional).** The Travelers reach the Stige and find a way to cross the Fourth, Fifth, and Sixth Circles.
- ◆ **Canto X – The Emperor of the Dolorous Kingdom (optional).** The Travelers reach the end of their Journey, at the end of the world and before Lucifero himself. Everyone plays out the ending to their stories, for better or worse.





Canto 1 – In a Forest Dark

First Canto, in which we offer a preface to the work, and we show women and men and people lost in a place beyond the world, amid horrid beasts, a fearsome forest, and the lost Hope of the Height.

Treatise for the Guide

This Canto marks the beginning of the adventure and Journey of the Lost Ones, who have reached the Dark Forest from the material world, be it by mistake or curse, bad luck or inclination, fate or divine punishment – but most of all because of the secret you hold within you (see chapter 2 for more). The first few Stanzas of the Canto will provide an opportunity for the Lost Ones to meet one another and start guessing what is happening to them. You will help them narrate their actions within the gloomy forest, making sure they face off against the Three Beasts – the first manifestation of the Infernal Keepers – and experience first-hand the unending cycle of death and regeneration which takes place in Hell.

You will then introduce your character, the noble spirit who will be their Guide, and any other Traveler who might have accompanied you. Here you will explain what is happening, and the entire Band will move toward the Eternal Gate in the light of your torch.

Preface for the Lost Ones

Midway upon the journey of your life, you have found yourselves within a Forest Dark, for the straightforward pathway has been lost. You are confused, disoriented, not entirely sure as to why you have arrived in this place, nor who these unsettling figures all around you might be. In all truth, looking at your clothing and the visible parts of your limbs, you are unable to recognize what you are wearing or what you look like. All around you is a wild forest, bitter and terrifying, fearful to the eye and filled with shadows, whispers, and shivering branches. You have no idea how you entered, you barely remember feeling a little weak as you were walking, and stumbling away from the right path. This is how your Journey begins.

Stanza 1 - Midway Upon the Journey of Your Life

*Ah me! how hard a thing it is to say
what was this forest savage, rough, and stern,
which in the very thought renews the fear.*

*So bitter is it, death is little more;
but of the good to treat, which there I found,
speak will I of the other things I saw there.*

*I cannot well repeat how there I entered,
so full was I of slumber at the moment
in which I had abandoned the true way.*

Dante Alighieri
INFERNO, CANTO I, 4-12

It is night, and all the Lost Ones find themselves in the Dark Forest. No one really remembers how they made it here, and even the memory of the past few days and years are confused and obfuscated.

THE FIRST CANTO

This Canto is the first episode in the Lost Ones' Journey through Hell, and tells how they end up in the Dark Forest, and how they encounter the Three Beasts and the Guide.

Players discover here for the first time the new semblance taken on by their characters, and start coming to terms with the fact that they are suddenly no longer part of the real world, with no memory of their past life, in a tortuous and gloomy forest, surrounded by strangers, threats, and monsters.

The First Stanza of this Canto is set up specifically for the characters to come to realize what has happened and what they have become; later ones, instead, help them realize how to move as a group, what fate has befallen them, and how to act to face it. If the players are unfamiliar with the game's rules, this a good moment for the Guide to explain them, starting from ability checks, attack rolls, and saving throws. They will also learn to use Hope, Divine Inspiration, and Infernal Emblems, as the group sets out upon their Journey together.

More specifically, each Lost One is wandering on their own around the Forest, in a state of stupor, until they all meet on the shore of a shady pool at the heart of a clearing.

The forest rises black and twisted all around them, and chilling shrieks come from every direction, echoing through the jagged branches and trunks; a weak light glows at the bottom of the pool, as if some mysterious flame were burning beneath the surface.

In this sudden light, each character becomes aware of their wandering in this gloomy location and of the other figures around them, everyone having just reached this quiet and abandoned shore. Only now are the Lost Ones able to look each other in the face, look upon their reflection, study their own features and those of the

others, although with no sense of recognition. Each character displays the semblance of their corresponding Archetype, each carries their Infernal Emblems, the nature and function of which are still unknown.

This is the right moment to exchange first impressions, attempt to introduce each other, discuss what led them to this place, mention their vices and virtues. None can be sure to have met the others before losing their way, or what their life might have been before now. A significant effort might bring back to mind shreds of their past lives, maybe their name, or their occupation, fragments of a life forgotten. Everything else is covered by a veil, a drowsiness of oblivion. Each of them remembers that they had been traveling, assailed by moral doubts and dilemmas, fleeing from implacable enemies, or rushing toward a coveted destination, an uncertain fate. Each of them remembers getting lost, walking as if in a torpor, ending up in that Dark Forest, along narrow pathways and surrounded by sharp bushes, or down trails made by savage beasts.

And all those mysterious paths and trails have led to this clearing, where lies a glimpse of the star which leads others right by every road. No one can grasp the glimmer at the bottom of the pool and its nature is still a mystery (but see Stanza V).

This first Stanza should be used for the players to test out their characters and for the Guide to explain a few features of their new condition:

- ◆ Everyone is currently in an unreal place, beyond the material world, and no one remembers how they arrived here, nor can anyone currently escape it.
- ◆ Everyone's appearance is allegorical and mysterious, alluding to the vices and sins from their life. Even their clothing and equipment seem to be part of this new semblance – they are unable to remove their new attire or Infernal Emblems, as they are

an allegorical form of the sin which brought them here. Trying to do so will cause pain to the characters, so much so that they will lose all Hope of the Height and move them closer to the final surrender and acceptance of their eternal punishment.

- ◆ Everyone is alive; they are not dead, nor are they some form of astral projection. Their physical presence is tangible: if wounded, they bleed and hurt; if severely wounded, they would perish.
- ◆ Everyone remembers fragments of their previous lives and of their shared history. The name Jerusalem is not unknown and they know the city should not be far from here, they were just headed toward it, or perhaps leaving it. In their memories, Jerusalem is at the center of the world. If they think about it, they also remember the existence of characters such as Dante and Virgilio, or other such historical figures. They know that Dante is a florentine poet, that he wrote the *Commedia*, and that he supposedly descended through Hell. They know he had a Guide, Virgilio, an ancient roman poet. They remember school lessons about the contents of the *Commedia*. However, the more they try making sense of it, or making connections, the stronger their sense of loss and disorientation grows.

Once the Lost Ones are ready to begin, asking each other how to proceed, it is time to move to the next Stanza.

Stanza II – The Valley Which had with Consternation Pierced My Heart

*Then was the fear a little quieted
that in my heart's lake had endured throughout
the night, which I had passed so piteously.*

*And even as he, who, with distressful breath,
forth issued from the sea upon the shore,
turns to the water perilous and gazes;*

*So did my soul, that still was fleeing onward,
turn itself back to re-behold the pass
which never yet a living person left.*

Dante Alighieri
INFERNO, CANTO I, 22-27

The Dark Forest allows no one to find the straightforward way. The first of its perils is the constant loss of direction and feeling of oppression that it causes.

If the Lost Ones each decide to move forward by themselves, they will always lose the way and end up together, after several twists and turns, on the pool's shore. This effect is a first emanation of the rule of Constant Decline, explained on page 46. In this particular case, a character must succeed on a DC 12 Constitution saving throw (with disadvantage, as they are nowhere close to the Divine Flame), or suffer one level of exhaustion. A character who drinks from the pool will recover one level of exhaustion.

Only by proceeding as a group will the characters find the right path and avoid this effect.

Stanza III – Savage and Rough and Stern

*After my weary body I had rested,
the way resumed I on the desert slope,
so that the firm foot ever was the lower.*

*And lo! almost where the ascent began,
a panther light and swift exceedingly,
which with a spotted skin was covered o'er!*

*And never moved she from before my face,
nay, rather did impede so much my way,
that many times I to return had turned.*

Dante Alighieri
INFERNO, CANTO I, 28-36

Once the characters unite and start moving together, the sun seems to rise and the effect imposing disadvantage suddenly ends for everyone. The Lost Ones will soon arrive at a hill, as the first rays of the daily star fall upon it.

*Prowling through the thicket of contorted
plants and branches bearing sharp thorns is a
shadow, taking form in the dusky light of the
woods. Red eyes appear in the black folds of
the trees, feral movements suddenly noticed
by the Lost Ones.*

A character who succeeds on a DC 10 Wisdom (Perception) check will notice that farther ahead, along the path stretching in front of the group, is an umbral and feral presence, appearing fearsome from the thicker underbrush.

If the Lost Ones take the path directly in front of them, leading straight to the hill, they will soon be attacked by the **panther of the dark forest**, slinking out of the forest as a murderous shadow.

If they, instead, choose to bypass the threat, they can try making their way through the thorny underbrush. In this case, each Lost One must succeed on a DC 12 Wisdom (Survival) check to avoid hurting themselves on the unfortunate thorns. On a failure, a Lost One takes 2 (1d4) piercing damage and 2 (1d4) slashing damage, and they must make a DC 10 Constitution saving throw or gain one level of exhaustion. In either case, the Lost Ones will soon reach the foot of the sun-bathed hill.

Stanza IV – Beasts Withouten Peace

*but not so much, that did not give me fear
a lion's aspect which appeared to me.*

*He seemed as if against me he were coming
with head uplifted, and with ravenous hunger,
so that it seemed the air was afraid of him;*

*and a she-wolf, that with all hungerings
seemed to be laden in her meagreness,
and many folk has caused to live forlorn!*

*She brought upon me so much heaviness,
with the affright that from her aspect came,
that I the hope relinquished of the height.*

Dante Alighieri
INFERNO, CANTO I, 44-54

*In the midst of the dark and savage sea of the
endless forest, the shining hill appears almost
as an island which offers hope to the ship-
wrecked sailors, lost among the black tides of
a hostile sea.*

*Maybe the hilltop holds a vantage point to
find an exit, or view over Jerusalem, or at
least out of the forest, toward safety...*

Things do not, alas, go as hoped. As soon as the Lost Ones reach the top of the hill, a powerful lion (**lion of the dark forest**) appears before them, and moves forward, head high and with terrible roars, shaking the very air around it. At the same time, behind the Lost Ones, a she-wolf (**she-wolf of the dark forest**) emerges from the trees, terrifying and emaciated, seemingly charged with all the yearning in the world, despite her physical appearance.

Caught between such formidable foes, an escape seemingly impossible, the Lost Ones cannot avoid combat, which will have lethal results for the entire group.

Once they have been rendered to pieces by the beasts of the Dark Forest, the Lost Ones die in spasms of agonizing pain, powerless before the ferocity of the evil beasts – though they lose none of their Hope Points.

Stanza V – Back to Such Annoyance

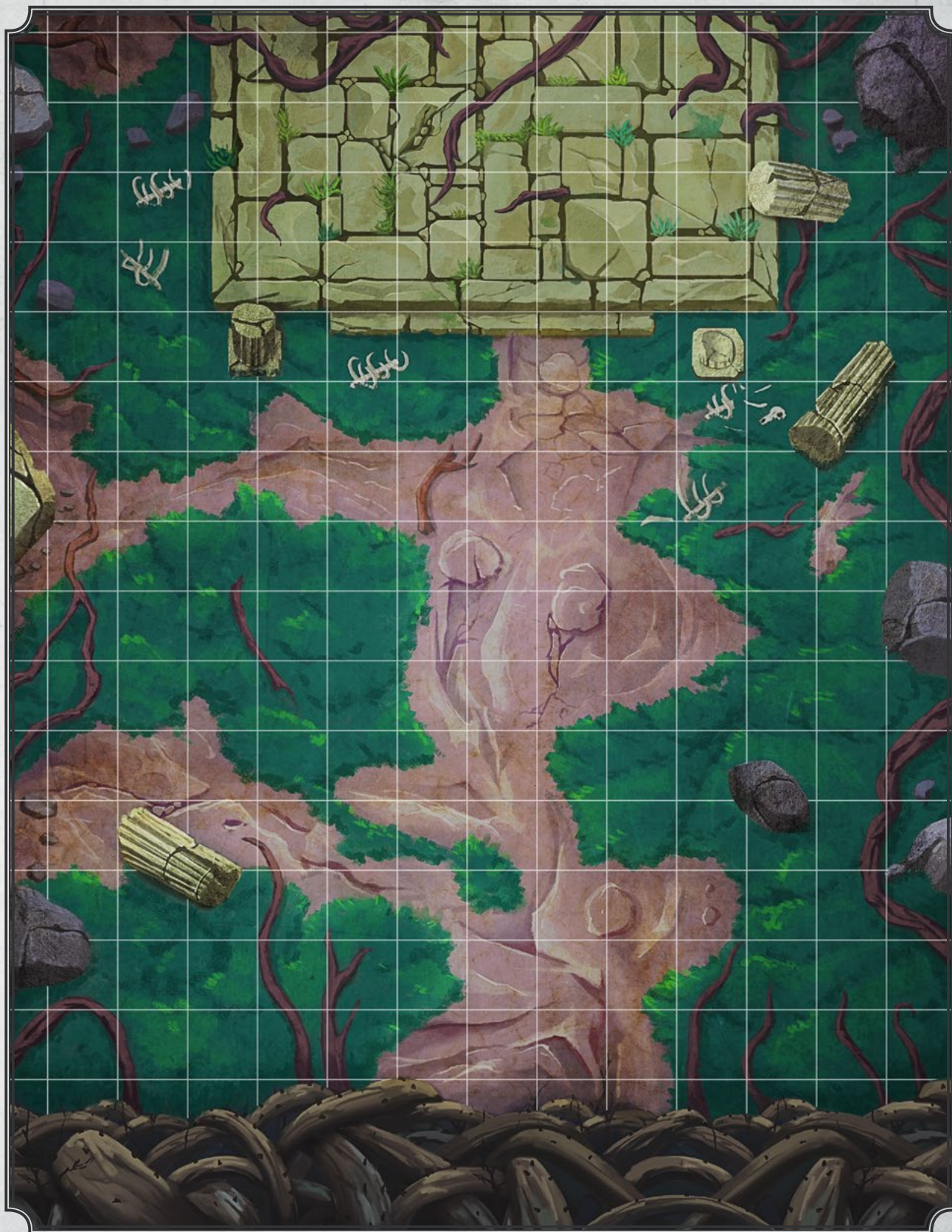
*While I was rushing downward to the lowland,
before mine eyes did one present himself,
who seemed from long-continued silence hoarse.*

*When I beheld him in the desert vast,
"Have pity on me," unto him I cried,
"Whiche'er thou art, or shade or real man!"*

He answered me: "Not man; man once I was

Dante Alighieri
INFERNO, CANTO I, 61-67

Once all have perished, something inexplicable happens: the Lost Ones reform out of the dark air and find themselves once again at the heart of the Dark Forest, on the shore of the pool



where they first met. The shift between being under the fangs and claws of the Three Beasts to this regeneration is swift and painful, mysterious and seemingly with no real explanation. Each character regains all of their hit points and with all the benefits of a long rest, as if they had just been created.

Everyone's mind struggles to recall what just transpired, and the Lost One's memories are about to fully dissipate again when their eyes suddenly meet a light, slowly moving closer.

In the new glow, a figure appears on the shore, hieratic and ethereal, whose calm suggests ancient wisdom and authority. The figure is almost akin to a marble statue, still and formal, and grasps in one hand a burning, intriguing torch. This the Guide, a noble spirit who reveals to have come to save the Lost Ones from their current predicament. The Guide seems to know each and every character personally, but does not reveal the reason behind it quite yet: everything will become clearer later (see Canto V).

The true identity of the Guide, their motives, and how they incarnate the game master in the game itself, are crucial, as explained on page 62. At this moment in time, however, they just have to introduce themselves to the Lost Ones, explain that they are there to show them the only way out of the Forest, reveal the power of the *Torch of the Divine Flame* they carry, and answer their questions.

As initial explanations and introductions are over, the Guide can show the characters how to recognize some of the souls they will meet in Hell, souls just as lost as them, who will seek them out as someone whom they know or knew, whom they heard spoken of while alive; there is no written rule, no certainty, but it is probable that these encounters are dictated by divine will, and they should therefore pay attention (see *Infernal Chronicles*, page 54).

After the Guide has shown the Lost Ones how Hope works, and the nature of the torch they carry, they will also reveal that the Three Beasts

are the first Keepers of Hell, and they will not allow anyone to reach the Luminous Hill. The only way to leave the Forest is to cross the Gloomy Kingdom and exit from the other side.

If the group does not proceed this way, they will never leave the Forest, an integral part of Hell in the shape of its unnatural emanation outside

PREFACE FOR THE GUIDE AND OTHER TRAVELERS

This Canto is the first episode of the Journey for every player, including any possible indifferent angels, malebranche, or noble spirits who might be setting out on their own path to redemption.

If these archetypes are already present in the game at this point, then it is time to introduce these characters and the one played by the Guide.

The latter is a noble spirit, who has their own reasons to undertake this quest – that is, to take a fragment of Divine Flame, cross the Eternal Gate from a secret side passage, retrace Virgilio's steps, reach the Lost Ones at the heart of the Dark Forest, and guide them back through Hell, all the way to Lucifero and the Burella, the only true way out from the Blind World.

Shortly before crossing the Eternal Gate, the Guide may have met other possible Travelers, fueled by the same yearning for redemption, and has joined them.

Each indifferent angel, malebranche, or noble spirit present in the game is spurred by a similar core goal: after having received a fragment of Hope – maybe from a Lost One, though who knows – the anguish and desire to rejoin the Divine Flame have become their prime and foremost need. The arrival of these new Lost Ones and the Guide's quest are the ideal opportunity for all of them to dare to venture upon this Journey. And so here they are, together, in the Dark Forest.

of the Eternal Gate. In fact, they have been here for more time than they realize, endless cycles of being forced back to the same location due to the flame burning at the bottom of the pool – the meager consolation that a Spark of Hope can also be found in this terrible place.

The time has come, however, to break the cycle of deaths and rebirths and head for the Eternal Gate.

Stanza VI – To Take Another Road

*"Thee it behooves to take another road,"
responded he, when he beheld me weeping,
"If from this savage place thou wouldst escape;*

*Because this beast, at which thou criest out,
suffers not any one to pass her way,
but so doth harass him, that she destroys him;*

*and has a nature so malign and ruthless,
that never doth she glut her greedy will,
and after food is hungrier than before.*

Dante Alighieri
INFERNO, CANTO I, 91-99

The Guide leads the Lost Ones through the Dark Forest, in the opposite direction from the Luminous Hill, towards a vile, black cliff that seems to jut out of the ground as a decaying tooth in rotting gums.

Climbing down a twisted and dark path, toward the foot of the cliff, they find themselves before the Eternal Gate, an inevitable and inviolable artifact which bears the following ominous words:

*Through me the way is to the city dolent;
Through me the way is to eternal dole;
Through me the way among the people lost.*

*Justice incited my sublime Creator;
Created me divine Omnipotence,
The highest Wisdom and the primal Love.*

*Before me there were no created things,
Only eterne, and I eternal last.
All hope abandon, ye who enter in!*

Conclusion

Following the mysterious Guide, the group of Travelers crosses the Eternal Gate and steps into the infernal lands. Once the massive portal closes behind them, there is no way of stepping back, and they will have to proceed toward the heart of the otherworldly abyss.

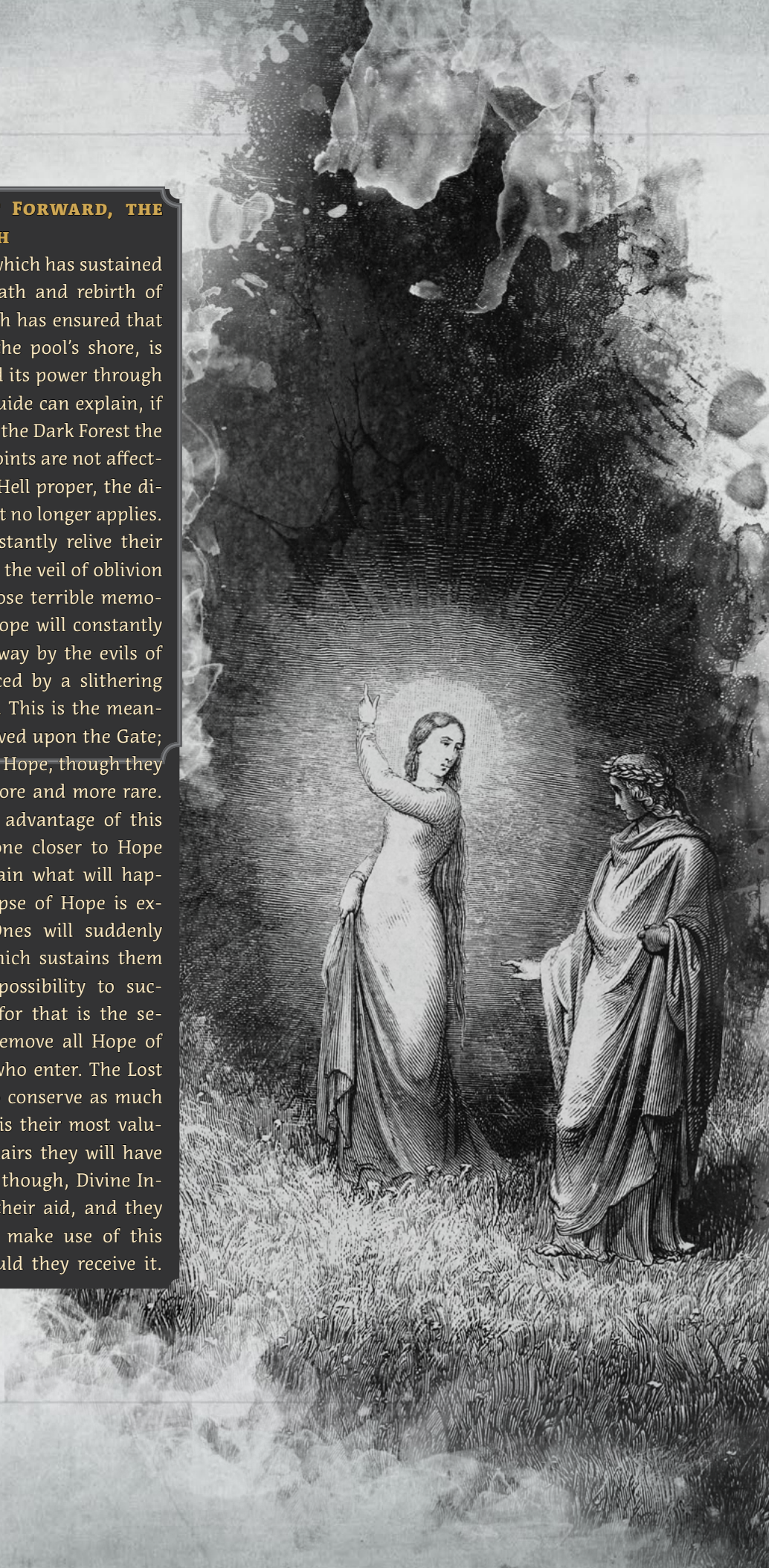
Their infernal tragedy has only just begun!

Travelers reach the 2nd level at the end of this Canto.



FROM THIS POINT FORWARD, THE GAME GETS TOUGH

The tiny flame of Hope which has sustained the infinite cycle of death and rebirth of the Lost Ones, and which has ensured that they always return to the pool's shore, is no longer able to extend its power through the Eternal Gate. The Guide can explain, if needed, that whereas in the Dark Forest the Travelers' initial Hope Points are not affected, once they step into Hell proper, the divine grace that allowed it no longer applies. The Lost Ones will constantly relive their death and their sin, and the veil of oblivion will not fall to blunt those terrible memories. This means that Hope will constantly be drained, siphoned away by the evils of the Blind World, replaced by a slithering and irrevocable despair. This is the meaning of the last verse carved upon the Gate; opportunities to recover Hope, though they do exist, will become more and more rare. The Guide should take advantage of this moment, rather than one closer to Hope being used up, to explain what will happen once the last Glimpse of Hope is extinguished: the Lost Ones will suddenly lose all the strength which sustains them and allows them the possibility to succeed in their Journey, for that is the secret goal of Hell – to remove all Hope of the Height from those who enter. The Lost Ones, then, will have to conserve as much Hope as possible, as it is their most valuable possession in the lairs they will have to explore. Fortunately, though, Divine Inspiration can come to their aid, and they should not hesitate to make use of this "gift from Heaven" should they receive it.



Canto 11 – Through the Air Without a Star

Second Canto, in which we narrate of how the Lost Ones reach the Acheronte's shores, of those who lived with no deed of worth, and of the ruin of false and lying gods.

Treatise for the Guide

As told in the previous Canto, midway upon the journey of their life, the Lost Ones found themselves within a forest dark, for the straightforward pathway had been lost.

They remember very little of their past and of how they have arrived in these gloomy and dangerous woods, but they now know they must undertake a Journey taking place in the most horrifying and terrible of otherworldly realms: Hell, of which the Dark Forest is but an unexplainable extension.

If your character has brought along companions to greet the Lost Ones, be they indifferent angels, malebranche, or other noble spirits, they are now also ready to undertake the same Journey toward Lucifero himself.

Once they have crossed the Eternal Gate – the titanic portal which seals the realm of eternal dole – the immense clamor and terror of Hell reveals itself to the Band, who must cross the Vestibule of Hell toward the Acheronte's shore.

When they reach the dark waters, they will realize that the only way to cross is upon Caronte's ferry – and he will refuse to let them on board.

After a brief negotiation – which you can let the players lead, or choose to facilitate yourself – the infernal ferryman will make a request of the Travelers, after which he will allow these living creatures to cross on his boat: one of the Angels of the Worthless Choir is gathering crowds of

damned souls in the ruins of a temple, preventing them from reaching the circle to which they have been destined. The Lost Ones have been tasked with solving the issue, and setting things back on track.

BEFORE WE LEAVE

BIn this Canto, the Guide explains the general layout of Hell to the Lost Ones, and can finally reveal its map. This is also a good opportunity to explain the nature of the damned, of the indifferent angels, of the punishment and persecution which the souls are subjected to in each circle. The Guide also explains, if they have not done so already, the differences between the Lost Ones, corporeal beings filled with Hope, and the Dolorous People, dead and incorporeal souls, though they appear to have a form and weight as long as they find themselves in the otherworld. Additionally, the Guide should clarify that the Lost One's semblances are determined by their sin, and point out the Archetype, vices and virtues of each character. If there are indifferent angels or slave Archetypes among the group, this is a good moment to illustrate the maluses and disadvantages they are subjected to as they move across their allocated place of punishment (see also Sin and Predestination in *Inferno – Dante's Guide to Hell*) along with the relief they will feel once that place is behind them. When the characters meet Ipazia, the Guide must ensure that the characters understand their Infernal Chronicles and how to use them. Finally, this should also be the moment to clarify the use of Infernal Emblems in combat, and the importance of the *Torch of the Divine Flame* as a point of eternal return after death.

Preface for the Travelers

The Lost Ones have found their Guide (and their bizarre companions, if applicable), shined an admittedly dim light upon their condition, wandered around the Dark Forest, and have finally crossed the Eternal Gate, witnessing in shock the immense clamor and horror of Hell, revealing itself in full before their eyes.

Your minds and thoughts are still a little muddled by the loss which had taken over you as you awoke in the Dark Forest, and the colossal portal to Hell closes behind you with thunderous inevitability.

Stanza 1 - Among the People Dolorous

*There sighs, complaints, and ululations loud
resounded through the air without a star,
whence I, at the beginning, wept thereat.*

*Languages diverse, horrible dialects,
accents of anger, words of agony,
and voices high and hoarse, with sound of hands,*

*made up a tumult that goes whirling on
forever in that air forever black,
even as the sand doth, when the whirlwind breathes.*

Dante Alighieri
INFERNO, CANTO III, 22-30

The Guide leaves the Eternal Gate behind them and steps forward, torch in hand, into a barren and dark landscape. The Lost Ones are welcomed by a cacophony of despairing wails and moans, and they can only keep up with the Guide's weightless steps upon that swamp-like land with some effort. Drove of Indifferent wander around them in a slow procession which follows gray banners, devoid of symbols, among

sinking remains and ruins which recall those of ancient civilizations. The Indifferent are under constant attack by swarms of gadflies and hornets, and their feet move across a worm, caterpillar, and centipede-infested soil, swirling and twisting as they bite and sting anything that passes by.

Due to the incredibly oppressive atmosphere of Hell which weighs upon whomever carries the Hope of the Height past the Eternal Gate, the Lost Ones are overwhelmed by the darkest of thoughts, and their legs feel about to collapse with every step. Each Lost One must succeed on a DC 10 Wisdom saving throw or be afflicted by long-term madness. They suffer an effect from the "Long-term Madness" table until the next short or long rest.

As the Lost Ones cross this deep, dark place, the Guide will explain any detail of the Journey and Hell which they may still not be entirely clear on:

- ◆ The origin and nature of the Dolorous Kingdom.
- ◆ How precious the Hope of the Height is. The Eternal Gate had the following words carved above it: 'All hope abandon, ye who enter in'. Unlike in the Dark Forest, all Hope which is lost, spent, or donated while in Hell is gone forever, and consuming it in its entirety will spell the inevitable end of the Journey, Despair and final loss – eternal damnation.
- ◆ The souls which reside within are damned by divine will, and only divine will can save them. The Lost Ones themselves can risk befalling such a fate if they do not atone during their Journey. Their current appearance – or semblance – reflects the punishment they must face to determine whether they will emerge saved or damned.

Horror finally takes over when they reach the shore of a seemingly endless river, where an infinite line of damned souls is waiting to board the boat of Caronte, the ferryman of souls.

A giant wave washes over the damned, sweeping them away from the dismal shore where they awaited with the impatience of the miserable. Caronte is gargantuan, his ferry colossal, nothing like this has been seen before. And yet the vessel does not seem big enough to contain all those expectant dead. The demon's eyes burn like embers, as pyres blazing upon the inextinguishable darkness of the air without a star. His voice is thunder, and it shakes the shadow and waters alike. His enormous oar, crimson with blood and fire, spears the souls to move them upon the deck, while others, by the dozens, crawl upon the hull and jutting niches which have now appeared. Gray droves of Indifferent also attempt the approach, some even try leaping upon the vessel, but all of them are met with pain, despair, and death, under the blows of the demon helmsmen and Caronte himself, who merciless but fair, throw them back to their sentence in the Antinferno.

As they lay their eyes upon that gargantuan being, each Lost One must succeed on a DC 15 Wisdom saving throw, or be frightened by Caronte. If a Lost One succeeds or spends 1 Hope Point, allowing terror to coil closely around their soul, they become immune to Caronte's Fearsome Semblance.

The Guide reminds the Travelers that the only way to reach Limbo is to convince Caronte to grant them passage. The ferryman with ember eyes, however, refuses, as the Travelers do not belong to the Circles beyond the Acheronte: they are still alive and possess physical bodies (as for any possible indifferent angel who has joined them, that is another matter entirely). Any request or attempt to intervene from the Guide yields a similar result, leading the Guide to fall silent and pensive, considering their options. The Lost Ones may attempt to convince the ferryman to carry them across, but Caronte is reluctant to even engage in conversation, busy in his task of arranging the Dolorous People on his

boat, or keeping them away from the Travelers: the souls of the damned, just like the souls of the Indifferent wailing upon the foaming shore, can feel with greedy hunger and curiosity the newcomers' tangible Hope.

Initially, it will seem impossible to convince Caronte, but after some time – or if the characters offer to do so in some similar manner – the titan will mention a favor he could use some help with, in exchange for which he would consider ferrying them across the Acheronte. If they listen, Caronte will explain that an indifferent angel is causing discord in the Antinferno.

ARON DIMONIO

If a character somehow incurs Caronte's wrath (at the Guide's discretion), the demon will destroy them with a single blow of his oar.

Caronte's Oar. *Melee Weapon Attack:* +15 to hit, reach 20 ft, one target. *Hit:* 26 (4d8 + 8) bludgeoning damage. In addition, the target must also succeed on a DC 23 Dexterity saving throw, or be pushed 60 ft away, into the Acheronte waters. Any creature that starts its turn in the waves of the Acheronte suffers 2 levels of exhaustion. Spending 1 Hope Point negates this effect.

The Angel has taken over a ruined temple and is gathering a personal army of the damned, stealing a large number of poor souls from their fate. Should the Lost Ones find the angel and stop him, they may be able to earn safe passage toward the hostile shore they wish to reach.

The Guide has no intention of crossing the putrid-smelling mud of the Antinferno, and will not accompany the Lost Ones in this endeavor. They will, however, place their torch by the Acheronte shore, so that the Lost Ones may regain their form by such Divine Flame, should they be felled in their mission.

TORCH OF THE DIVINE FLAME

The *Torch of the Divine Flame* is an Infernal Artifact, described in more detail on page 180, as is its “improved” version, the *Lantern of the Divine Flame*. Infernal Artifacts are an element of the game described in Chapter 4 – Infernal Artifacts; for now, all that you need to know is the following:

- The *Torch of the Divine Flame* is (for now at least) attuned to the Guide, who cannot nor do they want to separate themselves from it.
- The *Torch of the Divine Flame* provides the Band with a source of clear light and a beacon to follow, and confers true sight to the Guide within the range of its light.
- The *Torch of the Divine Flame* is connected, throughout the entire path between the pool in the Dark Forest and the Bonfire of the noble spirits, to the cycle of destruction and regeneration of the Travelers’ semblances: each time one of the latter dies while still in possession of some Hope, they reform after 1d4 rounds in the light of the Torch.
- Each Traveler moving through the Dark Forest, the Antinferno, or the Nine Circles without a source of Divine Flame is subjected to the Darkness of the Blind World (see page 68), meaning they have disadvantage on all ability checks and saving throws related to finding their way and facing environmental hazards.

Stanza 11 – Behind an Infamous and Useless Banner

*And I, who looked again, beheld a banner,
which, whirling round, ran on so rapidly,
that of all pause it seemed to me indignant;*

*And after it there came so long a train
of people, that I ne’er would have believed
that ever Death so many had undone.*

Dante Alighieri
INFERNO, CANTO III, 52-57

Travelers set off to search for the Ruin and must once again cross the Vestibule of Hell, alone and lacking the Guide to refresh their spirits.

The march in search of the indifferent angel is toilsome, and every step plunges into the mud crawling with worms and insects of all kinds. Each Lost One must succeed on a DC 12 Constitution saving throw or gain 1 level of exhaustion (see also the Rule of Constant Decline, page 46). In addition, to find their way around this gray, featureless plain, travelers must succeed on a DC 13 Wisdom (Perception) check. All rolls are made with disadvantage, as the Band is not currently carrying the *Torch of the Divine Flame*. On each failure, make a roll on the “Events and Encounters of the Antinferno” table.

If they are able to find the right way in the barren, muddy plain, the Travelers spot a drove of Indifferent moving toward them, also following a banner – except this banner is painted in blood and bears an emblem and a name: “Sariel”.

EVENTS AND ENCOUNTERS OF THE ANTINFERNO

d10 Encounters

1-4 Swarm of gadflies. (swarm of wasps*)

5 **Flash of vermilion light.** Red lightning falls upon the Lost Ones: each character must make a DC 12 Dexterity saving throw; any creature who fails the saving throw takes 1d10 lightning damage, or half as much damage on a successful one

6-8 Swarms of gadflies. 2 swarms of insects (swarms of wasps*)

9 **Earthquake.** The ground beneath the feet of the Lost Ones is shaken by a terrible tremor: each character must succeed on a DC 12 Dexterity saving throw, or suffer 2d6 bludgeoning damage, become prone and buried under the rubble. To free themselves, a character must make a DC 12 Strength (Athletics) check. The damage is halved on a successful saving throw, and the character is not prone or buried.

10 Host of indifferent. 1 host of the indifferent damned

If the characters decide to remain hidden behind some broken rock or column and watch the events unfold, they have to succeed on a DC 10 Dexterity (Stealth) check. On a failure, the Lost Ones are spotted, and a **host of the indifferent damned** attacks them on sight, fighting to their own destruction. After their semblances have recovered from the damage, the Indifferent revert, moaning, to the Ruin from whence they came. In case of success, the Lost Ones can follow them unseen to the Ruin itself.

Stanza III – The Ruin of the False and Lying Bods

*Forthwith I comprehended, and was certain,
that this the sect was of the caitiff wretches
hateful to God and to his enemies.*

*These miscreants, who never were alive,
were naked, and were stung exceedingly
by gadflies and by hornets that were there.*

*These did their faces irrigate with blood.
which, with their tears commingled, at their feet
by the disgusting worms was gathered up.*

Dante Alighieri
INFERNO, CANTO III, 61-69

The ground upon which the Lost Ones are moving is considered difficult terrain due to the mud, blood, tears, excrement, insects, and who knows what else crawling all over.

If a character succeeds on a DC 10 Intelligence (Investigation) or Wisdom (Survival) check, they discover that it is impossible to find Indifferent tracks in this area, as probably anywhere else, as the souls of the Damned do not seem to have a physical body to cast a shadow or leave footprints.

Ruin Environments

The area surrounding the Ruin and its interior are keyed to the map.

I. EXTERIOR

When the Lost Ones finally sight the Ruin, read the following:

At the center of a depression are the remains of what appears to be an ancient temple, erected for pagan gods. Despite its state of disrepair, much as everything else in this area, its structure is still mostly standing, and its walls and columns rise from the muddy ground, offering an anchor and relief for the Lost Ones, perhaps for the first time since setting eyes upon the first emanations of this dark realm. Hovering behind the first row of columns is a veil of darkness and decay, and a crimson curtain, soiled and tattered, covers its entrance. A few hunched and moaning individuals roam around it, grazing the columns in hope of relieving the gadfly bites and removing the worms.

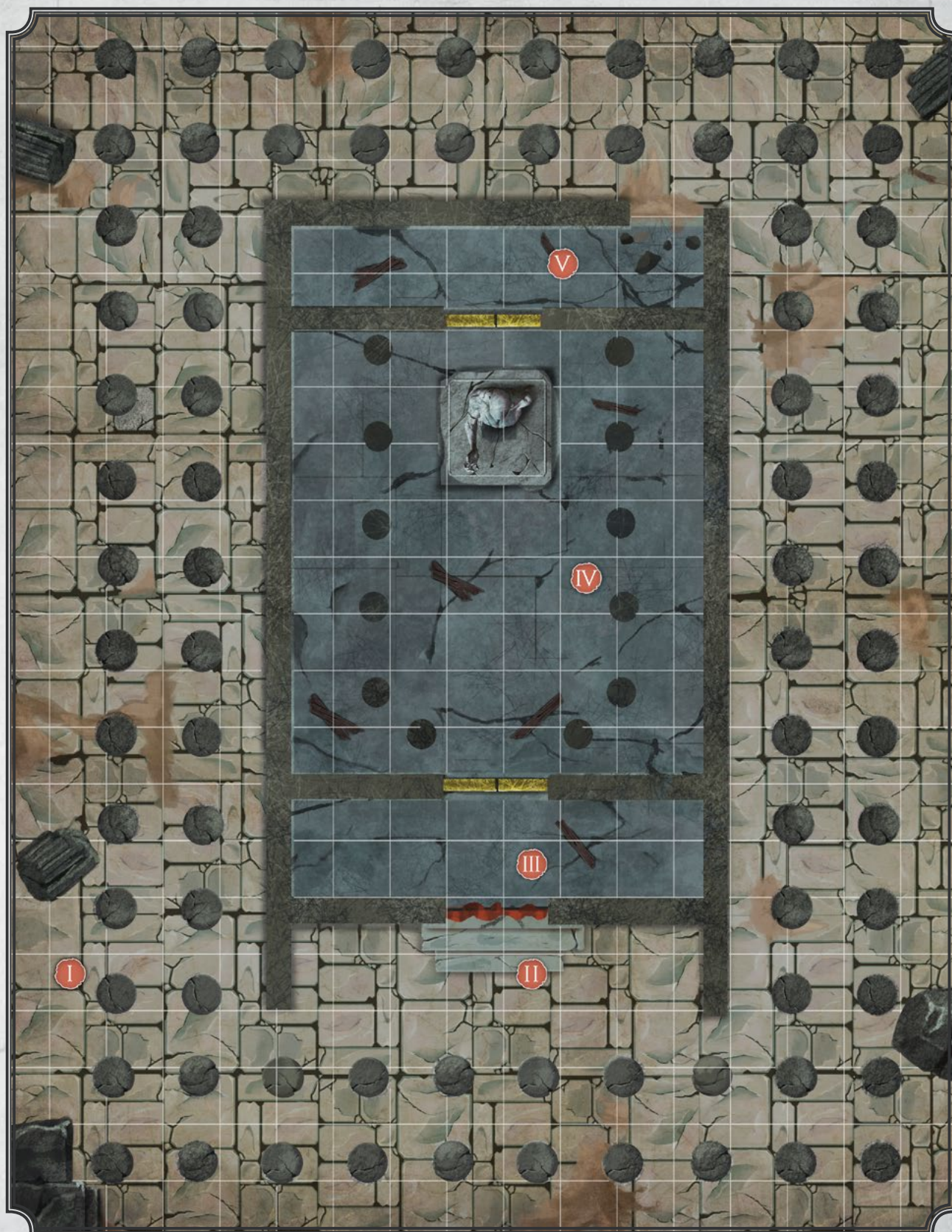
All along the columns are several despairing, wailing souls (**indifferent damned**), drawn to this place by the 'gray oriflame' which hangs from the Ruin, bearing the name of Sariel. These banners, though vile and meaningless, have become an attraction for the damned souls who wander the Antinferno, and are therefore distracted from reaching the Acheronte's shores.

The damned and the Indifferent around the columns do not seem to be reacting to their presence. If the characters want to get close to or take a look around the Ruin to explore or enter it, they can try to do so unnoticed with a successful DC 10 Dexterity (Stealth) check. If the Lost Ones attempt to reach the main entrance without precautions, they reveal themselves, or they are detected, three **indifferent damned** approach them aggressively. The Lost Ones can try to get them to calm down with a successful DC 14 Charisma (Deception), Charisma (Intimidation), or Charisma (Persuasion) check, otherwise they will have to fight them.

The Ruin has a main entrance, lacking a door, over which hangs a soiled curtain of faded crimson. All around this area is a buzzing cloud of hornets and gadflies, audible from several feet away. With a successful DC 13 Intelligence (Investigation) or Wisdom (Perception) check, a second entrance on the north side of the temple can be detected, partially hidden by a collapsed section of wall. By removing some debris, a medium-sized creature can easily sneak into the temple's Hidden Cell on all fours. With a successful DC 12 Wisdom (Perception) check, a character may notice that there seems to be a soul inside, sobbing.

II. ENTRANCE

The Indifferent Gate is guarded by a cloud of insects of all kinds and shapes which bite and sting all those who attempt to pass through in order to reach the red curtain. In front of the tattered curtain there are is one **swarms of wasps*** that attack any creature that enters its space, but do not leave its position. If it is destroyed, it reforms after 2d4 rounds.



III. VESTIBULE

The souls of the damned can cross the cracked and precarious floor of this room with no consequence, but the Lost Ones' weight may cause it to collapse.

Each Lost One crossing this section of the floor has a 50 percent chance of triggering a collapse, dropping them into a 10-foot-deep pit and covering them with debris, dealing 1d6 bludgeoning damage from the fall. Characters can detect a safe path with a successful DC 13 Intelligence (Investigation) check.

IV. SANCTUARY

The roof in this area has fallen in, and now opens upon an air without a star, and several damned surround a tall and dark figure, which looms over them all: **Sariel**. The damned are drawn to the angel's natural charm, although he cannot, however, help them in the way he has promised, given that he does not possess any intent, power, or knowledge to do so. The delusion takes the form of empty rituals, half pagan, half sacred, pointless ornaments, and endless mass prayers in nonsense languages.

If Sariel notices the presence of the Lost Ones, he will quiet his followers, and a heavy silence will fall over the congregation. Black wings will spread from his back, although unable to fly, as the statuesque angel slowly descends from the golden pedestal and places himself before the characters. His voice sounds both sinister and reassuring. He senses the Lost Ones' hope, and will try convincing them to join him and his cause: preventing the Damned from reaching Caronte until the ferryman surrenders, allowing Sariel to cross the river.

If the characters refuse or try convincing Sariel to abandon his plans, he will direct his followers (two **indifferent damned**) against the Lost Ones and will soon join the fight himself. Once Sariel is finally defeated, all the damned and indifferent who are still intact will scatter in panic

and chaos, slowly moving toward the Acheronte. The ruined temple will take more damage and sink further into the mud broiling with insects, as Ipazia is finally able to free herself from the Hidden Cell.

As the Lost Ones leave the Ruin, they will notice Sariel reforming at the feet of the columns. The vile and infamous being will despair, falling to the ground as if having abandoned all desires and whims.

V. HIDDEN CELL

The cell at the back of the temple is almost empty, holding only a single damned soul, alone and in tears. This is one of the Indifferent, except for the fact that its features are more defined and visible than any of the other damned encountered so far. In fact, she appears to be a woman, and claims her name to be Ipazia, though she remembers little or nothing of her past life. She finds herself there because Sariel had developed a certain interest in her, calling her 'intriguing'. For reasons unknown to her, Ipazia has also developed the Hope of the Height, and Sariel is trying to pry it away from her – in fact, it is their meeting that led to him gathering souls in the Ruin.

The large door that leads to the heart of the sanctuary is made of solid gold, and it is sealed; it depicts in fine detail a duel between an angel loyal to the Lord and a rebel angel from Lucifero's ranks. There is no other way to open it other than attacking one of the two angels, therefore allegorically choosing a side. If a character attacks the depiction of the rebel angel, until the end of the next long rest, each time they make a damage roll, they had 1d8 radiant damage, while if they attack the depiction of the angel of the celestial forces, until the end of the next long rest, each time they make a damage roll, they add 1d8 necrotic damage.

If the Lost Ones solve the door puzzle, it will silently open directly behind Sariel's back.

SOULS IN THE SANCTUARY

Hell is a place where physical concepts such as space and time make little sense. Although Sariel has gathered thousands of souls, they coexist within the sanctuary and do not fill it, but seem to remain permanently in the background. Only those who decide to interact with the Lost Ones, attacking them, manifest in a solid form and occupy space.

IPAZIA

Ipazia is still an indifferent, and seems to hold a Spark of Divine Hope within her, despite her inability to access it or even be aware of it. This is enough, however, for her to be curious about who the Lost Ones are and what they are doing here, to reveal to them her story and what little she remembers of her life, and to ask the Travelers to let her join their journey. In some way, this bizarre soul also seems familiar or connected to some of the Lost Ones, as if some of them had met her in their previous life, or at least have known of her.

Who Ipazia really is can only be revealed if one or any of the Lost Ones unlocks a bond in their Infernal Chronicles and makes her a Familiar Spirit.

As this is the first character with whom this new *Inferno* mechanic can be unlocked, the Guide should play this character in a way that arouses compassion and empathy from the Travelers, trying to get them decide to help her or at least find out more about her. In either case, the Guide should make sure to introduce the players, if they have not done so already, to the rules about Infernal Chronicles and their importance (see page 54).

Additionally, the Guide can choose to not use the suggested name of Ipazia, changing it to any name that best suits the campaign, or let the players choose a name for the Familiar Spirit they encounter.

In case the Lost Ones choose not to unlock Infernal Chronicles for Ipazia, or that the Infernal Chronicles in this case do not reveal the reason for Ipazia's condition, we suggest that the Guide can portray the character as an Indifferent who, through some special event, is regaining her Hope of the Height – moving away from the sin that sentences her to eternal indifference.

One final suggestion is to make Ipazia into a player character. This should not in theory be possible, as Ipazia is meant to be an indifferent, but should the Guide choose to do so, they could reveal that she is in fact a noble spirit headed for the Castle in Limbo. Sariel captured her before she could reach it, holding her captive for time immemorial. If this is the version that the Guide chooses to follow, Ipazia can be played as a noble spirit. In fact, even Sariel could join the group as a playable indifferent angel once he reforms and regains the characteristics of this Archetype.

Conclusion

Back on the Acheronte's shore, with or without Ipazia, the Lost Ones will be reunited with their Guide and the souls waiting to cross the river. The Guide explains that the angel they have defeated will remain forevermore in Hell, or until divine will decrees otherwise. However, thanks to their intervention, it will take time before Sariel can act again toward freeing himself of his condition. All that is left now is to head for Caronte's ferry, and demand their side of the deal: the right to cross the river.

The Travelers reach their next level at the end of this Canto.



Canto III – Across the Dusky Wave of Acheronte

Third Canto, in which we narrate the crossing of the dusky waves of the Acheronte river, of the pain of those left to wait ashore, and of how Caron Dimonio rejects them from his vessel; of how, despite his efforts, the indifferent attempt to reach the shore beyond.

Treatise for the Guide

In the previous Canto, the Lost Ones took on a task on Caronte's behalf, and have probably encountered Ipazia – an Indifferent who seems to harbor some Hope, who might be a Familiar Spirit to some, and who is probably still among them.

As soon as the Travelers return to the Acheronte's shores, you will let them know how Caronte will let them board his colossal ferry. The vessel, however, is made of the same ephemeral matter as Hell, and will sink significantly due to the weight of so many living beings. Doves of Indifferent will take the opportunity to charge the Travelers and try climbing on board, forcing the characters to fight to avoid falling into the lethal, black waters of Acheronte.

Preface for the Travelers

After having completed Caronte's task, you gain access to the ferry of souls, a titanic ark which carries dozens of thousands of dead with each trip. The Dolorous People are piled into every corner of the gloomy wood, eyeing

This short Canto will highlight certain crucial elements of the Journey: first of all, the difference between the Travelers, who have a physicality and a 'weight', and the damned, who are intangible, with no dimension nor weight (see also the note on page 87). Also important to understand is the role of the Torch and the Divine Flame. It is finally time to meet Hell's enforcers, the devils, who act as guardians, torturers or assistants to the Keepers, and one of the Keepers fully invested in his duties: Caronte.

you suspiciously due to your nature and the Hope you carry with you, which burns like a beacon in the dark to them.

The same glares, aimed at both you and the damned alongside you, from the indifferent on the shore to whom the ferry and the crossing of the river are forbidden.

Stanza 1 – It is so Willed There Where is Power to Do

*Charon the demon, with the eyes of glede,
Beckoning to them, collects them all together,
Beats with his oar whoever lags behind.*

*As in the autumn-time the leaves fall off,
First one and then another, till the branch
Unto the earth surrenders all its spoils;*

*In similar wise the evil seed of Adam
Throw themselves from that margin one by one,
At signals, as a bird unto its lure.*

*So they depart across the dusky wave,
And ere upon the other side they land,
Again on this side a new troop assembles.*

Dante Alighieri
INFERNO, CANTO III, 109-120

If the Lost Ones have met Ipazia at the Ruin of False and Lying Gods, the spirit could now be trying to join the group in order to board Caronte's ark.

In that case, unless Ipazia is one of the player characters, the Guide will be reluctant to accept the Indifferent into the group of Travelers. Caronte's demon helmsmen are also unwilling to let aboard any indifferent angels or Indifferent souls: their place is with the other unworthy souls, on the outer shore of Acheronte.

If the Lost Ones want to insist and go against these refusals, they must find a way to convince or deceive Caronte and his helmsmen.

To do so, they must succeed on a DC 18 Charisma (Persuasion) or Charisma (Deception) check. If the Travelers mention that Ipazia has helped them in defeating the Angel of the Worthless Choir in the Ruin of the previous Canto, or use another similarly convincing argument, they can make the check with advantage.

- ◆ In case of success, Caronte speaks his sentence: if the Divine Will has lit a Glimpse of Hope within a damned soul, then he will not stand in their way as they cross the Acheronte. With a warning bellow, Caronte informs the demons hovering over the deck to not interfere with the Travelers about to board, whom he has just decided to ferry to the other shore.
- ◆ In case of failure, Caronte reminds the Lost Ones of his will and loses interest in all of them, returning to his task of shoveling souls onto the ark. The Lost Ones can bid farewell to Ipazia or try sneaking her on board, and in this latter case, a devil helmsman (**guardian devil**) will face them and try preventing them from doing so. If the devil is tricked, bypassed, or defeated, or if the Lost Ones choose to leave Ipazia behind after all, the journey can resume.

Stanza 11 – The Weight of Hope—

*The heavens expelled them, not to be less fair;
nor them the nethermore abyss receives,
for glory none the damned would have from them."*

*And I: "O Master, what so grievous is
to these, that maketh them lament so sore?"
He answered: "I will tell thee very briefly.*

*These have no longer any hope of death;
and this blind life of theirs is so debased,
they envious are of every other fate.*

Dante Alighieri
INFERNO, CANTO III, 40-48

During the entire time that the Lost Ones have spent discussing or fighting on the river's shore, the indifferent souls around them have been staring them down, studying them with envy and yearning for their mortality and Hope.

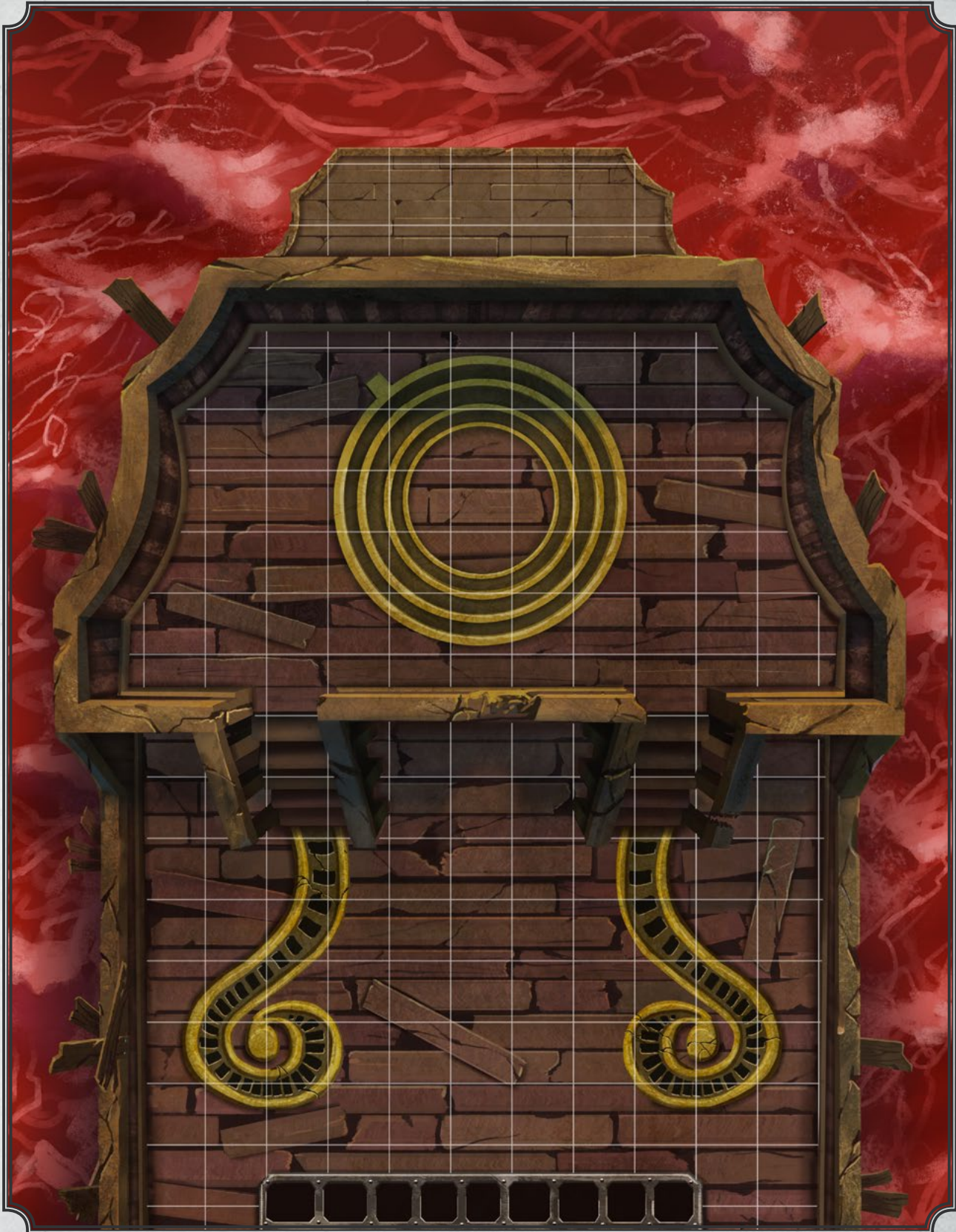
Caronte, however, keeps them at bay with both his bellows and his massive oar.

When the Lost Ones board the ark they immediately notice that, unlike the damned which Caronte piles upon by the thousands, their living and corporeal nature holds actual weight. At first, this causes the ark to rock, then the hull will start to sink into the dark, foamy waters.

The rocking caused by the partial sinking of the ferry can cause the Lost Ones to fall.

Each Traveler must succeed on a DC 13 Dexterity saving throw or fall prone.

Seeing an opportunity, a horde of indifferent souls throws itself into the Acheronte waters and onto the ferry, as this may be their only chance to cross the river on the demonic vessel. Even the worst of Hell's punishments is better than their current fate.



The creaking of the ark's wooden planks rises above the wailing and crying of the damned. The waves rear up as the terrible ferry plunges lower, and they explode in a crash of thunder. Dark water and thick foam wash over Lost Ones and depraved souls alike, flooding the deck with the fury a river descending from the mountains. Damned destined to each Circle fall, slide, roll into the dark waters, which vomits back out a seemingly endless horde of indifferent, for once in their life actually yearning for something. This horde of indifferent souls is now intent on stepping onto the only means for them to move beyond the Antinferno, ending their suffering: never with the Lord, never with His enemies. Anywhere the Lost Ones look, exhausted indifferent emerge from the water, attempting to reach the ferry.

Caronte's eyes burn ablaze, as embers lighting up the dim light of the infernal shores, his furious roar shakes the air, and the gargantuan oar fends the bodies of the indifferent, slaughtering and burning them to ash. There are too many, however, for the ferryman and his devils to prevent the assault. For each dozen indifferent plunged back into the Acheronte, another mob makes it to the ferry's stern. Unluckily for the Lost Ones, they also seem to have identified, and pretty swiftly too, the inviting source of Hope that the group represents.

For the entire duration of this scene, Caronte is busy taking care of the vast majority of the horde trying to climb aboard his ark and raise its stern again, so as to move away from the shore that the indifferent are flooding from.

An entire mob of vile souls (**host of the indifferent damned**) climbs onto Caronte's ferry every round, and proceeds to attack the characters (and Ipazia, if she is with the group).

After four rounds, no matter how the situation develops, the barrage ends.

Caronte finally breaks the oncoming flood with his gargantuan oar and raises once and for all the boat out of the waters and pushes it off from the shore. The entire ferry shakes enough to test everyone's balance once more, including the indifferent who made it on board.

A good portion of the depraved souls are made to plunge back into the Acheronte, and each Lost One must succeed on a DC 14 Dexterity saving throw, or fall prone on the deck.

If a character fails by 5 or more, they are flung off the ferry and into the Acheronte with the other damned.

The shaking also causes the Guide to lose their balance, but most importantly, their torch, which starts rolling across the deck and head for the water below. The Guide is in shock – without that fragment of Divine Flame, everyone is lost! Unless one or more Travelers have already fallen into the Acheronte, someone will have to scramble across the deck and even into the water to recover the torch, as it floats above the waves.

Each creature that starts its turn in the Acheronte suffers 2 levels of exhaustion or can spend 1 Hope Point to negate the effect.

To climb back onto the ferry, a creature must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check.

Any creature that spends too much time in the dark hellish waters will undoubtedly perish, but by throwing the torch back onto the deck, they can reform in its light.

When the ferry is far from the indifferent-infested shore, the devil helmsmen can return to their tasks of clearing the deck of any remaining indifferent.

Conclusion

Once this initial situation is resolved, the crossing continues without a hitch or any notable event, though it is impossible to say how long it actually takes.

As they reach the other shore, the Lost Ones are faced with a barren and ashen landscape, covered by a thick and dark fog.

This is Limbo, the First Circle of Hell, and the next step in their Journey.

IPAZIA AND THE LOST ONES

If the Lost Ones' actions are enough to grant Ipazia safe passage, the spirit will be incredibly grateful, and once on the other shore will offer to accompany them on their Journey. She will show them how to find the way out of that place of everlasting dole, and hopefully find her own personal redemption by doing so – and finally choose someone's side.



Canto IV – Among the Noble Spirits

Fourth Canto, in which we illustrate the First Circle of Hell, also called Limbo, and the Castle of the Noble Spirits found within.

Treatise for the Guide

You have led the Travelers to the First Circle, Limbo – the strip of flat land which surrounds the parabolic chasm of Hell. This a place of relative peace within the Gloomy Kingdom of Lucifero, despite the unsettling perils lurking in the fog.

After leading the Band through the wailing of the suspended souls and the evanescent twists and turns which surround the Castle, you will precede them into the latter, in order to show them the Bonfire and finally explain to the Lost Ones the reason for their presence in this place.

This Canto was unlocked during the *Inferno* crowdfunding campaign as an optional addition to the introductory campaign. Should the Guide or the players decide to skip it, the events contained can easily be summarized and paraphrased before moving to the next Canto.

In either case, this Canto describes events and encounters from the First Circle, the Labyrinth of Fog, and other perils that will also be useful during Canto V.

This canto, an optional one compared to the rest of the campaign, might raise some questions from the players which will only find an answer in the next. In particular, any of the following: who is their Guide? Why did they come greet them and accompany them? Why have they been “chosen” among all the sinners in the world for an otherworldly Journey of redemption? Do they also have patrons in Heaven looking after them, as Dante did? Judging from the other noble spirits’ reactions, something seems off...

If there is a noble spirit or a pagan among the Travelers, this is also the right moment to introduce the maluses and disadvantages they will encounter as they travel through their place of eternal punishment (see Sin and Predestination in *Inferno – Dante’s Guide to Hell*), along with the relief they will experience once it is behind them.

Preface for the Travelers

You have just stepped off Caronte’s ferry and find yourselves on the other side of the Acheronte, in the First Circle of Hell. A distant rumbling of thunder welcomes you to this place, which some also call Limbo.

A thick bank of fog prevents you from seeing anything other than your Guide’s light, and the air around you trembles with the sighing and crying of endless tormented souls, their wailing not dissimilar from those of newborn babies...

Stanza 1 – Upon the Verge of the Valley Dolorous

*True is it, that upon the verge I found me
of the abysmal valley dolorous,
that gathers thunder of infinite ululations.*

*Obscure, profound it was, and nebulous,
so that by fixing on its depths my sight
nothing whatever I discerned therein.*

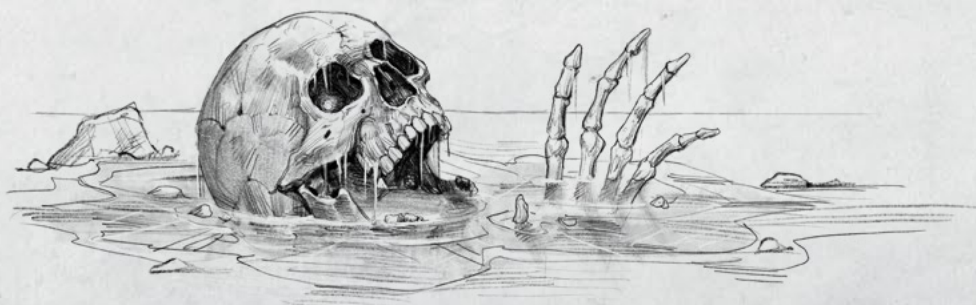
*"Let us descend now into the blind world,"
began the Poet, pallid utterly;
"I will be first, and thou shalt second be."*

Dante Alighieri
INFERNO, CANTO IV, 7-15

The Band proceeds behind the Guide and their torch, moving through an unsettling fog bank, which rises and slithers from the Acheronte, drawn to the incessant current of the Hurricane ahead – though the latter is barely felt at this distance. The Guide explains that this is Limbo, the First Circle, to which are destined those who died without being baptized, but devoid of any major sin.

The Lost Ones move through the thick air which threatens to envelop the light of the torch: there is not much left of the infernal wood with which it is made, and the light will soon be gone.

The foaming whirlpools of the Acheronte are but a distant memory; on this side of the river, the barely audible wailing of newborns is the only sound accompanying the Travelers, alongside muffled sighs. Spectral and impalpable figures surround the Lost Ones in every direction, uncountable but in a somewhat state of peace, almost uncaring of their passage. The Guide reassures them that their destination, the Castle, is not far, though the walls are impossible to spot. Anywhere they look, the outlines and features of the First Circle are invisible due to the fog, which seems to thicken and darken with each step. Cold currents start brushing against the Lost Ones' limbs, but the fog does not dissipate. Soon enough, the peaceful souls all around them will disappear. Barely visible through the fog – and only thanks to the dim light cast by the Divine Flame – are broken monoliths, ruined obelisks, carved stones bearing heroes, false gods, monsters from myriad civilizations. The cries of newborns become clearer and louder with each step, and with each eerie gust from the Acheronte, dark shapeless shadows float ever closer just beyond the leaden curtain...



The path to the Castle of the Noble Spirits seems harder than expected. Shadowy lost souls of the First Circle, unusually unsettled, dull the senses of the Lost Ones with their wailing. They become a distraction, intangibly grasping their clothing. A perilous distraction, as the *Torch of the Divine Flame* is slowly dying, the entire group of Travelers risks losing their way and their Guide as a result.

To find their bearings in the seemingly mutable and foggy landscape, the Travelers must succeed on a DC 15 Wisdom (Perception) or Wisdom

(Survival) group check for each section of time it takes to move through the area. On a failure, the characters lose their Guide and are at the mercy of the creatures lurking in the fog (additionally, they now suffer the effects of the Darkness of the Blind World). The Guide rolls 1d10 on the 'Events and Encounters of the First Circle (Limbo)' table to determine the encounter. As soon as the Travelers pass the group check, they find the Guide waiting for them by some stone steps. Otherwise, they reach the same steps after a total of four failed checks.

EVENTS AND ENCOUNTERS OF THE FIRST CIRCLE (LIMBO)

The fog surrounding the walls of the Noble Castle is partly made up of endless intangible souls, as numerous as the number of unbaptized dead, since the dawn of humanity. Some of them – yearning to leave this place just like the Biblical patriarchs who were granted the Lord's amnesty centuries prior – attempt to touch the Lost Ones in order to steal a fragment of their Hope. Along the way, Travelers might also encounter a number of other creatures, as suggested in the following table.

| d10 | Events |
|-----|---|
| 1-2 | Lamentation of the broken. Cries, newborn wailing and despairing sighs increase around the Lost Ones, becoming oppressive and unbearable in a vortex of desire and disappointment (for effects, see Lamentation of the Broken) |
| 3-4 | Unbaptized souls. 1d4 souls of Limbo (indifferent damned) |
| 5 | Unbaptized souls. 2d4 souls of Limbo (indifferent damned) |
| 6-7 | Fog devil. 1 minor devil lost in the fog, or in search of a soul to torture, who attacks the characters on sight |
| 8-9 | Icaro (special). This encounter can only take place inside the Labyrinth of Fog (see Canto V – Stanza I). Otherwise, the Lost Ones encounter 1d4 souls of Limbo (indifferent damned). |
| 10 | Familiar Spirit. A soul of Limbo wanders through the fog of the First Circle, aimlessly seeking the Castle. One or more characters might recognize them as a Familiar Spirit and choose to unlock an Infernal Chronicle. |

Stanza II – The Anguish of the People

*There, in so far as I had power to hear,
were lamentations none, but only sighs,
that tremulous made the everlasting air.*

*And this arose from sorrow without torment,
which the crowds had, that many were and great,
of infants and of women and of men.*

Dante Alighieri
INFERNO, CANTO IV, 25-30

As they move forward, the Travelers will have a bizarre encounter: a lost child who found shelter in the ruins of a gigantic marble pedestal, next to which lies a broken statue of a half man, half fish creature. If the characters have met their Guide again, the child claims he has gotten lost in the fog, and asks the characters for their help to reach the Castle of the Noble Spirits. Alternatively, if they have yet to rejoin the Guide, the child offers his help to reach the Castle, as he knows the way. On a successful DC 15 Wisdom (Insight) check, a character will notice something strange in the young soul's behavior, who might not truly want to reach the Castle after all. If the characters realize this and press the spirit for more information, the child will swiftly vanish into the fog with a sigh.

The child's true goal is to lure the Band into a clearing far from the Castle and allow its kin, other unbaptized souls, to feed off the Travelers' Hope. The souls have been corrupted by infernal disappointment, yearning and envy toward the biblical patriarchs, as they alone were allowed to leave this place: the characters find themselves surrounded by a vortex of wailing fog, and suffer the effects of the Lamentation of the Broken each round.

Lamentation of the Broken. The lamentation of the broken is a formless mass of wailing souls, which can be seen as wall 60 feet long, 20 feet tall, and 1 foot wide, or as a circular wall 20 feet in diameter, 20 feet tall and 1 foot wide. Each creature that enters the lamentation of the broken's area and each creature that ends its turn within 5 feet of it takes 9 (2d8) necrotic damage and must succeed on a DC 13 Constitution saving throw or its maximum hit points is reduced by the damage taken and loses 1 Hope Point. This effect lasts until the next long rest. If the effect causes the creature's maximum hit points to reach 0, the creature is destroyed. The only way to escape the hungry corrupted souls, unfortunately, is to literally walk through them and hope for the best.

Stanza III – The Noble Spirits' Judgment

*Not very far as yet our way had gone
this side the summit, when I saw a fire
that overcame a hemisphere of darkness.*

*We were a little distant from it still,
but not so far that I in part discerned not
that honorable people held that place.*

Dante Alighieri
INFERNO, CANTO IV, 67-72

After a possible encounter with the hungry, wailing corrupted souls, the Lost Ones notice a sphere of light piercing through the darkness and the fog. This is a group of noble spirits similar to the Guide, each holding a torch, who moved out of the Castle to come meet with the Travelers and welcome back the spirit leading them, whose torch has definitely died out by this point.

However, unlike what happened with Dante, the noble spirits are not inclined to admit the Lost Ones to the Castle. This may be due to a number of different reasons: the presence of Ipazia, malebranche, or indifferent angels, who have no right to enter; but also, the very nature and sin of the Travelers. They are not noble spirits, after all, nor sages or poets such as Dante, but corporeal, maybe baptized, still alive, charged with different sins, and unlikely supported by Providence. In fact, none of them really know the true scope of their Journey or their Guide's motives: why has the latter led them to the Castle from the Dark Forest? Who sent the Guide? What right do they have to take on such a Journey?

The Guide knows, at this point, that they cannot speak on behalf of the group. In fact, if they spoke now before the poets, sages, heroes, and philosophers of the past, all their secrets would be revealed too early. The Guide will stall for time instead, and promises more details "before the Divine Flame", when everyone will be gathered around the sacred fire which burns at the heart of the Noble Castle.

The Lost Ones will have to convince the group of sages of the purity of their intentions, and ask for access to their haven.

To convince the noble spirits to let them continue their Journey, the characters must obtain a success in a DC 16 Charisma (Persuasion) check. Each indifferent angel and malebranche makes the roll with disadvantage, while any noble spirit can make the roll with advantage.

On a success, the panel of noble spirits will grant the Travelers one of their torches (requires attunement, see page 170) and allow them an attempt to reach the walls of the Castle through the Labyrinth of Fog. They do warn them that *"the labyrinth is alive and likes to change, but its movements do not lead to perdition but rather the straightforward way"*, as they grant their ancient blessings. Each character who receives the noble spirits' blessing gains resistance to necrotic damage until the next long rest.

On a failure, the noble spirits fall quiet and turn around, showing their back to the Travelers and disappearing through the spires of fog, and the Guide with them. The Travelers must now face the Labyrinth of Fog with no blessing and no torch.

In either case, the characters must make their way through the Limbo Labyrinth of Fog (see labyrinth map). If the Band have to face the Labyrinth with no torch, any Traveler who perishes will reform at the entrance to the Noble Castle.

LIMBO'S LABYRINTH OF FOG

Limbo's Labyrinth of Fog is divided into three concentric sections, connected between them by different entry and exit points; these change their position and interaction based on the movement of the three circles, as described below.

External Circle. The external circle rotates clockwise 90° every time the Lost Ones exit it towards one of the inner circles.

Inner Circle. The inner circle rotates clockwise 45° every time the Lost Ones exit it towards the external circle or the center. Center. The center of the labyrinth does not move.

Encounters. Each time the Band moves out of one of the sections in the Labyrinth of Fog, the Guide rolls on the 'Events and Encounters of the First Circle (Limbo)' table to determine the encounter.



Conclusion

With or without the Guide accompanying them, the Lost Ones are finally able to escape the fog's shadowy embrace. They find themselves on the shore of a crystal-clear body of water, around which the air is a little clearer. On the other shore are the seven tall circles of the concentric walls around the hill upon which blazes the Bonfire that pierces the darkness. The noble spirits are gathered to wait at the entrance to this Castle, even if the Travelers have made their way through the Labyrinth of Fog alone. Thanks to the Divine Flame of the gathered

torches, the Travelers walk upon the water, pass through the gates, and reach the upper section of the Castle, their feet brushing over fresh, green grass. If there had been any discordance with the noble spirits, these are now behind them, and the Guide is finally ready to explain the nature of the Bonfire and all the torches they have encountered so far – and the reason behind the Lost Ones' presence on this incredible Journey.

The Travelers reach their next level at the end of this Canto.



Canto V – The Flame of the Noble Spirits

Fifth Canto, in which the Lost Ones find themselves at the heart of the Castle of the Noble Spirits and herein are revealed the secrets of their Guide, and forged is the lantern which will henceforth light their way.

Treatise for the Guide

Regardless of how the Travelers face and engaged with what happened in Canto IV, they now find themselves at the heart of the First Circle, safely inside the Castle of the Noble Spirits. The thick fog and wailing souls of Limbo are behind them, and the Lost Ones are at the center of a citadel made of seven concentric walls – specifically, in a court dressed as a garden, with verdant green grass and a giant Bonfire at its center. This unending and everlasting pyre is a gift from Heaven, granted by the Lord to these worthy spirits, and which provides shelter from the darkness and the mists, despite still being within Hell.

All the noble spirits throw their torches of the Divine Flame into the Bonfire, and finally turn to face you and the Travelers, looking for an explanation.

The time has come for you to reveal everything!

This Canto should see the last of the major explanations and tutorials for the campaign. The players will learn the last details concerning the powers of the Divine Flame and Infernal Artifacts.

Even the Guide's secret is revealed – there is no other way, as you are before the flame of divine truth – and the Travelers are made aware of everything that awaits them during their Journey.

You may spend as much time as you want in the Noble Castle. Additionally, players can find out all the information they want concerning the next eight Circles – all of which can be found in *Inferno – Dante's Guide to Hell*.

Preface for the Travelers

After leaving the Acheronte behind you, you have waded through the thick and oppressive fog of the First Circle, pierced by unsettling lamentations, shadowy figures, and mind wracking pain. Before becoming lost in the heart of Limbo, a group of noble spirits found you, each carrying a torch much like the one belonging to your Guide. Breaking through the distrust and judgment of this panel of sages, you cross the dark fog of Limbo and enter the Noble Castle. You make it all the way to the top of the citadel, upon which burns the Bonfire of the Divine Flame. You are surrounded by a symposium of noble spirits, featuring poets, philosophers, leaders, who seem to be expecting what is to come.

A beat, then your Guide steps forward, and starts to speak.

Stanza 1 – No Falsehood May the Verify Defraud

*Thus we went on as far as to the light,
things saying 't is becoming to keep silent,
as was the saying of them where I was.*

*We came unto a noble castle's foot,
seven times encompassed with lofty walls,
defended round by a fair rivulet;*

*This we passed over even as firm ground;
through portals seven I entered with these Sages;
we came into a meadow of fresh verdure.*

Dante Alighieri
INFERNO, CANTO IV, 103-111

The Guide finally faces the Lost Ones and introduces themselves. Silence is no longer an option, not before the Divine Flame, and their secret must out – it is too late, after all, to change or stop what has been set in motion. The Guide reveals their secret to the noble spirits and the Travelers and shows their real identity, and true intentions (see page 63).

After the explanation is over, the Lost Ones might be angry, disappointed, even wish violence upon the Guide, but there is nothing much to do and wrath – even in Hell – is still a serious sin.

Having gotten this far inside Hell, there is no other way out than to follow the path and instructions laid out by the Guide, who offers once more to become guarantor and escort to all Travelers to the Cocito, where Lucifero and the only way out lie.

It is practically impossible for indifferent angels, malebranche, and noble spirits, anyone who has not been explicitly allowed by the Lord, to leave Hell, not even through the Burella. However, reaching the lowest part of Hell and facing Lu-

cifero, definitely rejecting him, is a possible path to future redemption, so the game is worth the gamble for everyone present: after all, what other choice do they have?

Stanza 11 – The Art of Dedalus be Shown

*A greater fear I do not think there was
what time abandoned Phaeton the reins,
whereby the heavens, as still appears, were scorched;*

*Nor when the wretched Icarus his flanks
felt stripped of feathers by the melting wax,
his father crying, "An ill way thou takest!"*

*Than was my own, when I perceived myself
on all sides in the air, and saw extinguished
the sight of everything but of the monster.*

Dante Alighieri
INFERNO, CANTO XVII, 106-114

One issue remains, however: the Lost Ones require the Divine Flame to descend through Hell, but the torch will never burn long enough nor will it survive the Hurricane of the Second Circle, even less so the icy cold of Cocito. This is not a limitation of its divine nature, but rather the wood which it burns, whose existence is as transient as all else on Earth and in Hell.

The only solution the Guide has been able to come up with is to place the Divine Flame directly into a lantern, a closed and sealed artifact, which would allow it to be easily handled throughout the entire Journey.

There is but one noble spirit among all those here capable of such work: the great artisan Dedalo – who, however, has not constructed anything since time immemorial.

The first thing to do, then, is to convince Dedalo to craft such a marvel, building a suitable forge with him and gathering all the required wood

from the trees decorating the Castle, which also fuel the Bonfire and are used for the torches.

Dedalo can be swayed with a promise to care for the soul of his son Icaro, trapped within the spires of the Labyrinth of Fog here in Limbo. To fulfill this first task, the Travelers must retrace their steps, beyond the river which surrounds the Castle and back into the fog toward the Labyrinth. If they have yet to experience any of them, the Guide can roll for encounters on the "Events and Encounters of the First Circle (Limbo)" on page 96.

The Guide will not be accompanying them, but one of the Travelers can attune to a torch (see page 170), carrying it with them as a special concession from the noble spirits. Once inside the Labyrinth, the encounter with Icaro can take place at a time and place most suitable to the story, such as the center of the Labyrinth itself.

As Ipazia before him, Icaro is scared, seemingly lost, and in despair. He calls to his father Dedalo regularly, and tries to flee from the Travelers if they move closer. A successful DC 15 Charisma (Persuasion) check will calm him down enough to listen to the characters. Gifting 1 Spark of Hope or casting *calm emotions* also has the same effect, and the Travelers can finally comfort him as promised to his father. If desired, Lost Ones can also create a bond with Icaro and include him in their Infernal Chronicles.

If he successfully calms down and allows the characters to lead him out of the Labyrinth, Icaro will thank them by weeping and falling to his knees before them. His tears, however, are strange, they appear to be made of... wax. The boy will gather them in his hands and shape them into a small pair of wings, an artifact for the Travelers to keep and use (*Tears of Wax*, see page 180)!

When they return to the Castle, the Travelers will be able to report to Dedalo on the success of their task. The spirit will accept even the Band's failure, as long as an attempt was made and no trickery took place, and Icaro escaped them.

Stanza III - The Three Ribs

*I saw Electra with companions many,
'mongst whom I knew both Hector and Æneas,
Cæsar in armor with gerfalcon eyes;*

*I saw Camilla and Penthesilea
on the other side, and saw the King Latinus,
who with Lavinia his daughter sat;*

*I saw that Brutus who drove Tarquin forth,
Lucretia, Julia, Marcia, and Cornelia,
and saw alone, apart, the Saladin.*

Dante Alighieri
INFERNO, CANTO IV, 121-129

Once Dedalo has been convinced to craft it, each member of the Band must contribute to the creation of the artifact.

Dedalo explains that the lantern requires a type of metal different from the ephemeral, material one which gives the Castle its form.

Should the Band not think of a solution, the Guide has an idea – one that is part of the long-term plan they have been devising. Asking the noble spirits of the Castle for their gold would provide enough for the artifact. The crowns they all wear, though, are part of their essence and cannot be given away, even if so desired.

However, referring to the divine creation of Eve, mother of humanity, the final golden rib of each noble spirit can be removed without destroying the spirit itself. All that is needed for the lantern is a total of three ribs. Of course, such a gift – as painful as it is personal – will require something equally precious in return.

The Guide explains that they cannot be one of the donors, even if they wanted: if they were to perish during the Journey, the lantern would crumble to ashes. The golden ribs must come from noble spirits who will never leave the walls of their Castle.

In fact, Dedalo could be one of the donors: if the Band were able to bring back Icaro, he will happily gift them his own as additional reward for their success (he will not, however, allow Icaro to do the same).

Travelers gushing into flattering, heart-in-hand requests, with a successful DC 14 Charisma (Persuasion) or DC 18 Charisma (Deception) check for each “volunteer”, will find suitable and available noble spirits. The latter might request a task to be carried out or promises to be kept, or the Travelers can spend 1 Spark of Hope to repay each donor.

Once they have gathered the gold and convinced Dedalo to craft the lantern, the time it actually takes to make it is negligible. The artifact will

soon be ready, and Dedalo himself will place a fragment of Divine Flame inside it, which starts burning despite the lantern being sealed on all sides.

In that divine light, the vile and earthen metal of the noble spirits’ bones sublimates and becomes a metal much purer and celestial, similar to platinum or silver to the sight.

This vision itself is another sign of Hope: even the Dolorous People, if they are admitted before the Lord, will be absolved of their sins and will sublimate into sanctified souls.

All Travelers present for this scene gain 1 Glimpse of Hope, as a sign of divine blessing upon the proper start to their Journey.

THE FAVOR OF THE SPIRITS

In order to donate their golden rib, each noble spirit confers a task – always the same one – upon the Travelers: find their kin somewhere in Hell and bring them a greeting or a comforting message – that one day, at the End of Days, the receiving soul can still be saved, just as once the Lord came to this abyss and saved many who were not worthy.

The manner and nature of the favor is at the Guide’s discretion. Some suggestions are offered below:

Gaio Giulio Cesare. The famous Roman emperor might ask the Travelers to check upon his sons, Bruto and Cassio, who betrayed him in life and are now in the Ninth Circle; they should know that he has forgiven them, or that he still has not, or that he has forgiven one but not the other. In this case, the Guide can choose what Cesare’s stance toward the two souls might be, whom the Travelers will only meet much later in Cocito, and the promise Cesare asks of the Band.

Quinto Orazio Flacco. The Latin poet wonders how it is possible that Mecenate, the friend next to whom he was buried, is not in Limbo. He might ask the characters to see whether Mecenate is anywhere in Hell, and if so, bring him a message of greetings and comfort from his friend Orazio. The Guide can ensure that Mecenate has been wandering the Labyrinth of Fog for centuries, rather than being among the masses of souls in Limbo, part of a spectral whirlwind, or captive to this or that other devil, rather than being punished in one of the Circles, and so on.

Omero. The legendary Greek author will tell the characters how saddened he was to learn that Ulisse, the hero whose actions he told of, is burning in the Eighth Circle. Omero might ask the characters to reach Laerte’s son in the Malebolge to bring him comforting words from he who narrated his deeds, thus making him immortal.

Infernal Chronicle. There might be a noble spirit within the Castle who is particularly familiar to one of the Lost Ones and who could – once recognized – offer their rib in exchange for a favor.

Stanza IV – The Champion of the False Gods

*I cannot all of them portray in full,
because so drives me onward the long theme,
that many times the word comes short of fact.*

*The sixfold company in two divides;
another way my sapient Guide conducts me
forth from the quiet to the air that trembles;*

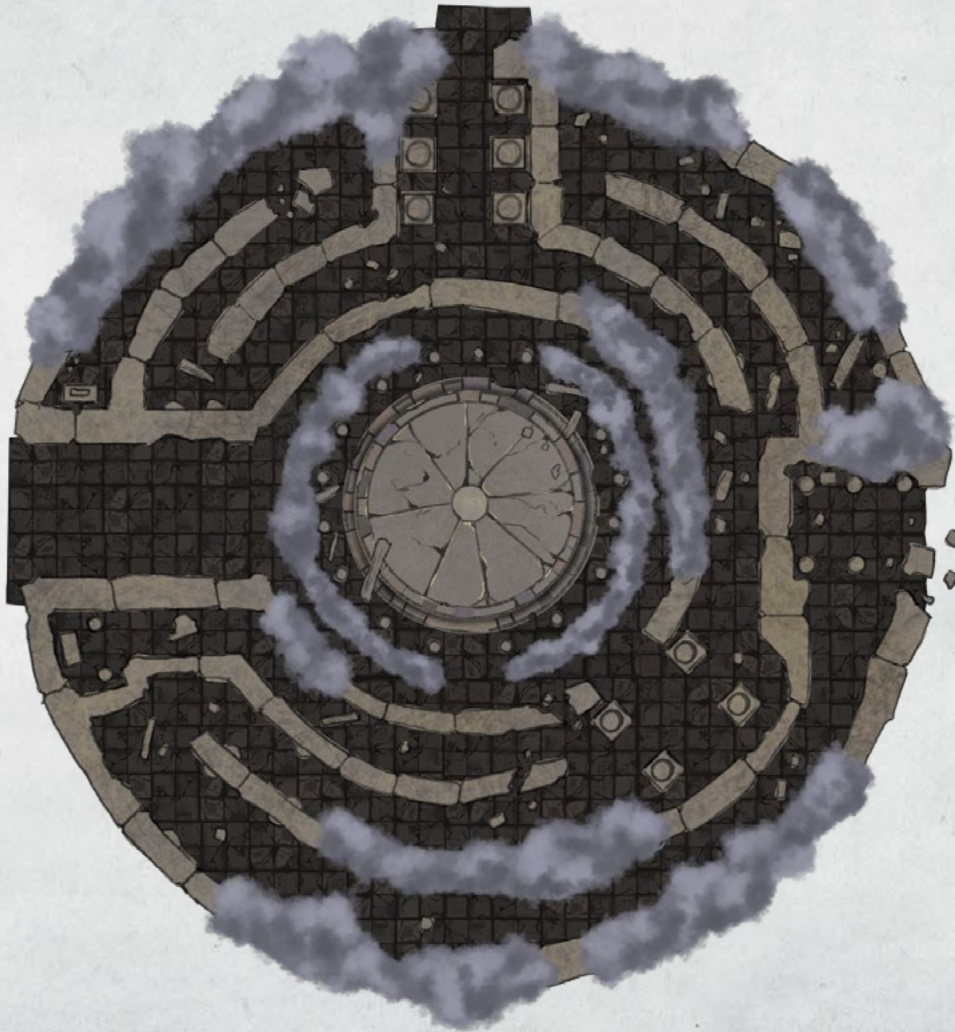
and to a place I come where nothing shines.

Dante Alighieri
INFERNO, CANTO IV, 145-151

Once Dedalo has given the Guide the *Lantern of the Divine Flame*, the Band can resume their Journey once more.

Leaving the quiet, bright peace of the Noble Castle is not easy, and once they pass its seventh gate and cross the river surrounding the hill, the fog and sighs return to envelop the Travelers. This time, however, the light of the Lantern is much stronger than that of the Torch, and the fog does not seem to be strong enough to coil around it with the same thickness it showed the first time through.

A few minutes in, however, something happens. A successful DC 14 Wisdom (Perception) check will allow the characters to notice a large humanoid creature approaching them from behind.



The pursuer is the noble spirit Ettore (**champion of the false gods**): over 10 feet tall, a large body seemingly carved out of marble; he carries a broad shield in his left hand and a long spear in his right, both golden and as magnificent as the helm he wears.

Yes, noble spirits are indeed still allowed redemption at the End of Times – alas, they are also prone to error and despair.

Ettore seeks nothing other than the Lantern, in order to march through Hell, and to exact revenge upon the Lord, who relegated him here despite his valorous and epic deeds. As soon as he is in range of the Lost Ones, the **champion of the false gods** furiously attacks, with all the power and accuracy he demonstrated in life; he has no intention of sharing the Journey with the Lost Ones and would rather just eliminate them all in one fell swoop.

Conclusion

Once defeated, Ettore crumbles into white ash. His final act sentenced him to damnation, and he will now reform with the semblance of a common damned soul, among the violent of the Fifth Circle. His choices made him lose his condition as a Noble Spirit.

He will leave behind the large golden helm he wore, an Infernal Emblem which no longer belongs to him and which can become an Infernal Artifact for the Travelers (*Ettore's Helm*, see page 173). A character can choose to add this to their inventory and attune to it.

The Band then continues into the Second Circle. The Travelers reach their next level at the end of this Canto.



Canto VI – Against He Who Horribly Snarls

Sixth Canto, in which we narrate of the horrible Minosse, who girds with his tail and judges all the Dolorous People, and of the tragic fate awaiting the Lost Ones.

Treatise for the Guide

The Castle of the Noble Spirits is already far behind and the Journey continues toward the all-devouring abyss. The darkness of Hell – which had been kept at bay for a little while by the Bonfire – is once more all around you, surrounding you like a thick cape of night. Fortunately, you now carry the *Lantern of the Divine Flame*, which sheds light upon your way and upon this dead landscape.

When you reach the area which precedes the door to the Second Circle and Minosse's seat, the judge Keeper who sentences what punishment each damned will receive for all eternity, you will realize that the number of souls awaiting to cross the archway and confess their sins to be judged and sentenced is truly infinite.

In order to bypass such immeasurable delay, the only option for the Travelers is to bribe a **guardian devil** named Calcagnaccio, who offers them a vile task in order to be escorted directly before Minosse.

Travelers who accept the request will have to find Ricciardino de' Pazzi, a damned soul who keeps moving away from the line and from eternal judgment. Once they have found him, he will also have a request for them, in order to alleviate some of the sentence awaiting him: a deal

with his brother, who is also in line somewhere in this place. However the players want to proceed, if the Band completes the tasks, Calcagnaccio keeps his word and swiftly leads you to the Second Circle.

This is just the beginning of your troubles: Minosse will refuse you entry, and will exact his terrible judgment upon you all.

This Canto was originally the last one planned for the *Inferno* adventure, and players will learn their final lesson, which they will need to treasure for the rest of their Journey. Dante's journey was his, this one is their own: the poet was guided by Divine Providence, his path to redemption willed by the Three Women of Heaven, his Guide had an untouchable divine mandate, and angels and earthquakes were always at the ready in case of emergencies. Your Journey is a clandestine one, sought out by the Guide for their own goals, and lacking any divine authorization. From this point onward, anything can happen... If it was not made clear in the previous Cantos, now is the ideal time to explain the *Infernal Chronicles* and how to use them, and how to gain and attune to *Infernal Artifacts*.

Preface for the Lost Ones

You have left the Castle of Limbo behind, along with the noble spirits, and you resume your hard Journey through infernal lands, towards the ledge of the First Circle and the passage leading to the next. You are soon met with a flood of damned souls, gathering in a long wailing line of desperation with no end.

Stanza 1 – Toward the Second Circle

*I say, that when the spirit evil-born
cometh before him, wholly it confesses;
and this discriminator of transgressions*

*Seeth what place in Hell is meet for it;
girds himself with his tail as many times
as grades he wishes it should be thrust down.*

*Always before him many of them stand;
they go by turns each one unto the judgment;
they speak, and hear, and then are downward hurled.*

Dante Alighieri
INFERNO, CANTO V, 7-15

As the Noble Castle becomes a distant memory in the Travelers' tired minds, the shape of Hell changes several times around them, obscured by the black veil of that starless sky which has hounded them like nightly breath, ever since they left the verdant oasis of the noble spirits. The Guide, now carrying the Lantern, invites the Travelers to pick up their pace, to not let that wailing and crying scare them, even as they grow louder beyond the black horizon, for all that means is that their destination is close. The archway leading to the Second Circle of Hell is not far now.

*If the souls waiting upon the Acheronte shore
seemed like an uncountable legion, the limited
minds of the Lost Ones must now go
through the effort of expanding even further
their notion of infinity. Because here, waiting
to cross from the First to the Second Circle, is a
river of damned souls so vast that no soaring
hawk would be able to determine its size or
destination.*

*The amount of souls waiting to cross is so
large that this immense crowd seems frozen*

*in waiting, or take but a single step for every
hundred heartbeats of the Lost Ones, the only
measure of time in this place.*

*To make things worse is the presence of a le-
gion of devils armed with weapons and bad
intentions, prodding and poking the Dolor-
ous People, keeping them in line like lambs to
the slaughter, preventing the Lost Ones from
moving away or ahead.*

It is immediately clear to the Travelers that they will have to wait here for hours unending and it is unlikely that they will be able to cut in line without drawing the attention of one of the devils overseeing the archway.

Free will, however, does allow them to move in one of many ways, if they are not keen on waiting for an eternity – or at least try to do so. The Guide might suggest they ask the guardian devils to cut ahead, reminding the Travelers that the devils are still malicious beings, hostile to anything and anyone making requests, so an exchange might be required.

There are also timeless ruins and rocky formations scattered through this part of the First Circle which might allow a stealthy approach towards the passage. The characters must succeed on a DC 20 Dexterity (Stealth) check. On a success, the group makes it far enough to finally see the enormous gateway. Uccione de' Pazzi is also slowly proceeding this way (see Stanza III).

*At the end of the enormous crowd of tor-
mented souls is an archway carved into the
ground, akin to a mine shaft or tunnel access
point, large enough to allow the passage of
Hannibal, Xerxes, or Alexander the Great's
armies, elephants and all. This is the only way
to access the Second Circle from the First, and
the damned are in no rush to step through,
knowing full well what will happen on the
other side. Only the lashing and prodding of
the devils keep them in an ordered line and
pushes them forward, however slowly.*

Unfortunately, from this point onward the landscape lacks any possible hiding place, and if they want to continue, the Lost Ones must do so in plain sight of the winged devils.

Alternatively, the Travelers can force their way to the gate, fighting against the **guardian devils** that block their way and push them back in line. The fight will draw more and more devils, until the Lost Ones perish or desist, and the devils will then return to their duties.

Another seeming alternative might be to avoid the archway altogether, and climb down the edge of Limbo, not far from the gate itself and devoid of any damned. This is a terrible idea. Climbing down the miles-long ravine is an impossible task, and falling or jumping off it will lead any character to inevitable death. It might even damage the *Lantern of the Divine Flame*, causing the flame within it to dissipate. The Guide will not endorse or follow any character who chooses this path.

If the Travelers wait in line, are spotted, draw the attention of a devil or successfully make it to the area after which they can no longer stealthily proceed, a **guardian devil** by the name of Calcagnaccio will notice them, and will move closer, curious about how different they appear from all the other damned.

Calcagnaccio appears as frail and bony, though his figure and empty devilish sockets still instill fear in most creatures who encounter him. Calcagnaccio asks the Travelers to explain what they are, the reason for their presence at the passage to the Second Circle, accompanied by a noble spirit of Limbo, and any other such questions about their nature. Once he understands the nature of their Journey, the devil makes a show of looking thoughtful, only to then tell the Band that the only way to reach Minosse in one piece is to wait for their turn, just as everyone else who lands in Hell must do. Calcagnaccio savors the dismay or frustration of the Travelers as

he makes to walk away, then turns around again to face them. There is another way, now that he thinks about it: he is in need of a favor, in exchange for which he will personally accompany the characters through the tunnel, no more waiting with the damned, no reactions from the other devils.

There is a soul, the sinful soul of one Ricciardino de' Pazzi, who keeps avoiding the line and keeps a distance, hiding in the ruins between the Noble Castle and the flood of souls headed for Minosse. Calcagnaccio had initially chosen to ignore him, as all souls eventually line up, due to the urge to receive Minosse's judgment – as the Travelers are free to move across these spaces, who better than them to go fetch him and bring him back to the devil?

PLAYING A DEVIL

The devils of Hell are not metaphysical, shadowy entities, nor are they abstract incarnations of evil or theological notions, but rather pretty physical and ruthless torturers – not too dissimilar from guards and executioners from towns and municipalities back on Earth – but also akin to masks of rural and urban folklore and the *Commedia dell'Arte*. Dante depicts them as grotesque characters, caricatures of fastidious bureaucrats, or smug bullies, cruel idiots, pretentious jailers. The Guide should make sure to play these characters in a way that accentuates their excesses and theatrics, as masked wildmen during a local celebration, or farmers dressed up as horned goats and nature spirits during a festival. Pulling faces, rude sounds, cackles and smirks are all perfect tools to play these creatures, eventually shifting to growls and cries during combat, satisfied hand-wringing during negotiations, and loud wailing and bleating should they be tricked and mocked by the characters.

Stanza 11 – Evil Born Souls

*True is it, that upon the verge I found me
of the abysmal valley dolorous,
that gathers thunder of infinite ululations.*

*Obscure, profound it was, and nebulous,
so that by fixing on its depths my sight
nothing whatever I discerned therein.*

Dante Alighieri
INFERNO, CANTO IV, 7-12

If the characters accept Calcagnaccio's offer, they can start heading toward the formations looking for the soul of Ricciardino de' Pazzi, known as the Infamous.

A character who makes a successful DC 10 Intelligence (Investigation) or Wisdom (Survival) check, will discover or confirm once again that it is impossible to find tracks of the damned in Hell, as the dolorous people do not have a physical body which allows them to cast a shadow or leave traces of any kind.

The only way to find the fugitive spirit is by trial and error, exploring the ruins and crevasses dotted throughout the area between the Castle of the Noble Spirits and the ledge of the First Circle.

A character who makes a successful DC 11 Wisdom (Perception) check will spot a figure hiding among the ruins of an abandoned mausoleum. Knowing he is being pursued by devils, Ricciardino the Infamous has specifically chosen to hide where he can push and cause the fall of the entire front part of the mausoleum, squashing whatever comes close. The characters must succeed on a DC 15 Dexterity saving throw or take 2d6 bludgeoning damage.

The fugitive damned soul is cautious but not afraid. Despite the terrifying situation, Ricciardino seems to be in full control of himself; as he sees the strange Band approach, he assesses his

RICCIARDINO AND UCCIONE DE' PAZZI

Ricciardino de' Pazzi, tall, slim, his gaze elusive even in death, in life was a sly fox, a fraudster, a scammer, and a thief, claiming to be able to trick the devil himself. This was proven a lie after his death, and he now finds himself in Hell, destined for the Malebolge among the Fraudulent. Despite it all, his innate slyness has made him try to avoid his sentence for as long as possible, wasting as much time as he can between the First and Second Circle. His desire to save himself is also linked to his brother's fate, from whom he seeks forgiveness for the tricks he played while they were both alive.

Uccione de' Pazzi appears in death as a young, large man with a thick bushy beard. His merchant-like appearance and behavior jars with his otherwise vacant gaze, part of what has caused him to be the target of so many of his brother's frauds.

Uccione, who died five years after his brother, is now waiting in line to see Minosse, does not care to hear anything related to Ricciardino, and cannot wait to land among the Gluttonous, where he is sure to be sentenced. Both brothers are perfect examples to suggest to the characters to establish a bond and unlock an Infernal Chronicle (see Infernal Chronicles on page 54). As with Ipazia previously, the Guide is free to modify in part or entirely the two potential Familiar Spirits.

exit strategies, as he asks the Travelers who they are and what they might want from him.

In any case, Ricciardino will eventually blurt out that he needs to rejoin his brother Uccione, as he wants to appear before Minosse by his side. His goal is to gain his brother's forgiveness, so as to see his own sentence reduced even by just a couple of Bolgias.

Calcagnaccio found out, and prevents him from doing so every time he seems to succeed, chasing him back down the line to increase his suffering.

Stanza III – Into the Blind World—

*"Let us descend now into the blind world,"
Began the Poet, pallid utterly;
"I will be first, and thou shalt second be."*

*And I, who of his color was aware,
said: "How shall I come, if thou art afraid,
who'rt wont to be a comfort to my fears?"*

*And he to me: "The anguish of the people
who are below here in my face depicts
that pity which for terror thou hast taken."*

Dante Alighieri
INFERNO, CANTO IV, 13-21

If the Travelers tell Ricciardino the real reason for finding him – bringing him back to Calcagnaccio – he will try to convince them in any way possible not to follow through, and to instead tell the devil they could not find him, or to help him find Uccione and beg for forgiveness, after which he will willingly submit to his captor. The Travelers can see through their task and force Ricciardino to follow them. If successful, they bring Ricciardino back to Calcagnaccio, who pierces him on sight and flings him back to his place in line.

Alternatively, they can help Ricciardino and try finding Uccione, who is located in the area that characters can stealth their way to (see Stanza I above).

On seeing his brother, Ricciardino will fall at Uccione's feet, sobbing and begging for his forgiveness. A few beats go by as the large merchant does not seem to understand what is happening, but as soon as he recognizes his brother, Uccione throws himself at him in anger, calling

out his betrayal and trickery and several frauds at his expense.

Only the Lost Ones can try, at this point, to convince Uccione to forgive his brother, even if posthumously, by succeeding on a DC 15 Charisma (Persuasion) check. The Guide can allow a character to roll with advantage if the argument is particularly apt, or if one of the two souls is a Familiar Spirit to someone in the Band (see Infernal Chronicles, page 54).

If the mediation attempt is successful, one way or the other, Uccione will forgive his treacherous brother, while the latter states he is ready to tell Minosse that Uccione had only indulged in gluttony due to the lack of brotherly love. He does not deserve the Glutton's punishment, but rather the Circle of the Prodigal – the most sought after, as far as anything below the Second Circle is concerned – sparing him from the fangs of Cerbero devouring him forevermore.

Calcagnaccio will greet the returning Band with disgust as they reappear at the entrance to the Second Circle, and pushes them all forward, toward the front of the line.

Stanza IV – King's Judgment—

*Thus I descended out of the first circle
down to the second, that less space begirds,
and so much greater dole, that goads to wailing.*

*There standeth Minos horribly, and snarls;
examines the transgressions at the entrance;
judges, and sends according as he girds him.*

Dante Alighieri
INFERNO, CANTO V, 1-6

The passage between the First and Second Circle is a seemingly endless tunnel, which even the reluctant help of guardian devils does not prevent from lasting forever. After an infinite descent, the Band (with or without Uccione and Ricciardino) will resurface in an open

space, placed before a vertiginous rocky ledge, its peak invisible to the mortal eye.

The area is covered by bottomless canyons and ravines, and stone walkways all leading to the same spot: an ancient amphitheater, carved into the ground. The screeching of souls is deafening, but the horrifying noise is drowned out by the roaring of an incessant storm, which occupies the entirety of the chasm beyond. Infinite smaller tornadoes and storms twist and spin around each other in the sky, forming a single, enormous hurricane.

Even this unbearable roar is overwhelmed by the thunderous bellows of the monster at the center of the giant theater steps: an ancient giant, crowned and monstrous, with a long scaly tail ending in a lash, rises on the stage, grabbing the damned one by one.

"Here is your reward!" cackles Calcagnaccio.

"Were you expecting something else?"

He then leaves, after one final kick at Uccione for good measure, ensuring his terrible fate.

The imposing, monstrous infernal judge's breath reaches the Lost Ones as warm as fetid vapor emitted from a pile of rotting corpses.

If the group has reached this point with Uccione, the monster will grab him without leaving him time to speak, coiling its tail three times around his body and thundering the word "Gluttonous!" and throwing him into the storm beyond.

Realizing what is about to happen, Ricciardino steps back, gesturing to the Travelers to go ahead, and disappears into the silent, motionless crowd of the waiting damned.

Whatever the case may be, after flinging away the damned soul in front of them, the massive titan turns its stony gaze upon the Band and roars a question at them: what are living beings and a noble spirit doing down here?

The Guide steps in, as they had done with Caronte, to explain the reasons behind their Journey, appealing to Divine Providence,

the Lord's will, and the Hope of the Height they all carry in their hearts.

"Why criest thou? Do not impede his journey fate-ordained; it is so willed there where is power to do that which is willed; and farther question not."

The doleful notes finally strike: the air around the Travelers seems to freeze for a moment, the judge's stone eyes rest upon the noble spirit carrying the Lantern. Minosse's tail rises in all its length, the scales reflecting the light of the braziers around the steps of the theater in ruins. The crack with which the monster's serpentine limb coils around the Guide breaks the silence. The cloud of dust that follows makes it hard to breathe and the only thing visible is the light of the Lantern, rolling away in the distance. Then the tail coils back down next to the immense body of the Third Keeper, and the dust settles on the parched ground – there is no sign of the Guide: they were flung back to the Castle by the unappealable judgment of Minosse.

Even though **Minosse** can smell the reek of sin in each of their pathetic souls, there is no trick, reasoning, or deal which can convince it to let the Travelers pass: as far as it is concerned, they can go back from whence they came, seek refuge in Limbo, or drown in the Acheronte.

There is only one way to move past the Third Keeper of Hell: defeat it in combat!

If **Minosse** is defeated, it disintegrates and becomes ash, except for its stone eyes, which fall at the characters' feet. Each *Eye of Minosse* (see *Infernal Artifacts* on page 174) vibrates with energy, and a character can make a DC 17 Intelligence (Arcana) check to understand their magical nature and how to put them to use.

After the fall of the High Judge of Hell, it does not take long for the damned souls waiting on the steps behind the characters to realize the incredible opportunity presenting itself.



Egged on by none other than Ricciardino de' Pazzi, the souls of the dead attempt to break the line, some to hide in the crevasses, some to run into the Hurricane hoping to hide in a Circle with less of a punishment than the one they would otherwise be sentenced to.

The Lost Ones must also seize this opportunity, and swiftly, to avoid being trampled by the damned or attacked by the legions of guardian devils swooping down upon the fleeing souls, weapons flailing indiscriminately.

They cannot move backward – the devils keep coming in waves, vomited out by the air without a star upon the fleeing damned – but do have time to pick up the *Eye of Minosse* and the Lantern and run, before the Judge reforms in its seat.

Conclusion

There is no end to the punishment of the Dolorous People, there is no end to the existence of those who fall down into the Blind World, beneath the air without a star. Each damned soul which lies in Hell can be destroyed, but only temporarily, coming back into existence soon after. Minosse too will return to its seat in the Second Circle, but until that moment many, many damned will swarm past without receiving their sentence, free to head wherever they choose, and hide to avoid or lighten the punishment which they deserve. The infernal balance is shaken and the Travelers are obviously at fault – will this bear repercussions for them, or even for Hell itself?

Lacking their Guide, left to their own devices, with no way back and an endless path in front of them, as thousands of souls carelessly disperse across Higher Hell, the Travelers now find themselves having passed Minosse and needing to start everything from scratch again. There are no certainties going forward, nor is there anyone to lead them or show them the way: the immense weight of their own redemption is entire-

ly upon their shoulders – the path however, still leads to Lucifero.

How could it be otherwise?

The Travelers reach their next level at the end of this Canto.



Canto VII – Into a Place Mute of All Light

Seventh Canto, in which we narrate of the Second Circle of Hell, and of the journey through the Great Hurricane and the meeting with the Lovers, whose lost souls find peace in painful but comforting embrace.

Treatise for the Guide

From this moment onward, if events have taken place as outlined in the previous Canto, the Band's Guide is lost, and the Travelers are alone with no one left to lead them through the rest of their Journey. They do still have the Lantern crafted in the Castle of the Noble Spirits, along with every artifact or companion gained so far.

As this Canto opens, the Travelers have moved past Minosse's remains and are fully in the Second Circle, which features an endless and devastating, all-encompassing storm. They will have to find their way through said storm and even help some of the anguished souls relegated to this corner of the Blind World.

This Canto was unlocked during the **Inferno** crowdfunding campaign as an optional addition to the introductory campaign. It can present a good opportunity to give a conclusion or a direct follow-up to the events of Minosse's defeat, and a starting point for the second part of the Lost One's Journey, less regulated and lacking an actual Guide in the game.

The tools it offers are required to proceed with the campaign and learn to facilitate and set up the game as the characters move through the Circles.

If a character has been lost to Desperation, this is also a good point to meet new companions (such as malebranche), who could become new Travelers or step in as new Guide for the Band.

The Canto also offers a peculiar type of devil, in order to show how such a character might experience the rediscovery of the Hope of the Height, and perhaps join the Lost Ones.

Alternatively, it can be used to develop game sessions based on the characters' Infernal Chronicles and the environmental perils of each Circle, as the Travelers descend toward Cocito.

Whatever the case, one of the most insidious obstacles in all of Hell must be overcome: the Hurricane, both a place of captivity and punishment for the Wanton.



If the Orfeo and Euridice plot is something that caught your interest, you may decide that the Guide is safe in Limbo, and here the players will find the couple's other member; alternatively, the latter lover could try bringing back the character they just lost by using the Lyre. The character who played the role of the Guide was considered a Noble Spirit, but their lover's passion was too much in the eyes of the Lord and they are now here, in the Hurricane. The two lovers will be able to reunite, if you so choose, or the newly encountered character may take the place of the Guide.

Preface for the Travelers

The Guide is lost, flung back by Minosse's fury, and a multitude of vile souls have escaped their destiny and are now fleeing through the Circles of Higher Hell, between Acheronte and Stige. All those Dolorous People, in the wake of your shocking deeds, broke ranks and surged forwards, some hiding in the crevasses along the cliff above the Circle, some trying to return to Limbo, some following you and your Lantern after stepping through the warm ashes of the Third Keeper.

You have made it through and are intent on continuing your Journey, but you no longer have your Guide. You find yourselves alone and shivering before the eternal Hurricane of the Second Circle, its howling so loud it drowns out every other sound.

Stanza 1 - And Now Begin the Dolesome Notes

*I came into a place mute of all light,
which bellows as the sea does in a tempest,
if by opposing winds 't is combated.*

*The infernal hurricane that never rests
hurtles the spirits onward in its rapine;
whirling them round, and smiting, it molests them.*

*When they arrive before the precipice,
there are the shrieks, the complaints, and the laments,
there they blaspheme the puissance divine.*

Dante Alighieri
INFERNO, CANTO V, 28-36

The reckless flight of the waiting souls, no longer waiting to be judged by Minosse now that the Lost Ones have defeated it, drags the Travelers away from the ledge of the Second Circle all the way to the point where the Hurricane's winds begin. Behind the Travelers are waves of souls in revolt, and more and more devils arrive to put a stop to the escape toward the lower Circles.

These damned souls, lacking any judgment or sentence, have realized they are free to scatter and hide wherever they are able to, and might be headed for the Fourth Circle specifically, whose punishments are not too severe for the likes of them. Their cries join the devils' angry calls in a disheartening chorus, slowly fading as the Lost Ones push forward, step by step.

*The darkness you are about to face, barely lit
by the Lantern you carry, soon resounds only
with the howling of the wind blowing from
every direction. You find yourselves before a
wall of storm clouds, blown aside by a wind so
strong even rocks and detritus are caught up
in the gusts, as they roll and crash at your feet.
The storm rises from the declining ground up
into the darkness of the air without a star, and
to either side of you, well beyond the sphere
of your mortal senses; distant flashes light up
what seem to be titanic and primordial winged
creatures, as their metal wings create wind,
lightning, and thunder...*

As you are taken by the sight, you notice some of the more brave – or perhaps more desperate – fleeing souls leap into the storm. They are immediately flung and dragged away by the winds as if they were nothing but dead leaves, in a litany of swearing and blasphemy. The more cautious and cowardly try to keep to the outer limits of the storm itself, hoping to eventually find safe passage through it, toward the Lower Circles.

In fact, the Second Circle's Hurricane is almost a mile wide, a layer in the shape of a disk, which

forms a lid to the infernal crater below. If the Lost Ones try edging along the storm's perimeter, they will spend much time just moving, never really making significant progress. The only way to cross this Circle is through the Hurricane. If the characters attempt to step into the twisting gusts, as they saw the damned do, they will realize that their physicality makes them heavy enough to not be swept away by the powerful winds. Every time, however, that a Traveler finds themselves in the Hurricane's area of effect, they suffer the effects described in the Environmental Perils of the Second Circle.

ENVIRONMENTAL PERILS OF THE SECOND CIRCLE

Any creature in the Second Circle has disadvantage on all attack rolls with a ranged weapon, and on all Wisdom (Perception) checks that rely on hearing. The Hurricane also extinguishes open flames, dissipates mists and fog, and makes flying incredibly difficult, even through arcane means. A flying creature inside the Hurricane must land by the end of its turn or fall.

Additionally, the Guide can add any of the following effects at their discretion.

Dust Vortex. On the ground and in some suspended locations, the Hurricane can create dust vortexes. A character making a Wisdom (Perception) check that relies on sight in proximity of these vortexes has disadvantage on the roll. These areas are also considered difficult terrain, due to the incredibly strong winds flailing any corporeal being trying to move through them.

Rock Whirlwind. The wind of the Second Circle often and very suddenly generates whirlwinds of rocks, stones, and smaller debris, with the effect of creating even more pain for the Wanton who are trapped within the Hurricane. The area (30 ft radius) within a rock whirlwind is heavily obscured, and a character who starts its turn inside this area takes 7 (2d6) bludgeoning damage. A rock whirlwind can move 20 ft per round, and disappears after 1d4 rounds.

Rain of Debris. The infernal storm is so powerful that it can shift boulders and shatter cliffs as it crashes against them, smashing them and scattering them aside like rain.

At the start of its turn, a creature in the area of the rain of debris must make a DC 20 Dexterity saving throw; on a failed save, it takes 18 (4d8) bludgeoning damage, or half as much damage of a successful one. On a successful DC 15 Wisdom (Perception) check, a creature can spot the approach of the rain of debris; if so, it has advantage of the saving throw. Elements of the landscape that provide full cover can protect a character from the rain of debris.

Stanza 11 – The People Whom the Black Air so Castigates

*I understood that unto such a torment
The carnal malefactors were condemned,
Who reason subjugate to appetite.*

*And as the wings of starlings bear them on
In the cold season in large band and full,
So doth that blast the spirits maledict;*

*It hither, thither, downward, upward, drives them;
No hope doth comfort them forevermore,
Not of repose, but even of lesser pain.*

Dante Alighieri
INFERNO, CANTO V, 37-45

As the Travelers proceed through the Hurricane and down toward the Circle below, they notice – among the debris, wind, rending wails, flashes of blood, and dust – that a rocky formation has grown into a sort of barrier against the furious wind, against which are thrown a number of tormented souls, wounded and despairing.

This natural shelter will not last long, as the debris can be removed at any time by a sudden gust, but it does allow the Travelers to find some respite from the devastating effects of the Hurricane, and the same is true for the tortured souls slammed against it. In this temporary shelter from the storm, the Lost Ones can start a conversation with any of the damned present in this location, some of whom could unlock an Infernal Chronicle for one or more characters. Specifically, one of these souls, whose limbs are jutting out at odd angles due to the Hurricane's force, is whining and moaning as another – also wounded, but still able to stand – gently caresses it.

The latter immediately looks at the Travelers and the Lantern as they approach, and begs

them for help: she claims to be tied to the other soul by the feeling that bound them in life, and cannot believe she has found them again in the afterlife and its everlasting storm... truly a miracle!

Unfortunately, when the shelter is inevitably blown away by same winds that created it, it will collapse on itself and the currents will grab both of them again, dragging them away and negating the fortuitous reunion. The lost soul will ask the Travelers to help her become "like them... like the two... those who are never separated, despite the storm..."

The soul is referring to the Lovers, two figures whose names she ignores but are easy to identify as they seem to never be separated by the Hurricane. She might have seen them with her own eyes, or heard of them from other damned, but whatever the case, she begs the Band to find out how the Lovers are able to maintain their connection, and help her to do the same with her own earthly love, for whom she betrayed her matrimony, sinning against the Lord and decency, which sentenced her to this horrific place.

Stanza 111 – No Hope Doth Comfort Them Forevermore

*Love, that on gentle heart doth swiftly seize,
Seized this man for the person beautiful
That was ta'en from me, and still the mode offends me.*

*Love, that exempts no one beloved from loving,
Seized me with pleasure of this man so strongly,
That, as thou seest, it doth not yet desert me;*

*Love has conducted us unto one death;
Caïna waiteth him who quenched our life!"
These words were borne along from them to us.*

Dante Alighieri
INFERNO, CANTO V, 100-108

Whatever the Travelers choose to do and whatever the nature of their interaction with the two despairing souls, just beyond the rocky shelter looms an unsettling shadow: long horns, wide wingspan, skeletal body... a devil!

At the sight of this terrifying shape, all the damned souls in this shelter except the two who asked the Travelers for help will flee, preferring the painful winds to the torture a cruel fallen angel is capable of inflicting upon them.

The devil makes its appearance, stepping out of the gusting spires into the shelter. It seems smaller than the majority of devils seen so far by the Band, but its wings are large and strong. It directs its gaze directly at the Travelers, but even more so at the Lantern. It claims to be unarmed and mean no harm, in fact, it claims it could be an ally, someone they could use in a place such as this one – all it asks for in return is some warmth, maybe their Lantern could help. The devil states its name to be Sferzavento (**minor devil**) and that it has seen many a lost soul before now. As it does, something like hatred runs over its features, briefly showing a glimpse of a perfect golden mask that recalls what it used to look like, once long ago.

If the characters choose to investigate Sferzavento's disgusted reaction, and succeed on a DC 12 Charisma (Persuasion) or a DC 16 Charisma (Intimidation) check, they can learn more details about its story, at the Guide's discretion.

Sferzavento

Sferzavento was once one of the Tempestarii of the Second Circle, powerful, cruel, and feared. One day, it met a Lost One clothed in red, accompanied by an ancient noble spirit as its Guide. The Lost One had been so moved by the tale of two twinned damned souls that he had offered the devil a deal. Sferzavento had thus accepted some of the Hope that the Lost One carried, in exchange for a ritual that would bind the two spirits for eternity.

Receiving Hope was a traumatic experience, to say the least: its sight had clouded, the roar of the storm had become unbearable, and a wave of heat had taken over it, one that all of Hell and its tongues of fire could never give it. It tried to dissimulate this reaction, tried not to think too much about it. Using its Tormentor and more Hope from the Lost One, it completed the ritual: the devil pierced the hearts of the two souls, somehow binding them forever.

The Lost One clothed in red had been satisfied, and set back on his Journey. Sferzavento had laughed maniacally for the folly of such a deed, and had immediately launched itself after the two Lovers, to reclaim its sword, uncaring of the bargain – only to discover that the blade was forevermore bound to the souls, and not even their destruction could free it. They would simply return to their sentence, united in the hope of that merciful act. The horror.

Sferzavento had soon lost everything: its powers, its place in the infernal hierarchy, its control over the Hurricane. Since then, eternity has been long and boring for the devil, the Hope it now held fueling questions and doubts. Finally, after so long, it spotted a light in the dark, a glow as warm as life: the Lost Ones' Lantern.

If the characters want to help the two souls and inform Sferzavento of the situation, the devil will give them the information required to find another Tormentor with which to complete the ritual it once performed on the two Lovers.

If the characters have no interest in helping the Wanton, Sferzavento still offers its help to reach the Third Circle in one piece, claiming to know the nooks and crannies of this place like its pockets. In exchange, Sferzavento will ask for a little more Hope and maybe to join the Band: it could, in fact, become their new Guide, another Traveler, or simply a supporting character.

Whatever the case, Sferzavento demands at least 1 Glimpse of Hope and tells them that they will need to use more for the bonding ritual, along with the *Tormentor*. A character who makes a successful DC 15 Charisma (Persuasion) or DC 19 Charisma (Intimidation) check can obtain a “better price” from Sferzavento, who will be satisfied with 1 Spark of Hope instead.

The magic sword of another Tempestarii is required to bind the two souls, and Sferzavento just happens to know where to find one. The devil in question is called Calcabrina, and it commands the Hurricanes terrible winds from a rocky peak known as the Spur.

NOTE: Sferzavento will want to gather as many Hope Points as possible and will offer the Travelers its help on many occasions (protect them from the Hurricane, reach the top of the Spur, save a character from a horrible fall, fight against Calcabrina, etc.) – but only in exchange for more Hope.

Stanza IV – Through the Purple Air

*And all the while one spirit uttered this,
the other one did weep so, that, for pity,
I swooned away as if I had been dying,*

and fell, even as a dead body falls.

Dante Alighieri
INFERNO, CANTO V, 139-142

If the Travelers seek a way out of the Second Circle by their own means, and without fighting the Tempestarii first, the Guide may choose to have them face Calcabrina (perhaps as Sferzavento warned the other devil, out of spite). Calcabrina (**tempestarii**) is cruel and devoured by the sin that made it pick up its weapons against the Lord, and cannot stand souls wandering in its Circle. It will attack on sight.

The same encounter can take place even if the characters are following Sferzavento to the Third Circle. Alternatively, the Band can be allowed to leave the Second Circle with few obstacles, but the characters will not gain a level at the end of this Canto.

If the Band chooses to head for the Spur, they will find it is not too far from the location where they last left the two souls, but it is incredibly tall and looks incredibly precarious in the whirling gusts of the storm.

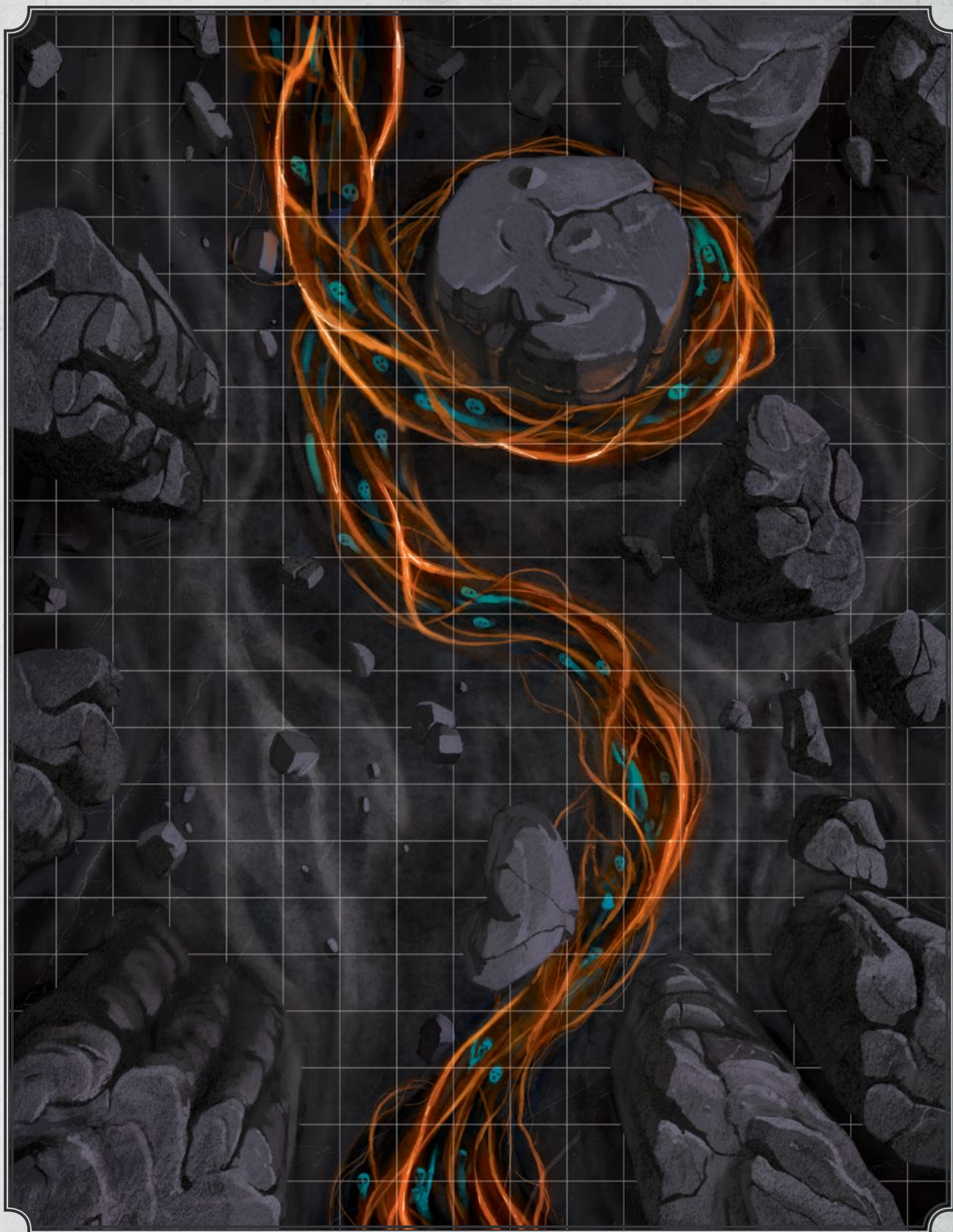
There is a path coiling around this titanic rocky pillar, which seems to lead to its top. The path, however, becomes narrower and narrower as it ascends through stronger and stronger winds; characters will have to walk in single file to make it up the barely 5ft wide path. To avoid falling over from the gusts, each character must succeed on a DC 10 Dexterity (Acrobatics) saving throw, or fall off the path as a dead body falls, taking regular fall damage depending on the height the character had reached.

Once at the top, 100 ft from the ground, the Lost Ones will find themselves on a flat area which seems to have been sliced off clean, right in the eye of the Hurricane. What they do not find, however, is the tempestarii devil.

The characters will see all around them, whirling around the peak, vaguely circular and flat rocks (5ft radius), held mid-air by the wind.

In order to reach Calcabrina, the characters can make use of the floating rocks, leaping from one to the next with a successful DC 12 Strength (Athletics) check, all the way to the storm devil's den: a flat rock, 30 ft in diameter, lashed by winds and devoid of anything other than a roughly carved throne from which the **tempestarii** devil observes the characters with anger and curiosity.

Regardless of whether the characters reveal their intentions, and attempt to strike a deal (such as exchanging some of their Hope for the *Tormentor*, or even directly for the ritual that Sfer-



zavento conducted upon the Lovers), Calcabrina is reluctant to agree to anything and cares very little for Hope; this is a good spot, and the devil finally has a chance to let some steam off by massacring new and curious victims, in the most violent and unnecessary way.

The Guide can choose to play Calcabrina differently from how the character is presented here, and make this encounter one of roleplay and diplomacy rather than combat.

If the characters manage to obtain Calcabrina's *Tormentor*, either defeating the devil or by striking a deal, they can hand it over to Sferzavento in order to pierce the hearts of the two souls they met, uniting them forevermore in the Hurricane. As previously stated, Sferzavento will remind the Lost Ones that they must sacrifice 1 more Glimpse of Hope for the ritual, as it starts chanting the ritual's words and curses. The Travelers can once again bargain with Sferzavento as explained earlier.

Just as the two damned souls seem to begin to fuse around the *Tormentor* blade, the makeshift rocky shelter starts to cave in and is blown away. Was this all Sferzavento's plan to steal a little more Hope?

If the Travelers choose, instead, to complete the ritual by their own means, or simply choose to keep the blade for themselves, the two souls will perish or be immediately and suddenly dragged apart by the storm's force, fated to never meet again, and enter that cycle of death and renewal forever within the Hurricane, without ever meeting again. This decision will cause the loss of 1 Spark of Hope from every member of the Band, who can still keep the *Tormentor* for themselves (see page 181).

EURIDICE

If the characters and the Guide have been following the plot related to Orfeo and his wish to leave Hell (see page 63), Euridice (or Orfeo, depending on your initial choice) can be found in this location. The lover of the Band's (former?) Guide is in chains beside Calcabrina's throne, personally tortured by the devil and by the void left by their missing lover.

Freeing Euridice from her torment and recovering the Lyre from Cerbero's lair are both part of Orfeo's plan to leave Hell, the latest in a long string of attempts that the two souls have enacted before losing, every time, ending up separated once more, killed, reformed, down to this particular Journey.

Euridice can become a Familiar Spirit for any Lost One in the Band, the Travelers' new Guide, a new regular player character, or a supporting character.

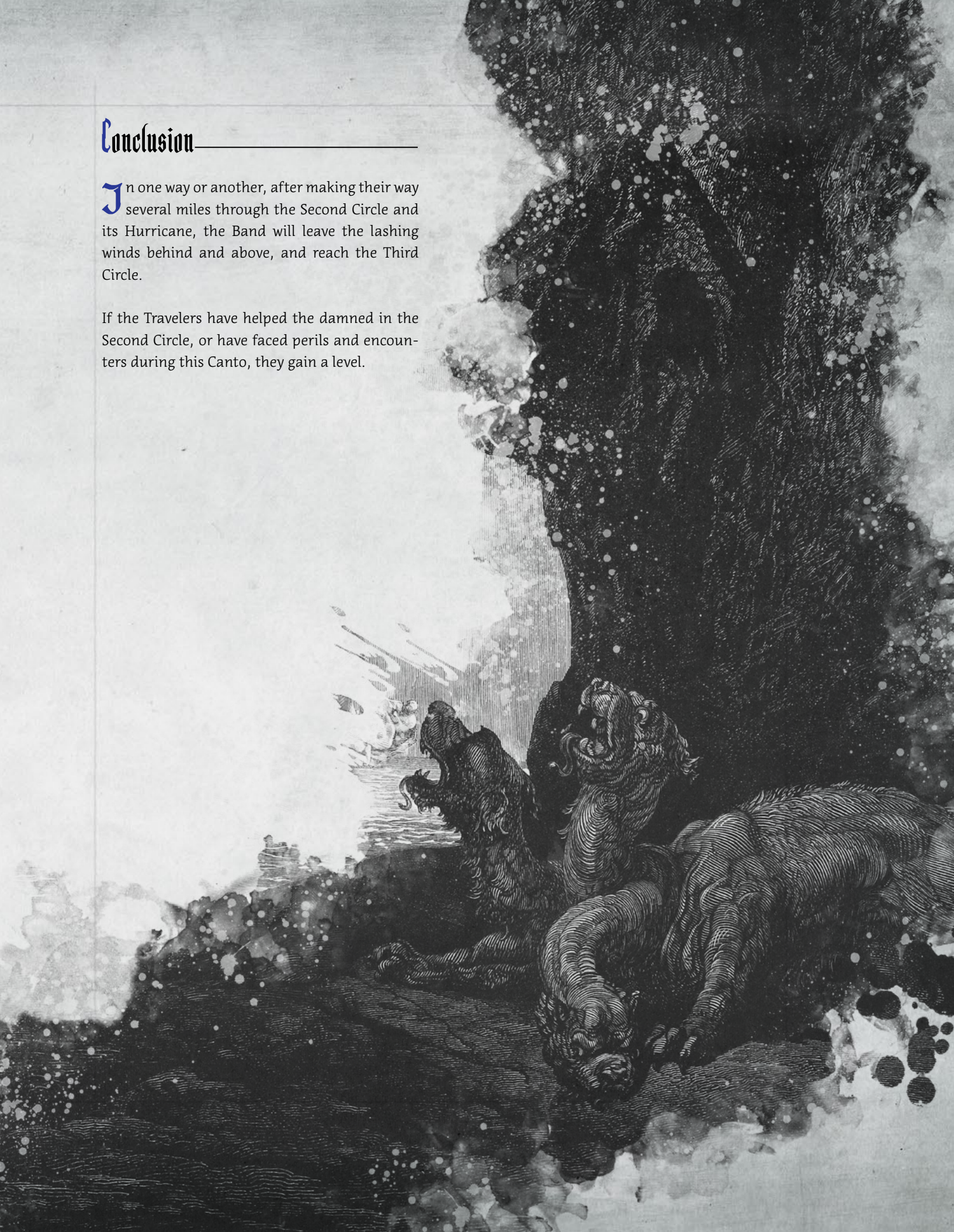
If only one of the two lovers is currently present with the Band, and the other is back in the Castle in Limbo where the characters can no longer reach them, Euridice will lead the Band toward Cerbero's lair (see next Canto) to recover *Orfeo's Lyre* and bring her lover back to her, uncaring for the Lyre's powers during a confrontation with Lucifero.

Finally, if everything happens as hoped by the two souls, and the ritual is successful, they will thank the Travelers, especially any who have created a Bond with them. As they disappear on the winds, their tears are carried back to the faces of the Travelers, streaming out of eyes no longer filled with fear.

Conclusion

In one way or another, after making their way several miles through the Second Circle and its Hurricane, the Band will leave the lashing winds behind and above, and reach the Third Circle.

If the Travelers have helped the damned in the Second Circle, or have faced perils and encounters during this Canto, they gain a level.



Canto VIII – Of New Torments and New Tormented

Eighth Canto, in which we narrate of the Third Circle of Hell, wherein Gluttony is punished, and of the demon Cerbero.

Treatise for the Guide

As the Canto begins, the Travelers are studying the sharp and crumbling side of the chasm down which they must climb, and are faced with the ferocity of the Keeper of the Pit, the Third Circle – the enormous three-headed beast called Cerbero. There is very little to do in this circle other than swiftly move through it, and that is no easy task.

The Pit extends for miles and miles, and several herds of the damned roam through it, along with its diabolical torturers and the equally fierce and tireless Keeper.

Before they can look upon the Fourth Circle, the Travelers must experience some encounters, some more lethal than others, explore nooks and discover useful shortcuts, all while resisting the perils and threats of this place of damnation.

Preface for the Travelers

As you made it out of the lower rim of the Hurricane that lashes and forms the Second Circle, you find yourselves sliding down a muddy and slippery decline, upon which rain, hail, and snow falls from the storm above.

This Canto was unlocked during the *Inferno* crowdfunding campaign as an optional addition to the introductory campaign. It can be used as a direct continuation of the events that took place subsequent to the defeat of Minosse and after crossing the Second Circle.

Specifically, it can be used as a template to create, as the Travelers keep descending towards Dite and Lower Hell, open gaming sessions for each circle, as the latter are no longer described in detail from this point forward. Each circle does still have its own Keeper with their own lairs, dedicated encounter and event tables, environmental perils, and sufficient descriptions to create an entire adventure.

As for previous Cantos, these parts of the Journey should be used alongside the descriptions found in *Inferno – Dante's Guide to Hell*. For this Canto specifically, see The Pit, on page 128.

By reading the descriptions of the characters' location in advance, the Guide can make use of the more interesting details or insert an encounter where it fits best from a narrative perspective.

The Guide should make use of these elements to provide the characters with threats (such as Cerbero in this Canto) but also hooks which might translate into opportunities for the characters (e.g. the devils heading toward the Breweries, or the presence of souls who escaped judgment) and help them understand their location, what perils they might face, and what might be useful in traversing the circle.

If eternal torment in the previous Circle was the cutting blade of the wind, of the debris it carried, and the lightning strikes of the tempestarii devils, here it now becomes the incessant precipitation, making your descent particularly difficult.

When it looks like nothing else could possibly go wrong, that is when you hear the triple howl of Cerbero in the distance.

Stanza 1 – A Rain Eternal, Cold and Maledict and Heavy

*New torments I behold, and new tormented
Around me, whichsoever way I move,
And whichsoever way I turn, and gaze.*

*In the third circle am I of the rain
Eternal, maledict, and cold, and heavy;
Its law and quality are never new.*

*Huge hail, and water sombre-hued, and snow,
Athwart the tenebrous air pour down amain;
Noisome the earth is, that receiveth this.*

Dante Alighieri
INFERNO, CANTO VI, 4-12

The final stretch of the slope leading from under the Hurricane to the Pit features less of an incline, and the Travelers are able to grab onto a rock jutting out of the mud and debris. The wind rages above the enormous infernal Pit and against the gaping drop which still awaits the Band.

The Lantern jolts as a flash of lightning, worthy of the father of the old ancient pagan gods, illuminates the muddy ravine down which the Travelers are climbing. It seems the Hurricane is finally behind the Band: its nefarious winds scream and howl above,

but they no longer dent armor or rend cloaks, the red lightning created by the wings of the Ziz cannot extend their deathly fingers upon the Travelers.

After all, another torment has begun: the terrifying slope crumbles down into a basin of mire, filled with snow and debris, vomit and blood. Finding a way less dangerous, less slippery, to reach the valley is an incredibly difficult task, especially as rain and hail falls upon them. From this ledge, the view upon what is happening below is clear: dragging movements in the mud, guttural cries and agonizing screams. Someone gifted with a very fervid imagination might even describe it as "herding".

If the encounter with Minosse ended as planned, and a flood of souls escaped judgment and entered Higher Hell after the defeat of the Third Keeper, this is where the Guide might place some of those souls. Some of them might have been able to miraculously find a way through the previous Circle or slyly followed the Travelers and their Lantern all along. Whatever way they have made it to this point, the sight of the putrid, hammering Hurricane, of the devils and the horrifying three-headed beast, or even just the unstable ground, prone to slide and crumble, which provides the only way down, could be enough to reveal themselves to the Band. For example, if Ricciardino the Infamous is still safe by the end of Canto VI, he could reappear now and try once again to latch onto the Travelers, maybe accompanied by several other souls who all fled together.

Two herds of tormented souls are barely able to drag themselves along under the amused and evil prodding and mocking of diabolical torturers. The herding devils (**guardian devils**), armed with pointed pitchforks, spear the emaciated skin of the damned, splitting them into two clearly separate groups, and screaming insults and mockery at them as they do so. The first group is made up of a large number of clumsy, heavy souls, deformed by obesity and plunging into the mire with each step. The infernal herders seem to push them through the acid storm, toward the center of the Pit; the second herd is made up of much smaller souls, but still unable to move forward, teetering and dazed. The herders push them elsewhere, swiftly, along the outer border of the circle, atop of which are the Lost Ones.

A character who succeeds on a DC 18 Wisdom (Perception) check can see that the region this second group is being led to features streams of thick smoke, of a reddish color, rising through the rain.

Despite everything in the Pit being mud, snow, and hail, there are also hidden areas, burrowed in the ground and held up by structures of bones and dried guts, in which one might find dry shelter.

The entrances to these areas are similar to caves and mine shafts, and soon enough the ground within becomes more compact. At the very end of each tunnel are infernal glows of reddish color, and vapors and gurgling sounds travel back up. These are the Breweries, caverns which burrow into the clotted mire, featuring valves where devils blend liquors and tar-like substances with burners, boilers, furnaces, and glass containers of all kinds.

A jumble of damned lies all around them, in the hallways and bends of these caverns, barely holding themselves upright on benches and stools. These are the drunkards, those who in life could not stop themselves from indulging in substances which did not fill bellies, but rather emptied minds, disagreeable even to Cerbero.

The Brewer devils find their ingredients among the fluids of the drunkards themselves, and add a fair amount of their own, constantly spitting into the mixtures, then taking them through the processes of putrefatio and calcinatio. When their work is done, they force the damned to drink, and drink, and drink, stuffing rags and funnels down their throats if needed.

Characters who are able to stomach these scenes and avoid the Brewer devils will also discover that a Brewery includes many potentially useful items.

Some of the substances created are not immediately administered to the damned, but kept in skins and prepared to be sent to Dite, for the amusement of the devils in the City of Fire and at court (see also page 144 and *Inferno – Dante's Guide to Hell*, page 140).

Each skin is fire branded with the symbols of the various city Arcs, and each represents a different kind of substance.

The black liquor in the skins branded with the Torch is also a powerful combustible: it can fuel the infernal red fires of furnaces and torches for days, even under the strongest wind and rain.

The white aquavit in the skins branded with the Key is highly corrosive acid which burns through fiends and metal alike, but has no effect on wood or living beings.

The clear potion in the skins branded with the Centauress is icy cold to the touch and contains the power of Cocito, whose ice is one of its secret ingredients.

Finally, the Salamander-branded skins hold a blood red liquid, which has two different effects: it is poison to a fiend, but a Lost One who drinks of it receives resistance to heat and fire for a short time.

DIABOLICAL BREWS

Some devils in the Third Circle distill magical potions which are stored in special skins. The Breweries can contain any of the following diabolical potions:

Centauress Skin

Potion, uncommon

A character who drinks this potion gains resistance to cold damage and the effects of the spell *expeditious retreat* for 1 minute.

Key Skin

Potion, uncommon

A character can spend an action to spray the contents of this skin on a creature within 5 ft, or throw it up to 20ft (the skin bursts as a result). In either case, the character makes a ranged attack against a target creature or object, and considers the acid as an improvised weapon. If the target is undead or a metallic object, it takes 4d6 acid damage.

Salamander Skin

Potion, uncommon

A character who drinks this potion gains resistance to fire damage and regains 10 hit points at the starts of their turn (as long as they have at least 1 hit point) for 1 minute. If a fiend drinks this potion, it must make DC 17 Constitution saving throw; on a failed save, it takes 2d6 poison damage and is poisoned for 1 minute.

Torch Skin

Potion, uncommon

A creature who drinks this potion must make a DC 12 Constitution saving throw; on a failed save, it takes 4d6 fire damage, on a successful one, it can choose to redirect the damage by breathing fire upon a target creature within 30ft. The target creature must make a DC 14 Dexterity saving throw; on a failed save, it takes 4d6 fire damage, or half as much damage on a successful one. The effect of the potion ends after a number of breaths equal to the character's Constitution modifier, or after 1 minute.

The Skins are special Infernal Artifacts, with the following properties:

- Skins do not require attunement.
- In order to carry a skin, it must be attached to an Infernal Emblem which is not attuned to another Infernal Artifact, including the skin; this means that a character can carry a total of 3 skins. The Skins are added to the Traveler's semblance without any disadvantages, encumbrance, or increase to their weight.
- Carrying a skin does not force a character to lose any Hope Points; the skin is destroyed when a Traveler dies, and it does not reform.
- Skins are consumed in the same way as potions.

You must also note that the theft of these skins will not go unnoticed. Ecate has spies everywhere, and some of them might be slithering beneath the Band's feet even as we speak.

The other souls, headed into the storm of filth, suddenly meet a terrifying, growling shadow looming over them, as it pounces onto the herd with feral agility. The devils leap aside just in time, some flying, some rolling, in a chorus of metallic cackling as the gluttonous herd is rendered apart by the claws and fangs of a gigantic, growling, hungry, three-headed dog: Cerbero.

The mire of mud and black blood soon becomes red with remains and drool dripping from the monster's jowls. All of this takes place before the characters' eyes, and when Cerbero moves away, disappearing back into the rain, the devils are long gone, having reached the other group.

Stanza 11 – Cerbero, Monster Cruel and Uncouth

*Red eyes he has, and unctuous beard and black,
and belly large, and armed with claws his hands;
he rends the spirits, flays, and quarters them.*

*Howl the rain maketh them like unto dogs;
one side they make a shelter for the other;
oft turn themselves the wretched reprobates.*

*When Cerberus perceived us, the great worm!
His mouths he opened, and displayed his tusks;
not a limb had he that was motionless.*

Dante Alighieri
INFERNO, CANTO VI, 16-24

As the characters find themselves in the Circle of the Gluttonous, aside from the Breweries and Brewer devils, the Lost Ones risk a number of unfortunate encounters, summarized in the "Events and Encounters of the Third Circle" table.

The Keeper of the Circle in which the Gluttonous are punished is untiring, fierce, and as greedy as the damned it is called on to punish. Cerbero

constantly prowls, taking long strides through the reeking mire, yearning for the quartering and slashing of the damned. Its blazing eyes constantly scour every direction, its nostrils flaring and vibrating wherever the stench of the Pit joins the succulent smell of the souls floundering in the mud.

Cerbero is a powerful and formidable predator, but its threat resides not only in the three sets of slimy fangs, the strength of its body, or the dozens of sharp claws.

Cerbero also has three special characteristics which make it unique among the Infernal Keepers, as shown in the following table.

Fearless. Unlike other infernal creatures, Cerbero can reform from its ashes incredibly quickly, and does not seem to lose its blood lust toward the prey which have bested it. In fact, the determination to find them again and mete out punishment increases exponentially each time. If the Travelers have already defeated Cerbero, they can still meet the Keeper as the next random encounter, ready for a fight.

Tracker. Each time that rolling on the table does not result in an encounter with Cerbero, the next roll gains a +1. Example: if the Travelers have had three encounters, but none of them were Cerbero, the next 1d10 rolled on the encounter table will yield the result of 1d10+3.

Relentless. Each time the Lost Ones meet Cerbero as they move across the Third Circle, the modifier explained above (see Tracker) resets. Additionally, after the first encounter with the Travelers, Cerbero has advantage on its initiative roll for every encounter.

All these aspects are revealed in more detail in the section: Crossing the Third Circle.

EVENTS AND ENCOUNTERS OF THE THIRD CIRCLE

| d10 | Events |
|-------------|--|
| 1 (or less) | Hungry. 1d4 gluttonous damned and 1 host of the gluttonous damned |
| 2 | Herd. 2d4 gluttonous damned and 1 minor devil |
| 3 | Gargoyles and behemoths. 1d4 gargoyles (gargoyles*) |
| 4 | Herding devils. 1d4 minor devils |
| 5 | Gargoyles and behemoths. 2d4 gargoyles (gargoyles*) or 1 giant behemoth (otyugh*) |
| 6-8 | Useful encounter. The Lost Ones come across an encounter described in the section Useful Encounters of the Third Circle |
| 9 | Famine keeper. 1 guardian devil armed with the <i>Behemoth's Club</i> |
| 10 + | Cerberus. The Lost Ones are spotted by Cerberus , who attacks them on sight |

CROSSING THE THIRD CIRCLE

To move past the Pit, patrolled by the fourth Keeper of Hell, and filled with perils and horrible creatures behind every pile of filthy mud, the Travelers need to have at least 8 random encounters, which the Guide can generate with the "Events and Encounters of the Third Circle":

PERILS OF THE THIRD CIRCLE

Every area of the Pit is considered difficult terrain due to the mud, ice, snow, carcasses, and sludge which cover the filthy ground, clinging to each and every corporeal creature who moves through it. Additionally, for each random encounter, the Guide must roll a d6 on the following table to determine the nature of the environmental perils present in the area at the time of the encounter.

| d6 | Perils |
|-----|--|
| 1-2 | The Mire. As with every other location in the Circle, the area is considered difficult terrain, but there are no additional threats |
| 3 | Downpour. Everything in an area under a downpour is slightly obscured and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. The rain and snow immediately snuff out open flames and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on hearing |
| 4 | Rotting Bog. A creature who enters the area for the first time or starts its turn in the area must make a DC 15 Dexterity saving throw. On a failure, it falls prone to the ground. A creature attempting to use concentration while in the bog area must make a successful DC 15 Constitution saving throw or lose concentration |

5 **Hailstorm.** Every creature starting its turn in the hailstorm area takes 1d4 bludgeoning damage

6 **Snow Blizzard.** A creature in the area of the snow blizzard must make a DC 10 Constitution saving throw, or gain a level of exhaustion. Creatures who have resistance or immunity to cold damage automatically succeed on the saving throw

USEFUL ENCOUNTERS OF THE THIRD CIRCLE

As the Travelers wander through the reeking mire of the Pit, they might come across a number of bad encounters and be forced to fight dangerous creatures, but can also experience encounters which might reveal important information on how to leave the Circle faster or more easily. These encounters may even reveal tips on how to defend themselves from the Infernal Keeper who has been tracking them since they set foot in its kingdom of mire and bones.

Each Useful Encounter in the table and described below can be used at the Guide's discretion, at any moment (or when it best fits with the actions of a character): using this kind of encounter should not be limited to rolling on the table, but rather – given their multifaceted usefulness – used at least once on the Travelers' path.

More generally, and as already stated elsewhere, encounters with the damned and various devils do not have to be linked to a combat scenario and a violent resolution; they can also be conducted in such a way that leads to a "shortcut" (see below).

The Guide can create as many kinds of Useful Encounter as they wish, for example by including Familiar Spirits which will unlock Infernal Chronicles. That said, provided below are suggestions for how to use the information and description of the Third Circle present in *Inferno – Dante's Guide to Hell*. There is no set limit to the number of Useful Encounters that the characters can meet during this Canto.

Brewer Devils. As suggested at the start of the Canto, the characters can make their way to one of the tar-filled caves which the Circle's devils call "Breweries". The Lost Ones might choose to face off against the devils (e.g. 1d4 **minor devils** and 1 **guardian devil**) guarding the entrance, in order to get their hands on the portentous potions (see Diabolical Brews in Stanza III) or to free the souls they torture and lash to extract their alcoholic juices.

Alternatively, the Travelers might attempt to sneak into the Breweries, succeeding on a DC 15 Dexterity (Stealth) check, to better study the devils' actions and maybe steal a few skins from their stock; in this case, the area of the Breweries might have a few gargolle (e.g. 2 **gargoyles***) lying in wait, or a couple of rudimentary traps. Such a scenario, however, might also encourage the players to interact in some other way with the devils, maybe by exchanging information or skins for favors or tasks: a malebranche, for example, might offer a few potions and a shortcut toward the Fourth Circle (see Shortcuts, Stanza III) as long as they escort it to Dite, where it must deliver a load of brews to Minister Berith at the Heretics Library (see page 145).

Or, more simply, by studying the devils and eavesdropping on their conversations, or thanks to a tip from a talkative devil, they might discover that if Cerbero gobbles up more than half a dozen drunken souls, it becomes too drowsy to fight, and must go rest in its lair (see Shortcuts, Stanza III).

Tantalo. The despairing cries of a damned soul echo from not too far away, seemingly coming from a circular formation of rocks, bones, and mud. Inside this rotten fence, the characters will find a small pool of stagnant water, surrounded by weeds and pale, wilted spikes. At the center of the pool is a damned soul, and above their head are withered branches holding blackened, dried up fruits which ooze amber juices – juice which never falls, not even in the gusts of wind escaping the Hurricane above. This is Tantalo, a king out of Greek mythology, whose sin was not only to have stolen ambrosia from the gods, but also to have served them his own son Pelope as a meal during a banquet in their honor. Now he is sentenced to an eternity of hunger and thirst he cannot satisfy. He does not seem to be able to drink from the pool he finds himself in – and which, to him, appears as a clear, crystal body of fresh water – nor to eat of the fruits which dangle above him, moved away by the wind whenever he seems to graze past those rotten fruits – which he sees as plump and ripe.

If the characters offer Tantalo any kind of comfort, even just talking to him or moving the plant closer, plucking a fruit for him, or helping him drink, he might choose to reveal some useful information. You see, Tantalo witnessed a neutralized Cerbero once, at the passage of some lost soul through the Circle.

First of all, Tantalo might remember the recent presence of Orfeo and Euridice, looking for a way out of Hell (see also page 64). Orfeo attempted to use his lyre against the beast, in the same way he had done millennia prior as a Lost One. This time, however, the Keeper of the Third Circle snapped his hands off and destroyed both souls, flinging them who knows where and taking the Lyre for itself.

Before then, between the first and second appearance of Orfeo, a glorious young man called Enea, who had also entered Hell as a Lost One, had faced off against the beast. Long before the hunt could even start, however, the Sybil who acted as his Guide had thrown honey bread filled with soporific herbs to the Keeper. What Tantalo remembers most vividly is Cerbero collapsing into the mire in an unnatural sleep, and Enea continuing on his Journey. Tantalo could end his story by telling the Travelers that the pale spikes growing around the pool are asphodels, plants with a mystical soporific power, and that the juice oozing from the fruits above is thick enough to knead into a bread such as the one that the Sybil gave Cerbero. Characters can make a soporific bread for the infernal mutt with a successful DC 12 Intelligence (Nature) or Wisdom (Medicine) check (see Shortcuts in Stanza III).

Cerbero's Lair. An enormous dark and dank cave, upon the horizon, barely visible through the storm. Outside it are dozens and dozens of chewed and spat out carcasses, slowly sinking in the mud. If the characters step into the cave, they will find very little other than the long black hairs of the beast's coat, covered in blood and sludge. A character, however, may realize that they can cover their own scent with them with a successful DC 13 Wisdom (Survival) or Intelligence (Nature) check. It would make it much more difficult for the Keeper to sniff them out (see Shortcuts, Stanza III).

Additionally, the characters can rummage through the lair of the three-headed demon, and with a successful DC 15 Intelligence (Investigation) or DC 17 Wisdom (Perception) check, or if they are accompanied by Orfeo and/or Euridice, they can find the Infernal Artifact *Orfeo's Lyre*.

Stanza III – Of Shadows and of Rain with Footsteps Slow

*And my Conductor, with his spans extended,
took of the earth, and with his fists well filled,
he threw it into those rapacious gullets.*

*Such as that dog is, who by barking craves,
and quiet grows soon as his food he gnaws,
for to devour it he but thinks and struggles,*

*The like became those muzzles filth-begrimed
of Cerberus the demon, who so thunders
over the souls that they would fain be deaf.*

Dante Alighieri
INFERNO, CANTO VI, 25-33

As previously stated, in order to leave the Third Circles and continue the Journey into the next, the characters must have 8 random encounters from those listed in the previous Stanza.

Some of these, the Useful Encounters – regardless of whether the Guide creates some specifically for the player characters or chooses to use the ones offered in the Useful Encounters

of the Third Circle section – must provide the Lost Ones with means to speed up or ease their travels through the Pit. Each Useful Encounter, then, must directly or indirectly provide a way of reducing the number of necessary encounters to reach the Fourth Circle, as a “shortcut”.

Conclusion

The Band moves past Cerbero and the diabolical Pit which it guards, and reaches a muddy ledge, where the putrid snow ceases to fall. Before the eyes of the Travelers is a flooded valley, water flowing into marshland: the Fourth Circle.

Players cannot make it past the Pit without facing its Keeper and perils.

The first time the Travelers cross the Circle from side to side, they reach their next level.

SHORTCUTS

Keeping in mind all suggestions provided so far, below are some examples of shortcuts which the Travelers might make use of:

- The Band chooses to escort the Brewer devil to Dite; the Guide can remove 2 encounters, as the devil knows a faster way out of the Circle.
- The Travelers make Tantalo’s honey and asphodel bread, and are able to feed it to Cerbero; the Guide can ignore all the “Cerbero” results, which still count for the total encounters required to leave the Circle. The effects tied to Cerbero’s abilities no longer apply. Cerbero wakes up if it takes any damage.
- The Travelers cover themselves with Cerbero’s scent in its Lair; the Guide applies a -1 modifier to any result on the table. Cerbero’s Tracker ability still applies.
- The Travelers feed Cerbero at least six drunken souls, which they can find at the Breweries; for the duration of that encounter and the next on the table, Cerbero is poisoned.
- The Travelers have acquired some Salamander Skins at the Breweries, and they feed Cerbero one or more; for the duration of the current encounter and the next, Cerbero is poisoned.

Canto 13 – The Queen of Everlasting Lamentation

Ninth Canto, in which we narrate of the last regions of Higher Hell – that is, the Fourth Circle, refuge of the never judged fleeing spirits – of the marsh of Stige, and the walls of Dite, the City of Iron.

Treatise for the Guide

As the Canto begins, the Travelers have just made it through the Third Circle and find themselves in the stretch separating Cerbero's muddy slopes and the not too far off Stige, the Fifth Circle.

This narrow stretch, relatively calm compared to the devastation elsewhere in the Blind World, currently hosts all the fleeing souls that flooded Hell after Minosse's defeat. Also, the Fourth Circle is ruled – if ruling it can be called – by a gang of greedy and renegade devils, ready to strike any deal with those souls out of personal interest and to betray each other at the drop of a hat.

Preface for the Lost Ones

After moving past the Keeper of the Third Circle and the unsettling bank of teeth and bone that holds back the Pit's landslides, you find yourselves on a stretch of land with a slight decline.

At the bottom of the decline are the fetid marshes of the Stige, and beyond that the outer perimeter of the city of Dite, whose vertiginously tall iron walls stop the dark waters. This area is

known as the Chasm, a valley which slowly descends toward the marshland beneath it.

In the distance, beyond the black waters, the Band can see bastions lit up by red and coruscating flashes.

This is Dite, the infernal city, ruled by Ecate, the Queen of Everlasting Lamentation. Its walls form the divide between Higher Hell and the lower regions of the Blind World, sharper and more terrible still.

One of the most terrible destinations of this Journey awaits.

This Canto was unlocked during the **Inferno** crowdfunding campaign as an optional addition to the introductory campaign. It can be used as direct continuation of the events that took place with the defeat of Minosse and after crossing the Second and Third Circle, during the less structured sections of the Journey.

It can be used in combination with the previous Canto to create templates for, as the Travelers keep descending towards Cocito, open gaming sessions for each circle, as the latter are no longer described in detail from this point forward.

Each circle does still have its own Keeper with their own lairs, dedicated encounter and event tables, environmental perils, and sufficient descriptions to create an entire adventure.

As for previous Cantos, these parts of the Journey should be used alongside the descriptions found in **Inferno – Dante's Guide to Hell**.

Stanza 1 – Papè Satàn, Papè Satàn, Aleppè!

*Thus we descended into the fourth chasm,
gaining still farther on the dolesome shore
which all the woe of the universe insacks.*

*Justice of God, ah! who heaps up so many
new toils and sufferings as I beheld?
and why doth our transgression waste us so?*

*As doth the billow there upon Charybdis,
that breaks itself on that which it encounters,
so here the folk must dance their roundelay.*

Dante Alighieri
INFERNO, CANTO VII, 16-24

The only sound which can be heard across the entirety of the Chasm, other than the gurgling streams of water and sludge pouring from the Circle above, is the rough rolling of heavy boulders, at times crashing into each other. The sound echoes rhythmically and continuously in the dark surroundings; each collision is followed by vibrations that cause the air to tremble, making it heavy and oppressive, as if it could fall upon the characters at any moment. Regardless of whether the Guide has already done so, this is the perfect moment to explain how many of the souls who fled from Minosse's judgment are gathered here. The Fourth Circle is almost an oasis, after the sequence of lightning, wind, mud, and snow storms, and the howling keepers so far – dark and gloomy, to be sure, but “calmer” and easier to hide in for all eternity. The one who was once its Guardian, Pluto, has long fallen, his name stricken from the roster of Hell, and so he cares very little about what happens in his former domain. The old pagan demon might even be described by the Guide as being wounded and humiliated by Ecate, and therefore willing to exchange favors and trea-

sure with the newcomers, promising them a “safe” refuge, uncaring of infernal laws.

Pluto’s minions, in this case, could also be profiteering devils or malebranche, curious at the sudden arrival of many souls; they might be gathering them in hidden areas of the Chasm,

to then lead them to the Watchtowers dotted around the Stigian marsh. In order to continue their Journey, the Band must first of all find a way of reaching the Stige, cross it, and finally enter Dite.

As suggested in the previous Canto, the Guide can plan and prepare the upcoming areas by reading through the descriptions of the Fourth, Fifth, and Sixth Circles found in *Inferno – Dante’s Guide to Hell* and the “Events and Encounters of the Fourth Circle” table. The Travelers are free to move around these spaces, and the Guide can provide more details and clues as they do so.

For example: the Fourth Circle does not have an appointed Infernal Keeper, and the Guide might point this out explicitly. There is no Caronte, Minosse, or Cerbero ready to prevent them from pressing onward, and even Pluto is more concerned with his own interests and profit than the damned or with capturing the souls who avoided judgment.

EVENTS AND ENCOUNTERS OF THE FOURTH CIRCLE

| d10 | Events |
|-----|--|
| 1-2 | The Weight of sin. An intangible yet very present force grows heavier and heavier upon the shoulders of the Lost Ones. Each creature which starts its turn in the area must make a DC 14 Strength saving throw, or suffer one level of exhaustion |
| 3-6 | Malebranche. 2d4 minor devils |
| 6 | Infernal chronicle. One of the souls toiling to move its boulder, or one wandering very lost in the mists of this circle is looking for the Noble Castle. One or more characters can choose to unlock an Infernal Chronicle |
| 7-9 | Fleeing souls. One or more souls (damned) who escaped Minosse’s judgment approach the characters. They might ask for their help, offer aid, or even try stealing some of their Hope or the Lantern directly |
| 10 | Pluto. Pluto is a major devil who craves artifacts, occult secrets, intriguing favors, and precious belongings above all else |

Crossing the Fourth Circle can present multiple opportunities for roleplay, combat, and – as always – character development through their encounters with their various Infernal Chronicles. What follows are some examples and suggestions to present to the characters, which the Guide is free to use as described or to adapt into something different and more suited to the Band's needs and choices.

Pluto. Pluto was once “the Arch Enemy”, lord of Hell and spouse of Ecate, a king among devils beyond the walls of Dite. The Chasm Demon (**major devil**) can be interpreted as freely as desired, even more so than the Keepers seen so far. He could be entirely uninterested in the Band, or curious but not hostile. Alternatively, he could be very interested in the Infernal Artifacts they carry, rather than their Hope, and call to them. Another suggestion is that, for the right reward, or because he thinks he can use the Travelers as pawns in his game against the Queen of Everlasting Lamentation, he might reveal how to enter the City of Iron (see *Angelic Rod* below) or the tunnels beneath the Palace (see Hidden Passage and Erinyes, Stanza III).

Watchers of the Fifth Circle. Much like Pluto, even the Watchers who keep lookout over the Stige and look after its watchtowers (**guardian devils**) can offer a number of scenarios. The Watchers might still be loyal to Ecate and their duties, or they might side with rebellious Pluto. There might even be some major devils who do not appreciate Pluto's lack of interest in his duties, and wish to dethrone him or betray him by reporting directly to Ecate. They might also not care about the Travelers, preferring to focus on capturing the souls who escaped judgment, for their own goals: pure curiosity, figuring out how souls might have reached this point without a sentence, or simply the enjoyment they get out their reaction to Flegias, the Irascible in the marshes or even a Leviathan. Some of these souls might even be worth something in Dite,

where a minister or prince of devils, or Medusa or even Ecate herself could be interested in acquiring souls to torture at their leisure. Each of these goals could provide the required elements for adventure hooks and roleplaying scenes for this Canto.

Brewer Devils. If the Travelers have reached this point in the company of the Brewer devil who asked back in the Third Circle to be escorted to Dite, they might now have a significant advantage in their interactions with this Circle's devils and Pluto himself – or they might find they have to fight tooth and nail to defend the cargo of Diabolical Brews from the other greedy devils.

Souls Who Escaped Judgment. This is the best Circle to provide shelter to those thousands of souls who avoided Minosse's judgment. Each of them could be an adventure hook by itself (as shown in previous Cantos) and can also provide the opportunity to unlock an Infernal Chronicle.

Avaricious and Prodigal. The same opportunities, of course, can also come from the regular damned found in the Chasm. The illuminatus, for example, might recognize ancient masters of magicks and occult wisdom, as greedy as they are for forbidden knowledge and power, and might ask these mages of the past for suggestions, advice, and tips on how to proceed. But why would they help? What is offered them in exchange? And how much will such a deal cost?

Angelic Rod. On the outer shore of the Stige can be found the *Angelic Rod* (see Infernal Artifacts on page 171). The staff is a magical artifact imbued with great power, left behind by the angel who descended all the way to Dite in order to chase out the devils and Furies who opposed Dante's travels centuries prior. The item can be found in a number of different locations, at the Guide's discretion and based on the Travelers' actions.

It, for example, might be in Pluto's possession, who is willing to offer it to the Band in exchange for a favor against Ecate, or for one of their own Artifacts. Or maybe the original owner of the item, the angel from Heaven, has somehow become an indifferent angel and now wanders and hides in the Fourth Circle, as demons cannot approach it. One of the watchers might know of its location and sell the information to the Travelers, asking for their help in return for any of the goals above.

Alternatively, the staff could be located at the top of one of the watchtowers on the Stige's shore, hiding among the ruins or looked after by greedy devils.

Stanza 11 – In a Dark Marsh Which Has the Name of Stige

*We crossed the circle to the other bank,
near to a fount that boils, and pours itself
along a gully that runs out of it.*

*The water was more somber far than perse;
and we, in company with the dusky waves,
made entrance downward by a path uncouth.*

*A marsh it makes, which has the name of Styx,
this tristful brooklet, when it has descended
down to the foot of the malign gray shores.*

Dante Alighieri
INFERNO, CANTO VII, 100-108

Once they have made their way through the valley of mire where the Avaricious and Prodigal are punished, the Travelers reach the point where the putrid dark streams from the Third Circle fall into the Fifth, the Stige. The Guide can describe the first part of this lugubrious tar-colored marsh as calm, allowing the characters to get used to the environment and see or hear, on a successful DC 12 Wisdom (Perception) check, the angry, bitter fights of the

Irascible. These damned souls gasp for air farther down, where the black pool reaches hip height, and they growl and yell, caught in a furious struggle with no end. Alternatively, the Guide can immediately use an encounter with 2d6 **irascible damned**, in order to introduce the characters quite suddenly to the furious environment of the Stige.

The entire marsh, vast in all directions, infinite and dense, is studded with huddles of bodies, naked, bruised, and bloodied (**irascible damned**) which risk running over the slower Lost Ones; alongside these clusters are the foaming whirlpools of the Furenti (see Whirlpool in the "Events and Encounters of the Fifth Circle (Stige)" table on page 140), which form suddenly and lethally, intent on dragging down the succulent Travelers and their Hope. Any damned soul can turn out to be linked to one or more characters' Infernal Chronicle, of course – however, given the nature of their angry, furious sin, this time it might be more of a hurdle...

The outer part of the Stige is dotted more or less regularly by roughly built stone towers, upon which grows sickly and twisted vegetation. Some of them are empty, even just temporarily, others house diabolical legions (**minor devils**, **guardian devils**) who are particularly fierce with whomever flies across the skies of Higher Hell without being a direct emissary of the Lords of Dite: a warning to all those who want to attempt flying between the Third and Sixth Circle, as their movements will be immediately spotted, and they will be chased and punished.

Atop most of the Watchtowers are large, closed flowers, which constantly pulsate like black hearts. When a creature touches one of these strange infernal flowers, they bloom and emit a sudden, tall wisp of flame. As soon as the flame rises, will-o-the-wisps and watchers might be drawn to it, and become a problem for the characters. The blaze soon dies out, however, and another responds to its call in the distance: the Keeper of the Fifth Circle is making his way toward those who summoned him.

Unlike Caronte, Flegias almost never takes damned souls onto his ferry, as they are usually flung directly into Dite or Lower Hell by Minosse. His duty is to ferry grounded devils, infernal centaurs, and other flightless creatures across the Stige. Flegias' loyalties lie solely with the Queen of Everlasting Lamentation, though he might also strike a deal with Pluto; therefore, he has no reason to ferry the Lost Ones across the marsh unless one of the two powers has ordered him to do so.

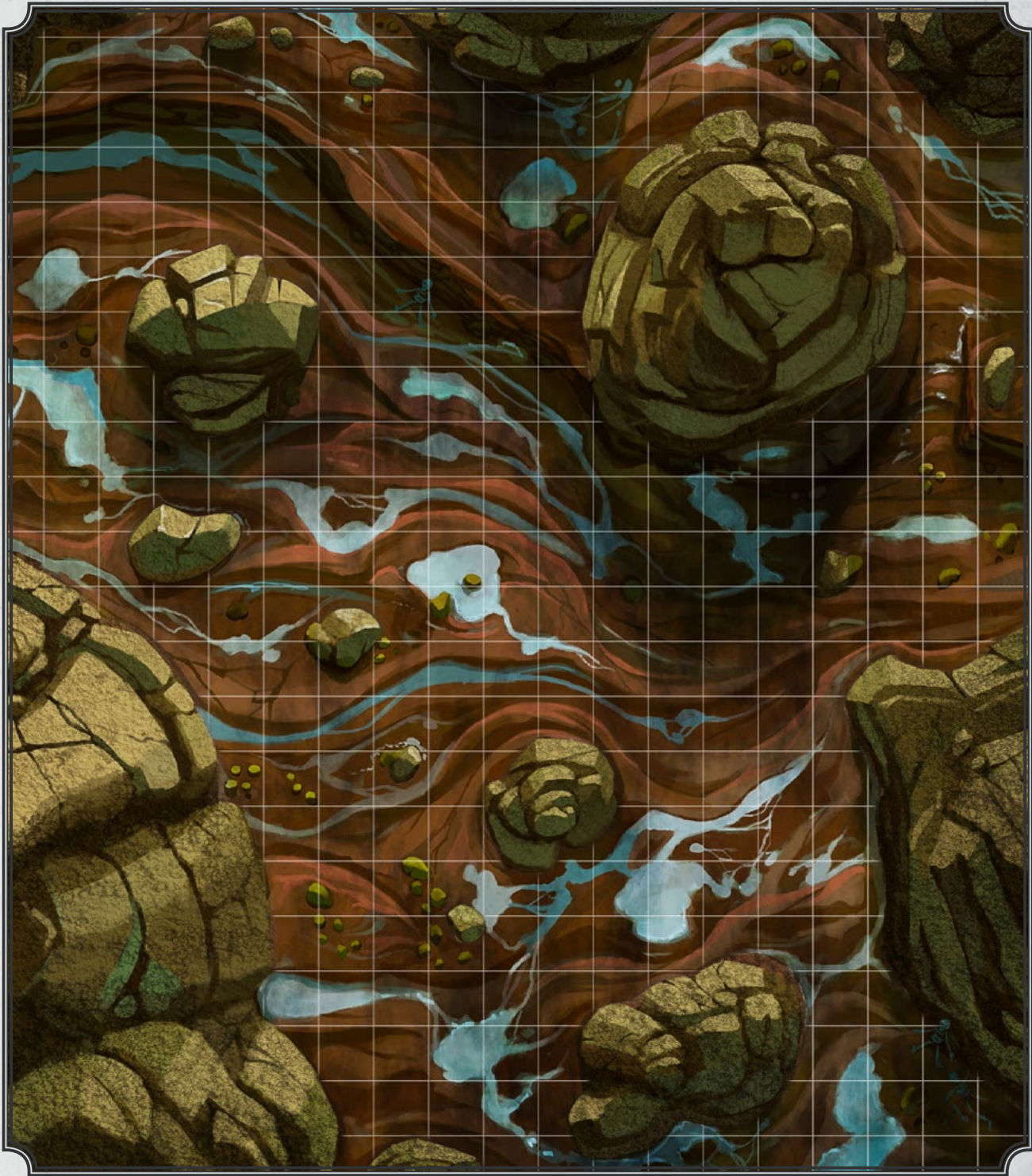
Compared to other damned, whose torment forces them into the inability to harm anyone else, the Irascible are much less restrained. A determined Irascible can leap out of the pits and drag one of Travelers down to slash them to pieces. There may also be a reason: the tormented souls the Band will meet in Hell, after all, the ones that approach and recognize the Travelers may very well harbor vengeance against the Lost Ones from when they were alive.

Another threat comes from the so called Furenti: Irascible deep down in the pits of the marsh, who spin the mire into lethal whirlpools out of blood lust. Their bodies are splayed, their limbs flattened, their mouths unnaturally wide, their eyes now whitish slits. Their already broken mind is almost nonexistent here, with only a spark of awareness kept alive by Divine Providence, so that they may feel their punishment. Constantly furious, constantly drowning, deformed into non-human shapes. Their fate might move anyone to tears, if the monstrosity of their sin were not so incredibly worse than their punishment.

Flegias tries to steer away from them, but if the boat is rocked (as might happen, for example, during a fight with an Irascible), it is possible to fall into the Stige and be dragged away by its currents. The Furenti increase the closer the ferry moves to the center of the

Circle, where the mire is deeper. If a Furenti grabs hold of a Traveler, it is not over. Their jaws are powerful and their fangs have a good grip, but they are still diaphanous souls. A good push toward the surface is enough to avoid being devoured alive. The main issue is the viscosity of the black marsh, and the fact that once a Furenti gets a taste of its prey, it is unlikely it will give up. They must attempt to swim away, hold onto one of the bloated plants whose tendrils spread across the surface, and prepare for the Furenti's attack. Once destroyed, head back to Flegias – he will not have gone far, as these fights are entertaining to him.

The other threat found in the Stige are the larger will-o-the-wisps, which start appearing around two-thirds of the way on Flegias' ferry. They often leave the place where they originate, drawn to the Hope of the living, trying to reach any who might still hold some. The final leg of the trip is relatively safer, and the tower which houses Flegias can be spotted. It rises from a rocky formation, almost as a lighthouse swarmed by vegetation. The demon, however, never stops by his home when he is ferrying. There are domes to be seen beyond the tower, the color of blazing red metal. This is the first glimpse at Dite, the city of devils.



The marsh becomes deeper as the characters cross it toward the Profound Moats, the incredibly deep water wells which stand between the marsh itself and the shore upon which Dite's black walls are built. It is possible for the Lost Ones to wade slowly through the first part of the marsh, but the Stige soon becomes too deep for them to do so in safety, and Flegias, Keeper of the Fifth Circle, becomes the only hope they have of crossing to the other side.

Flegias, however, does not appear until the characters light up one the Watchtowers on either shore of the Stige.

Below are some examples and suggestions of encounters to present to the Travelers as they make their way across the Fifth Circle (and possibly, while on Flegias' ferry).

Halfway across the Stige, the waters become darker still, their color by now that of deep ink. They are also, however, less thick and no more bubbling damned souls appear on the surface. Imposing iron walls, scalding and black, loom over the water and here are now the Profound Moats, the labyrinth of iron and water that surrounds the city of Dite. The water here is unnaturally deep, as if a well opened up beneath the ferry. The rusty walls of canals and locks span in every direction, held by chains and locks, linked by ganglion and mechanisms, activated by levers and pulleys, in a labyrinth seemingly impossible to navigate.

The Stige shore is considered difficult terrain. A dozen steps in, the marsh becomes a brackish pool, the only possible ways to cross it being swimming or calling for Flegias. The waters of the Fifth Circle are impossible to see through, deep, and unusually thick and corrosive. A creature who wants to swim through them must succeed on a DC 13 Strength (Athletics) check. On a failure, the creature is restrained and takes 1d6 necrotic damage due to the fluid's noxious nature before they can attempt the check again. It should not be possible to actually cross the marsh by swimming, or at least it should require at least 6 consecutive successful checks, each of which is paired with a roll on the "Events and Encounters of the Fifth Circle (Stige)" table: 2 for the initial part (roll 1d4 on the table), 2 for the central area (roll 2d4 on the table), and 2 at the Profound Moats (roll 3d4 on the table). Crossing the marsh on Flegias' ferry removes the swimming checks but not the encounter table roll.

EVENTS AND ENCOUNTERS OF THE FIFTH CIRCLE (STIGE)

Events

| | |
|-------|--|
| 1-2 | Irascible. 2d6 irascible damned and 1 host of the irascible damned attack the Travelers and try dragging them into the black, lethal waters |
| 3-4 | Watcher. 1 guardian devil arrives to confront the Travelers, asking them how they are and why they are crossing the Stige |
| 5-6 | Whirlpool. A whirlpool forms beneath the Stige's surface, with deformed human limbs, slimy claws, and toothy, jagged maws rising from it. To avoid falling into the water, any creature on the boat must succeed on a DC 14 Dexterity saving throw. Each Traveler who starts their turn in the whirlpool must make a DC 15 Strength (Athletics) check to climb back onto the boat or swim away, or take 1d6 piercing damage and 1d6 necrotic damage and are still threatened by the whirlpool |
| 7-9 | Will-o-the-wisps. 1d4 will-o-the-wisps* , curious and hostile |
| 10-12 | Leviathan. One of the leviathans (kraken*) emerges from the water and attacks the Travelers for one round; it then retreats to the depths of the Stige |

Even Flegias is wary of this place, as the depths house things which terrify devils themselves. Ancient beings, prisoners and guardians alike of the Profound Moats. They have many names, though the one that some Lost Ones and the Guide might find more familiar is "leviathans". The first of their kind was already alive at the time of the original sin, and its kin was plunged into Hell during the Flood.

No one has ever seen the entirety of a leviathan, and the Travelers are no different. At best they will be forced to fend off a tentacle encrusted with barnacles, or a serrated pincer. The most unlucky might also come across a "sea serpent" with no eyes, which is actually the monster's digestive tract.

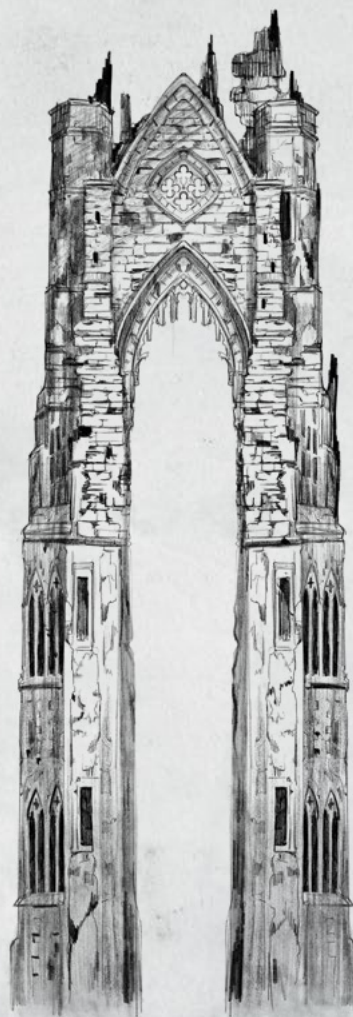
Flegias knows his task well and is unlikely to awaken one of these water horrors, but no one truly knows what might happen when the surface of the Stige is stirred by a boat heavy with the weight of the Lost Ones, or haphazard attempt to swim across it.

It is impossible to kill a leviathan, the only way to escape it is to wound it and take advantage of its distraction. Beyond the Moats are the gates of Dite, also wrought in iron and overseen by thousands of curious devils.

Pay no heed to the mockery and cries of demons, as courage is needed for what lies ahead: behind those gates is Dite, the city of perdition.

A final note regarding the souls who avoided judgment, noble spirits, and indifferent angels: though it is possible up to the Stige's shore to encounter souls who escaped Minosse, wandering noble spirits with some Hope still, Lost Ones of times gone, and indifferent angels far away from Antinferno, all of this is not true within the walls of Dite.

From the Sixth Circle onward, the only characters who can join the Band are malbranche who have escape the Bolgias, or special prisoners who had been held captive in Ecate's Prisons for so many centuries they no longer have any sense of time, their Hope dwindling.



Stanza III – Through More Secret and Unfastened Dite

*Then we arrived within the moats profound,
that circumvallate that disconsolate city;
the walls appeared to me to be of iron.*

*Not without making first a circuit wide,
we came unto a place where loud the pilot
cried out to us, "Debark, here is the entrance."*

*More than a thousand at the gates I saw
out of the Heavens rained down, who angrily
were saying, "Who is this that without death*

goes through the kingdom of the people dead?"

Dante Alighieri
INFERNO, CANTO VIII, 76-85

Dite is the Capital of the Gloomy Kingdom, the City of Fire, the coruscating center of power of Hell.

Compared to the guardian devils of Higher Hell, and the monsters and malebranche of the Lower Circles, the devils of Dite see themselves as an aristocracy, princes and sires, true lords of Hell, if not by actual power, at least by heritage and lineage. Here are found all the demons of the old world, all the false gods and infernal creatures of millennia past, all the fallen angels of the higher spheres, the monsters and portents who were not relegated to a specific Circle or Round. And here they reside until their rulers send them on a mission to another location.

The entire pseudo-monarchy of Hell, its ministers, courts, princes, and vassals, all reside in Dite, in towers, palaces, minarets of fire and iron. All of these buildings sprawl from the High Tower, which rises above the abyss itself; their ruler is Ecate, the Queen of Everlasting Lamentation. Pluto was once by her side, but due to dynastic events and internal disputes from millennia

prior, the accursed wolf has been sentenced to the Pit, and Ecate rules unopposed on her throne of bone, iron, flame, and pain.

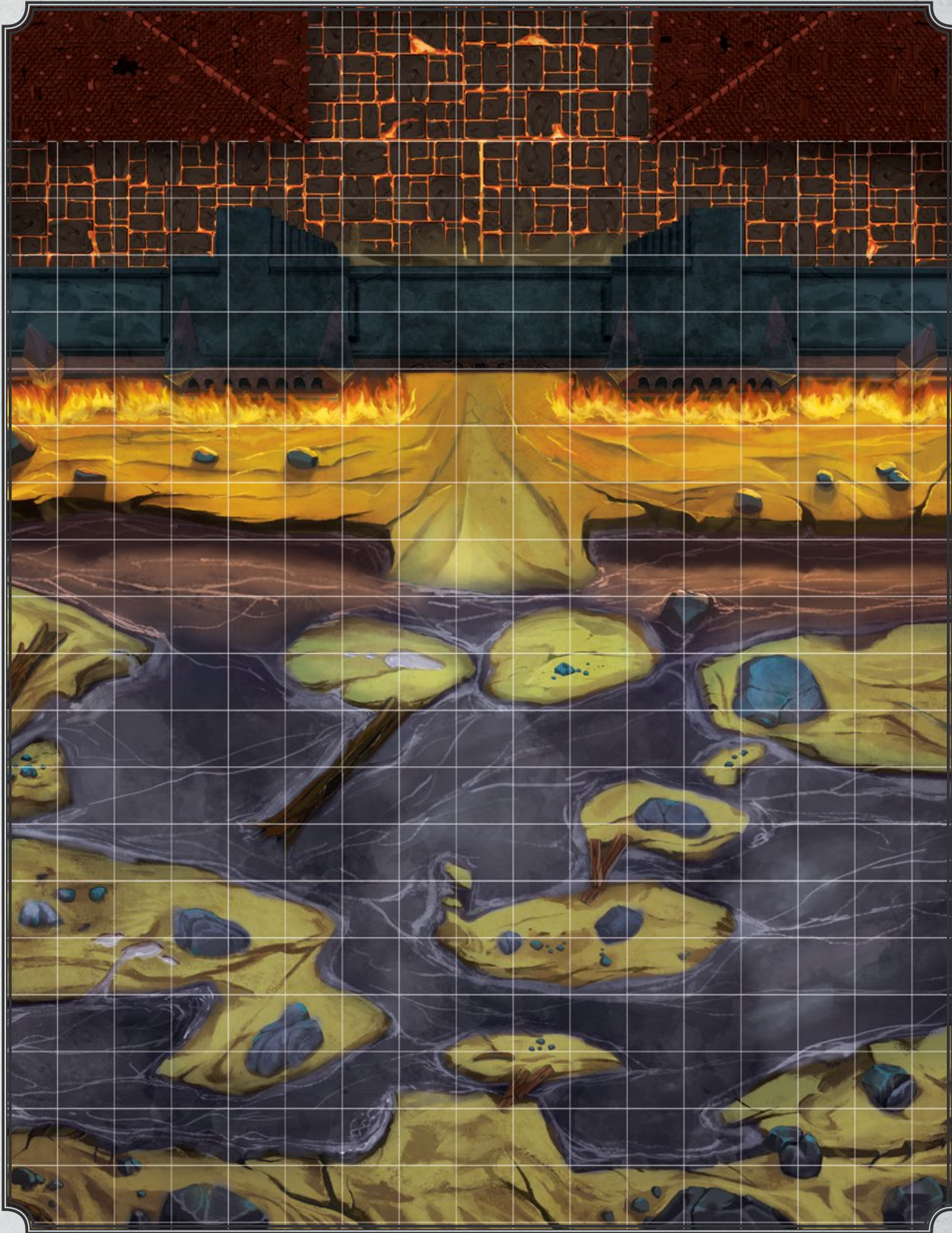
There is another monstrosity hiding within these walls, too, a mythological being who can kill even a Lost One with a single gaze: Medusa the Gorgon. She never appears in public if not by request of the Furies or Ecate, but when she does, the only option is to flee.

The Guide must ensure the Band closes their eyes and do not look back – should they find themselves in a dead end with Medusa in pursuit, may Hope guide their hand, as very few have faced the Gorgon and survived.

The Lost Ones can access Dite in a variety of ways, as described in **Inferno – Dante's Guide to Hell**, and it is possible for them to make their way through the Dolent City with arms and Hope, or with cunning, subterfuge, or even the complicity of infernal creatures.

Dite must be considered a fully working city, the only real city in all of Hell, and it is filled with locations, diabolical beings, and characters who can offer a variety of adventure hooks, all catered to the group of Travelers who make it through. A Band of Lost Ones being led by a noble spirit Guide might try bypassing the City of Iron through its underground tunnels, taking care of monsters and traps as they push forward to the Seventh Circle. A Band whose Guide is a malebranche on the other hand, might choose to walk in the light of the inextinguishable flames which cast their light on the citadel's sarcophagi and palaces, paying their way through with favors and promises to Infernal Ministers and Vassals.

Whatever the case, the Guide must proceed with caution, offering gaming scenarios both suited to and enjoyable by the entire group of players. In addition to the description found in **Inferno – Dante's Guide to Hell**, the pages that follow provide new elements to and secrets about Dite, which only the Guide is privy to.



Torch Arc and the Forges

On the other side of the Higher Gate to the City of Fire is the Torch Arc, whose banner is an emaciated mastiff, its ears and tail docked and a flaming torch in its mouth, on a yellow background.

The Torch is the Arc which houses the most blazing sepulchers, inside which Heresiarchs and Schismatics of Abrahamic religions are punished and tortured, along with their followers. Each tomb contains the founder of a specific monotheistic heresy and all the ones who followed them, a crowd with no end of souls, crammed into a tight space. The damned are burned by the fire, more or less depending on the severity of their sin and the wrongfulness of the doctrine they pursued.

A few heretics are able, with great effort, to lift themselves from the sepulcher, for a few moments at least, in order to speak with any Familiar, but the flames soon drag them back down again.

The lids are forevermore open, and will be closed only after Judgment Day.

The Torch Arc also houses the infernal forges and furnaces. Artificer devils and blacksmiths constantly hammer among the flames, fumes, and iron anvils to create more sepulchers, iron books, nails, and torture instruments, along with pitchforks, chains, and weapons for the devils, all infused with black fire.

Key Arc and the Apocalypse Well

Moving clockwise along the walls, the next section is the Key Arc, whose banner is an angry, fierce stoat on a blue background, with a white key on its head. The roads narrow here and wind beneath archways, up steep staircases, and among rusted and broken buildings, their appearance exotic, ancient, and abandoned. This place houses many ancient sanctuaries and temples of a hundred kinds of appearance, as many as there are false religions, invented by people and written down in books. A circular building stands out from the rest, with a colossal key on its roof and an entire congregation of celebrating devils. This is where the urns and sarcophagi of gnostic heretics are held, as they burn at the bottom of a well whose fires are so hot the flames burn white. Behind the apse is a glass mosaic of corneas, a giant eye with tears of blood, while smaller mosaics of fingernails around the well depict the Apocalypse.

The Officiant and Copyist devils of the Library of the Salamander Arc, in line and their eyes shut as in in deep prayer, approach the well and throw inside book after iron book, containing hermetic texts, which burn and melt to the bottom, fueling the flames. It is said that when the gnostic flame reaches the key, that will be the time for the Apocalypse.

Taking the spiral staircase inside the Well leads to an enormous catacomb, which houses Neo Platonists, Zoroastrians, Hermetists, and Hexians. There is also an occult iron gate, rarely guarded, which allows secret passage to the Seventh Circle, without having to pass through the Blind Prisons or the Lower Gate.

Ecate and her Vassals have no power over it, but the Band must answer riddles and enigmas of the doctrine for the occultists in the catacomb before they are allowed through.

Centauress Arc and the Lower Gate

Opposite to the Key Arc is the Centauress Arc, whose banner is a demonic horse-woman on a red background.

Here is a garden of metal refuse and leftovers, fused and bloomed together in spirals, stems, and caulicoles, forever covered in a carpet of ash. The heat of the Palace of Underground Fire does not reach this location, and sepulchers can be found among the iron roses, as they burn with clear fire. These diaphanous flames produce icy cold and gnashing of teeth: this is the punishment of demon worshipers, followers of fire and of the devil, and all those who turned their faith to the Adversary, choosing Lucifero over the Lord. They are placed headfirst, as a paradoxical fire consumes them, draining their heat instead of spreading it.

To make the punishment worse, revenge dictates that the rock in which they are placed is also clear as crystal, allowing them to see the reason and source of their heresy, down in Cocito. They were not allowed to be close to the object of their veneration, not even after death, and the Lord of Hell remains uncaring for these fools in their pain and torment.

The Centauress Arc holds the only official access to Lower Hell, a cold iron curtain within a triumphal archway carved with multiple scenes of sinful revelry.

Just as with the Higher Gate on the shore of the Stige, this gate is also guarded by the Armorers of the City of Fire. Their leader is the Lord of the Lower Gate, Prince Vassago, third power in Dite. Convincing or bribing Vassago to open the gate for the Lost Ones is not an easy task, even though he is a spirit of knowledge, always keen to learn new secrets and mysteries. The only other way through is to defeat the Armorers and Vassago, or obtain a Pass from the Palace. Good luck.

Salamander Arc and the Heretics Library

The Arc opposite to the city gates is the Salamander Arc. Its banner is three knotted red reptiles, on a black background. There are multiple monumental access points to as many crypts among the palaces and minarets of Ecate's vassals, each of which is dedicated to a primitive, prehistoric cult, forgotten by time: flamen, priests of the spirits, shamans, worshipers of blood and stone, and a hundred other follies created my human minds.

Each crypt burrows into the ground for some time, the tombs carved into the rock, and the heat and blaze of the other boiling sepulchers is partly tempered here: the Heresiarchs contained here lived in primordial and barbaric times, and they cannot be too blamed for following beliefs kindred to their savage dispositions.

Their lighter punishment, however, is an offense to the devils of Dite, and Ecate has ordered additional torment.

A vast library rises at the center of the Arc, containing uncountable copies of blasphemous texts, heretical tomes, and magical volumes, all made of iron, etched line by line, iron page by iron page. The shelves reach the ceiling in every room, and there are dozens per wall, so tightly packed that it is hard to move among them.

Hundreds of copyist devils oversee the Library as follows: they choose texts at random and bring them to the Heresiarchs in the Salamander Arc, in their tombs, asking them to copy them out into newly forged metal books; the Dolorous People of that Arc have never known writing, so they etch with tooth and nails forever, senselessly and pointlessly. When the book is done, they Copyist devils bring it back to the Library and discard another equally at random, burning it in the Key Arc, in the fire of the gnostic crypt; after that, they head back to the Library, choose another random text, and bring that one

to the damned soul, starting all over again. It is not entirely pointless, however, to search through the Library. If the characters are able to make their way in and convince the Copyists and the Librarian, Minister Berith, able to climb the shelves and stacks with their bare hands, selecting the most remote and most secreted tomes, able to tell apart the bad copies from the illegible ones and the incomprehensible doctrines, they might find useful information pertaining to their Journey.

Some have been successful in the past in obtaining a map from Minister Berith; a detailed map of the Malebolge and a treatise on the anatomy of devils, penned by Ecate herself. The key is to take advantage of the Librarian's hunger for knowledge and appear to be interested from a purely academic perspective: Berith may lead a legion of copyists and researchers, but he still has to learn how not to fall for Travelers' ruses.

The Palace of Underground Fire

The fire which fuels all the flames in Dite, and the one which scalds its walls, and four bridges and buildings in the four arcs, originates in Ecate's Palace. A balcony right beneath the dome of the central minaret, the High Tower, allows Ecate and her servants, the Furies, to oversee and watch over the entire city.

The entrance is decorated with three snakes eating each other's tails, and the two doorknobs are in the shape of a wretched dog and a nightmare. There is powerful poison inside the teeth of each mouth, which affects not the flesh but the soul. It seeps through every clothing, armor, and Infernal Emblem, burrowing for the heart. The poison has a long-term effect, and those who encounter it feel only a momentary sense of loss. A green vapor will then start rising from the infected, about half an hour after coming into contact with the poison, slowly increasing in intensity. Devils and other infernal monsters are attracted by such vapors, and the poisoned flesh

will become more and more succulent with time. Creatures affected by the poison can end the effect only through death or by the will of Ecate, who created it in the first place.

The Palace is built on multiple levels, plus an underground one, which communicates directly through iron bridges, to the Blind Prisons beneath Dite.

The first floor features a vast entrance hall lit by smoking torches and infested by hundreds of snakes, slithering over and between human statues with terrified features. The statues are actually the petrified victims of Medusa. If Ecate has yet to set her loose upon the Travelers, the Band may find her here or in the underground tunnels, her lair and kingdom.

The other presence which haunts the Palace at any given moment is the First Chamberlain of Ecate, Minister Astarte, who leads twelve legions of devils. The latter and their commander ignore any Traveler and courtier as long as they do not attempt to enter areas other than the hall, the corridor, and the Throne Room.

Throne Room

A long corridor lined with a ruby red carpet leads from the entrance hall to the Throne Room, usually empty. Ecate spends most of her time in her tower and only rarely appears before her court.

The carpet glistens, as it is made of actual ruby: myriad fragments of jagged rubies, so sharp even the devils cut themselves as they walk. This is the price for anyone seeking an audience with the Queen of Dite.

The Throne Room's ceiling is as tall as that of a cathedral, and skull-lanterns hang from it on black iron chains. A scalding metal pillar rises from the center of the room, emitting thin coils of smoke: a chimney, of sorts, which exhales the vapors accumulated in the blazing underground tunnels.



Travelers who move closer to the throne encounter larger and more aggressive snakes, taken from the Seventh Bolgia, some of which look like vipers, though the size is that of a grown person. A staircase to the left of the throne leads to the High Tower, with other rooms and nooks opening all around. If Ecate is not here, it is always possible to speak to Duke Valefor, First Usurper of Dite, and personal attendant to the Queen. Travelers can request the Lower Gate Pass from Valefor, though he will ask them to provide a long list of documents, attempting to trap the characters in an endless bureaucratic process, bouncing between all the Ministers and Presidents of Hell, which will only lead to despair. Travelers may also, however, ask to speak directly to Ecate. If they do so three times in a low, authoritative voice, cutting through the mockery and threats of all those present, by law they must be allowed to meet with her. The queen may not leave her tower for the Band, though, and it is more likely that the characters will be sent to the High Tower. This choice should only be made if the characters are sure of what they are doing, and ready for whatever might await them.

There is another secret to this room: there are three locks behind the throne, each corresponding to a key around the neck of the Erinyes. If the Travelers are able to acquire all three, they can unlock the mechanism which will lead them to the underground tunnels and the Eternal Furnae.

High Tower

The High Tower at the center of the Palace houses the personal quarters of the Queen of Everlasting Lamentation. Its peak is the highest point in all of Dite, and it rises as a clawed finger towards the Hurricane, several miles above.

The internal staircases are made of shining white marble soiled with blood, streaks and stains

ranging from dark brown to deep red. A bizarre space awaits above, similar to a vast torture chamber. Sharp iron cages everywhere, stocks, racks, and pillars with chains attached to them. There are more statues here, placed against the walls and holding hooks, saws, whips, and flails in their raised arms. The iron pillar which rises through the Throne Room provides light, and opens up at the top of the tower.

Several branding irons are arranged around it, heating up in the scorching fumes. The floor is sticky, covered by a layer of coagulated blood. No victims are to be found, however, as it is the Erinyes themselves who torture each other with these instruments. Maybe to mete out punishment for sins only they know of, or maybe because it is pleasurable in some way. There are rumors that pain is the source of their power and that it makes them stronger. All these may be true, or none of them – the most important part is that the Band should not be distracted by this grotesque location, and be prepared should they make it all the way up here: the three sisters will soon be making their appearance.

If the Travelers have made it to the High Tower and if they have been able to defeat or move past the Erinyes, the final floor is now available to them: the Queen's Chambers.

The Eternal Furnace

The tunnels beneath the Palace, Medusa's real lair, is a snake infested labyrinth – these creatures share the Gorgon's same gift though through their venom rather than their gaze, and they attack only if provoked. Not even the devils are brave enough to venture down here, and the galleries are inhabited by Medusa alone, along with the snakes, sludge, and the remains of her meals.

Medusa is both a special envoy of Ecate and was granted this lair in order to act as keeper of the Eternal Furnace, the heart of Dite.

The iron pillar around which the Palace is built burrows down under ground, into a colossal forge of sidereal steel, treated with who knows what arcane magicks to make it resistant to the fire it contains – the Underground Fire, a matrix of molten lava so hot it looks white, constantly gurgling and moved in a circular direction by the mechanisms beneath the black pewter cauldron. Small valves all over release steam at regular intervals.

The forge is the heart itself of the platform upon which the Palace is built, and is connected to every building above. Sabotaging this diabolical artifact could cause the fall of the entire Palace, and the extinction of every fire in Dite, also causing the platform to fall directly upon Cocito below, swiftly and still scalding hot.

Triggering such an event should be impossible for the Band, though it would be of undoubtedly apocalyptic proportions.

The Blind Prisons

The tunnels of the Palace of the Underground Fire and the buried depths of the four Arcs of Dite are connected by incandescent passages carved inside the bridges. These hallways are used by the Gorgon to leave her lair and reach the streets of Dite, in order to carry out the deathly tasks asked of her by the Queen of Everlasting Lamentation.

Medusa has created, in each of these passages, a walkway of petrified organic matter, once limbs and flesh belonging to the damned. The white heat of the iron walls is enough to harm even her.

Travelers are also able to move across these bridges, but they must still somehow resist the scorching heat and avoid stepping off the walkway.

Beneath the four Arcs of Dite are the Blind Prisons, connected to the streets of the City of Fire through endless staircases, crypts, catacombs, and tunnels. There are very few reasons to ven-

ture below the city: among them secretly reaching the Eternal Furnace and the Palace of Underground Fire, or maybe accessing the Seventh Circle without the Lower Gate Pass.

The Prisons are “blind” in that they are an intricate maze of dead ends, false trails, and hallways ending against walled off doors and actual walls, but also because they are steeped in pitch black darkness. The Divine Flame will light the characters’ way without any issue, but there will be no torches or braziers or furnaces anywhere – the Lantern will be shining bait, visible from miles away to any monster hiding down here.

The Prisons are also immense, titanic in proportions, built with enormous stones and arches, steps, bridges, and beams made for giants, not humans. Devils rarely venture down here, leaving the space instead to primordial and forgotten monsters, such as the leviathans of the Profound Moats, the behemoths of the Third Circle, or the Ziz of the Hurricane; cyclops, gegenees, hecatoncheires, and ancient titans, but also Ari-maspi, and all types of inhuman peoples created in error at the dawn of time, and since becoming extinct. These endless tunnels, this colossal dark full of dens and vestibules, are effectively the waste system of creation and of Hell, wherein are hidden nameless creatures which even the Lord relegated into oblivion.

Below are examples and suggestions of various encounters and events that the Travelers might come across as they travel through Dite.

Flocks of Devils. The walls of Dite are crowded with an uncountable number of **minor devils**. It is unlikely they will let Travelers, or any creatures who are not destined inside the walls of the City of Iron, through the gates. The walls, however, are tall enough that a Band of agile and observant Travelers might be able to explore the outer area without too much interference. Flocks of bloodthirsty devils take flight every now and then to descend upon the marsh, and add more pain and despair to the damned within, or upon

the opposite shore, among the scorching streets of the City of Iron, stoking the flames of the sepulchers and committing who knows what other cruel acts. Much like any other Circle, some devils are less inclined to face the Band head on, and would rather prefer to investigate them, offer them exchanges, intrigues, and conspiracies, or even challenges and risky wagers, which can lead to interesting and useful developments and hooks.

Furies. The dark sky lit by the reddish flames of the Sixth Circle is populated by devils and demons of all kinds, but the **furies** also find their place here. Just like the malebranche, some of these creatures might find the Travelers interesting or curious, and might reveal the existence of the three Erinyes keys (see below) in exchange for favors, Hope, artifacts, mercy in combat, and more.

Erinyes. Among the Furies are three sisters who stand out for their power and cruelty, the **Erinyes: Megera, Aletto and Tisifone**. If the Travelers are spotted by the guardian devils from the city walls, if they defeat demons and furies as they make their way into Dite or to avoid their interference, any of these creatures might call upon the Erinyes' for help. They are cruel and swift, and any negotiation will be brief and unsuccessful. The Guide can, however, include the presence of the three keys in their possession, allowing the three sisters to access Ecate's Palace and the Eternal Furnace, where the characters can find *Perseo's Shield* (see Medusa, below), or complete tasks they have taken on previously.

Medusa. The powerful gorgon (**Infernal Medusa**) does not usually appear on the surface, preferring the underground tunnels of the Palace of Underground Fire. It is however possible to encounter her if the Lost Ones make their way into Dite's tunnels – be it through a passage opened with the *Angelic Rod* (see Stanza I) or entering through the hidden side passage in the walls (see below). The only way to encounter Medusa outside of her lair is if the Erinyes or Ecate herself call upon her. Her lair also hides an Infernal Artifact among the venomous snakes, *Perseo's Shield*. This artifact is also part of Orfeo and Euridice's plan to leave Hell. If either of them are still with the Band, they might suggest recovering the shield. In addition to the properties described on page 177, *Perseo's Shield* also has a special function as described at the end of Canto X.



Hidden Passage. A narrow and well-hidden opening can be found in the walls, directly opposite the Higher Gate, and allows one to enter Dite without being noticed. Finding it requires knowing it exists, either by asking Pluto, Flegias, or another devil or demon, or after carefully exploring the entire perimeter, on foot and in secret, which takes an eternity. Once the right spot has been found, a character can see the opening with a successful DC 13 Intelligence (Investigation) or DC 16 Wisdom (Perception) check.

Beyond the opening is a narrow tunnel which leads beneath the Salamander Arc. A character who makes a successful DC 18 Intelligence (Investigation) or DC 20 Wisdom (Perception) can find a second secret door behind a half-ruined blasphemous statue, leading to the city's Blind Prisons.

EVENTS AND ENCOUNTERS OF THE SIXTH CIRCLE (DITE)

The entire area within the iron walls of Dite, just as that directly outside, on the shores of the Stige, is submerged in vapors and boiling exhalations. The ground is scalding, the air is scorching like the base of a pyre, and the city itself is unbearably hot for any Lost One.

Every creature exposed to the infernal heat of the Sixth Circle must succeed on a Constitution saving throw at the end of each leg, or suffer one level of exhaustion. The DC is 10 outside of the walls; the DC is 13 inside the walls. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw.

d10 Incontri

1 **Heretics.** 2d6 heretics damned, or 1d4 host of the heretics damned

2-3 **Infernal Burst.** An infernal burst can wash over the Lost Ones at any moment. Each creature within a 30-foot cone from the burst must make a DC 13 Dexterity saving throw; on a failure, it takes 26 (4d12) fire damage, or half as much damage on a successful save

4-6 **Devils of Dite.** 2d4 minor devils, or 1d4 guardian devils

7 **Living magma.** 2d6 magma mephits* and 1 fire elemental*

8-9 **Furies.** 1d4 furies

10 **Fire devils.** 1 major devil and 1d4 minor devils

Conclusion

There is no escape from the Circle this time for the Travelers: there are no stretches of quiet between Dite and the Seventh Circle, and there is no freedom from the wailing and lamentation, the scorching heat of the flames, the caustic cries of demons, the fumes, or the ashen air.

The walls and inner fencing of the ring that forms the infernal metropolis look out upon a barren, sheer slope, whose end cannot be seen. However, there is a horrifying bellowing which echoes from the abyss.

It might take several sessions and multiple encounters to make it through the Fourth, Fifth, and Sixth Circles, taking into account the Infernal Keepers, monsters and perils of all kinds, archdevils in need of pleasing, marshes to ferry over, watchers to avoid, walls and gates to cross, and all will only become more dangerous as the group proceeds on their Journey.

The recommendation is to let the characters level up at least on two occasions: once after crossing the external walls of Dite, effectively stepping into the Sixth Circle, and once after reaching the Seventh Circle and defeating the Minotaur (see below).

If the Travelers, however, spend a lot of time between the Fourth and Sixth Circle, face several threats and reach a confrontation with the Pseudomonarchy of Demons and Ecate's Court, the Guide is free to grant a few extra levels.



Towards the Ninth Circle!

There are still Rounds and Malebolge to go between the walls of Dite and the Ninth Circle, and these two Circles are, respectively, subdivided into three and ten sub-sections each.

There are no Cantos and prepared scenarios in this manual, as the Guide must make use of the descriptions present in *Inferno – Dante's Guide to Hell* and all the information received so far to help the Band continue their Journey.

However, what follows are tools and additional information that might be useful in such a task.

THE KEEPER OF THE SEVENTH CIRCLE

As soon as the Travelers step outside the internal walls of Dite, whatever their direction, they will find themselves facing the Sixth Keeper, the Minotaur (**Infernal Minotaur**).

This maddened and deformed beast of colossal size starts charging from the First Round and can be seen and heard 3 combat rounds before it is in range of the Band. At that point, it will be 120 ft from the group and everyone must roll initiative, as this particular opponent will almost exclusively attack any intruder trespassing into its Circle.

EVENTS AND ENCOUNTERS OF THE SEVENTH CIRCLE

The Seventh Circle is a scorching land, lashed by rains of flame and crossed by a river of boiling blood, which scalds the damned within it. Each creature moving across the Circle must succeed on a DC 11 Constitution saving throw at the end of each leg, or suffer one level of exhaustion.

| d10 | Events |
|------|--|
| 1 | Black she-mastiffs. 2d6 hellhounds* |
| 2 | Harpies. 2d4 infernal harpies |
| 3 | Centaurs. 1d6 infernal centaurs |
| 4-5 | Nesso (infernal centaur). This centaur wears a robe which he claims is causing him discomfort. A character who wants to help him remove it, maybe in exchange for an escort or a ride beyond the river, immediately loses 1 Hope Point and finds themselves attuned to <i>Nesso's Robe</i> (see page 176). The centaur will swiftly leave, laughing maniacally, and the Infernal Artifact cannot be returned |
| 6 | Guardian devils. 1 guardian devil and 2d4 minor devils |
| 7 | Minotaurs. 2d6 minotaurs* |
| 8 | Sand Waste Devils. 1 major devil and 1d4 minor devils |
| 9-10 | Ettore. If the Travelers have defeated the champion of false gods in the First Circle, they will find him again here, in one of the three Rounds, glaring at them with hatred. Ettore is but a damned soul now, though he will cry for the centaurs or devils of the Seventh Circle as soon as he spots the Band. The only way to silence him is to hand over <i>Ettore's Helm</i> , which must be given directly by the character carrying it, losing the attunement |

PERILS OF THE SEVENTH CIRCLE

Alongside the infernal creatures that inhabit the Rounds, there are also environmental perils which make traversing these lands even more dangerous.

Flegetonte. A creature who starts its turn in the Flegetonte waters takes 11 (2d10) fire damage at the start of each round. To swim across the Flegetonte, a creature must succeed on three DC 18 Strength (Athletics) checks; on each failed check, the creature takes 16 (3d10) fire damage and has disadvantage on the next Strength (Athletics) check.

Rain of Fire. The rain of fire in the Third Round falls for 1d6 rounds in an area with a 60 ft radius. Each creature starting its turn within the area of the rain must make a DC 15 Dexterity saving throw; on a failed save, it takes 17 (5d6) fire damage, or half as much damage on a successful save. A creature surprised by the fire in this area, or one who intentionally explores them during the precipitation, can find at their center an *Jar of Infernal Sand* (see page 175).

Sand Waste. The steep plain of the Third Round is so scalding that the ground is considered difficult terrain. Some areas are so hot that a creature who touches them must succeed on a DC 15 Constitution saving throw, or take 5 (1d10) fire damage.

The Flegetonte Moat

The Rounds are three immense spiral bends, carved into the ravine of Lower Hell, around the turns of the Flegetonte.

Coming from Dite, the First Round appears almost entirely covered by the Flegetonte. Its broiling blood waters are not the only threat: whatever lies on its shores and inside the blood itself can be much worse.

The worst of them all are masses of translucent organs, dragging themselves painfully along the ground, leaving a trail of gold slime behind. Some cruelly call them the Pitted. The Band should steer clear of them: they once were guardian devils, tempestarii, or malebranche, or similar creatures, now punished for their errors or insubordination, or simply out of spite, by being boiled in the Flegetonte and having their skeleton removed.

These horrid beings still have full use of their minds, and can use their slimy guts as lashes to attack anyone who approaches.

Farther down, among the scalding rapids, the souls of the Violent against others struggle, roll and drown, plunged into the depths of the river according to the gravity of their sin.

Tyrants are immersed to above their eyes, dragged down by the weight of their mortal sin, and forced in places to claw at the riverbed to avoid being pulled away entirely.

There may be more hiding even deeper, but they are not visible from the surface, and no one can say for sure.

Assassins, on the other hand, scream in pain and anger as blood reaches their throats, and they blaspheme against the Lord. Thieves and bandits are immersed only from the waist down, and can often be found fighting each other, attempting to escape the thick waters. If any of them succeeds, however, bone tipped arrows riddle and pierce their bodies, and they are plunged back into the boiling blood. The centaur archers responsible run along either shore, ceaselessly, the muffled sound of their hooves a dull echo across the entire Round.

The Sagittarii

These are the Centaurs, beings known for their endless fury and violence. Among them is Nesso (**infernal centaur**), the most insidious and malicious of them all: his deals are

never favorable, unless anyone wishes for three times the peril he has spared them from.

Not all Centaurs are unreasonable or fraudulent, however. If the Travelers make themselves known to their leader, Chirone, they might be able to have a more intellectual encounter. Chirone is a philosopher, astrologer, artist, and doctor, as well as mentor to many famous heroes currently inhabiting the Castle in Limbo. The Band, and the Guide, might find a powerful ally in him, as long as they are able to keep up with his mind and recognize him as a Familiar Spirit. His wise soul is entwined with his bestial nature, and his temperament is volatile at best. Successfully currying his favor or satisfying his requests could warrant an escort to the Centaurs' base camp. Here, skin tents held up by living bones rise from the damp ground, and tables are growths similar to molars. There are no seats, of course: Centaurs always stand, even while sleeping. This village-organism also houses female Centaurs and a few foals, and their existence is removed – for a moment at least – from the endless task of punishing the damned.

The Vermilion Ford

After gaining Chirone's hospitality, the Band might be able to also gain an escort toward the Vermilion Ford, the point in which the Flegetonte is less deep and can be crossed to reach the Second Round. Rocks akin to ankle bones and knee caps emerge from the river, which can be used to leap across to the other shore. The Travelers must follow the Centaur leading them, as not all rocks are stable and some might capsize under their weight. The Band should also be on the lookout for the damned beneath the red waters, as they will take the crossing as an opportunity to attack – though the help of the archer Centaurs should be enough to safely reach the other shore.

The inner shore of the Flegetonte hosts another living obstacle, this time made of naked

trees of slimy flesh and bark. These woods are thick enough that it is hard to move through the trees, and the only sound coming from within is a muffled beating of wings and soft weeping. The Band must push through and make it to the edge of the abyss, and soon will find themselves in the larger woods below.

If the Travelers were not able to gain the Centaurs' favor, they will have to follow the bloodied moat for thousands of miles, until they have made a full circle around the Infernal chasm, as the river plunges into the Wood of Suicides. They can also attempt to find the Ford by their own means, and cross it by keeping at bay both the Violent damned below, and the Sagittarii arrows above – no easy task.

Whatever the case may be, what awaits after the Flegetonte is something else entirely: gloomy branches and wailing in darkness.

The Wood of Suicides

No matter what direction the Travelers have come to these woods, there will be no path. The recommendation is to follow along the Flegetonte, or head once again toward the center, farther below, toward the abyss. And leave this place as swiftly as possible, without ever looking back.

The wall of gnarled and blackened trees sports dark green leaves and branches as knotted as thorns, and equally as venomous. As the Travelers move through it, the vegetation undergoes a horrifying transformation: human faces writhing in agony appear in the bark. Looking at the trees and brush again reveals that they are more similar to stretched, wooden, humanoid figures, arms as branches and feet for roots.

These are those who were Violent against themselves. Minosse flings their soul down here and a new seed is planted as they hit the ground. Just as they were unable to move beyond their own pain in life, denying an existence to themselves, here they are now, immobile and at the mercy



of their surroundings. Their wooden mouths do not allow them to speak, but should anyone snap a twig, both blood and insults will flow. The wails you hear in the woods have the same source, as there are, up there in the trees, creatures who feast on the leaves and break their branches: the Harpies. Half-women, half-birds, these monsters are always hungry by their very nature, and they leap from tree to tree, causing enormous pain to the damned souls.

What moves them is hatred, pure loathing toward all living, growing things, and Travelers must be cautious around them. Harpies will attempt to blind and bite their victims, but their worst weapon by far are their acid sprays, strong enough to melt flesh.

Dark Honey and Cursed She-mastiffs

The tree tops are not the only place the Band should be watching for threats. There are threats lurking between the dolorous trunks too, and the Harpies are not the only creatures tormenting souls and Lost Ones. The underbrush will eventually rustle, and huddles of Dolorous People covered in scratches will run through – what is chasing them is a threat to the Lost Ones too, and they would be wise to swiftly hide.

The black she-mastiffs of the woods, progeny of Cerbero, are ruthless torturers. Their muscles ripple beneath their short fur, and their sharp muzzles ooze with drool as they run. They were made to chase and lacerate their prey, the squanderers, but they will not turn away from the taste of Lost One or Noble Spirit. The Squanderers are punished for having dilapidated their wealth, and so they are treated by the she-mastiffs as they catch up. As the hunt ends, the dogs return from whence they came, bearing those aching members. Unwisely following them will lead to a path festooned with cocoons the size of newborns hanging from the

branches, whose presence is enough to unsettle, as whatever is inside them clearly feeds on blood. The farther away from the Flegetonte, the more cocoons appear, until the Band will reach a clearing – the heart of the Woods, from which rises a single imposing tree with a hollow trunk. Its appearance is that of a weeping willow, its long leaves similar to hair, and its wooden features regal and fierce, with two slits continuously crying blood where eyes should be. In life, this was Sansone the Judge, who became famous due to his incredible strength, and was tricked by Dalila of the Philistines. He ended his own life when he brought down the house he had been chained to during a celebration, killing more than three thousand Philistines. This is considered supreme violence, both suicide and murder – and the reason for his presence here.

The she-mastiffs place their fleshy trophies in a pool of nectar inside the hollow trunk, and when the fetid honey is ripe, large maggots emerge. These milky larvae, in time, will spin the cocoons from which Harpies are born.

On the opposite side of the tree, someone has placed a copper faucet, through which anyone can extract the horrid honey. The faucet is shaped like an open-mawed lion, with a small symbol of a snake etched on its forehead – perhaps a sign of Ecate's doing.

Drinking of Sansone's black honey, should any character be brave enough, can increase their strength but debilitate their health. A Traveler who consumes the honey will increase their Strength score by 4, including their maximum ability score, and their maximum hit point score is reduced by 2 per level. These effects last until the next long rest.

It is dangerous to be around Sansone too long: the she-mastiffs are here often enough, and the Harpies are aggressive and many in number. Talking to the Judge, however, might yield useful results: he may be blind, but he can feel everything taking place around any infernal plant, no matter what Circle. The only downside is that he

speaks in riddles and enigmas, asking impossible questions of whomever talks to him.

To head out of the Wood, the Band can follow Sansone's advice, or keep moving downward toward the abyss, or turn back and follow the Flegetonte for another endless circle. Whatever the means, they will finally reach the start of a scorching desert, as a rain of fire slowly falls from the gloomy sky.

The Infernal Sand Waste

Far above, immeasurable miles above this desert, is Dite's Palace of Underground Fire, and embers and fuming vapors trickle and percolate down from it, turning into falling snow-fire, incandescent flakes burning up on the sands below and marking the border with the Wood. On the Sand Waste itself are – lying, sitting, and wandering throughout – the Violent against the Lord. Depending on the specifics of their sin, some of them are prone on the ground, braying blasphemously to the heavens, unable to roll on their back; others sit with their knees to their chest, in tears; others must keep walking forevermore beneath the rain of fire, their feet scorched by the sand and their faces burnt to a crisp by the flames falling from Dite.

The damned pose no real threat in this place. The Travelers should still be wary of the falling embers and the scalding sand, as their effects are enough to wipe them out.

The Salt of Sodoma

One solution to avoid the rain of fire and the heat of the ground is to find shelter along the shores of the Flegetonte, whose banks are lined with low rocky barriers in this Round. The warm current caused by the boiling blood redirects the falling embers, and the ground is almost tolerable, allowing for safer passage.

The Band can observe the damned from this

rocky shore, even allowing for the Lost Ones to meet one of their Familiar Spirits, though the bank is not entirely safe – for here are also the Canuti, the forgotten dwellers of Sodoma and Gomorra, whose sins included all three that the other Violent in this Round are punished for. Their bodies are fused with the rocks, making it harder to spot them. Divine wrath turned them to salt statues, and they maintain this appearance in Hell. Their features are almost entirely gone, with only a hole for a mouth and two dimples for eyes, and none of them can be Familiar Spirits to the Lost Ones.

They can, however, move very suddenly, emitting clouds of bitter and blinding salt. What was at first a lump of rock now reveals stumps of arms and fingers trying to grab at the Travelers, like a statue emerging from its marble block.

The Canuti should not be underestimated: it is easy enough to step over one thinking it a rock, only to end up captive to their limbs – their grasp is ironclad despite their unfortunate existence. The Salt of Sodoma punishes them with unquenchable thirst, spurring them to bite the Lost Ones in order to drink of their blood.

Into the Malebolge

The Band will travel down a steep abyss, holding tight onto the scales of Gerione, the Seventh Infernal Keeper, and the only way to move through this stretch. Beneath them is the area of the Malebolge, the penultimate Circle before Cocito, though the shadowy abyss they travel through now is filled with fear and danger. Several malicious and inhuman entities lurk here, fragments of inessence.

They have no real form, nor do they make any sound, though they are legion – maybe millions, maybe not even a finite number. Most of these creatures are in a deep slumber, and should not pose a threat to the Travelers.

The farther Gerione travels, the more awake they will be. They will not fight the Travelers or the Guide, however. They do not wish to hurt or eat, they simply want to continue to exist. That is why they have hidden down here, where the dark womb in which they were born still persists and the divine light is but a distant memory.

All it takes though, is for one of them to graze one of the Travelers, out of curiosity, for the Lost Ones or the light of Hope, and reality itself will be upended. Many a Lost One before this Band have lived entire lives imprisoned in their minds by a perfect world in which every wish was catered to and granted.



A false Heaven in Hell, dozens of years gone in a heartbeat. Everyone who has traveled together with the Lost One touched by one of these beings will share the same dream, in which everyone has the life they desired. Those unlucky enough to be touched by a Genie might even spend several lifetimes before realizing they have been spending their days caught up in a lie. A Lost One who tries to free themselves from the illusion will experience perhaps the most painful feeling found throughout all of Hell, and this task can only be achieved through incredible willpower and the sacrifice of everything they wish for the most. Only by rejecting all of the Genie's gift can anyone be truly free. As soon as every Traveler has freed themselves from the wishful illusion, the Genies will retreat and leave something behind: a fragment of the dream echoes in the real world, generated by the chaos before time itself.

After this encounter, the Lost Ones can choose to unlock an Infernal Chronicle without having met a Familiar Spirit.

PERILS OF THE EIGHTH CIRCLE (MALEBOLGE)

The perils of the Malebolge are multiple and fearsome. In addition to the descriptions of the Bolgias found in *Inferno – Dante's Guide to Hell*, the Guide can also use any of the perils provided below.

Stretch of Excrement. Any creature who starts its turn in an area occupied by excrement must make a DC 13 Constitution saving throw, or be poisoned until the end of a long rest.

Infernal Bursts. An infernal burst can wash over the Lost Ones at any moment. Each creature within a 30-foot cone from the burst must make a DC 13 Dexterity saving throw; on a failure, it takes 26 (4d12) fire damage, or half as much damage on a successful save.

Lake of Boiling Tar. A creature who enters the area for the first time or starts its turn in the area must make a DC 15 Dexterity saving throw. On a failed save, the creature is restrained and takes 16 (3d10) fire damage. A creature using concentration in the area of the lake of boiling tar must make a successful DC 15 Constitution saving throw, or lose concentration.

Snakes. 2d6+2 **giant poisonous snakes*** and 1 **guardian devil**

Keepers of the Malebolge. 1 **major devil** (armed with the *Brutal Cleaver*) and 1d6 minor devils.

Pestilence. Each creature who starts its turn in the area affected by pestilence must make a DC 15 Constitution saving throw, or be infected by the sight rot disease

Caco. This fierce and brutal monster is an **infernal centaur** equipped with the *Bow of the Asp*.

Canto X – The Emperor of the Dolorous Kingdom

Tenth Canto, in which we narrate of the Fallen Archangel, the Morning Star, he who is sentenced to rule over all of Hell from his throne of ice. Frozen lake Cocito, the Ninth circle, is his abode, the prison of all traitors, and the only way out of Hell.

Treatise for the Guide

This brief conclusive Canto has been designed to offer prompts and suggestions for the Guide to facilitate the final scenes of the campaign and the end of the Band's Journey. It is possible to include Infernal Chronicles in the Ninth Circle as in any other so far, though the main characters of this final chapter are undoubtedly the freezing cold and the prince of demons, Lucifero. A battle with Lucifero is inevitable, and it is not certain that the characters will survive a tragic ending in the final act. If the Lost Ones are able to defeat him, the Guide must keep in mind that the fall of the first among the rebel angels also means the interruption, even just momentarily, of the beating of wings which

keeps Cocito frozen – and the freeing of a horde of traitors who might try escaping Hell itself.

Preface for the Lost Ones

After overcoming centaurs, minotaurs, harpies, demons, and malebranche, you find yourselves on the ledge of a well over ten miles in diameter – the empty pillar at the center of the heart of the world, and set at its very bottom is Lucifero himself.

Everything you have faced so far, every danger, every threat or lethal peril, is nothing compared to what awaits...

This Canto was unlocked during the **Inferno** crowdfunding campaign as an optional addition to the introductory campaign. It can be used as a general indication of how the campaign might conclude as the Travelers reach the end of their Journey.

As with the previous Cantos, these parts of the Journey should be used alongside the descriptions found in **Inferno – Dante's Guide to Hell**, chapter 3.

Stanza 1 – These are Not Towers, but Giants

*As, when the fog is vanishing away,
little by little doth the sight refigure
whate'er the mist that crowds the air conceals,*

*so, piercing through the dense and darksome air,
more and more near approaching tow'rd the verge,
my error fled, and fear came over me;*

*because as on its circular parapets
Montereggione crowns itself with towers,
e'en thus the margin which surrounds the well*

*with one half of their bodies turreted
the horrible giants, whom Jove menaces
e'en now from out the heavens when he thunders.*

Dante Alighieri

INFERNO, CANTO XXXI, 34-45

The well of giants howls just below the Travelers.

Perhaps for the first time since their Journey began, the Lost Ones are able to feel the impending end to their path through these infamous lands, the closing in of the sought after destination. Those who have made it so far and still hold some Hope, are now facing the last leg of the Journey, the last effort. The Infernal estuary, the final Circle.

However, rather than being encouraging, the cold atmosphere rising from Cocito causes shivers and their blood to freeze. The air becomes colder than ever, as cold as death. It crawls into the flesh and mind of the Travelers, through their own breathing, their own whispers. Lucifer's voice travels upon the cold wind, lashed by his multiple wings, as the shapes of giants rise over the ledge of that final chasm.

The Keepers of the Ninth Circle (**Giants of Cocito**) are so ancient and devoid of their own will that they do not oppose the Travelers' wish to descend towards the Ninth Circle: after all, who would choose to go there?

Old Nembrot is directly above the entrance, placed here to announce the arrival of any intruder. His fierce face is covered by a thick beard, braided in the ways of Babylonian kings. A strip of leather holds his horn around his neck, hanging over his muscular chest.

Continuing to the left is Fialte, whose icy chains hold his left arm in front and right arm behind his torso. His features are those of a brute with no brains, eyes blacker than sin. With his brothers, he waged a war, against the heavens, believing themselves to be stronger than the Lord. Now he is here, roaring powerlessly against his fate and nothing much can be gathered from a conversation with him, other than curses and threats.

Farther ahead is Anteo, whose arms are free. His appearance is much more noble, with long straw-colored hair and a Roman general's aquiline nose. His skin seems made of marble and is creased with cracks, while his eyes are deep blue pools. Anteo, despite his punishment, or maybe because of it, has a kinder disposition than his kin. He can talk, and if flattered enough, will help you down the Well. He angers quickly, however, so choose your words carefully.

Moving in a clockwise manner you will reach the nape of Nembrot, and a few beats later you will catch sight of a being completely different from the first three giants: Tizio is as black as coal, fractures all along his body, through which bolts of lightning are visible. Five arrows, whose shafts are as large as a ship's mast, are lodged in his liver. White smoke curls out of his mouth, nose, and empty eye sockets. His chains are around his neck and force him back against the wall,

but his arms are free and he can speak, in spite of his terrible punishment. Tizio is less agreeable than Anteo, but a conversation can still be had, and a compromise can be reached in order to descend farther.

Moving around the Well will lead you to the most imposing of all the Giants, whose belly is fixed within the base of this chasm and whose head appears above the ledge. Ice chains hold his arms crossed over his chest, but this does not make him any less dangerous. This is Tifone, once the most powerful being among all those who came before the gods. His face is that of an old man, unkempt beard and eyes blazing with fire. His human semblance is but a mask. Just like Gerione, he can change shape at will: sprouting wings, additional heads and arms, tentacles akin to snakes, fire-breathing maws. The final giant is to the right of the point you started, the same distance you moved towards Fialte. This is Briareo, one of the hecatoncheires demons. Instead of a single head, he has a cluster of fifty, each the size of an average human head. They speak in unison, united by a single mind, though some at times bite one another, or close their eyes as if to sleep. Each elbow splits into fifty slender forearms, each ending in a clawed hand.

Briareo is terrifying to look at, and yet the hecatoncheires is less dangerous than Tifone. Perhaps that is why his chains are longer around the neck and arms, allowing for wider range of movement. I would not ask Briareo to lead you below, however: his mind is peculiar and can easily shift from tranquil conversation to bursts of murderous folly.

EVENTS AND ENCOUNTERS IN THE NINTH CIRCLE (COCITO)

All areas of Cocito are swept by the icy winds of Lucifero's ever-beating wings, almost like a windmill, and are considered difficult terrain due to the ice all over the ground. Every time a Traveler takes a short or long rest in Cocito, they must succeed on a DC 15 Wisdom saving throw, or lose 1 Hope Point.

| d10 | Events |
|-----|---|
| 1 | Traitors. 2d6 traitor damned and 1d6 host of the traitor damned |
| 2-3 | Glacial gusts. Lucifero can hit the Lost Ones with a glacial gust no matter what area of Cocito they find themselves in. Each creature within 40 ft of the origin point of the glacial gust must make a DC 13 Dexterity saving throw; on a failure, it takes 27 (5d10) cold damage, or half as much damage on a successful one |
| 4-6 | Ice devils. 1d4 guardian devils and 1d6 minor devils |
| 7 | Living ice. 2d6 ice mephits* and 1d4 water elementals* |
| 8-9 | Giants. 1d4 ice giants* |
| 10 | Keepers of Cocito. 1 major devil (armed with the <i>Shard of Cocito</i>) and 1d4 guardian devils |

PERILS AND EVENTS OF THE NINTH CIRCLE

The surreal and relative distances in Hell become much more defined in the Ninth Circle. Each Round of Cocito (Caina, Antenora, Tolomea, and Giudecca) can be crossed in three “legs”.

CAINA

The first of the four concentric Zone into which Cocito is divided. The ice does not cover the ground entirely, here at the farthest point from Lucifero, it is more similar to vast white atolls emerging from the rigid waters.

Smooth Slabs. Some of the slabs of ice of Caina, which characters are forced to use to cross the area, are incredibly unstable and slippery. A creature who moves onto a slab for the first time during their turn must succeed on a DC 10 Dexterity (Acrobatics) check, or fall prone. If the saving throw fails by 5 or more, the creature falls into the Gelid Waters of Caina (see below). This effect can only happen once per leg of travel.

Gelid Waters of Caina. A creature can remain in the waters of Caina for a number of rounds equals to its Constitution modifier (minimum 1) before suffering any side effects. For each additional round spent in the waters of Caina, the creature must succeed on a DC 11 Constitution saving throw, or suffer one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw.

ANTENORA

When the wind and the cold are strong enough to freeze the last drop of Caina’s waters, that is where Antenora begins. A forest of ice tongues, sharp and jagged, stretches before the Travelers. The Lost Ones’ footwear creaks with every step on the glacier, and clear, sharp claws seem to reach from every crack to slash their flesh.

Ice Thorns. Some areas of the ice forest are made of stalagmites so thick and jagged that they form actual ice thorns, making the passage even more dangerous. A creature who moves close to an ice thorn directly for the first time during its turn must succeed on a DC 12 Dexterity saving throw, or take 11 (2d10) slashing damage. This effect can only happen once per leg of travel.

Wind and Hail. The strong gusts of wind give disadvantage to Wisdom (Perception) checks that rely on hearing. They can also create an ice storm which gives disadvantage to Wisdom (Perception) checks that rely on sight. When an ice storm forms in Antenora, each creature that starts its turn in the area of effect must make a DC 12 Dexterity saving throw; on a failed save, it takes 9 (2d8) bludgeoning damage, or half as much damage on a successful one.

For each leg, there is a one in four chance (1 on 1d4) of an ice storm.

TOLOMEA

As they leave the icy forest of Antenora, the Lost Ones enter an area of open air. A vast glacier, polished by the winds of Lucifero’s wings, stands between the Travelers and the final destination of their Journey. At the end of this wind-ridden expanse is Giudecca, and with it **Lucifero**. There seem to be no predators nor perils in this area of Cocito, but reaching the demon prince is still no easy task.

Dolorous Ice. Each creature exposed to the dolorous ice of Tolomea must succeed on a DC 13 Constitution saving throw at the end of every leg, or suffer one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw.

Tolomea Plain. If the previous area and its forest was able to trap some of the glacial, violent winds, there is no shelter in Tolomea. The air which swiftly blows out of the labyrinth that surrounds Lucifero crashes against the glacier with exorbitant fury, scattering debris and ice shards in every direction. These, however, are not the only perils of the Tolomea plain, as the **traitor damned** buried feet first in the ice will attempt to bite the Lost Ones, if they get the chance. The strong gusts of wind give disadvantage to Wisdom (Perception) checks that rely on hearing. Additionally, each creature moving across Tolomea must succeed on a DC 13 Strength (Athletics) check at the end of each leg, or suffer one level of exhaustion.

GIUDECCA

A labyrinth of frost and ice slabs, polished and filed smooth by the wind, surrounds the area in which the lord of Hell is trapped. The hallways of the unsettling yet spectacular natural formation are filled with howling winds, so loud as to stun the characters, and it becomes hard to not only hear and see, but also to think clearly.

Dolorous Ice. Each creature exposed to the dolorous ice of Giudecca must succeed on a DC 14 Constitution saving throw at the end of every leg, or suffer one level of exhaustion. Creatures with resistance to cold damage have advantage of the saving throw. Creatures with immunity to cold damage automatically succeed on the saving throw.

Wind of Giudecca. The gusts of wind here are stronger than ever. The roar of Lucifero's ever-beating wings is akin to the cracking of a thousand sails in a storm – and yet, all this chaos is not enough to cover the diabolical murmuring of the first fallen angel, as they echo off the labyrinth's walls. The wind of Giudecca gives disadvantage to Wisdom (Perception) checks that rely on sight and on hearing. Additionally, every time that a Traveler completes a short or long rest while in Giudecca, it must succeed on a DC 15 Wisdom saving throw, or lose 1 Spark of Hope instead of 1 Hope Point.

Giudecca's Labyrinth. It is no easy task to find one's way in the labyrinth. To make it out of the frozen labyrinth and reach Lucifero's lair, the Travelers need to make a group DC 14 Wisdom (Survival) check. On a failed check, the Travelers are lost in the labyrinth for a leg.

The Devil's Lair. Lucifero's lair represents the farther point from Divine Grace, the most despicable, the most sinful. A strange energy permeates the entirety of Giudecca, weighing the air down and filling with the ancient evil power of the first rebel angel. Any undead and fiend, including Lucifero, have advantage on all saving throws while within the Devil's Lair.

In whichever way the Band makes it down the last hundred feet of the Well, be it with the aid of a giant or by their own means, Lucifero's words carried on the wind of his wings will wash over the Lost Ones as they step onto the frozen carpet which covers the entirety of Cocito. All certainty about an exit even existing, never mind its supposed proximity, are swept away, along with their willpower.

Leaving the Malebolge behind and heading into the Ninth Circle is the final seal to the Traveler's deeds, before facing Lucifero himself.

When the Travelers reach the end of the Well of Giants, they reach their next level for the last time (except for the Exiled, who find their future place of damnation in the Second Round of the Ninth Circle).

Additionally, though the Keepers of the Well of Giants are not an obstacle to the Travelers, and in fact may even help them, they will attack immediately should the characters attempt to climb their way back up. There is no return from Cocito.

Stanza 11 – Vexilla Regis Prodeunt Inferni

*How frozen I became and powerless then,
ask it not, Reader, for I write it not,
because all language would be insufficient.*

*I did not die, and I alive remained not;
think for thyself now, hast thou aught of wit,
what I became, being of both deprived.*

*The Emperor of the kingdom dolorous
from his mid-breast forth issued from the ice;
and better with a giant I compare*

*Than do the giants with those arms of his;
consider now how great must be that whole,
which unto such a part conforms itself.*

Dante Alighieri

INFERNO CANTO XXXIV, 22-33

LUCIFERO

It does not matter if the Travelers have gained enough power to face **Lucifero**; there is no way back, and he is what stands between them and the only way out of Hell. To his eyes, the Travelers – and everything they have probably caused to happen during their Journey, all the chaos, confusion, Hope let loose in the Blind World, along with the souls scattered throughout Higher Hell who never received their judgment, facing and defeating the Infernal Keepers, breaking the rules of his kingdom, and so on – despite all of this, they remain but pale, insignificant lost souls whose destiny is of no importance to him. They are also, however, a threat to his authority, and that of all the Keepers.

It is unlikely that Lucifero will let the Lost Ones go without at least first having some fun with them. The Emperor of the Dolorous Kingdom might make the Travelers an indecent offer: he will only let some of them, a limited num-

ber, through – but the chosen ones will have to eliminate their companions in order to gain the way out of Hell, effectively betraying them. The ideal test would be for the Lost Ones to have to choose whether to fight or leave behind any malbranche, indifferent angels, or other companions from the Band.

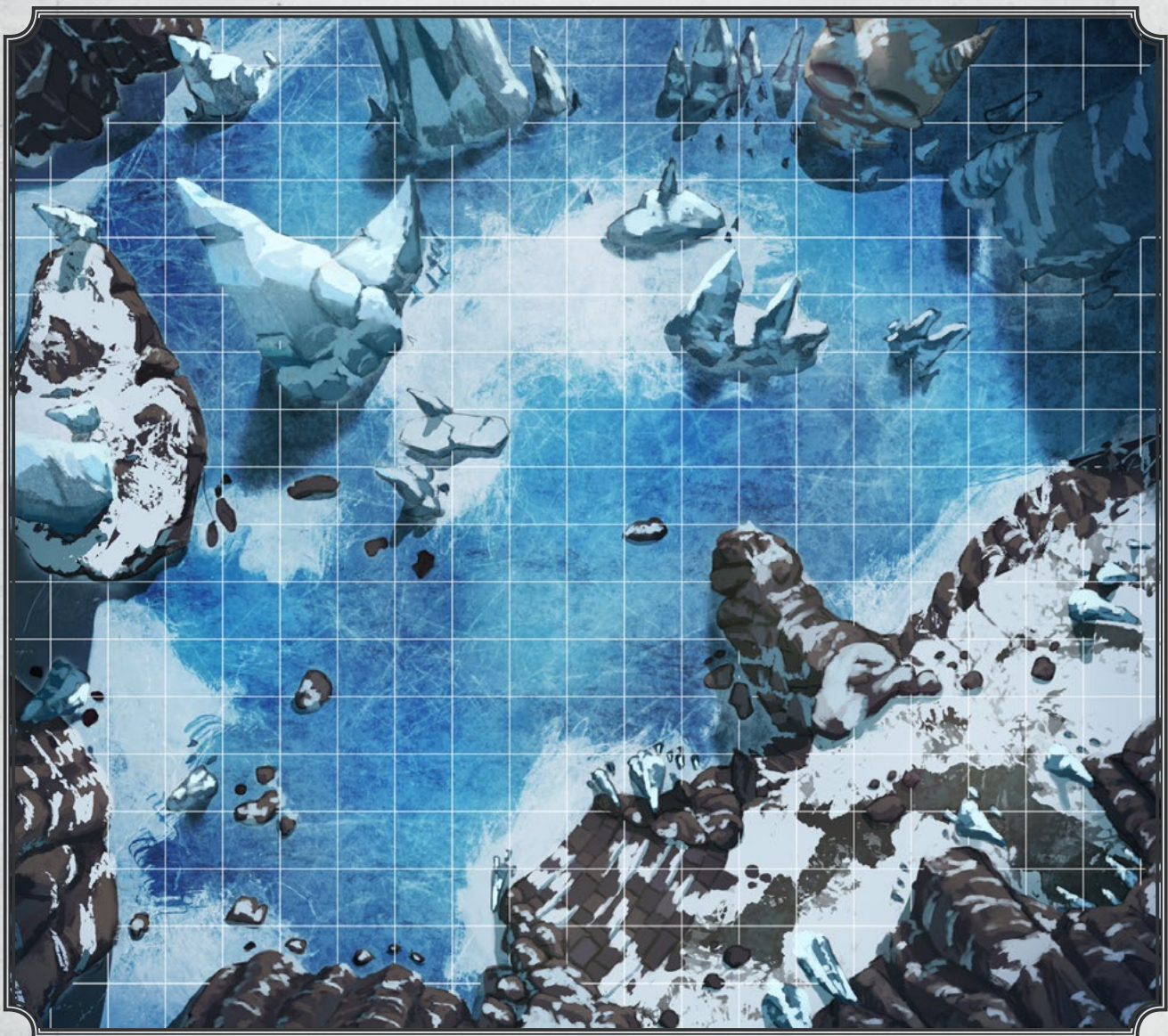
Lucifero may even keep his word, if that were to happen: after all, such a development would both confirm the renewed imprisonment of the Travelers who joined the Band, and void the path of redemption of the Lost Ones. Sure, let them return to their lives: the Ninth Circle, the Circle of Traitors, awaits them after death.

Defeating the Devil

If all Travelers agree upon attacking the devil and then manage to defeat him, it will be possible to move beneath him before he reforms and strikes again, reaching the Burella and leaving Hell behind forever. The fight, however, will be horrific!

If the Band has it, *Orfeo's Lyre* might come in useful in a surprising manner: if any character in the Band can make use of its Final Secret (see page 64), they can enact a miracle and donate 1 Glimpse of Hope to Lucifero himself. What the devil might do with it, or what effect the Divine Flame might have within him is for the Guide to decide. The crucial point is that Lucifero will be so distracted by this turn of events that he will no longer pay attention to the Travelers, allowing the latter to make their way through.

Another way to move past Lucifero without fighting him is for each and every character to refute him and refute their own sin, seeing their path finally through to its worthy conclusion. This option is only available to those Travelers who have completed the preceding steps in their redemption: facing and moving past their allocated punishment circle, and, in the case of the Lost Ones, having completed their Infernal Chronicles (see page 54).



Lucifero will attack the Band in anger, trying to provoke them into striking him and tricking them into sin once more. If no one reacts and keeps refuting their sin, Lucifero will grab them all and devour them in his three maws, causing them to be destroyed once more. However, the *Lantern of the Divine Flame*, swallowed along with the semblance who carried it, will burn him from within. He will spit it out in dreadful pain, and be stunned for some time.

If – and only if – the Travelers are able to survive this final regeneration without losing all Hope, they will reform by the Lantern and will find themselves already on the way to the Burella, beneath the legs of the ancient monster.

Another Infernal Artifact that might be useful against Lucifero, if modified and used in combination with the Lantern, is *Perseo's Shield*. The Shield can be made into a burning lens which projects a beacon of divine light, capable of blinding the emperor of Hell himself, at least for a few seconds. The only issue with this effect is that the two artifacts must be attuned to the character carrying either of them to work, which means that the two characters bearing shield and lantern will not be able to escape from Hell if they are tasked with distracting Lucifero.

In all of these cases, be it through redemption and regeneration, or having defeated the devil himself, the Lost Ones can finally leave Hell!

Conclusion

Divided or all together, finally redeemed or still encumbered by sin, if the Lost Ones have survived the incessant loss of Hope and the thousand perils of Hell, they have reached the end of their path.

If everything went according to plan, the grand finale that awaits the players is described in *Inferno – Dante's Guide to Hell* on page 180. Take as much time as you need, Guide, to bring the game back to the suitable tragic, epic, and lyrical tone that an ending such as this adventure demands. The number of people who made it through Hell and survived can be counted on one hand.

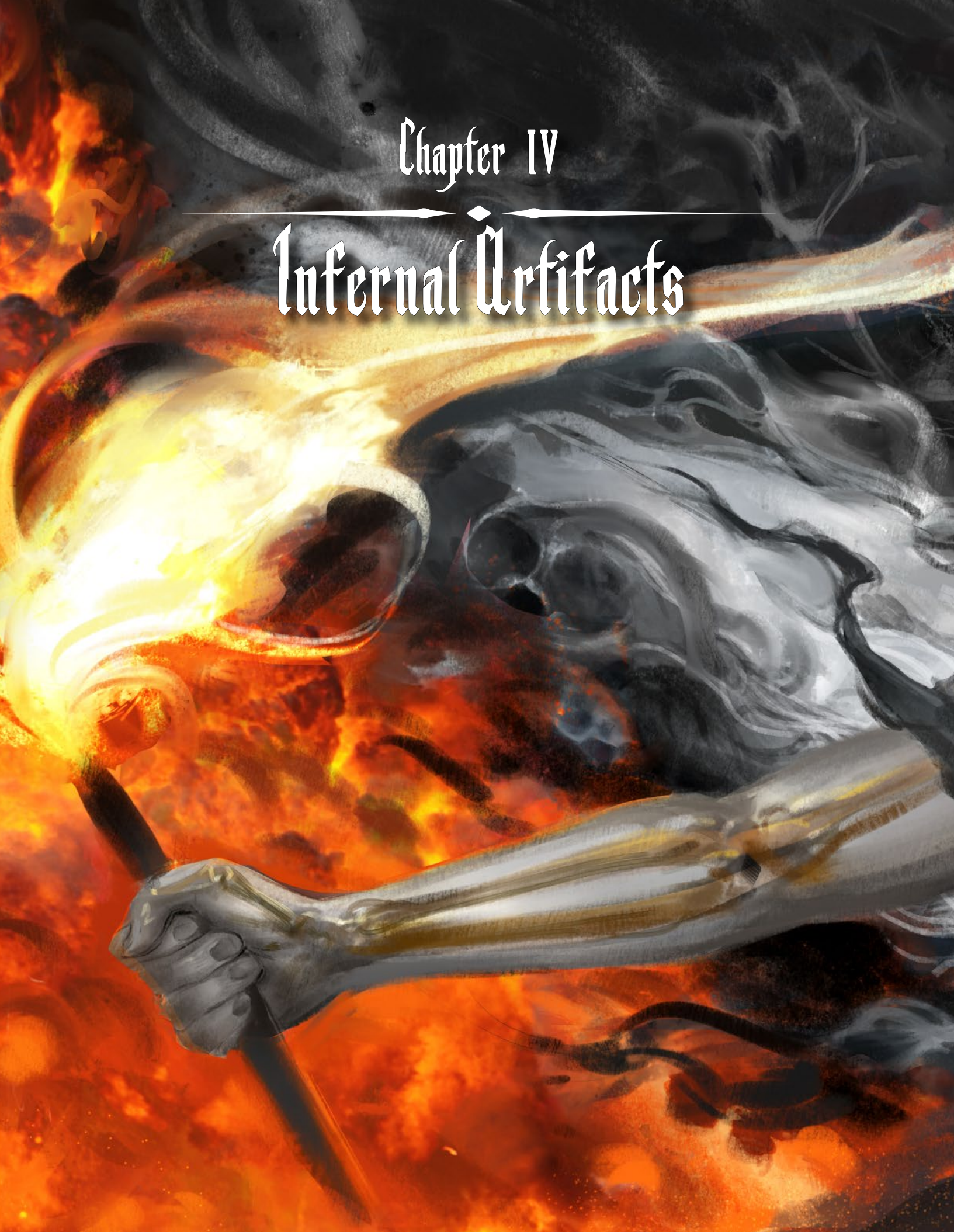
If, instead, things have gone differently than expected, if the Travelers are still damned, lost, Lost Ones... well, there is still the mountain of Purgatory to climb.

And if, by chance, your Journey has subverted too many of Hell's rules and you have caused its destruction, well... the world might be on the verge of the Apocalypse and the End of Times.

After all, is it not also part of the Lord's ineffable plan?

Chapter IV

Infernal Artifacts





Infernal Artifacts

A Brigade's Journey through the Nine Circles is fraught with tumultuous revelations, unexpected events that enrich the Infernal Chronicles of the Lost Ones, challenging and exciting encounters and situations, lost and gained Hope.

Although there are no riches, treasures, gold pieces, or mundane equipment to collect, know that this journey will allow you to collect many extraordinary relics or special heirlooms of power, collectively known as Infernal Artifacts. Travelers can make good use of them, provided they follow the rules proclaimed by the Highest Hope.

Binding an Infernal Artifact

With an action, a Traveler can bind an Infernal Artifact to one of their Infernal Emblems, permanently spending 1 Hope Point.

From that moment on, the benefits granted by the Infernal Artifact add to those of the Infernal Emblem.

The artifact is added to the Traveler's semblance without imposing any particular disadvantage, not burdening or encumbering them in any way. Both the Infernal Artifact and the Infernal Emblem will change their appearance, sometimes in a blatant or extreme way, to mark that the two symbols and items have now been merged.

A Traveler can only be bound to one artifact at a time, and any attempt to bind themselves to a second artifact is destined to fail. The binding between a Traveler and an artifact ends if the Traveler is destroyed, at which point the artifact drops to the ground in the place where the Traveler perished, and it will not take a new shape along with their semblance.

With an action, a Traveler can willingly end their binding, rescinding the artefact from their emblem, but they will not regain the Hope Point they spent. The Traveler may then bind the ar-

tifact again to the same Emblem, to another of their Emblems, or pass it on to another Traveler. A Traveler cannot carry an unbound artifact: when they meet an artifact, they can only either bind it (one per character), or leave it where they found it.

Which Emblem to Bind?

Infernal Artifacts and Infernal Emblems can be combined in many different ways, and the choice is left to the players' imagination. As a rule of thumb, each Artifact can be bound to any one Emblem, except weapons. The player will have to describe how the two symbolic items merge, what new appearance they take from now on, and until when they will remain bound. The weirdest or apparently contradictory combinations, such as an *Angelic Rod* associated to a serpent's hypnotic gaze, will have to be justified by the player with a convincing idea.

Binding a Weapon

If the Infernal Artifact is also a weapon, in order to use its effects, a Traveler must bind it to an Emblem which functions as a weapon for the character, such as a tyrant's Burden or an illuminatus' Clenched Fist. A bound artifact grants the described advantages and effects to the emblem the Traveler uses as a weapon. For instance, if Vieri binds the *Shard of Cocito* to his Burden, he will be able to deal 2d6 extra cold damage with every attack he makes with his Burden, and he will gain resistance to cold damage, according to the Infernal Artifact's description.

Angelic Rod – FOURTH CIRCLE

Wondrous item, Infernal Artifact

This small rod was brought by an angel in Dante's days. The divine messenger opened the Gates of Dite before the poet and his Guide. It still lies in High Hell, and can be found and used by other Travelers.

The *Angelic Rod* grants two benefits while you are bound to it:

- ◆ When you hit with an attack or a spell that deals a type of damage, you can change the type of damage you deal to radiant damage.
- ◆ **Doors Wide Open.** When you strike any portcullis, gate, door, shutter or any other similar barrier in Hell, either magical or mundane, with the *Angelic Rod*, that barrier opens as if it was pushed by a sudden rush of wind, with great clamor. If you touch a wall or another surface without openings thinner than 30 feet with the *Angelic Rod*, that surface breaks away loudly, revealing a passage that allows you to reach the other side. You can't use this property of the *Angelic Rod* again until you finish a long rest.





Behemoth's Club – THIRD CIRCLE

Infernal Weapon (club), Infernal Artifact

Like many other weapons in this list, this club is wielded by certain special foes and it is bound to those foes. It can be collected from their remains only after its last owner has been defeated.

When you hit with an attack you make with the Emblem bound to this weapon, the target takes 2d6 extra acid damage.

Bow of the Asp – EIGHTH CIRCLE, SEVENTH BOLGIA

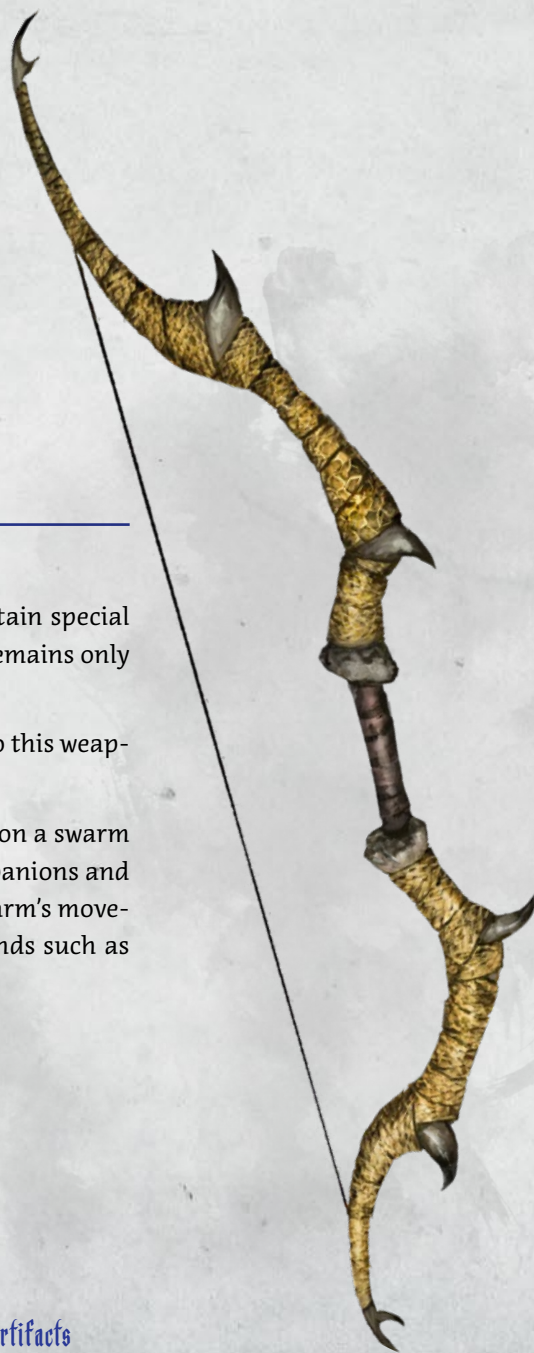
Infernal Weapon (longbow), Infernal Artifact

Like many other weapons in this list, this bow is wielded by certain special foes and it is bound to those foes. It can be collected from their remains only after its last owner has been defeated.

When you hit with an attack you make with the Emblem bound to this weapon, the target takes 2d6 extra poison damage.

While you are bound to the bow, you can use an action to summon a swarm of poisonous snakes. The swarm is friendly to you and your companions and it acts on your turn. You can use a bonus action to decide the swarm's movement and actions in the next turn, or to give it generic commands such as 'attack my enemies'. The swarm disappears after 1 hour.

You can't use this property again until you finish a long rest.

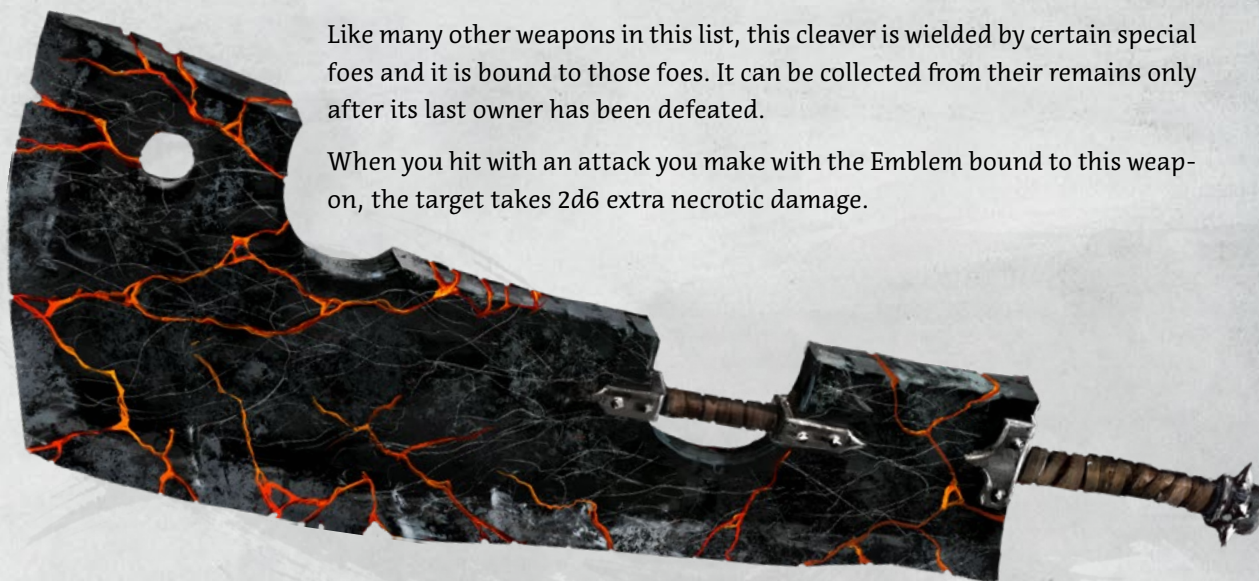


Brutal Cleaver – EIGHTH CIRCLE, NINTH BOLGIA

Infernal Weapon (glaive), Infernal Artifact

Like many other weapons in this list, this cleaver is wielded by certain special foes and it is bound to those foes. It can be collected from their remains only after its last owner has been defeated.

When you hit with an attack you make with the Emblem bound to this weapon, the target takes 2d6 extra necrotic damage.



Ptore's Helm – FIRST CIRCLE

Wondrous item, Infernal Artifact

This helm was blessed by the spirits of the sky and of the storm that cherished the Trojan warrior. While you are bound to this helm, you gain immunity to lightning and thunder damage, and you can use its Lightning Storm property.

Lightning Storm. As an action, you can magically create three lightning bolts, each of which can hit a target that you can see within 120 feet of you. A target must make a DC 15 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one. You can't use this property again until you finish a short or long rest.



Eye of Minosse – SECOND CIRCLE

Wondrous item, Infernal Artifact

The eyes on Minosse's face are not two simple sensorial organs: They are special diabolical relics he received from Pluto some millennia ago, when the judge of ancient Creta was asked to become the Third Keeper of Hell and decree a sentence for every damned according to their sins and vices.

Each one of the two *Eyes of Minosse* grants two benefits while you are bound to one of them:

- ◆ You gain truesight in a 120-foot radius.
- ◆ **Gaze of Judgment.** You choose one creature you can see within 120 feet of you, and that is aware of you. The target creature must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Gaze of Judgment for the next 24 hours. You cannot use this property of the *Eye of Minosse* again until you finish a long rest.



Gerione's Scale – EIGHT CIRCLE

Wondrous item, Infernal Artifact

The scales of the mighty Gerione, Seventh Keeper of Hell, can grant a great power. Finding one will not be easy, though...

To gain one of these scales, you must climb on Gerione's back and use one of your Infernal Emblems or Infernal Artifacts than can logically be used as a weapon of some type (such as the *Horn of the Minotaur*, the *Scourge of Dite*, or a false prophet's Obsidian Weapon). If you use an Infernal Artifact to this purpose, that Artifact is destroyed in the attempt and you perish instantly, unless you spend 1 Hope Point to avoid this effect.

While you are bound to a scale, you gain immunity do fire damage and your maximum hit points increase by 10.



Horn of the Minotaur – SEVENTH CIRCLE

Infernal Weapon (club), Infernal Artifact

The mighty Infernal Minotaur's horns hide an ancient and powerful sorcery, and are cursed with an Infernal hex. If a horn is severed in battle, that horn is not destroyed along with the Minotaur's semblance: It remains on the ground and no longer shares its owner's fate. A Traveler can then collect it and bind it to one of their Infernal Emblems.

When you hit with an attack made with the bound emblem, that attack deals 1d10 extra bludgeoning damage and deals double damage to objects and structures.



Jar of Infernal Sand – SEVENTH CIRCLE, THIRD ROUND

Wondrous item, Infernal Artifact

The fiery rain falling on the Sand Waste has been collected inside these jars. None knows where they come from, nor who made them, but they spring from the sands scoured by the fiery rain, and they seem to draw their power from that rain.

The jar has 30 charges. While you are bound to it, you can use an action and spend 4 or more charges to cast one of the following spells through it (save DC 17): *scorching ray* (4 charges), *fireball* (6 charges), *fire storm* (10 charges). The jar regains 1 charge per hour it remains open and exposed to the rain of the Seventh Circle. If the jar is bound to an emblem, it does not regain any charges.



Lantern of the Divine Flame – FIRST CIRCLE

Wondrous item, Infernal Artifact

This lantern, made by Dedalo with a few golden ribs of the noble spirits and the Divine Flame of the Bonfire of the High Castle in Limbo, cannot be extinguished or destroyed by any force in Hell.

The lantern emits bright light in a 30-foot radius and dim light 30 feet beyond that. All creatures in that radius are not subjected to the Darkness of the Blind World (see page 68).

When you bind the Lantern to one of your Emblems, you need not spend a Hope Point to do it.

In addition, while you are bound to this lantern, you gain truesight in a 60-foot radius and advantage on Wisdom (Perception) checks that rely on sight. You also know the *sacred flame* cantrip, if you did not already know it.

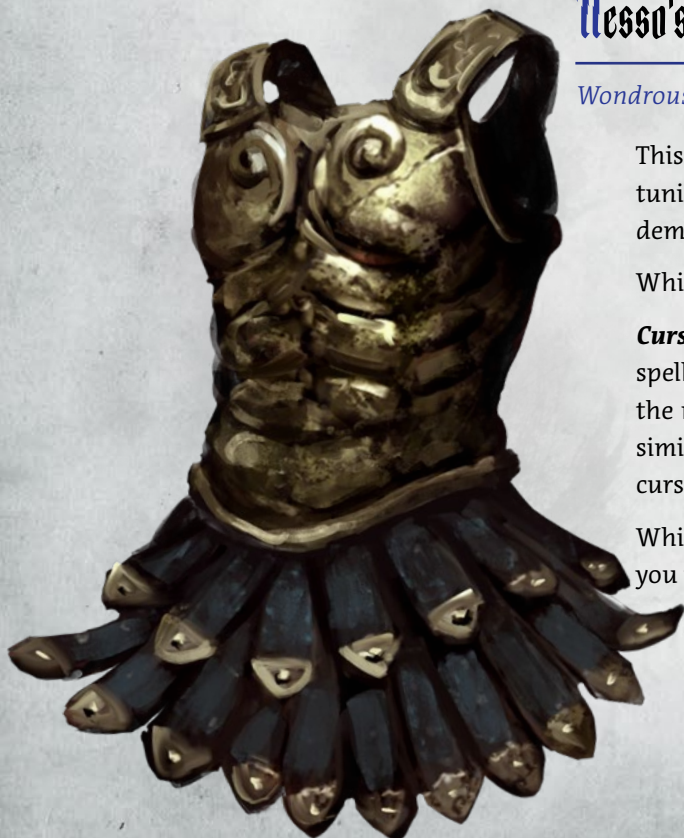
In addition, while you are bound to the lantern, you can use an action to cast the *circle of power* spell, considering as “magical effects” any environmental effect or hazard in Hell. You can’t use this ability again until you finish a long rest.

Finally, this Lantern works as a regeneration beacon for the Travelers who perish in its whereabouts, unless there is a closer source of Divine Flame. If a Traveler’s semblance is destroyed, but they still have Hope, they reappear within the radius of its bright light.



Nesso's Robe – SEVENTH CIRCLE

Wondrous item, Infernal Artifact



This garment, worn by the eponymous centaur, looks like an ancient tunic, and apparently, its property of fire resistance can be easily demonstrated.

While you are bound to this robe, you gain immunity to fire damage.

Curse. This robe is cursed, a fact that is revealed only when an *identify* spell is cast on the robe or you bind yourself to it. Binding yourself to the robe curses you until you are targeted by the *remove curse* spell or similar magic; alternatively, if you die, the binding is broken and the curse is removed, but you cannot break the binding willingly.

While you are cursed, whenever you take piercing or slashing damage, you take 2d6 extra poison damage.

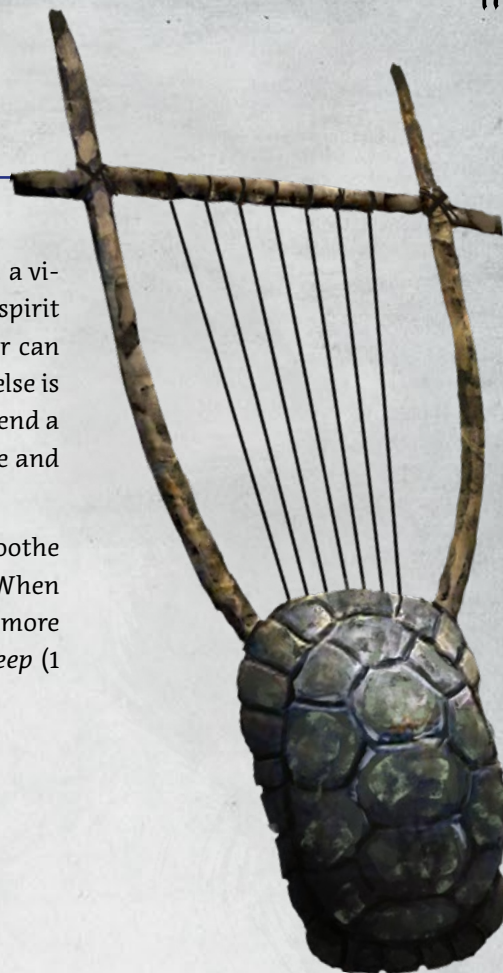
Orfeo's Lyre – THIRD CIRCLE

Wondrous item, Infernal Artifact

This could be the treasure that Orfeo (or maybe Euridice) is looking for, a vital piece of his plan to escape from Hell (also see page 64). If the noble spirit is no longer with the Brigade when the Lyre is found, another Traveler can bind to themselves to honor their lost comrade. Otherwise, if someone else is playing that character, they are bound to the Lyre without having to spend a Hope Point. In addition, the bound character regains 1 Glimpse of Hope and gains Divine Inspiration, in addition to any other effect.

This magical instrument is particularly effective when you need to soothe a restless soul with its mesmerizing melodies. The lyre has 5 charges. When you play it or you are bound to it, you can use an action and spend 1 or more charges to cast one of the following spells through it (save DC 15): *sleep* (1 charge), *calm emotions* (1 charge), *sleep* (6th level version, 3 charges).

The *Orfeo's Lyre* regains 1d4 + 1 charges when you finish a long rest.



Perseo's Shield – SIXTH CIRCLE

Infernal Armor (shield), Infernal Artifact

This beautiful shield of ancient make has been celebrated in many myths and legends.

While you are bound to this shield, you gain blindsight in a 30-foot radius. In addition, the shield or the emblem it is bound with, work as a reflecting surface.

Scourge of Dite – SIXTH CIRCLE

Infernal Weapon (Greatsword), Infernal Artifact

Like many other weapons in this list, this greatsword is wielded by certain special foes and it is bound to those foes. It can be collected from their remains only after its last owner has been defeated.

When you hit with an attack you make with the Emblem bound to this weapon, the target takes 2d6 extra fire damage.

The greatsword has 5 charges. While you are bound to it, you can use an action and spend 1 or more charges to cast one of the following spells through it (save DC 15): *burning hands* (1 charge), *scorching ray* (2 charges), *fireball* (3 charges), *fire shield* (warm shield, 5 charges).

The greatsword regains 1d4 + 1 charges when you finish a long rest.



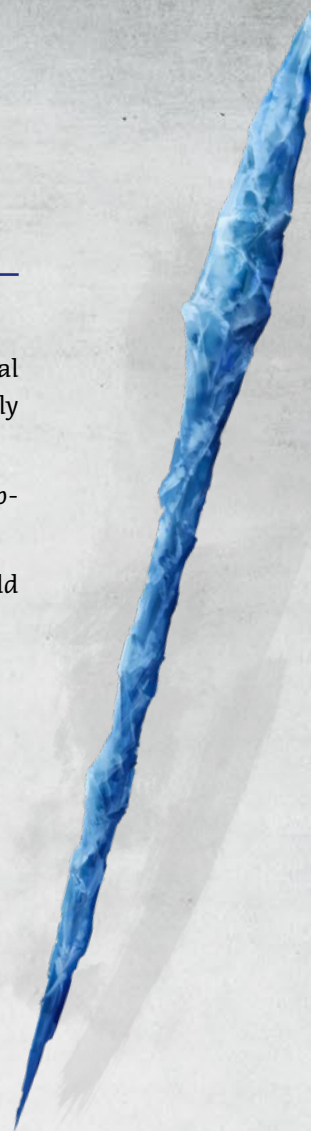
Shard of Cocito – NINTH CIRCLE

Infernal Weapon (spear), Infernal Artifact

Like many other weapons in this list, this spear is wielded by certain special foes and it is bound to those foes. It can be collected from their remains only after its last owner has been defeated.

When you hit with an attack you make with the Emblem bound to this weapon, the target takes 2d6 extra cold damage.

In addition, while you are bound to the shard, you gain resistance to cold damage.



Staff of the Cross – EIGHTH CIRCLE, THIRD BOLGIA

Infernal Weapon (quarterstaff), Infernal Artifact

This pole is topped with a scorching cross and it is used by the malebranche of the Third Bolgia to torture the Simoniacs sentenced to endure that eternal torment. The Travelers can use it as a very effective weapon, as the symbol of the cross is very difficult to find in Hell and it maintains some very effective properties against the devils of the Dolorous Kingdom.

When you hit with an attack made with the Emblem bound to this weapon, the target takes 1d6 extra radiant damage.

This weapon has 5 charges. While you are bound to it, you can use an action and spend 1 or more charges to cast one of the following spells through it (save DC 15): *guiding bolt* (1 charge), *mass healing word* (3 charges), *protection from evil and good* (1 charge) *greater restoration* (5 charges).

The staff regains 1d4 + 1 charges when you finish a long rest.

Tears of Wax – FIRST CIRCLE

Wondrous item, Infernal Artifact

Dedalo's tears of geas and relief are a chaste and blessed gift, one of the few tokens of a pure heart you can find in Hell.

While you are bound to Icarus' *Tears of Wax*, you can use an action to grow a pair of feathered wings on your back. The wings remain for 10 minutes, or until you dismiss them. If you take fire damage or you are exposed to high temperatures, the wings crumble and disappear after 1d4 rounds. The wings grant you a flying speed of 60 feet.

You can't use this property of the *Tears of Wax* again until you finish a long rest.



Torch of the Divine Flame – FIRST CIRCLE

Wondrous item, Infernal Artifact

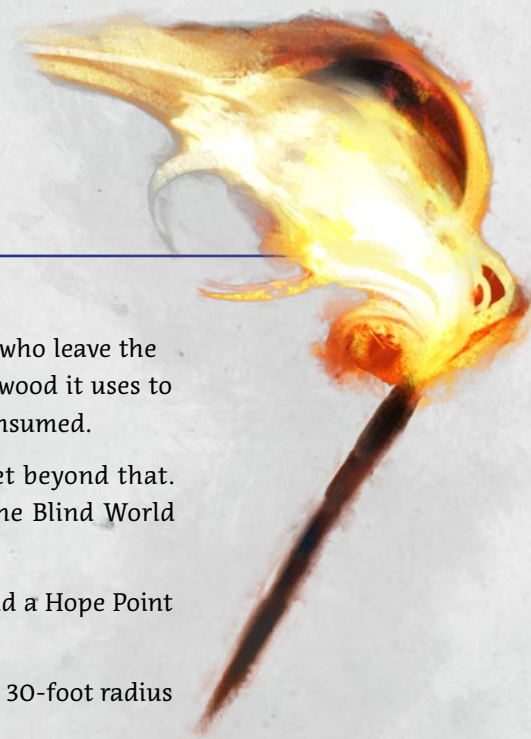
This blessed torch, born by the Guide, is granted to the noble spirits who leave the Castle of Limbo. although nothing in Hell can counter its flame, the wood it uses to burn is actual wood from Hell, and it can therefore be destroyed or consumed.

The torch emits bright light in a 15-foot radius and dim light 15 feet beyond that. All creatures in that radius are not subjected to the Darkness of the Blind World (see page 68).

When you bind the Torch to one of your Emblems, you need not spend a Hope Point to do it.

In addition, while you are bound to this torch, you gain truesight in a 30-foot radius and advantage on Wisdom (Perception) checks that rely on sight.

Finally, this Torch works as a regeneration beacon for the Travelers who perish in its whereabouts, unless there is a closer source of Divine Flame. If a Traveler's semblance is destroyed, but they still have Hope, they reappear within the radius of its bright light.



Tormentor – SECOND CIRCLE

Infernal Weapon (longsword), Infernal Artifact

This tool of death and torture can invoke and cast lightning, whirlpools, and storms. It looks like a heavy longsword made of gold iron, whose blade shines with reddish reflections.

When you hit with an attack you make with the Emblem bound to this weapon, the target takes 2d6 extra lightning damage.

The sword has 5 charges. While you are bound to it, you can use an action and spend 1 or more charges to cast one of the following spells through it (save DC 15): *gust of wind* (1 charge), *call lightning* (2 charges), *wind wall* (2 charges), *thunderwave* (1 charge).

The sword regains 1d4 + 1 charges when you finish a long rest.

Unlike other Infernal Artifacts, *Tormentor* remains bound to its wielder even when they perish and respawn. If you want to remove the binding to *Tormentor*, you must spend 1 Hope Point.



Chapter V

Evils of Hell





Natural hazards aside (and even those hazards are often provoked by the monsters and the devils that haunt Hell), the Dolorous Kingdom crawls with cursed beings, fallen angels turned into torturers, foul beasts drawn out of the heathen abyss or from the ages before history, servants of False and Lying Deities, and any kind of foul prodigy.

The following section feature a hideous selection of these creatures, along with the Nine Keeper of Hell, the Three Beasts watching the Dark Forest, and the Dark Lord himself.

The most common monsters are listed in the first part of the chapter, with a few exceptions: Sariel appears after the indifferent angels, as he is part of their choir, and the Host of the Damned follows the description of the Damned.

The Nine Keepers, on the other hand, are listed in order of appearance, from the First to the Ninth Circle, in the second part of the chapter.

Defeating the Evils of Hell

As previously mentioned, the characters can be brought back to life through Hope and the Divine Flame. In Hell, nothing can be destroyed: Even its denizens or its prisoners, from the mere damned to the noble spirits, from the malebranche to the Infernal keepers, can be brought back even after they have turned to ashes.

Still, unlike the Travelers and any other being with Hope, Infernal creatures require more time before they can once again prowl the lands of Lucifero's kingdom. You can freely determine this time according to your storytelling needs, or consider 6d4 rounds.

Once they have returned, though, devils, monsters, and damned usually lose interest in fighting and in those who have destroyed them: They step aside and let the Travelers pass. Only Infernal Keepers remain focused on those who attacked them (and usually plot their revenge).

Outwitting the Evils of Hell

All devils, monsters, and Keepers of Hell are captors and prisoners at the same time in the Blind World. After all, the Eternal Gate is always closed for them, too.

This means that not only their eternal task of relentless torture makes them savage and cruel, but they are just as bitter and despondent as the damned, darkened by the torture they have to endure as well.

On the other hand, this can be an important advantage for the Brigade, as this weird condition may induce certain hideous torturers to ignore their task and to let the Travelers pass, if their explicit intervention is not required by the orders they were given. For instance, a guardian keeper watching over the towers of the Fourth Circle to prevent the damned from fleeing the Stige may never have been ordered to stop an indifferent angel or a Lost One headed to Dite. The Giants of the Pit are not supposed to stop those who want to climb down to Cocito: After all, who would ever want to do such a thing?

Your duties as Guide include pointing out or suggesting .

The Primeval Language

In the otherworldly realms, everybody speaks and understands the Primeval Language, that was spoken before the construction of the Tower of Babel. All their denizens speak that language, without realizing it.

Devils of Hell and Other Denizens
of the Dolorous Kingdom





Champion of the False Gods

There are noble spirits who choose the path to redemption and await the End of Days in peace and devotion, hoping to be finally allowed to ascend to Heaven and take their place at the Lord's side, and there are those who join the Lost Ones from time to time and act as their companions or guides to lead them in their otherworldly journey, but there are also some who turn their back on their last chance and let themselves be seduced by anger, frustration, and revenge.

The champion standing before the Lost Ones is the infernal semblance of Ettore, the ancient heathen hero. He looks like a tall, stiff, and hardy marble statue, an unnatural and symbolic exaltation of the features he sported in life, according to legends.

CHAMPION OF THE FALSE GODS

Large humanoid, neutral

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 18 (+4) | 18 (+4) | 16 (+3) | 16 (+3) | 17 (+3) |

Saving Throws Dex +8, Wis +7, Cha +7

Skills Athletics +8, Perception +7

Damage Immunities lightning, thunder

Senses passive Perception 17, darkvision 120 ft.

Languages Infernal, Primeval Language

Challenge 9 (5,000 XP)

Special Equipment. The champion of false gods wears the *Ettore's Helm*.

Legendary Resistance (1/Day). If the champion fails a saving throw, it can choose to succeed instead.

Damned. The champion of false gods also counts as undead to determine if it is affected by magic and other effects affecting undead creatures.

Fearless. The champion of false gods had advantage on saving throws against being frightened.

Actions

Multiattack. The champion of false gods makes three longspear attacks.

Longspear. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Lightning Storm (Recharges after a Short or Long rest). While it wears the *Ettore's Helm*, as an action, the champion of false gods can magically create three lightning bolts, each of which can hit a target that it can see within 120 feet. A target must make a DC 15 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The champion of false gods adds 2 to its AC against one melee attack that would hit it. To do so, the champion must see the attacker and be wielding a melee weapon.

Legendary Actions

The champion of false gods can take 2 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. The champion regains spent legendary actions at the start of its turn.

Movement. The champion of false gods moves up to its speed without provoking attacks of opportunity.

Longspear. The champion of false gods makes a longspear attack.

Swipe (Costs 2 Actions). The champion of false gods makes a swipe with its longspear. Each creature within 10 feet of the champion must succeed on a DC 16 Dexterity saving throw, or be knocked prone.

Damned

The ethereal hosts amassing in the darkness: Theirs are the wails and the gnashing teeth, theirs is the pain that saturates the abyss. There is no place in Hell that is not crawling with damned. The chasm of Lucifero is a prison and a torture hall for all the unfortunate who broke the laws of Heaven, billions and billions of souls coming from every corner of creation.

A damned's semblance is strictly connected to the memories the Lost Ones have of them. If a damned is a complete stranger to the Travelers, it will appear as a vague gray shadow, whose features remain undiscerned and anonymous, although human. If the host of the deceased in a certain circle includes a Familiar Spirit to a member of the Brigade, it will appear as it is remembered by the Lost One.

Anyway, their translucent bodies are intangible, as if they were made of a sticky fluid. They do not cast shadows, nor leave footprints as they pass, and yet they can interact with the surrounding matter, turning part of their bodies more tangible. This is also a weakness: in spite of their shadowy nature, they can be hurt, dismembered, and torn to pieces. They bleed and feel pain as if they were alive, but they cannot die, as they are already dead. Their existence in Hell is an endless cycle in which they perish and reform, they are dismembered and spring out of the ground again. There is no escape from Hell for them. Death lifted the veil from the eyes of the damned: Now they feel time in a non-linear way, and they may glimpse the future, relive an intense memory from their past, or gather information about what's currently going on in Hell. Thus, speaking with the damned can be very useful, although their knowledge of the souls remains flawed and is based on their personal experiences and the circle they are bound to. A damned who lived in Florence will not talk about Rome, and an Indifferent knows nothing about the circle of Wantons.

In addition, some damned are stronger than others, especially the Violent and all those who have to

perform physical tasks as part of their punishment. Finally, even a weak and solitary damned may deal serious damage using the peculiarities of the place they haunt, or drawing the attention of an Infernal monster.

Although the damned are immortal, their willpower has been broken by torture. Some damned run away as soon as they take serious damage, and most of them will let the Lost Ones alone after they have been destroyed once. Their lack of Hope of the Height is a key weakness to exploit.

DAMNED

Medium humanoid, neutral

Armor Class 10

Hit Points 22 (3d8 + 9)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|--------|--------|
| 13 (+1) | 10 (+0) | 16 (+3) | 10 (+0) | 8 (-1) | 7 (-2) |

Senses passive Perception 9, darkvision 60 ft.

Languages Primeval Language

Challenge 1/2 (100 XP)

Damned. The damned also counts as undead to determine if it is affected by magic and other effects affecting undead creatures.

Actions

Life Drain. *Melee Spell Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+1) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



Host of the Damned

Damned have no real consistency or thickness: They can overlap one another in the endless empty space of Hell, so that thousands of souls may occupy the same space of ten persons.

These hosts of souls can be dangerous, as even the weakest damned can demonstrate a remarkable strength when united in a single purpose and overlapping in the same space.

Some damned can gain one or more features from the circle they inhabit. The Guide can choose to apply one of the following traits to a damned or to a host of the damned:

Indifferent. The damned has disadvantage to initiative rolls and to any action taken on its first turn in a combat.

Incontinent. The damned gains advantage on all melee weapon attack rolls it makes, but attack rolls against it also have advantage.

Heretic. The damned has resistance to fire damage. A creature that touches the damned or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Violent. The damned makes two melee attacks.

Fraudulent. The damned gains advantage on all Charisma (Deception) and Charisma (Persuasion) checks.

Thief. Once per turn, the damned deals an extra 7 (2d6) poison damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the damned that isn't incapacitated and the damned doesn't have disadvantage on the attack roll.

Traitor. The damned is restrained. In addition, it has resistance to cold damage.

HOST OF THE DAMNED

Large swarm of Medium humanoids, neutral

Armor Class 10

Hit Points 51 (6d10 + 18)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|--------|--------|
| 17 (+3) | 10 (+0) | 16 (+3) | 10 (+0) | 8 (-1) | 7 (-2) |

Condition Immunities charmed, grappled, paralyzed, petrified, prone, frightened, stunned, restrained

Senses passive Perception 9, darkvision 60 ft.

Languages Primeval Language

Challenge 2 (450 XP)

Damned. The swarm also counts as undead to determine if it is affected by magic and other effects affecting undead creatures.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium humanoid. The swarm can't regain hit points or gain temporary hit points.

Actions

Life Drain. *Melee Spell Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (2d6+3) necrotic damage or 6 (1d6+3) necrotic damage if the swarm has half of its hit points or fewer. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Guardian Devil

Guardian devils are the cruel captors and torturers of the damned. They lead minor devils just like sergeants lead their own troops.

They belong to the middle ranks of the diabolical choirs and often look like dark-skinned winged being, sporting curled horns like those of a ram. In the city of Dite they often take care of administrative and commercial duties. Deception is a key part of their nature, and although they can never blatantly lie, they use omissions and specific interpretations of truth to deceive and ruin the Lost Ones for their own personal pleasure. If forced to fight, they fight until their destruction.

DEVILS AS INNATE SPELLCASTERS

The circles of hell teem with devils of every kind. Their legacy grants them innate magic and allows them to master a few spells. If the Guide wishes so, a devil can cast a number of innate spells equal to its Charisma modifier. Each spell can be cast once per day, requires no material component, and its level cannot be higher than half the challenge rating of the devil (rounded down).

A devil's spell attack bonus is equal to its proficiency bonus + its Charisma bonus. A devil's spell save DC is equal to 8 + its proficiency bonus + its Charisma bonus.

A **minor devil** has a +2 proficiency bonus.

A **guardian devil** has a +3 proficiency bonus.

A **major devil** has a +4 proficiency bonus.

A **tempestarii** has a +4 proficiency bonus.

GUARDIAN DEVIL

Large fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 14 (+2) | 19 (+4) | 12 (+1) | 14 (+2) | 15 (+2) |

Saving Throws Str +7, Dex +5

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

Senses passive Perception 12, darkvision 120 ft.

Languages Infernal, Primeval Language

Challenge 7 (2,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Actions

Multiattack. The guardian devil makes two melee attacks.

Reaper of the Damned. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage. In addition, the target must succeed on a DC 15 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Major Devil

Major devils are the low aristocracy of Hell. They include the captains of the Infernal Hordes, the Knights of Dite, the foul officials of the Gloomy Kingdom and of the City of Fire.

As a status of their rank, they wield the *Scourge of Dite*, a weapon made in the forges of the city of Ecate.

Major devils have different powers and immunities, determined by the weapons they hold. Their Breath and their Damage Immunities change according to the damage type dealt by their infernal weapon. For example, a major devil holding a *Shard of Cocito* is immune to cold damage and its Breath deals cold damage.



MAJOR DEVIL

Large fiend, lawful evil

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 16 (+3) | 19 (+4) | 12 (+1) | 18 (+4) | 17 (+3) |

Saving Throws Dex +7, Wis +8

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

Damage Immunities fire

Senses passive Perception 14, darkvision 120 ft.

Languages Infernal, Primeval Language

Challenge 10 (5,900 XP)

Special Equipment. The devil wields a *Scourge of Dite*.

Legendary Resistance (1/Day). If the devil fails a saving throw, it can choose to succeed instead.

Devil's Sight. Magic darkness does not impede the devil's darkvision.

Elusive Flight. The devil does not provoke an attack of opportunity when it flies out of an enemy's reach.

Actions

Multiattack. The devil makes two *Scourge of Dite* attacks.

Scourge of Dite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) fire damage.

Breath (Recharge 6). The devil exhales a disruptive breath in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 31 (7d8) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The major devil 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. The major devil regains spent legendary actions at the start of its turn.

Attack. The devil makes an attack.

Movement. The devil moves up to its speed.

Breath (Costs 3 Actions). The devil recharges its breath and uses it.

VARIANT: SERVANTS OF THE NINE CIRCLES

Some major devils have enslaved other infernal creatures which now follow them as faithful minions. For example, a **major devil** may have 1 **fire elemental***, 1 **fury**, 1d4 **infernal hounds***, 1d4 **will'o'wisps***, or 2d6 **magma mephits*** in its service.



Minor Devil

Three things abound in Hell: good intentions, damned souls and devils.

All the angelic choirs who turned against the Lord at the dawn of time, sorted into nine hierarchies and tasked with endless chores, are now prisoners in Hell along with their emperor, Lucifero.

Guardian devils, brewers, sentinels, malebranche, or a thousand other types: minor devils are the most variable of enemies the Travelers may encounter in Hell. Their semblances are so different that sometimes it is hard to ascribe them to one common species.

Although a single minor devil can easily be vanquished or outwitted by a determined and organized Brigade, their endless hosts and hordes remain an impassable obstacle even for the most resourceful and experienced Travelers.

Devils use weapons of many types to torment the damned and attack the Lost Ones: They can wield long hooked poles, forks, and scourges, but also more classical weapons such as swords, maces, and bows. Some of them are also equipped with armor, helmets, and shields.

Every devil maintains a glimpse of its own personality, personal goals, and schemes, but they are all sneaky, sadistic, untrustworthy, and foul. They love cheating everyone and make fun of the Lost Ones before cutting them to pieces. Still, intelligence is not their strong suit, and sometimes they can be deceived as well.

MINOR DEVIL

Medium fiend, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 14 (+2) | 15 (+2) | 11 (+0) | 14 (+2) | 15 (+2) |

Saving Throws Con +4, Cha +4

Skills Deception +4, Insight +4, Perception +4

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

Senses passive Perception 14, darkvision 120 ft.

Languages Infernal, Primeval Language

Challenge 3 (700 XP)

Weapons of the Damned. A minor devil's weapon attacks are magical. When the minor devil hits with any weapon, the weapon deals an extra 4 (1d8) necrotic damage (included in the attack).

Devil's Sight. Magic darkness does not impede the devil's darkvision.

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

Actions

Multiattack. The devil makes two melee attacks or two ranged attacks.

Sting. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 4 (1d8) necrotic damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) necrotic damage.

Erinyes: Megera, Aletto, and Tisifone

Megera, Aletto, and Tisifone are the three sovereign furies, three sisters who have spawned all other furies and lead the flights that overrun the City of Dite. They are also known as the Erinyes, Guardians of the High Tower, and personal maidservants of Ecate.

When men still paid homage to Olympus, the Erinyes, along with Fate, were the only authority to rule over the gods themselves. Even Jupiter had to bow his head before the Sisters of Vengeance, as their wrath was unavoidable.

Now Megera, Aletto, and Tisifone guard the palace of Ecate in the City of Dite. From their necks hang the keys that open the secret passage under the throne of the Queen of Eternal Weeping, and their eerie is the next-to-last level of the High Tower.

Aletto, the youngest, wields a thorny whip. This fury is known as "Restless", as her indomitable will does not allow her to sleep, but also prevents her from being

incapacitated or stunned. Aletto is prone to madness, and often stops in the middle of a fight to speak to the wind or strike with her whip someone who only she can see.

Tisifone is the highest and strongest sister. She wields a scorching iron, as the ones used to brand cattle, and the snakes of her hair are so long that they cover her face and hide her eyes.

Megera is the oldest sister. Her body looks mummified, her wrinkled head is covered with just a few snakes, but she is the fastest and most agile of the sisters. Her snakes look asleep and pose no danger. Unlike Aletto and Tisifone, Megera knows when she must retreat from a fight, or stay back to guide her sisters.

If you are going to face the sisters in their lair, as often happens, you will find yourself in a torture room. The Erinyes will use any torture tool at their disposal to hurt you, and will try to trap you in their cages or gallows. Pay attention to what you see around you: You may turn some of their own tools against them. From time to time, the furies intone a hideous chant to call forth Medusa. In that case, a quick escape is recommended.



Aletto is a **fury** with the following modifications: She is immune to psychic damage and to exhaustion and the paralyzed condition.

Megera is a **fury** with the following modifications: each Traveler who faces her cannot use their Divine Inspiration as long as they are fighting with her.

Tisifone is a **fury** with the following modifications: Tisifone has advantage on her melee attack rolls against any creature which is not at its maximum hit points.

As their role commands, the three Erinyes feature many abilities beyond those of the common furies and each one of them has a challenge rating of 7 (2,900 XP).

Truesight. While Megera, Aletto, and Tisifone are all within 60 feet of each other, they gain truesight within 120 feet.

Shared Spells. While Megera, Aletto, and Tisifone are all within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

- ◆ **1st level (4 slots):** *bane, magic missile, shield*
- ◆ **2nd level (3 slots):** *darkness, hold person, invisibility, shatter*
- ◆ **3rd level (3 slots):** *bestow curse, counterspell, fear*
- ◆ **4th level (3 slots):** *confusion, phantasmal killer, wall of fire*
- ◆ **5th level (2 slots):** *antilife shell, dominate person*
- ◆ **6th level (1 slot):** *eyebite*

For casting these spells, each Erinyes is a 12th-level spellcaster that uses Charisma as her spellcasting ability (spell save DC 12, +7 to their spell attack rolls).

Furies

The furies are the spawn of the three Erinni, and share many traits with them. Their semblance is that of a gaunt, fierce woman with shark-like teeth and emerald snakes instead of hair. They wear tattered, blood-covered robes and two bat-like wings protrude from a tear on their back.

FURIES

Medium fiend, neutral evil

Armor Class 15 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 14 (+2) | 14 (+2) | 15 (+2) | 14 (+2) | 19 (+4) |

Saving Throws Con +5, Wis +5

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

Skills Deception +7, Perception +5

Senses passive Perception 15, darkvision 120 ft.

Languages Infernal, Primeval Language

Challenge 5 (1,800 XP)

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

Actions

Snake Hair. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

Throw Flame. *Ranged Spell Attack:* +5 to hit, range 135 ft., one target. *Hit:* 10 (3d6) fire damage. The fire ignites flammable objects that aren't being worn or carried.



Indifferent Angel

These eternal and supernatural beings could not make their choice between the Lord and Lucifer at the dawn of time, and their impassivity and neutrality condemned them to the Choir of the Indifferent. Reviled and mocked both by angels and by devils, they are now exiled in the Antinferno, between Acheronte and the Eternal Gate, where they guide hosts of souls as indifferent as themselves in senseless marches, empty prayers, vacuous gestures, and useless acts.

The cowardice that prevented them from taking a side has now turned into an endless longing for power and recognition, and the indifferent angels are forever looking for something that may give meaning to their tortured existence.

Indifferent angels don't want to sully their hands and they will join a direct fight with the Lost Ones only if the latter put in serious danger their empty plans.

An indifferent angel's power pales in comparison to what they wielded in the highest heavens, but they remain powerful and dangerous foes, gifted with the power to gather and command the damned of Antinferno.

An Indifferent angel's main weakness is its innate belief in its superiority, which often leads them to underestimate many dangers. In addition, they seem to have many difficulties when there is an important decision to be taken, and they are known to freeze before a choice. When cornered, they revert back to their coward ways and will attempt to flee and recover their strength.

Still, they may be intrigued by those who pursue a true ideal or are gifted with Hope. They realize there is a chance of redemption for them at the End of the Days. It is for this reason that they may help the Travelers and even join them, if properly persuaded or made part of the Hope they keep.

INDIFFERENT ANGEL

Large fiend, neutral

Armor Class 17 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 16 (+3) | 18 (+4) | 14 (+2) | 17 (+3) | 16 (+3) |

Saving Throws Wis +6 Cha +6

Skills Insight +6, Perception +6, Persuasion +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 16, darkvision 120 ft.

Languages Primeval Language; they can also understand Celestial and Infernal, but they cannot speak and write them.

Challenge 7 (2,900 XP)

Weapons of the Damned. The indifferent angel's weapon attacks are magical. When the indifferent angel hits with any weapon, the weapon deals an extra 1d8 psychic damage (included in the attack).

Innate Spellcasting. The indifferent angel's spellcasting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring only verbal components:

1/day each: *confusion*, *insect plague*

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

Actions

Multiattack. The indifferent angel makes two mace attacks.

Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 4 (1d8) psychic damage.

Inhibiting Presence (Recharge 6). Each creature within 60 feet of the indifferent angel must succeed on a DC 14 Wisdom saving throw or be charmed by the indifferent angel. The charmed target's speed becomes 0, and it can't benefit from any bonus to its speed. A charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the indifferent angel's Inhibiting Presence for the next 24 hours.

Legendary Actions

The indifferent angel can take 2 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. The indifferent angel regains spent legendary actions at the start of its turn.

Movement. The indifferent angel moves up to its speed.

Mace. The indifferent angel makes a mace attack.

Healing (Costs 2 Actions). The indifferent angel magically regains 13 (3d8) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Sariel

Sariel is a spirit of fragile beauty and perfect symmetry in its face and body, although its features look dim, empty, and devoid of any remarkable trait. Those who look at it forget everything about its shape, face and expression a few seconds later, except for its angelic look and the huge pinned wings on its back.

And yet, from time to time, something stirs behind its veiled gaze, as if a remote glimpse of life still struggled to emerge from those dim eyes...

SARIEL

Large fiend, neutral

Armor Class 15 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 14 (+2) | 16 (+3) | 14 (+2) | 15 (+2) | 16 (+3) |

Saving Throws Wis + 4, Cha +5

Skills Deception +5, Insight +4, Perception +4, Persuasion +5

Senses passive Perception 14, darkvision 120 ft.

Languages Celestial, Infernal, Primeval Language

Challenge 3 (700 XP)

Weapons of the Fallen. Sariel's weapon attacks are magical. When Sariel hits with any weapon, the weapon deals an extra 4 (1d8) psychic damage (included in the attack).

Innate Spellcasting. Sariel's spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day each: *bane*, *hold person*

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

Actions

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 4 (1d8) psychic damage.

Inhibiting Presence (Recharge 6). Each creature within 30 feet of Sariel must succeed on a DC 13 Wisdom saving throw or be charmed by Sariel. The charmed target's speed becomes 0, and it can't benefit from any bonus to its speed. A charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Sariel's Inhibiting Presence for the next 24 hours.



LAIR ACTIONS

On initiative count 20 (losing initiative ties), Sariel takes a lair action to cause one of the following effects; Sariel can't use the same effect two rounds in a row.

- ◆ The temple is violently shaken. Any creature standing on the temple's floor (except Sariel) must succeed on a DC 13 Dexterity save, or be knocked prone.
- ◆ A cloud of swarming insects fills a 15-foot-radius sphere centered on a point Sariel chooses within 60 feet. The cloud spreads around corners and remains until Sariel dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make a DC 10 Constitution saving throw, taking 4 (1d8) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 4 (1d8) piercing damage.
- ◆ Sariel calls an **indifferent damned** who acts as its ally and obeys its spoken commands. The damned remains for 1 hour, until Sariel dies, or until it is dismissed as a bonus action.

Infernal Centaur

It is difficult to say whether these mythic beings were an earthly race of ancient times, just a variant of the infernal devils, or an unexplainable and forsaken aberration.

In Hell, these half-men, half-horses are fated to patrol the shores of Flegetonte to pummel any Violent who tries to emerge from the boiling blood.

Infernal centaurs are swift and agile, and can rely on their equine bulk to trample those who cross their path. Watch out for their hooves and pikes in melee, and for their arrows in a ranged combat. They wield bows that can shoot arrows from one shore of Flegetonte to the other with enough strength to pierce any armor. Their arrows have a serrated point made of bone, hard to remove without dealing serious damage. In addition, some centaurs tie their arrows or serrated pikes with a rope, so that they can harpoon their targets and pull them over.

Infernal centaurs are not mindless monsters or timeless beings damned for all eternity. If you appeal to the wisest among them and their sense of justice, you can turn them into powerful allies rather than enemies.

INFERNAL CENTAUR

Large monstrosity, neutral

Armor Class 15

Hit Points 93 (11d10 + 33)

Speed 45 ft.

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

Skills Athletics +6, Perception +4

Senses passive Perception 14, darkvision 60 ft.

Languages Infernal, Primeval Language

Challenge 4 (1,100 XP)

Charge. If the infernal centaur moves at least 30 feet straight toward a target and then hits it with a pike at-tack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Pack Tactics. The infernal centaur has advantage on an attack roll against a creature if at least one of the centaur's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Infernal Harpy

The foul forests of the Seventh Circles grow hands on their branches, bleed from their leaves and scream from their bark. In addition to all this, piercing shrieks echo from the canopy: a mix between the wail of tortured women and the croaking of crows. They come from the Infernal harpies, who watch the Travelers from above, ready to pluck out their eyes.

These monsters have the body of a large, white-feathered eagle, a round belly covered in thick white feathers, and paws ending in fearsome claws. From the neck up, they look like crones with crooked noses, sharp teeth, and foul hair. In the Forest, they are tasked with attacking the Suicides turned into trees, breaking their branches and biting their leaves. This does not prevent them from taking an interest in the Travelers, of course.

Harpies are hungry territorial creatures which attack any trespasser they find in their claimed area.

Infernal harpies attack in flights, diving from the branches. They attempt to confound their targets with their deafening shrieks and wound their targets as they fly, then vanish among the trees.

Cover your eyes, as harpies love blinding their prey before finishing them off. In addition to their claws and teeth, pay attention to their caustic fluids as well: They often spray that toxic goo as they glide from tree to tree.

Once half of the flight has been eliminated, you have the upper hand: When they can no longer rely on their greater numbers, they retreat.

There is only one place they will never abandon willingly: the tree in the heart of the Forest where they lay their eggs. These winged monsters protect their spawn at the cost of their utter destruction, if necessary.

INFERNAL HARPY

Medium monstrosity, chaotic evil

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 20 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 14 (+2) | 16 (+3) | 14 (+2) | 7 (-2) | 8 (-1) | 9 (-1) |

Senses passive Perception 9, darkvision 120 ft.

Languages Infernal, Primeval Language

Challenge 3 (700 XP)

Blood Frenzy. The infernal harpy has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Multiattack. The infernal harpy makes two melee attacks: one with its bite and one with its talons.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Caustic Fluids. The infernal harpy exudes a flow of caustic fluids in a line that is 30 feet long and 4 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 13 (3d8) acid damage on a failed save.

Infernal Medusa

In the bowels of Ecate's Palace, a monster awaits. Medusa, the last of the gorgons, blocks your way. She is the watchdog and the hound of the Queen of Eternal Weeping.

When she has no specific errand, she stalks the corridors and the halls of the Blind Prisons, looking for any fool that may trespass in her dominion, whether they are damned, devils, or Lost Ones. In her dungeon, Medusa rules unchallenged and can tear to pieces and devour anyone.

Her aspect is unknown, as those who have seen her face can no longer tell what they saw. She has vipers

as hair and her hands end with bronze claws. To meet her gaze is certain death: your semblance will immediately turn into stone.

Being a Traveler, your new semblance will soon appear next to the closest source of the divine flame, but you will lose part of your Hope. You must thus fight without ever letting Medusa get in your line of sight, or just fight blindfolded. You can see the gorgon without being petrified only through her reflections, so you can use a mirror or a liquid surface to detect her. Fortunately, there are more than enough barrels you can smash in the dungeon, to make a few reflecting pools. The infernal Medusa, though, will not sit idly by in the meanwhile.

INFERNAL MEDUSA

Large fiend, neutral evil

Armor Class 18 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 20 (+5) | 22 (+6) | 21 (+5) | 12 (+1) | 15 (+2) | 18 (+4) |

Saving Throws Dex +12, Con +11, Wis +8, Cha +10

Skills Perception +8

Damage Resistances poison

Condition Immunities poisoned, prone

Senses passive Perception 18, darkvision 120 ft.

Languages Infernal, Primeval Language

Challenge 19 (22,000 XP)

Legendary Resistance (3/Day). If Medusa fails a saving throw, it can choose to succeed instead.

Magical Attacks. Medusa's weapon attacks are magical.

Petrifying Gaze. When a creature that can see Medusa's eyes starts its turn within 30 feet of Medusa, Medusa can force it to make a DC 19 Constitution saving throw if Medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure (in this case, the Traveler is destroyed) or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at Medusa in the meantime, it must immediately make the save.

If Medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, Medusa is, due to her curse, affected by her own gaze.

Actions

Multiattack. Medusa makes three attacks: two with her snake hair and one with her constrict.

Snake Hair. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 13 (2d6 + 6) piercing damage plus 21 (6d6) poison damage.

Constrict. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one Large or smaller creature. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled. Until this grapple ends, the target is restrained, it takes 9 (2d8) piercing damage at the start of each of its turns, and Medusa can't constrict another target.

Legendary Actions

Medusa 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. Medusa regains spent legendary actions at the start of its turn.

Movement. Medusa moves up to her speed without provoking attacks of opportunity.

Snake Hair. Medusa makes an attack with her snake hair.

Irresistible (Costs 3 Actions). Medusa can force a grappled creature to stare into her eyes and suffer the effects of her petrifying gaze.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Medusa takes a lair action to cause one of the following effects; Medusa can't use the same effect two rounds in a row.

- ◆ Medusa calls forth 2d6 **constrictor snakes*** or 2d6 **giant poisonous snakes***, acting as Medusa's allies and obeying her commands. The snakes remain for 1 hour, until Medusa dies, until she uses this lair action again, or until she dismisses them as a bonus action.
- ◆ The ground within 120 ft. of Medusa is filled with a host of twisting snakes which remain until initiative count 20 of the round after the next. Any creature chosen by Medusa which starts its turn on the ground must make a DC 15 Dexterity saving throw, or it is grappled. A grappled target must succeed on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) test to break free.
- ◆ Medusa petrifies dozens of snakes crawling around her lair. A 30 ft. area centered on Medusa becomes difficult terrain until initiative count 20 of the next round.



Tempestarii

Storm devils, also known as tempestarii, are tasked with feeding the Hurricane of the Second Circle, subjugating the ziz trapped in the dark infernal sky, and unleashing whirlwinds, gusts, and lightning bolts against the damned exposed to the eternal storm. One of their Infernal Emblems, *Tormmentor*, is both the tool they use to reinforce and command the Gale and their weapon of choice against anyone who incurs in their wrath.

TEMPESTARII

Large fiend, lawful evil

Armor Class 17 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 16 (+3) | 19 (+4) | 12 (+1) | 19 (+4) | 17 (+3) |

Saving Throws Dex +7, Wis +8

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

Damage Immunities lightning, thunder

Senses passive Perception 14, darkvision 120 ft.

Languages Infernal, Primeval Language

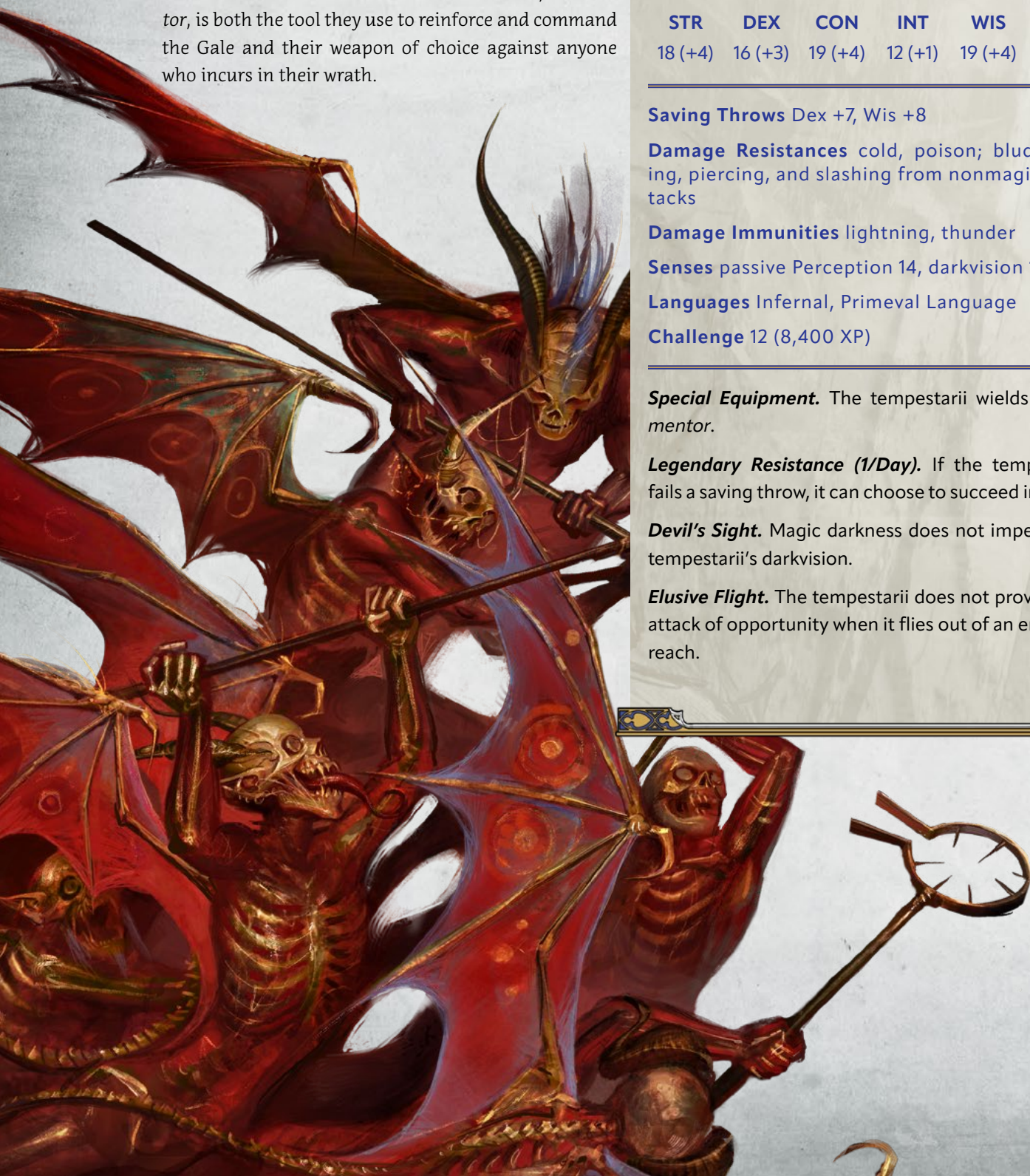
Challenge 12 (8,400 XP)

Special Equipment. The tempestarii wields a *Tormmentor*.

Legendary Resistance (1/Day). If the tempestarii fails a saving throw, it can choose to succeed instead.

Devil's Sight. Magic darkness does not impede the tempestarii's darkvision.

Elusive Flight. The tempestarii does not provoke an attack of opportunity when it flies out of an enemy's reach.



Actions

Multiattack. The tempestarii makes two melee attacks.

Tormentor. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) lightning damage.

Vortex (Recharge 4-6). Any creature within 5 feet of the tempestarii must make a DC 15 Strength saving throw. On a failed save, it takes 16 (3d8 + 3) bludgeoning damage, it is pushed away from the tempestarii in a random direction and is knocked prone. If a pushed target hits an object, such as a wall, that target takes 3 (1d6) bludgeoning damage per 10 feet it has been pushed away. If the target is pushed against another creature, that creature must succeed on a DC 15 saving throw, or take the same damage and be knocked prone.

A target that succeeds on its saving throw takes half as much bludgeoning damage, is not pushed away, and isn't knocked prone.

Legendary Actions

The tempestarii 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. The tempestarii regains spent legendary actions at the start of its turn.

Tormentor. The tempestarii makes a melee attack with its *Tormentor*.

Movement. The tempestarii moves up to its speed.

Choke (Costs 3 Actions). The tempestarii syphons the air from a creature it can see within 60 ft. of it. The Target must make a DC 15 Constitution saving throw. On a failed save, it drops to 0 hit points; on a success, the target cannot breathe or speak until the end of its next turn.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the tempestarii takes a lair action to cause one of the following effects; the tempestarii can't use the same effect two rounds in a row.

- ◆ The tempestarii calls forth an air demon (**air elemental***), acting as the tempestarii's ally and obeying its commands. The demon remains for 1 hour, until the tempestarii dies, until it uses this lair action again, or until it is dismissed as a bonus action.
- ◆ A whirlwind of debris fills a 20-foot-radius sphere centered on a point the tempestarii chooses within 120 feet of it. The whirlwind is heavily obscured. Any creature in the whirlwind when it appears must make a DC 15 Dexterity saving throw, becoming blinded for 1 minute on a failed save. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The whirlwind remains until the tempestarii uses this lair action again, or dies.
- ◆ The tempestarii throws three lightning bolts, each of which can hit a target that it can see within 120 feet. A target must make a DC 15 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save, or half as much damage on a successful one.

The Three Beasts – FIRST KEEPERS

The Panther, the Lion, and the She-Wolf are the Three Beasts, Guardians of the Dark Forest and First Keepers of Hell. Although they look like animals, they are actually the embodiment of mankind's vices and sins, gaining a tangible shape because of the foul influence of the kingdom of the damned. They usually attack the Lost Ones near the Bright Hill at the edges of the Dark Forest, hiding among ancient ruins and the last vestiges of the wood.

THE PANTHER

A blood-red shape prowls behind the ruins, among the trees, where the shadows are thicker. In that darkness, two amber eyes appear, and a bared, flayed paw approaches. Finally, the beast reveals itself, leaving smoking footprints and withered plants in its wake.

The Panther is always the first to step forward. Its agile catlike body is afflicted by a foul curse: its mottled skin keeps rotting and rejuvenating in an endless cycle. A bloody rain follows the panther at every step, and wherever the beast touches the ground, plants turn into a black goo. The Panther is the one that traces the twisted pathways crisscrossing the Dark Forest, between the Pool, the Eternal Gate, and the Bright Hill. Its movements are smooth and its gaze is filled with hunger. Sometimes it stalks the Lost Ones as soon as they enter the Dark Forest without ever revealing itself. Although it is the weakest of the Three Beasts, its agility and cruelty make it a fearsome foe. The Panther always tries to outflank its prey to launch a sneak attack, and it likes to toy with them. Its bites and claws are always painful, but never deadly.

The Panther always lets the Lion and the She-Wolf finish the prey.



THE LION

A roar breaks the silence and a golden sun suddenly pierces the darkness. Proud and perfect, the Lion looks down on its prey, and its eyes betray its utmost scorn.

When the Lion appears, many feel the urge to kneel in awe, too upset to mount any form of resistance. Its mighty roar can shake the trees and send a grown man head over heels. Its skin is pure gold, glittering under the smallest ray of sun. The mane framing its head is pointed and sharp, and it has the power to bend the mind of any creature that sets its gaze on it. The Lion considers itself invincible and always attacks what it perceives as the most dangerous prey, to demonstrate its superiority. Its movements are slow and predictable, but this will not be enough to withstand its fearsome strength, if its blows strike true.

THE SHE-WOLF

A sinister growl echoes among the bushes, followed by a rustle and a faint beating heart. The She-Wolf steps forward. As it walks, strands of hair fall from its mane and morsels of flesh fall from its bones, revealing its bare chest and the heart among the ribs, a black, wizened, slowly beating heart. A dark tongue hangs from its slaving jaws. At first sight, it would seem a dying animal, but it is sustained by a fiendish strength and an insatiable hunger.

The She-Wolf is definitely the most dangerous of the Three Beasts, as it can feed on virtually anything. When it devours the ground, a chasm opens at its feet. As it bites a tree, a part of the trunk disappears and the rest of the tree collapses. As it bites the air, a sphere of void appears, syphoning away everything in its immediate whereabouts. If the She-Wolf clenches its teeth on a living being, it literally cancels a part of its hapless victim: the bitten leg, arm, or a part of the chest suddenly disappears, and the victim bleeds out in endless agony.

PANTHER OF THE DARK FOREST

Medium monstrosity, unaligned

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 16 (+3) | 16 (+3) | 12 (+1) | 3 (-4) | 12 (+1) | 5 (-3) |

Skills Stealth +7, Perception +3

Senses passive Perception 13, darkvision 120 ft.

Languages -

Challenge 1 (200 XP)

Keen Smell and Sight. The Panther of the Dark Forest has advantage on Wisdom (Perception) checks that rely on smell or sight.

Pounce. If the Panther of the Dark Forest moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the Panther of the Dark Forest can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 1 hour that elapses, the target must repeat the saving throw, reducing its hit point maximum by 2 (1d4) on a failure. This reduction lasts until the disease is cured.

The target dies if the disease reduces its hit point maximum to 0.

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



LION OF THE DARK FOREST

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 16 (+3) | 17 (+3) | 3 (-4) | 14 (+2) | 8 (-1) |

Skills Stealth +5, Perception +4

Damage Immunities fire, poison

Condition Immunities charmed, poisoned, exhaustion, petrified, frightened

Senses passive Perception 14, darkvision 120 ft.

Languages -

Challenge 3 (700 XP)

Legendary Resistance (1/Day). If the Lion of the Dark Forest fails a saving throw, it can choose to succeed instead.

Keen Smell and Sight. The Lion of the Dark Forest has advantage on Wisdom (Perception) checks that rely on smell or sight.

Pounce. If the Lion of the Dark Forest moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the Lion of the Dark Forest can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the Lion of the Dark Forest can long jump up to 25 feet.

Actions

Multiattack. The Lion of the Dark Forest makes three attacks: one with its bite, two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

Legendary Actions

The Lion of the Dark Forest can take 2 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. The Lion of the Dark Forest regains spent legendary actions at the start of its turn.

Movement. The Lion of the Dark Forest moves up to its speed.

Claws. The Lion of the Dark Forest makes a claws attack.

Roar (Costs 2 Actions). The Lion of the Dark Forest lets out a mighty magical roar - Any creature that can hear the roar within 60 ft. of the Lion of the Dark Forest must succeed on a DC 12 Wisdom saving throw; on a failed save, the target is frightened by the Lion of the Dark Forest until the end of the target's next turn.

SHE-WOLF OF THE DARK FOREST

Large undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 19 (+4) | 14 (+2) | 15 (+2) | 7 (-2) | 14 (+2) | 15 (+2) |

Skills Stealth +5, Perception +8

Damage Resistances cold

Damage Immunities necrotic, poison

Condition Immunities charmed, poisoned, exhaustion, paralyzed, petrified, frightened

Senses passive Perception 18, darkvision 120 ft.

Languages -

Challenge 5 (1,800 XP)

Legendary Resistance (2/Day). If the She-Wolf of the Dark Forest fails a saving throw, it can choose to succeed instead.

Keen Hearing and Smell. The She-Wolf of the Dark Forest has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The She-Wolf of the Dark Forest has advantage on an attack roll against a creature if at least one of the She-Wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The She-Wolf of the Dark Forest can use its Frightful Presence. Then it makes a bite attack.

Frightful Presence. Each creature of the She-Wolf's choice that is within 30 feet of the She-Wolf and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the She-Wolf's Frightful Presence for the next 24 hours.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Necrotic Breath (Recharge 5–6). The She-Wolf exhales a blast of foul black wind in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The She-Wolf of the Dark Forest 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. The She-Wolf of the Dark Forest regains spent legendary actions at the start of its turn.

Movement. The She-Wolf of the Dark Forest moves up to its speed.

Bite. The She-Wolf of the Dark Forest makes a bite attack.

Breath (Costs 3 Actions). The She-Wolf of the Dark Forest recharges its Necrotic Breath and uses it.

LAIR ACTIONS

The Wolf of the Dark Forest 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. The Wolf of the Dark Forest regains spent legendary actions at the start of its turn.

- ◆ Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that the Wolf of the Dark Forest can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 13 Strength saving

throw or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 13 Strength check and succeeds. The roots and vines wilt away when the Wolf uses this lair action again, or when the Wolf dies.

- ◆ A wall of tangled brush springs into existence on a solid surface within 120 feet of the Wolf of the Dark Forest. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must make a DC 13 Dexterity saving throw. A creature that fails the save is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. Each 10-foot section of wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall sinks back into the ground when the Wolf uses this lair action again or when the Wolf dies..



Caronte – SECOND KEEPER

HELMSMAN OF ACHERONTE AND KEEPER OF THE FIRST CIRCLE

The waters of Acheronte swell and crash upon the shore, and their foam sweeps the Damned away. A huge boat emerges from the mist, commanded by the helmsman of the dead. This is Caronte, Ferryman of Acheronte, Guardian of the First Circle and Second Keeper of Hell. Caronte is a towering figure, and the oar he uses to push the boat is as long as a sailboat. Infernal embers shine in his orbs, and a layer of flames engulfs the oar as it strikes the waters of Acheron or the souls who crowd the ship. His voice makes the whole universe tremble, stirs the waters, and plants the seeds of dread in every heart.

When Caronte the Demon steps on the shore, the earth trembles. As he rises, his bent back and his white beard are those of an ancient man, but his countenance is so fierce that it vanquishes any attempt at courage. This is the power of an Infernal Keeper, the sheer force that allows him to enact eternal justice in the name of the Lord.

He is not alone: His boat crawls with helmsmen devils, reddish creatures in whose eyes burns the same flame as their master's. They are armed with oars, long hooked poles, and forks, which they use to push back any Indifferent who would dare to set foot on board. Their bat-like wings allow them to glide and flit from one end of the vessel to the other, as quick as the wind, with skittish movements like those of an insect.

If you really think you can be a stowaway on Caronte's boat, you will have to face them first. Caronte himself does not concern himself with these details, unless necessary. He spends his time howling at the damned and sowing fear without ever leaving his precious boat. From time to time, he hits the Lost Ones who bother him most with his oar, but he rarely means to kill.



Those who try and sneak aboard his vessel will awaken his most cruel side. Caronte can sense whenever a new passenger climbs on board, at the very moment they step onto the deck. His first reaction is a reaction of bewilderment, sometimes he is even amused by the courage shown by the stowaway. Then he orders his helmsmen under the deck, so that he may act freely. Then his face grows dark and a black smoke rises from his clenched jaw. Now he is ready to fight.

Let it be known that fighting with Caronte is an act of sheer madness.

Still, if someone manages to prove their worth and defeats him, Caronte will submit to the heavenly will that led his foes to him.

He will then agree to ferry his foes without requiring any other payment. Provided that they have any Hope of the Height left after such a struggle.

CARONTE

Gargantuan fiend, lawful neutral

Armor Class 20 (natural armor)

Hit Points 370 (20d20 + 160)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 27 (+8) | 10 (+0) | 26 (+8) | 16 (+3) | 18 (+4) | 10 (+0) |

Saving Throws Str +15, Con +15, Wis +11, Cha +7

Skills Intimidation +7, Insight +11, Perception +11

Damage Resistances cold, fire

Damage Immunities necrotic, poisoned; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, deafened, poisoned, exhaustion, weakened, paralyzed, petrified, prone, frightened, stunned

Senses passive Perception 21, truesight 120 ft.

Languages Infernal, Primeval Language

Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). If Caronte fails a saving throw, it can choose to succeed instead.

Infernal Weapons. Caronte's weapon attacks are magical.

Siege Monster. Caronte deals double damage to objects and structures.

Actions

Multiattack. Caronte can use his Frightful Presence. Then he makes two oar attacks.

Frightful Presence. Each creature of Caronte's choice that is within 30 feet of Caronte and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Caronte's Frightful Presence for the next 24 hours.

Oar. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. **Hit:** 26 (4d8 + 8) bludgeoning damage. In addition, the target must make a DC 23 Dexterity saving throw; on a failed save, it is pushed 60 ft. away.

Legendary Actions

Caronte 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. Caronte regains spent legendary actions at the start of its turn.

Movement. Caronte moves up to his speed.

Oar. Caronte makes an oar attack.

Waters of Acheronte (Costs 2 Actions). With a strike of his oar, Caronte raises the waters of Acheronte in a 60 ft. cone. Any creature in that area must make a DC 23 Dexterity saving throw; on a failed save, a target takes 2 exhaustion levels.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Caronte takes a lair action to cause one of the following effects; Caronte can't use the same effect two rounds in a row.

- ◆ Caronte calls forth a helmsman devil (**guardian devil**), acting as Caronte's ally and obeying his commands. The devil remains for 1 hour, until Caronte dies, until he uses this lair action again, or until he dismisses it as a bonus action.
- ◆ Caronte points at a creature he can see within 60 feet of him. The indifferent crawling in the waters of Acheronte rise like a wave. They are quickly fading and they assail the target before being destroyed, hoping to gain the ferryman's approval. The creature must make a DC 15 Constitution saving throw taking 52 (15d6) necrotic damage on a failed save, or half as much damage on a successful one. Then the indifferent fade into nothing.
- ◆ The ground shakes in a radius of 60 feet around Caronte and his boat is rocked by the waters. Any creature in that area or on the boat (except Caronte) must succeed on a DC 15 Dexterity saving throw, or be knocked prone.



Minosse – THIRD KEEPER

Justice is not blind and does not wield a set of scales. Justice is a monster with the eyes of a wild cat and an apparently unending tail that spells the sentence of Heaven. It is a monster named Minosse, Third Keeper of Hell, Judge of the Dead, Keeper of the Second Circle and Supreme Watcher of High Hell.

Minosse waits at the center of the ruined coliseum where he holds court, with his arms crossed and his unflinching gaze fixed on the endless queue of souls waiting to be judged. Three men one on another would not reach his shoulders and his whole body is made of bulging muscles. He wears no clothes, except for a loincloth tied at his waist, but his countenance is majestic nonetheless.

Do not challenge Minosse of Creta, Traveler, as he will certainly accept it. The Judge loves drama, and he considers wrestling the highest form of drama. The actors are already on the stage, ready to chant poems of blood and fury. Minosse steps back and opens his arms, summoning a fierce wind that raises all the damned waiting to be judged and drops them on the bleachers. The public is ready.

The ancient king bows, the souls cheer, the torches suddenly burn again, and the show can begin.

Minosse moves swiftly in spite of his size and he attacks his foes with powerful hammer blows. His fangs can pierce any metal, his skin is as hard as bark and his ears detect the slightest movement in the air. But his most dangerous weapon is his tail: Minosse can extend it at will and use it as a versatile weapon, to pin, whip, entangle, lift and throw his foes.



Minosse is one of the most hated Keepers of Hell, as he is the one who dispatches the damned to their eternal and constant damnation. If someone were to face him and defeat him, a true insurrection of the unjudged spirits would begin, and the very rules of Hell would finally be subverted!

MINOSSE

Huge fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 23 (+6) | 10 (+0) | 20 (+5) | 14 (+2) | 18 (+4) | 16 (+3) |

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

Skills Intimidation +7, Insight +8, Perception +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 22, truesight 120 ft.

Languages Infernal, Primeval Language

Challenge 11 (7,200 XP)

Legendary Resistance (2/Day). If Minosse fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. Minosse can use his Frightful Presence. Then he makes two attacks: one with his tail of judgment and one with his slam.

Frightful Presence. Each creature of Minosse's choice that is within 120 feet of Minosse and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Minosse's Frightful Presence for the next 24 hours.

Tail of Judgment. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage and the target is grappled (DC 16 to escape). Until this grapple ends, the target is restrained and Minosse can't grapple another target with his tail of judgment.

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

Legendary Actions

Minosse 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. Minosse regains spent legendary actions at the start of its turn.

Slam. Minosse makes a slam attack.

Telluric Strike (Costs 2 Actions). Minosse hits the ground, unleashing a small earthquake. All creature on the ground within 40 feet of Minosse must make a DC 18 Strength saving throw; on a failed save, the creature falls prone.

Fling. One item or creature Large or smaller grappled by Minosse is flung up to 30 feet away from Minosse in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Minosse takes a lair action to cause one of the following effects; Minosse can't use the same effect two rounds in a row.

◆ Second Circle

Minosse wraps his tail around himself twice, calling forth the effects of the Second Circle's eternal hurricane. Any creature starting its turn within 40 feet of Minosse must make a DC 15 Strength saving throw. On a failure, the target is flung up 20 feet away from Minosse in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone.

Any creature starting its turn within 40 feet of Minosse must succeed on a DC 15 Strength saving throw, or be pushed 15 feet away from Minosse. Any creature within 40 feet of Minosse must spend 2 feet of movement for every 1 foot it moves when moving closer to Minosse. The hurricane disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. The effect remains until Minosse uses a lair action again, or dies.

◆ Third Circle

Minosse wraps his tail around himself thrice, calling forth the effects of the Third Circle.

Frozen sleet and hail pound to the ground in a 40-foot-radius, 20-foot-high cylinder centered on Minosse. The area is heavily obscured and any exposed flame is extinguished. The ground in the area is covered with sickening mud and becomes difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a DC 15 Dexterity saving throw. On a failed save,

it falls prone. If a creature tries to concentrate in the muddy area, it must succeed on a DC 15 Constitution saving throw, or lose concentration. The effect remains until Minosse uses a lair action again, or dies.

◆ Fourth Circle

Minosse wraps his tail around himself four times, calling forth 2d4 stone creatures (**gargoyles***) that act as Minosse's allies and obey his commands. The stone creatures remain until Minosse dies, until he uses a lair action again, or until he dismisses them as a bonus action.

◆ Fifth Circle

Minosse wraps his tail around himself five times, calling forth the effects of the Fifth Circle. The area within 120 feet of Minosse is covered with the marshy mud of the Stige and becomes difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a DC 15 Strength saving throw. On a failed save, it sinks in the mud up to its waist and becomes restrained. The creature can escape by using its action and succeeding on a DC 15 Strength check. A creature can pull another creature within its reach out of the mud by using its action and succeeding on a DC 15 Strength check. The effect remains until Minosse uses a lair action again, or dies.

◆ Sixth Circle

Minosse wraps his tail around himself six times, calling forth the purifying flames of the Sixth Circle. Any creature within 40 feet of Minosse must make a DC 15 Dexterity saving throw. On a failed save, it takes 9 (2d8) fire damage. On a successful save, it



takes half as much damage. A creature must also make this saving throw when it enters the affected area for the first time on a turn or ends its turn there. The effect remains until Minosse uses a lair action again, or dies.

◆ **Seventh Circle**

Minosse wraps his tail around himself seven times, calling forth 1d4 **infernal harpies** that act as Minosse's allies and obey his commands. The harpies remain until Minosse uses a lair action again, or dies.

◆ **Eighth Circle**

Minosse wraps his tail around himself eight times, calling forth 1d4 **minor devils** that act as Minosse's allies and obey his commands. The devils remain until Minosse uses a lair action again, or dies.

◆ **Ninth Circle**

Minosse wraps his tail around himself nine times, calling forth the effects of the Ninth Circle.

Any creature within 40 feet of Minosse must make a DC 15 Dexterity saving throw. On a failed save, it takes 11 (2d10) cold damage and becomes restrained. On a successful save, it only takes half as much damage and is not restrained. A creature restrained by the ice can use its action to make a DC 15 Strength check. On a successful check, it is free.

The ground in the area is covered with slippery ice and becomes difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a DC 15 Dexterity saving throw. On a failed save, it falls prone. The effect remains until Minosse uses a lair action again, or dies.



Cerberus – FOURTH KEEPER

Three barks echo above the pounding rain. Three thunderclaps shake the Pit. Then a heavy figure steps forward in the slimy mud.

This is Cerberus, the Infernal Hound, Fourth Keeper of Hell, Guardian and Scourge of the Third Circle, eager to assault the Gluttons and rend their pale flesh. From its slobbering mouths drips a thick and whitish slime even fouler than the mud on the ground, covering the remains of the damned. Cerberus's body is not the lean body of a hunting hound: The Infernal hound is fat and heavy, and its snouts are flattened. Its breath is heavy, and from its sagging cheeks falls a constant rain of drool.

The hound raises one of its heads, sniffs the air, and growls. All three heads turn to face the newcomers, followed by the gargantuan body. Cerberus has found a new toy.

The torturer of the Gluttons was once a common dog, but the titan Tifone and his partner Echidna fed it with their tainted blood, turning it into the monster that stands before you now. The blood of the giants flowing in its veins, in addition to its size and its sharp fangs, make of Cerberus a very dangerous foe.

Its layers of fat and its thick skin act as armor for this beast, and can protect it from most attacks. In spite of its size, Cerberus can also move swiftly. When it does, the ground shakes under its leaps.



CERBERO

Huge fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 175 (14d12 + 84)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 21 (+5) | 10 (+0) | 23 (+6) | 7 (-2) | 13 (+1) | 5 (-3) |

Saving Throws Wis +5

Skills Athletics +9, Perception +9

Senses passive Perception 19, darkvision 120 ft.

Languages understands Infernal and Primeval Language but can't speak

Challenge 10 (5,900 XP)

Fury. When Cerbero drops a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to its speed and make one bite attack.

Keen Hearing and Smell. Cerbero has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Three Heads. Cerbero can't be surprised and has advantage on Wisdom (Perception) tests and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Reactive. Because of its three heads, Cerbero gets two extra reactions that can be used only for opportunity attacks.

Sleepy. Cerbero is particularly vulnerable to any effects that may put it to sleep, and it has disadvantage on any saving throw against such effects. In addition, if Cerbero is targeted by the *sleep* spell, its current hit points are halved to determine how many hit points the spell can affect.

Actions

Multiattack. Cerbero makes three bite attacks and two claws attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Bark (Recharge 5-6). Cerbero's barking is deafening. Any creature that can hear it within 60 feet of it must make a DC 18 Constitution saving throw. On a failed save, the creature takes 31 (7d8) thunder damage and is deafened. On a successful save, the creature takes half as much damage and isn't deafened. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

Cerbero 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. Cerbero regains spent legendary actions at the start of its turn.

Movement. Cerbero moves up to its speed.

Bite. Cerbero makes a bite attack.

Raging Attack (Costs 2 Actions). Cerbero makes a claws attack against any creature within 10 feet of it.

Bark (Costs 3 Actions). Cerbero recharges its Bark and uses it.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Cerbero takes a lair action to cause one of the following effects; Cerbero can't use the same effect two rounds in a row.

- ◆ An area that is a 50-foot cube within 120 feet of Cerbero becomes particularly muddy and slippery. That area is difficult terrain until initiative count 20 on the next round.
- ◆ The twisted bodies of a host of damned emerge from the mud until initiative count 20 on the round after next. Any creature except Cerbero that starts its turn in that area must succeed on a DC 15 Dexterity saving throw or be grappled. Escaping requires a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check.



Flegias – FIFTH KEEPER

The boat silently glides on the marsh, directly headed for you. It is rowed by a leering demon with a chiseled body like that of a Greek statue and a pair of horns cutting through the thick air that looms over the Stige.

This is Flegias, Fifth Keeper of Hell, Ferryman of the Stige, and Guardian of the Fifth Circle. As the boat reaches the shore, he nimbly jumps down and wields the oar as if it were a weapon. His bloodshot, ruby eyes meet your gaze. The demon's smile widens. He spits on the ground.

Well, Traveler, now there is no escape. Flegias has issued a challenge: You will have to fight him to earn passage to the city of Dite.

Flegias is not just a ferryman, this is obvious from his sheer size and his wiry muscles. Before the fall, he wielded a flaming sword against Lucifero and he fought with such a momentum that he singlehandedly defeated the most powerful enemy generals. Once the Great Enemy was defeated, though, the fury and the rapture of battle did not fade, and he turned against his own companions. It was Archangel Michele who disarmed and killed Flegias with his own sword, before casting his body into the Stige. The river brought him back to life, in his new, demonic semblance. On his back, where once sprouted two mighty wings, now only two sharp vestigial bones remain.

Flegias fights without restraint. He savors every moment of the fight.

The demon is as strong as three men and a blow from his oar can send you tumbling head over heels or break



a limb. He often includes grappling and tail swipes in his tactics. The rags he wears around his waist are animated and can strike as a scourge or move Flegias away to save him from a sneak attack.

To quench Flegias' wrath you only need to cast him into the Stige. the mud will calm his senseless rage. Knocking the demon prone and finding the strength to push him into the mire will not be easy, though.

If you defeat Flegias, you will earn his admiration and respect. His flesh will turn into ash, then take a new shape. Then Flegias will allow you to climb onto his boat.

FLEGIAS

Large fiend, neutral

Armor Class 17 (natural armor)

Hit Points 218 (19d10 + 114)

Speed 40 ft., fly 90 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 16 (+3) | 22 (+6) | 13 (+1) | 17 (+3) | 12 (+1) |

Saving Throws Str +11, Con +11, Wis +8

Skills Athletics +11

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 13, truesight 120 ft.

Languages Infernal, Primeval Language

Challenge 14 (11,500 XP)

Legendary Resistance (2/Day). If Flegias fails a saving throw, it can choose to succeed instead.

Son of Mars. Flegias' attacks are magical.

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

Actions

Multiattack. Flegias makes three melee attacks: two with the oar and one with the tail.

Oar. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. In addition, the target must succeed on a DC 19 Strength saving throw, or be pushed 10 feet away.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and Flegias can't grapple another target with his tail.

Legendary Actions

Flegias 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. Flegias regains spent legendary actions at the start of its turn.

Movement. Flegias moves up to his speed.

Oar. Flegias makes an oar attack.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Flegias takes a lair action to cause one of the following effects; Flegias can't use the same effect two rounds in a row.

- ◆ Flegias calls forth 2d4 (**irascible damned**), acting as Flegias' allies and obeying his commands. The damned remain until Flegias dies, until he uses this lair action again, or until he dismisses them as a bonus action.
- ◆ The ground within 60 ft. of Flegias shakes and his boat is rocked by churning waters. Any creature in that area (except Flegias) must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- ◆ Grasping hands and muddy tentacles emerge from Stige's watery surface. Any creature on solid ground within 20 feet of the water must succeed on a DC 15 Strength saving throw or be pulled up to 20 feet into the water.

Infernal Minotaur – SIXTH KEEPER

A huge figure emerges from the rocks. Until a moment ago, it seemed invisible. You can barely make out what is it, then the creature rushes toward you, followed by a thundering rockslide. Whether by divine grace or sheer luck, it misses you, and only now you realize what you have to face. Sure, you had heard the tales, but seeing it in person is another matter entirely.

The Minotaur is the Sixth Keeper of Hell, Watcher of the Lower Gate of Dite, and Keeper of the Seventh Circle. As if Dite needed further Keepers in addition to devils, archdevils, furies, and monsters of every kind, not to mention Ecate and her court, the boundary between the Sixth and Seventh Circle is guarded by this huge abomination.

The Minotaur is a gargantuan creature and its horns are as sharp as the point of a spear. At each step of his, the rocks break. At each breath, the air trembles. It has the body of a man and the head of a bull, but that man is Goliath and the bull is a beast sprung from the ravings of a madman. Its widened eyes are bloodshot and a flow of drool drops from its open mouth, filled with teeth more suitable to a tiger than to an ox.

The Minotaur is a violent creature, but it is no fool. Its favorite tactic consists of charging immediately, to let its prey believe that they are facing a raging and predictable brute. Yet, it would be unwise to be deceived by this tactic, as the Minotaur has many tricks up its sleeve.

First it tries to exploit the environment around it, throwing huge stones or handfuls of gravel at a quick rate. Then it uses its bellow, which can stun nearby creatures and provoke a rockslide. Then there is the Maze.

The Minotaur hits the ground with its horns and the rocks move, engulfing its victim in a structure inside the mountain. You are incapacitated by the blow, and when you come to your senses, you are in a rectan-



gular room. This is the starting room of the Maze, an exact replica of the one where the Minotaur was bound. You cannot rely on Arianna's thread, but you have something better: the Divine Flame. The Lantern will show you the way, pointing in the direction of the exit, although in a general way. It will not tell you which path to take at a fork, but it will point toward the exit as a compass would do. As you search for the exit, keep in mind that this is the Minotaur's favorite hunting ground. It is here, somewhere, maybe hiding behind a corner or biding its time to demolish a wall and make its entrance.

And, of course, it will be there at the exit, waiting for you.

Once you have killed the Minotaur, you will find a path starting from a hidden tunnel in the cliff, just where you met it. Your descent can proceed from there.

Hurry up, though: Soon it will rise up and attack again!

INFERNAL MINOTAUR

Gargantuan monstrosity, neutral evil

Armor Class 18 (natural armor)

Hit Points 333 (18d20 + 144)

Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 26 (+8) | 9 (-1) | 26 (+8) | 6 (-2) | 12 (+1) | 7 (-2) |

Saving Throws Str +14, Dex +5, Con +14, Wis +7

Skills Perception +7

Condition Immunities charmed, weakened, frightened, stunned

Senses passive Perception 17, darkvision 120 ft.

Languages Infernal, Primeval Language

Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). If the Minotaur fails a saving throw, it can choose to succeed instead.

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

Charge. If the Minotaur moves at least 15 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 27 (5d10) piercing damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be pushed up to 20 feet away and knocked prone.

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

Siege Monster. The Minotaur deals double damage to objects and structures.

Vulnerable Horns. If a foe scores a critical hit against the Minotaur, they can decide to hit one of its horns, instead of dealing damage. In this case, one of its two horns will break and become an Infernal Artefact available for the Travelers (see *Horn of the Minotaur*, page 175). If both horns are removed in this way, the minotaur can no longer use its gore.

Actions

Multiattack. The Minotaur makes three attacks: two with its fists and one with its hooves.

Fist. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +14 to hit, reach 1,5 m, one target. *Hit:* 24 (3d10 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Gore. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 35 (5d10 + 8) piercing damage.

Maze of the Minotaur (Recharge 6). The Minotaur banishes a creature it can see within 60 feet into a labyrinthine demiplane. The target remains there for 10 minutes or until it escapes the maze. The target can use its action to attempt to escape. When it does so, it makes a DC 15 Intelligence check. If it succeeds, it escapes, and the spell ends for it.

Legendary Actions

The Minotaur 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. The Minotaur regains spent legendary actions at the start of its turn.

Movement. The Minotaur moves up to his speed.

Fist. The Minotaur makes a fist attack.

Cloud of Dust. The Minotaur kicks the ground with its hooves, raising a whirling cloud of dust and stone shards. Any creature within 20 feet of the Minotaur must succeed on a DC 13 Constitution saving throw, or be blinded until the end of the Minotaur's next turn. On a successful save, the creature is immune to this effect until the end of the Minotaur's next turn.

Telluric Strike (Costs 2 Actions). The Minotaur hits the ground, unleashing a small earthquake. All creature on the ground within 60 feet from the Minotaur must succeed on a DC 22 Strength saving throw, or be knocked prone.

Lair Actions

On initiative count 20 (losing initiative ties), the Minotaur takes a lair action to cause one of the following effects; the Minotaur can't use the same effect two rounds in a row.

- ◆ A creature that the Minotaur can see within 120 feet of the Minotaur must succeed on a DC 15 Wisdom saving throw, or lose the ability to discern friend from foe, as its mind is overwhelmed with savage thoughts and its actions are guided by sheer instinct. The creature loses the ability to discern friend from foe, it considers all creatures it can see as its enemies, and every time it chooses another creature as a target, it must choose it randomly among those within range of its attack that it can see. If an enemy provokes an attack of opportunity from the creature, the latter must make that attack, if it can. This effect ends on initiative count 20 of the next round.
- ◆ The Minotaur calls forth 1d4 **infernal centaurs**, acting as the Minotaur's allies and obeying its commands. The centaurs remain for 1 hour, until the Minotaur dies, until it uses this lair action again, or until it dismisses them as a bonus action.
- ◆ The Minotaur calls forth 1d4 **infernal harpies**, acting as the Minotaur's allies and obeying its commands. The harpies remain for 1 hour, until the Minotaur dies, until it uses this lair action again, or until it dismisses them as a bonus action.
- ◆ A burst of boiling blood erupts from a point in the ground the Minotaur can see within 120 feet, producing a 5-foot radius, 20 feet high geyser. Any creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.



Gerione – SEVENTH KEEPER

Jt grasps the air with its claws and crawls into the sky, a nightmare invading the waking world. It is Gerione, the Living Stair, Keeper of the Eighth Circle and Supreme Watcher of Low Hell.

In the ancient world, Gerione was a three-headed giant. And it was also three giants joined at the waist in a single body. It was a dragon, a mantichore, a great warrior. Gerione could become whatever it wished. But now that the Infernal cliff is its lair, now that its shifting shape is wreathed in darkness, Gerione is just Gerione. It has the face of a bearded man whose eyes have been blinded by the boiling blood of Flegetonte. Its body is slithering, huge, endless: the body of a dragon as large as a river, twisting on itself in darkness. Gerione is so huge that I may easily lay down on one of its eyelids.

Fear Gerione, Travelers. Don't expect to face a mindless beast, another demon to vanquish on your path. It is as large as a territory, not as the monster that haunts it. Its mind is keen and its abilities are many.

The first thing you need to remember is that Gerione can go wherever it wants in Low Hell, as its watcher. Yet it does not need to swim in the air. It can dive against the cliff, emerge from the sand, or disappear among the fiery clouds.

A good way to fight Gerione is to jump on its back and to climb up to its head. Gerione will not realize there is a Lost One crawling on its back until the Lost One attacks. Climbing up the monster's body is not easy, as Gerione keeps moving and the scales are made slippery by the blood, but this is the best option you have. Its coils are immune to most weapons. In addition, it is not harmed by the Flegetonte, and it often dives under the waterfall to shed the vermin away. Cling to its scales with all your strength when it soars in the sky, or get ready to jump down when it dives against a wall or into the scorching sand.



Once you reach the back of its head, a well-aimed blow will be enough to deal serious damage to Gerione. As soon as it thinks it is in danger, the giant begins to shapeshift. The spirals on its body spin and open, releasing dozens of crawling arms which try to grapple those who have wounded it.

When Gerione realizes it is about to lose the fight, it begins to speak. Then you only need to ask it for passage to the bottom of the chasm and your task is done.

GERIONE

Gargantuan dragon, neutral

Armor Class 20 (natural armor)

Hit Points 444 (24d20 + 192)

Speed 60 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|----------|---------|---------|---------|---------|---------|
| 30 (+10) | 10 (+0) | 26 (+8) | 20 (+5) | 21 (+5) | 22 (+6) |

Saving Throws Str +17, Dex +7, Con +15, Wis +12

Skills Intimidation +13, Deception +13, Insight +12, Perception +12

Damage Immunities fire

Senses passive Perception 22, darkvision 400 ft., blindsight 120 ft.

Languages Infernal, Primeval Language

Challenge 23 (50,000 XP)

Drenched in Flegetonte's Waters. A creature that touches Gerione or that hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Legendary Resistance (3/Day). If Gerione fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. Gerione can use its Frightful Presence. Then it makes four attacks: two with its tail and two with its claws.

Frightful Presence. Each creature of Gerione's choice that is within 120 feet of Gerione and aware of it must

succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Gerione's Frightful Presence for the next 24 hours.

Claws. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage plus 10 (3d6) fire damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 60 ft., one target. *Hit:* 21 (2d10 + 10) bludgeoning damage plus 10 (3d6) fire damage.

Legendary Actions

Gerione 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. Gerione regains spent legendary actions at the start of its turn.

Detect. Gerione makes a Wisdom (Perception) check.

Tail Attack. Gerione makes a tail attack.

Wing Attack (Costs 2 Actions). Gerione beats its wings. Each creature within 40 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 8) bludgeoning damage plus 10 (3d6) fire damage and be knocked prone. Gerione can then fly up to half its flying speed.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Gerione takes a lair action to cause one of the following effects; Gerione can't use the same effect two rounds in a row.

- ◆ Gerione plunges its forked tail into the waters of Flegetonte, then it waves it in the air, raining blood in a 40-foot radius sphere centered on a point Gerione can see within 160 feet of it. Any creature under the rain must succeed on a DC 15 Dexterity saving throw, or take 10 (3d6) fire damage.
- ◆ Wriggling its serpentine coils, Gerione sends a wave from Flegetonte's waters against a creature it can see within 40 feet of Gerione. The creature must succeed on a DC 15 Dexterity saving throw, or take 10 (3d6) bludgeoning damage plus 10 (3d6) fire damage and be knocked prone.
- ◆ A tremor shakes the rocks in a 60-foot radius of Gerione. Any creature in that area (except Gerione) must succeed on a DC 15 Dexterity saving throw, or be knocked prone.



Giants of Cocito – EIGHTH KEEPERS

Your gaze is drawn to the Pit, you feel the pull of its darkness. Six towers stand in the night. Yet they are not towers at all. Their shapes stir as you approach, and their chains scratch the cliff. You stand in the presence of myths, Traveler. When the world was young, monsters and heroes freely walked among men. Earth and sky were closer, and the heavens opened to let the children of the Lord pass. But an ancient sin wiped away that world in forty days and forty nights, so that a new world could rise. The beings imprisoned in the Pit are the last survivors of that age, the rebellious and unholy spawn of two realities that should never have merged. Nembrot, Fialte, Anteo, Tizio, Tifone, and Briareo. Giants.

Now that you have arrived here, arrogance might get the better of you. Don't be overconfident, Traveler. Nothing can prepare you to the fight against these creatures. Your best chance is to convince the most reasonable of them to let you climb down without a fight. Still, if a fight is unavoidable, I have a few suggestions for you.

First, keep in mind that giants share no bonds with their kin. Even those of the same blood led a solitary life, away from their ilk. This is also true in Hell, where every Giant only cares about himself. They will not help each other. Indeed, you may even convince some of them to help you against the others.

Another important thing to remember is the fact that all Giants are restrained and chained in the Pit, and they can never be free. They stand on the outer rim of Cocito, and their bodies are chained to the cliffs of the chasm, from which they emerge from the waist up.

Keep an eye on the chains that restrain them, keep away from their attacks and pay attention to the maximum range of their movements.



Well. Having said this, let's take a closer look at each Giant's abilities and weaknesses.

NEMBROT

Nembrot, the first king of Babylon, cannot understand anything he hears and speaks an unintelligible language. His only way to communicate is the horn he bears at his shoulder, which is also his most powerful weapon. The sonic blast of this horn at close range can wipe away an entire Brigade of Lost Ones and damage their hearing for hours. Nembrot can also freely move his arms, and can easily crush the Lost Ones. He is proud in his rebellion against God, but he does not attack without a reason.

FIALTE

Fialte's arms are chained along his body. Although he understands human languages, he only communicates through raging bellows and outbursts. To obtain a sensible answer from him is a remarkable task, requiring an oratory skill that may quench his wrath.

Although his limbs are blocked, climbing down Fialte without his permission is unwise. The Giant wildly thrashes, causing earthquakes and serrated thorns protrude from his body. Each one of these spikes looks like a black iron spear and is two arm-lengths long.

ANTEO

Anteo is not particularly bright, but he can be reasoned with. Among the six giants, he is the one who has the best chance to help you out. But you'll do well to remember that he has little patience and that his wrath can easily get the better of him if things don't go as he says. His marble skin is very resistant, except in those spots where time has eroded it. Anteo can touch the rocks with both hands to absorb a mysterious energy, apparently drawn from the bowels of the Earth. When he increases his power in this way, the cracks in his skin glow red and the same happens to his eyes.

TIZIO

Tizio looks like a dying ember. His coal-like flesh is warm to the touch and tendrils of smoke constantly rise from his empty sockets, nose, and mouth. Tizio's arms are free, but his neck is chained, so the Giant cannot freely bow his head.

The five huge arrows piercing his liver are excellent steps, if you decide to climb down his body to reach the bottom of the Pit, but when you touch them, a lightning storm is unleashed in the bowels of the Giant, and in doing so you will earn his undying hate. On the other hand, they are a good weak point to hit, if you intend to kill him. Keep in mind that you may talk him out of fighting and convince him to help, Traveler. Tizio is indeed a violent and despicable creature, but he is also open to debate, and he might help you if you promise to remove one of his arrows or do him another favor. Once removed, an arrow will always reappear in its place after a few hours, but in the meantime, the Giant will know some relief.

TIFONE

Tifone was considered the most fearsome among the Giants, and with good reason. Not only is he the biggest of the six Giants imprisoned in the Pit, but he can also shapeshift at will. He can grow wings and cast strong buffets of wind, long arms with which to snatch the Lost Ones, additional heads, a bony armor on his skin, and so on...

His wounds can become fire-spitting maws, the hair on his chained arms turn into snakes, his hair and beard turn into thorny tentacles. Tifone's shifting horrors are unending. His only limits are the inability to change his size and to get rid of his chains.

Tifone is as smart as he is cruel, and he loves to show off his keen mind. If you can surprise him and demonstrate you are his intellectual equal, he may decide to spare your life and drop you to the bottom of the Pit.

BRIAREO

Briareo, with his fifty heads and one hundred hands, is the last of the ecatonchiri. This brood of monstrous Giants was the result of the union between a human woman and a cherub with four faces. Briareo's mind is a confused babbling of fifty brains working together, something that makes him highly unpredictable. Although he is usually quiet, from time to time he gives in to fits of rage and attacks everything within his reach. He is chained at the forearm and at the neck, so he enjoys a better freedom of movement than Tifone and Tizio. Briareo has no supernatural powers like the other Giants. He must rely on his huge physical strength and on his host of arms, which can each move independently of the others.

GIANT OF COCITO

Gargantuan fiend, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 333 (18d20 + 144)

Speed 0 ft.

| STR | DEX | CON | INT | WIS | CHA |
|----------|--------|---------|---------|---------|---------|
| 30 (+10) | 8 (-1) | 26 (+8) | 14 (+2) | 15 (+2) | 11 (+0) |

Saving Throws Str +16, Con +14

Damage Resistances cold

Senses passive Perception 12, darkvision 120 ft.

Languages Primeval Language

Challenge 18 (20,000 XP)

Chained. The Giant is restrained.

Legendary Resistance (3/Day). If the Giant fails a saving throw, it can choose to succeed instead.

Siege Monster. The Giant deals double damage to objects and structures

Actions

Multiattack. The giant makes two melee attacks.

Slam. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 29 (3d12 + 10) bludgeoning damage.

Snatch. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage. If

the target is a Large or smaller creature, it is grappled. (DC 19 to escape) Until this grapple ends, the target is restrained, and the Giant can't snatch another target.

Rock. *Ranged Weapon Attack:* +16 to hit, range 180/720 ft., one target. *Hit:* 43 (6d10 + 10) bludgeoning damage.

Legendary Actions

The Giant 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. The Giant regains spent legendary actions at the start of its turn.

Attack. The Giant makes an attack.

Telluric Strike (Costs 2 Actions). The Giant hits the ground with its fists, unleashing a small earthquake. Any creature on the ground within 60 feet of the Giant must make a DC 24 Strength saving throw; on a failed save, the creature falls prone.

Fling. One Large or smaller object or creature grappled by the Giant is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

LAIR ACTIONS

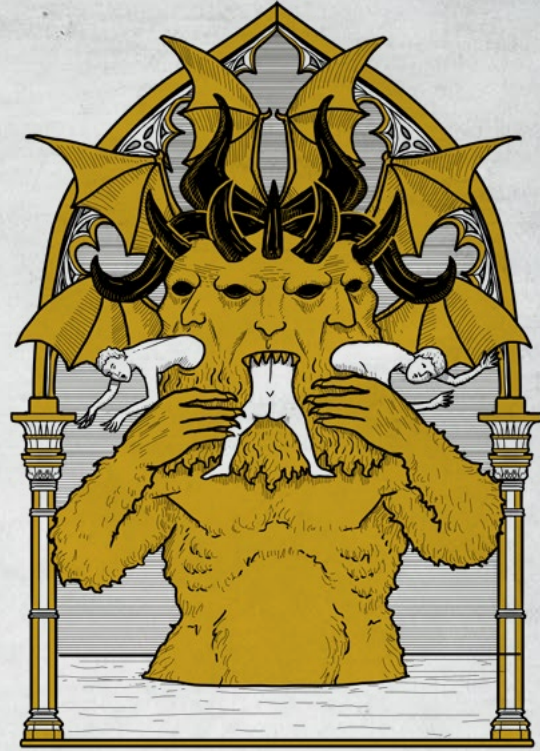
On initiative count 20 (losing initiative ties), the Giant takes a lair action to cause one of the following effects; the Giant can't use the same effect two rounds in a row:

- ◆ The Giant hits the ice around it with its fists, spreading a cloud of shards. Each creature within 120 feet of the Giant must make a DC 18 Dexterity saving throw, taking 10 (3d6) cold damage and 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one.
- ◆ The Giant blows its Horn. Each creature within 200 feet of the Giant must make a DC 15 Wisdom saving throw, taking 14 (4d6) thunder damage and be stunned on a failed save. On a successful save, the target takes half the damage and isn't stunned.



Lucifero – NINTH KEEPER

You are almost swept away by a sharp, cruel wind smelling of brimstone. Every gust also carries the painful breath of something huge, a hate so strong that it drains every color from creation. The landscape of Hell grows grey, then it darkens to the point that your sight is limited to a small cone surrounded by a layer of thick darkness. You glimpse some figures on the frozen walls, and suddenly a mountain appears in front of you, enshrouded in flames that shine in the eternal night. But you know very well that this is no mountain. You step forward, out of Giudecca's maze, and you come to the place where the Morning Star fell. Lucifero stops his wings, as if he were surprised by your arrival, and your sight returns.



You feel compelled to bow your head, maybe in awe, maybe in horror: This is Lucifero, the Foe, the Devil, the Tempter, Emperor of Hell, Ninth and Last Keeper of this place.

Lucifero's shape is so huge that your eyes can hardly take in the magnitude of the figure before you. A shadow emerges from the frozen lake, a head as high as a peak. Oh, what a glorious sight the Light Bearer had to be in the highest of heavens, if his twisted shape is now so fearful!

Still, even more than his semblance, you are stricken by the foul energy constantly radiating from his shape. You are so close to him that only the presence of the Divine Flame prevents you from collapsing to the ground and abandoning every Hope. Keep as close as you can to the Flame, Travelers, as that light is the last bastion shielding your mind from Lucifero, the only thing that preserves your sanity.

There are no words in this world to describe how it feels to be in the presence of the Great Foe. I will therefore use a metaphor to convey at least a fragment of the Evil brooding at the center of Cocito. Lucifero is an oozing wound, whose foul ichor taints all men. He is a mass of men and women melted together in an agonizing tower of torn flesh, so high as to pierce the starry sky. He is a son who smiles as he slowly pushes a blade into his father's belly.

Lucifero eternally gnaws his damned. He does not look at you, although it is obvious that he noticed your arrival. Each of those damned looks familiar to you. Maybe they are someone you know, or someone you have heard about. Giuda, Bruto, Cassio, or maybe someone close to you. Maybe they're your father or your sister. They wail, begging you to save them, longing for relief, aid, Hope.

You will not yield. This was all done on purpose. Everything was planned from the beginning, since your journey began. All the Familiar Spirits you invoked, all the Hope you spent during your journey, it was all a scheme to lose you, to consume you, to provoke your fall...

You ignore their pleas and focus on the divine light. You search for Hope within yourselves, and rise again. Now the real battle begins.

Lucifero can beat his wings to create buffets of frozen wind that can lift you into the air and cast you aside, covering your shapes with ice. When he hits the frozen lake with his fists, he generates an earthquake, opening fissures and raising sharp blades of ice.

You cannot even conceive of the possibility of killing Lucifero himself. The Devil is immortal, his existence sustains the very structure of Hell. You can only hope to weaken him enough to bypass him before it's too late, and even this opportunity is the hardest of all tasks...

Lucifero enjoys every distraction from his punishment, so he will toy with you and torture you in creative ways. Actually, this will play to your advantage. If he actually wanted to vanquish you, you would not stand a chance, so seize this opportunity. His overconfidence will be once again his downfall.



LUCIFERO

Gargantuan fiend, lawful evil

Armor Class 22 (natural armor)

Hit Points 666 (36d20 + 288)

Speed 0 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|---------|
| 28(+9) | 22(+6) | 26(+8) | 26(+8) | 24(+7) | 30(+10) |

Saving Throws Str +18, Dex +15, Con +17, Int +17, Wis +16, Cha +19

Skills Deception +19, Intimidation +19, Insight +16, Perception +16, Persuasion +19

Damage Resistances acid, cold, lightning, fire, radiant, thunder, and poison

Damage Immunities necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, poisoned, exhaustion, paralyzed, petrified, prone, frightened, and stunned

Senses passive Perception 26, truesight 400 ft.

Languages Infernal, Primeval Language

Challenge 30 (155,000 XP)

Stuck. Lucifero is restrained.

Prince of the Fallen. The range of Lucifero's spells and powers extends to his line of sight.

First Corruptor. Lucifero is the root of all sins. All costs in Hope Points a Traveler must pay to Embrace the Sin within 120 feet of Lucifero are doubled.

Legendary Resistance (3/Day). If Lucifero fails a saving throw, he can choose to succeed instead.

Infernal Weapons. Lucifero's weapon attacks are magical. When Lucifero hits with any weapon, his weapon deals 4d8 extra necrotic damage (included in the attack).

Limited Magic Immunity. Lucifero can't be affected or detected by spells of 6th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Regeneration. Lucifero regains 30 hit points at the start of his turn, if he has at least 1 hit point.

Innate Spellcasting. Lucifero's spellcasting ability is Charisma (spell save DC 27). He can innately cast the following spells, requiring no material components:

At will: *cone of cold* (6th level), *dispel magic* (6th level), *finger of death*, *ice storm* (6th level)

1/day each: *dominate monster*, *wall of ice*, *meteor swarm* (dealing cold damage instead of fire damage)

Actions

Multiattack. Lucifero can use his Frightful Presence. Then he makes two melee attacks.

Frightful Presence. Each creature of Lucifero's choice that is within 120 feet of Lucifero and aware of him must succeed on a DC 27 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Lucifero's Frightful Presence for the next 24 hours.

Claws. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 19 (2d8 + 10) slashing damage plus 18 (4d8) necrotic damage.

Snatch. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage plus 18 (4d8) necrotic damage. If the target is a Large or smaller creature, it is grappled (DC 19 to escape). Until this grapple ends, the target is restrained, and Lucifero can't snatch another target.

Legendary Actions

Lucifero 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. Lucifero regains spent legendary actions at the start of his turn.

Attack. Lucifero makes a melee attack.

Gnaw. Lucifero gnaws a creature he has grappled with his snatch attack, dealing 19 (2d8 + 10) piercing damage plus 18 (4d8) necrotic damage to that creature.

Spell (Costs 2 Actions). Lucifero casts one of his at-will innate spells.

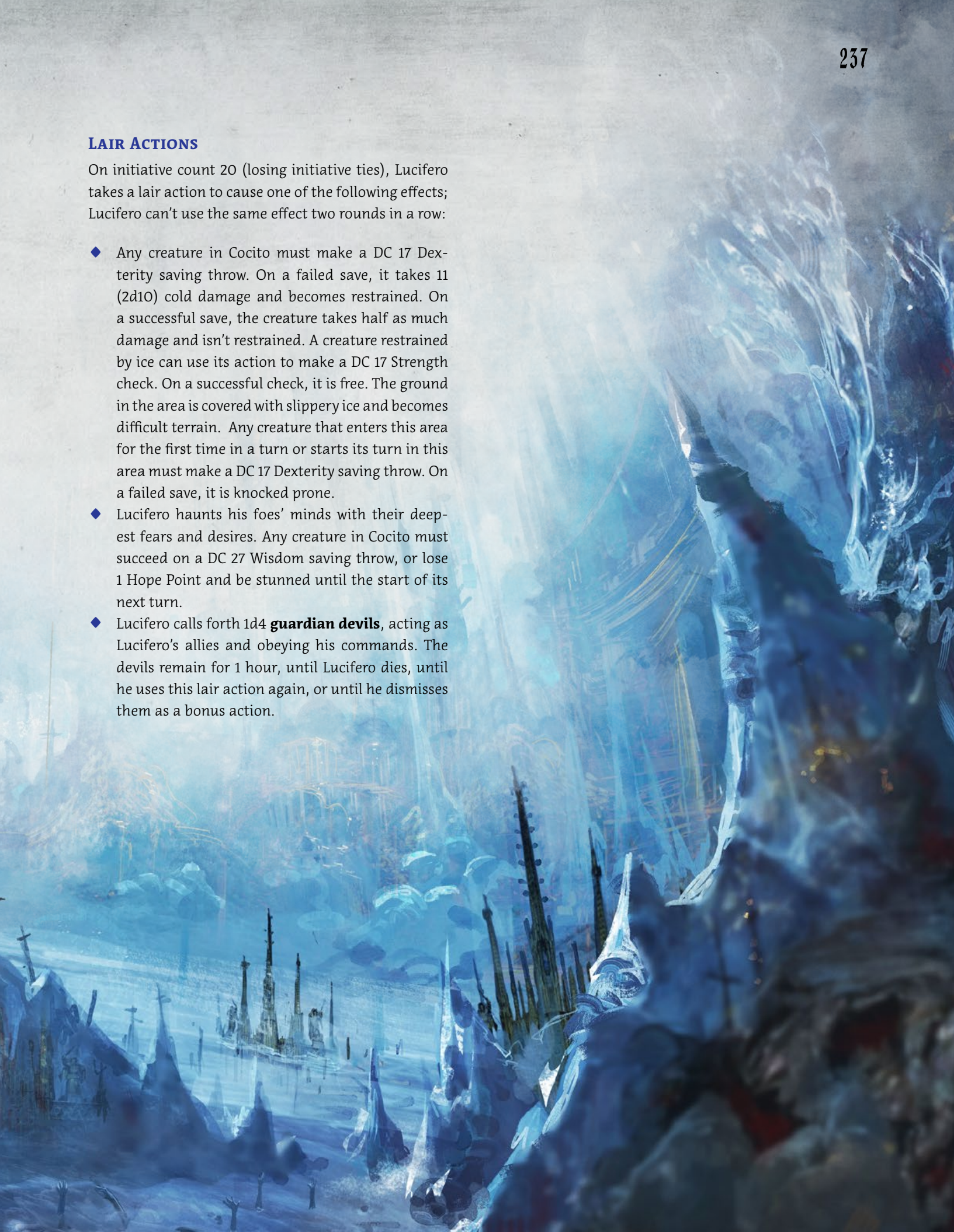
Heal (Costs 3 Actions). Lucifero magically regains 45 (10d8) hit points.



LAIR ACTIONS

On initiative count 20 (losing initiative ties), Lucifero takes a lair action to cause one of the following effects; Lucifero can't use the same effect two rounds in a row:

- ◆ Any creature in Cocito must make a DC 17 Dexterity saving throw. On a failed save, it takes 11 (2d10) cold damage and becomes restrained. On a successful save, the creature takes half as much damage and isn't restrained. A creature restrained by ice can use its action to make a DC 17 Strength check. On a successful check, it is free. The ground in the area is covered with slippery ice and becomes difficult terrain. Any creature that enters this area for the first time in a turn or starts its turn in this area must make a DC 17 Dexterity saving throw. On a failed save, it is knocked prone.
- ◆ Lucifero haunts his foes' minds with their deepest fears and desires. Any creature in Cocito must succeed on a DC 27 Wisdom saving throw, or lose 1 Hope Point and be stunned until the start of its next turn.
- ◆ Lucifero calls forth 1d4 **guardian devils**, acting as Lucifero's allies and obeying his commands. The devils remain for 1 hour, until Lucifero dies, until he uses this lair action again, or until he dismisses them as a bonus action.



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