Beginning:

Trope of starting in a tavern in Portdale, starting to be petitioned to investigate the old Monastery outside of town, fearful as the fiends are becoming more powerful and numerous as the solstice emerges.

Party Goal:

Investigate the monastery outside of town and destroy the evil within, as there have been some attacks of both devilish humanoids and undead over the past couple weeks

## Important NPCs:

* A High Elf Necromancer, defending the town from the impending forces of the Nine Hells, 10th level wizard
* The portal to the Nine Hells, with a Black Abishai (use combat stats of White Abishi) leading the charge with a 8 or so cultists as backup
* The commoners are the adventure patron, as the adventurers are travelling through
* Villager Cultists fighting against the Necromancer, all posing as good, innocent villagers

## Climax:

Adventurers fighting waves of devils starting with cultists, while trying to close the portal

## In Town and Outside:

Once the adventurers take the quest, the tavernkeeper can give some weapons and consumables to the adventurers, such as some silvered swords, silvered ammo, and a couple Greater healing potions (4d4 + 4 hp recovered), and 4 sets of climbing gear.

1. Village is being attacked while adventurers are in tavern, (CR 4, 1000xp) saved as villageEncounter.json
   1. 3 villagers are being attacked by a minotaur skeleton and 2 Skeletons (pikes) riding Skeleton horses, 5 other skeletons
   2. Villagers have the symbol of Asmodeous on their arms, clothing ripped in combat, if one is killed, then while looting, the party can discover the symbol
2. While moving towards Monastery, attacked by Devils (CR 4, 900xp) saved as firstDevilEncounter.json
   1. Bearded devil, 2 imps
   2. 4 villagers are with the adventurers, the villagers just hide, as they don’t want to help the adventurers defeat their allies
   3. 3 cultists are watching the adventurers in the trees, to notice, perception CR 20

## The Monastery:

There is no way up, as the only way up was a pulley system that has weathered into disrepair. Luckily the tavernkeeper gave the villagers climbing gear. As they climb, they hear low groans, and stumbling of undead. The half the villagers are anxious to attack, so they spring up and start to shank the zombies.

1. Monastery Garden (CR 4, 2000xp)
   1. 5 Zombies, 2 ogre zombies, and 2 wights emerge at night from the garden
   2. The wight speaks, “My master is not your enemy, there is a grave threat here”
   3. Once the encounter ends, the villagers insist on continuing to the catacombs, seeming to know where the necromancer is
2. Catacombs (CR 5, 4,000xp)
   1. 2 Undead Worg, 2 Skeleton Minotaur, and the necromancer.
   2. There are 6 piles of bones, so the necromancer can raise them.
   3. All the undead just drop dead once the necromancer is killed, just turning into corpses and piles of bones.
   4. While in combat, a couple minor devils appear (Imps) and start attacking the undead, but are quickly defeated. The necromancer throughout the fight explains that your companions are not who they seem, Asmodeous is getting close to this plane, and with his final breath,”they are in the chapel, stop them, do me this final kindness”.
   5. During combat, all the villagers disappear to the chapel.
3. The Chapel (Its supposed to be real hard) saved as chapel.json
   1. Whatever Villagers/cultists are remaining(450 xp each), 1 White Abishai (2300 xp), 2 Bearded Devils coming in on round 2 (1400 xp total), 3 imps coming in on round 4 (600 xp total), and 3 imps coming in on round 5 (600 xp total)
   2. The goal is to erase the pentagram sufficiently (1/2 of the circle is gone and topple the constructed doorway.
      1. Erasing the pentagram is a DC of 5 for 1/8th of the circle, can be done with one movement.
      2. For the doorway; magically reinforced stone AC 18, strength check of 20 to topple, health of 24
      3. When the pentagram is still there, the stone has an AC of 24 same with strength check

Rewards:

1. No rewards except their weapons, and if the villagers are killed, 4d6 silver pieces, fiery gemstone necklace.
2. From the Bearded Devil, a ring of flame (Adds +1d4 fire damage to weapon) requires attunement and his weapon.
3. Only their weapons, as they crumble into dust after they are killed. There is some armor too, but its of very poor quality. (-1 leather armor)
4. Nothing from the undead, only from the necromancer. A splash potion of long rest, 8 potions of healing (2d4 + 2 hp recovered), 2 potions of Vitality, 4d6 x 10 GP
5. Each Cultist has 4d6 SP and a fiery gemstone necklace with demonic properties (can understand and speak infernal when worn), Roll on treasure hoard challenge 0-4 for the Abishai, and 5-10 for everything else

For the Monastery, roll on treasure hoard challenge 0-4 for the contents of the monastery.