THE HEIR OF ORCUS
VERSE I

PUSH START BUTTON

YOU DON'T PLAY THIS MODULE!
THIS MODULE PLAYS YOU!

A Two-hour Adventure for Tier 1 Characters. Optimized for APL 3. By: Anthony Joyce

CCC-AETHER-01-01
FOOLS! LED TO THEIR DOOM BY THE PROMISE OF JUSTICE.

DID THEY TRULY BELIEVE...

...THEY COULD STOP THE PROPHECY?

MAY THE GODS PITY US,

FOR TODAY THE HEIR OF ORCUS IS BORN!
Adventure Primer

This adventure is structured around players "choosing a side". Each pillar of play offers ways to achieve the main objectives.

Background

"This is a tale most evil and foul, a horrible tale indeed. There was an angel of Tyr sent without fear, to destroy the Temple of Orcus! SER VINDICTUS, Ser Vindictus we can still hear her prayer, as she led her poor knights to their ultimate doom...poor Ser Vindictus...poor Ser Vindictus, no one hears her prayers in that unholy tomb!" –Verse I

The characters begin the adventure in a carriage heading towards MAFISTO MANOR. An Incubus and a Succubus disguised as tieflings known as the MAFISTO TWINS have called upon the bravest adventurers to help them rescue a lost mythical figure, an angel of Tyr known as Ser Vindictus. The Mafisto Twins are hosting a grand dinner to discuss the details with the adventurers.

Unbeknownst to anyone, three nights ago, the Mafisto Twins ambushed a group of KNIGHTS OF HOLY JUDGMENT and stole their map that leads to the entrance of the Temple of Orcus that Ser Vindictus attacked long ago. The Mafisto Twins seek to find Ser Vindictus and turn her into a fallen angel that worships the Archdevil ZARIEL.

Now, the Knights of Holy Judgment are hot on the trail of the Mafisto Twins and seek to get their map back. They will stop at nothing to retrieve the map and find Ser Vindictus themselves so they can uncover the fate that befell her and her knights.

Episodes

The adventure is spread over three episodes that altogether take approximately two hours to play. These episodes are initially introduced by a Call to Action Episode.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

• Episode 1: The Choice (Call to Action). The Knights of Holy Judgment confront the characters on their way to Mafisto Manor located on the outskirts of MELVAUNT. The characters must make a choice: join the Knights or face their righteous wrath.

• Episode 2: Mafisto Manor. The characters arrive at Mafisto Manor. Characters get the map to the Temple of Orcus at Mafisto Manor. Characters complete Main Objective A upon completing this Episode.

• Episode 3: Finding the Temple of Orcus. The characters find and enter the Temple of Orcus beneath the Bloodmuck Swamp. Characters complete Main Objective B upon completing this Episode.

Bonus Objectives

This adventure includes two bonus objectives that the characters may pursue if they have additional time to do so—earning up to an additional 2 advancement checkpoints and 1 treasure checkpoint in the process. These bonus objectives are found in this adventure's appendices, as follows:

• Bonus Objective A: The Fate of the Lost Knights. Save or kill the lost Knights of Holy Judgment. This bonus objective is found in Appendix 4.

• Bonus Objective B: Nezzarum’s Lair. Defeat Nezzarum. This bonus objective is found in Appendix 5.

Adventure Hooks

Players can come up with the best story hooks that intimately build upon their characters’ backstories. Ask the players why their characters are going to rescue Ser Vindictus, a lost angel of Tyr. Is it for nefarious or noble purposes?

Choosing a Side

The characters’ choices and actions will cause them to “choose a side” during this adventure. Below is a description of the three sides:

Knights of Holy Judgment. The Knights of Holy Judgment want to recover their stolen map, rescue Ser Gertz, and enter the Temple of Orcus.

Cult of Zariel. The Mafisto Twins want the characters to escort them to the Temple of Orcus, in case trouble arises. They want to enter the Temple of Orcus and see if there is anything inside they can use to their advantage in the Blood War.

Chaos. Players might reject both sides in this adventure and support Chaos!
Episode 2. Mafisto Manor

Estimated Duration: 60 minutes

In this Episode, the characters decide if they will side with or against the Mafisto Twins and get the map to the Temple of Orcus.

Scene A. The Manor

Area Information
The area has the following features:

Terrain & Dimensions. Atop this opulent manor are several stone statues with devilish features. Their pointed snarling faces scowl down at the quaint courtyard filled with intricate, manicured landscaping.

Manor Entrance. The front doorway leading into the foyer is locked. There is a back entrance into the manor via the kitchen. Both doors are locked and require succeeding an DC 10 Dexterity check using thieves’ tools to pick the doors’ locks, a DC 15 Strength (Athletics) check to break the door down, or the doors can be opened with Nurfenpurf’s Master Key to the manor.

Weather. Cool temperatures and a clear night sky.

Lighting. Darkness. The moon shines overhead and the lights from the manor illuminate the windows.

Smells and Sounds. A crow caws overhead as it lands on the roof of the manor and stares at the characters.

Creatures/NPCs

The Mafisto Twins. The Mafisto Twins are inside the manor. MORDAKAI MAFISTO is an incubus and ORIANNA MAFISTO is a succubus, both in tiefling form while they occupy the Material Plane. The DM decides which room the Mafisto Twins occupy.

Orianna Mafisto. Orianna is spunky, playful, and seductive. She enjoys corrupting mortals with pleasures of the flesh and their darkest desires, all in the name of fun! Her black hair is worn up in pigtails, and she adorns her face and horns with elaborate silver jewelry encrusted with blood red sapphires. Her true name is Sharlyss (SHAR-liss).

Mordakai Mafisto. Mordakai is a veteran of the Blood War and suffers from post-traumatic stress disorder. The only thing that cheers him up is Dragonchess; a game he grew to love during his time on the front lines of the Blood War. During a demonic invasion of Avernus, a demon ripped Mordakai’s lower jaw and tongue out of his face. Since that day, he only communicates with sign language and/or written notes, he will use telepathy once he knows the characters are friendly.

He wears a crimson scarf to cover up his hideous war wounds and a Helm of Comprehend Languages he won at the Avernus Dragonchess Championship, 352 years ago. His true name is Jarix (JAR-icks-air).

Objectives/Goals. The Mafisto Twins want the characters to escort them into the lost Temple of Orcus.

What do the Mafisto Twins know?

- The twins want to believe Ser Vindictus is trapped in the Temple of Orcus. They want to find her and covert her into a fallen angel join the ranks of Zariel’s Infernal Army.
- Several Knights of Holy Judgment survived the ambush and are lost in the caves under Bloodmuck Swamp. The Mafisto Twins suggest hunting them down so there are no living witnesses.
- NEZZARUM, a young black dragon, has a lair underneath the Bloodmuck Swamp near the entrance to the Temple of Orcus. They believe they can bypass the dragon’s lair if they are careful.

Encounter Adjustments:

- Very Weak: Mafisto Twins each start with 40 hit points
- Weak: Mafisto Twins each start with 50 hit points
- Strong: Add one more cultist to this encounter and Mafisto Twins each start with 75 hit points
- Very Strong: Add two more cultists to this encounter and Mafisto Twins each start with 90 hit points

Modifications for the Mafisto Twins

Attack. The Mafisto Twins use scimitars while in Tiefling form. These scimitars have +3 to hit and deal 1d6+3 damage.

Ferocious Surge (Recharges after a Short or Long Rest). When this creature hits with an attack that isn’t a critical hit, it can turn the hit into a critical hit.

Helm of Comprehend Languages. Mordakai always keeps comprehend languages active when visitors are present.

Treasure. Orianna Mafisto carries a Sapphire Key that unlocks the chest in the Master Bedroom and the manacles that restrain Ser Gertz. Mordakai Mafisto carries a Jade Key that unlocks the display cases in the library.

Objectives

- Main Objective A: Characters get the map to the Temple of Orcus.
Area 1. Main Foyer

Area Information
The area has the following features:

**Terrain & Dimensions.** The floor is made of the purest marble with a white hue and hints of black which sprawl out like wild rivers. There are several large leather chairs in the middle of the room and large hanging paintings depicting a fiery battle scene adorn the walls.

**Lighting.** Bright light from candles illuminate this room.

**Smells and Sounds.**
The foyer smells of sweet lavender and oils.

Other Features
Characters can enter the manor via the front door that leads directly into the Main Foyer. If Nurfenpurf is present, he unlocks the front door and lets the adventurers enter. If Nurfenpurf isn't present, the door is locked and requires succeeding in an DC 10 Dexterity check using thieves' tools to pick the door's lock, a DC 15 Strength (Athletics) check to break the door down, or the door can be opened with Nurfenpurf’s Master Key to the manor.

The foyer serves as a waiting area for guests of Mafisto Manor. If the characters look around, they see paintings on the wall that depict ancient battles between demons and devils in Avernus along the River Styx. These paintings show the violent eternal struggle of the Blood War between demons and devils. The paintings suggest the devils defending against an infinite onslaught of demonic hordes. A successful DC 10 Intelligence (Investigation) check on the paintings reveals a young and vibrant Nurfenpurf painted in the backdrop of one of the artworks as a valiant hero, slaying a demon on the front lines of battle in Avernus.
Area 2. Dining Hall & The Feast!

Area Information
The area has the following features:

*Terrain & Dimensions.* A large dark oak table occupies the center of this large dining hall. Polished silverware and delicious food are set out on the table in preparation for the feast.

*Lighting.* Bright light; the fireplace illuminates the room in a bright orange hue.

*Smells and Sounds.* The smell of exotic roasts lingers about the room. The fireplace crackles soothingly.

Other Features
Above the fireplace hangs a painting of a female fallen angel. She is heavily armored, wields a flaming longsword in one hand, and a flaming javelin in the other. Her face is defiant as she looks towards the heavens while leading an Army of devils into battle. Characters that succeed on a DC 12 Intelligence (History) or (Religion) check recognize that this painting depicts the Archdevil Zariel.

Development: “Choosing a Side”
*Cult of Zariel.* If the characters side with the Cult of Zariel, then “The Feast is Served!” event occurs (see below). During the feast, each guest is served a dish from their respective cultures, which should hint at the fact that the Mafisto Twins have done their homework on their guests.

Event: The Feast is Served!
The Mafisto Twins begin the dinner with small chat. Assume, however, that the twins have gathered information on each of the character beforehand. One way to convey that the Twins know information about the characters is for the DM to record the “flaws” of each character, using them during the social encounter as a way for the Twins to interact with each character.

Suggested Feast Events
Below are some events that can play out during the feast:

*Mordakai Mafisto Feast Events.* Mordakai challenges the characters to a game of Dragonchess. If they beat him, he offers them his *Helm of Comprehend Languages* and his *Jade Key* as gifts. He allows the characters to keep anything they want from his display cases in the Library.

*Orianna Mafisto Feast Events.* Orianna tries to seduce good-aligned characters. At the DMs discretion, a character who spends the night with Orianna can give a cambion its true name.

*Nurfenpurf Feast Events.* Nurfenpurf spills food in the Master Bedroom and the manacles that Mordakai wields a flaming longsword in one hand, and a flaming javelin in the other. Her face is defiant as she looks towards the heavens while leading an Army of devils into battle. Characters that succeed on a DC 12 Intelligence (History) or (Religion) check recognize that this painting depicts the Archdevil Zariel.

Playing Dragonchess
The game of Dragonchess takes place on a three-tiered chess board over five rounds of contests between a character and Mordakai. Each round, a character makes any Ability check within the DM’s discretion versus Mordakai’s Intelligence check, adding +2 to Mordakai’s roll for his proficiency in Dragonchess. The highest total roll in the contest wins the round. The first to win three rounds wins the game. Characters may apply their proficiency bonus to any Ability check if they are proficient with Dragonchess. If Mordakai loses two rounds, he attempts to charm his opponent and telepathically command them to forfeit the game. The DM should encourage fun, creative Ability checks in this scene.

*Orianna Mafisto Feast Events.* Orianna tries to seduce good-aligned characters. At the DMs discretion, a character who spends the night with Orianna can give a cambion its true name.

*Nurfenpurf Feast Events.* Nurfenpurf spills food in the Master Bedroom and the manacles that Mordakai wields a flaming longsword in one hand, and a flaming javelin in the other. Her face is defiant as she looks towards the heavens while leading an Army of devils into battle. Characters that succeed on a DC 12 Intelligence (History) or (Religion) check recognize that this painting depicts the Archdevil Zariel.

Playing the Pillars

**COMBAT**
In combat the Mafisto Twins first use their *charm* action on Ser Titus (if present) and the characters. They try to turn the tides of battle by gaining more charmed allies.

**EXPLORATION**
A character can leave the feast unnoticed if they succeed on a DC 15 Dexterity (Stealth) check. Characters may pickpocket the Mafisto Twins’ keys with a successful DC 15 Dexterity (Sleight of Hand) check.

**SOCIAL**
Characters must succeed on a DC 19 Wisdom (Insight) check to determine the true intentions of the Mafisto Twins. Characters that play Dragonchess with Mordakai have advantage on this check.

Treasure & Rewards
The characters can find the following treasure.

- Mordakai’s *Helm of Comprehend Languages*.
- Mordakai’s *Jade Key* to the display cases in the library.
- Orianna’s *Sapphire Key*, which unlocks the chest in the Master Bedroom and the manacles that restrain Ser Gertz.

*Not for resale. Permission granted to print or photocopy this document for personal use only.*
Area 6. Guest Quarters

Area Information
The area has the following features:

**Terrain & Dimensions.** Elegant silk linens adorn the large beds in this room. Paintings of Neverwinter at nighttime hang about the room, the skyline of the large city lighting up the night sky. In one of the paintings, a hooded figure wearing a pentagram around their neck is seen approaching Neverwinter. If characters succeed on a DC 10 Intelligence (Investigation) check after gazing at the painting, they can feel the figure’s eyes under its hood staring back at them… into their soul.

**Lighting.** Bright Light, candles adorn the walls of these quarters.

**Smells and Sounds.** The sheets smell of fresh flowers. This room is eerily silent.

Other Features
The Mafisto Twins host many guests at their residence. This room is used exclusively to provide guests a comfortable place to sleep for the night if they choose to stay.

The characters can take a long rest in this room. The beds are extremely comfortable and would only be found in the most luxurious homes throughout Faerûn. This manor is deeply connected to the Nine Hells, its evil permeating throughout the manor.

Long Rests in Mafisto Manor
DMs are encouraged to grant evil-aligned characters Inspiration when they take a long rest here. Non-evil-aligned characters experience nightmares during their rest in the manor and must succeed in a DC 15 Wisdom saving throw or suffer long-term madness. Long-term madness lasts 1d10x10 hours.

**Detecting Evil.** The manor’s evil influence is detectable by using detect good and evil. The grounds of the manor are desecrated.

Long-term Madness

<table>
<thead>
<tr>
<th>d20</th>
<th>Madness (Flaw)</th>
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<tbody>
<tr>
<td>1-5</td>
<td>“Without devils and their enduring sacrifices, the material plane would be overrun with demonic hordes.”</td>
</tr>
<tr>
<td>6-10</td>
<td>“I have an insatiable appetite for power, I’ll do anything to gain more power, no matter the costs.”</td>
</tr>
<tr>
<td>11-15</td>
<td>“The only way to ascend to greatness is to enter into a contract with a powerful devil. I must seek one out.”</td>
</tr>
<tr>
<td>16-20</td>
<td>“Evil is the only power that can defeat evil. Goodness is weak and will only lead to the demise of the material plane, should it be allowed to flourish.”</td>
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Development
If the characters have not explored the cellar of Mafisto Manor and the take a long rest here the following occurs. During their long rest, any character with a passive Wisdom (Perception) of 12 or higher wakes up after hearing the desperate screams of Ser Gertz coming from beneath the floor. If the characters follow the screams, they are led into the library (Area 4). At the DM’s discretion, the Mafisto Twins may sacrifice Ser Gertz to Zariel.
Area 7. Master Bedroom

Area Information
The area has the following features:

**Terrain & Dimensions.** A large, redwood canopy bed with deep purple, satin bedding dominates this room. Deep claw marks scar the otherwise beautiful bedposts. Behind the bed is a large mirror with onyx fixtures in the shapes of flames. In the corner of the room is a desk littered with papers and occult texts. At the foot of the desk is a **black chest** with red trimming and a fiendish eye painted on top that appears to watch the characters as they move.

**Lighting.** Bright Light, candles on the desks provide illumination.

**Smells and Sounds.** The sheets smell of fresh flowers. This room is eerily silent.

Other Features
The papers on top of the desk are notes written by Mordakai. The notes include stories of his nightmares from his battles in the Blood War. They appear to be his way of coping with the mental stress of war. Even fiends are affected by the mental and emotional scarring of war.

The Mafisto Twins keep correspondence letters to Victoro and Ammalia Cassalanter and the stolen map in a trapped **black chest** within their bedroom. If the characters escort the Mafisto Twins to the temple entrance, the Mafisto Twins collect the map to take on their journey before they leave the Manor.

Traps and Puzzles
The **black chest** is trapped with a **poison needle**. Characters that examine the chest and succeed on a DC 10 Intelligence (Investigation) check notice that the eye is painted as an optical illusion. The chest can only be unlocked by using Orianna’s **Sapphire Key** or by disabling the trap.

This simple **poison needle** trap is meant to keep looters away. The small spring-loaded poison needle is hidden in exterior of the chest. After the trap is triggered, it needs to be manually reset and will not trigger again until it is reset.

**Detection and Disabling.** A successful DC 20 Wisdom (Perception) check reveals the needle, but only if the character inspects the exterior of the chest. A successful DC 20 Dexterity check using thieves’ tools disables the needle, and a check with a total of 10 or lower triggers the trap.

**Trigger.** Any attempt to open the chest without the use of thieves’ tools or without Orianna’s **Sapphire Key** triggers the trap. A Dexterity check using thieves’ tools with a total of 10 or lower triggers the trap. If a character covers the painted eye on the trap, they trigger the trap.

**Effect.** The triggering character must make a DC 20 Dexterity saving throw. On a failed save, the creature takes 14 (4d6) damage and is poisoned for 10 minutes. While poisoned in this way, the creature is paralyzed. On a successful save, the character takes half as much damage and isn’t poisoned.

Treasure & Rewards
The characters can find the following treasure.
- Map to the Temple of Orcus
Area 8. Nurfenpurf’s Bedroom

Area Information
The area has the following features:

- **Terrain & Dimensions.** This small bedroom is immaculate, thoroughly cleaned, and maintained. There is a small bed, appropriately sized for a gnome or small child. Hanging above Nurfenpurf’s bed is a poster depicting a “Passage of Arms” tournament in Waterdeep. The year on the poster for the tournament is 300 years ago.

- **Lighting.** Dim Light, a lonely candle is the desk.

- **Smells and Sounds.** The smell of dirty feet, potatoes, and body odor fill this room.

Other Features
Nurfenpurf lives in this small room. It is the only sanctuary he has. Beside the bed is a small table with a hand drawn sketch of a homely looking female gnome with a phrase written in gnomish, “Until we meet again my champion. -Love Migly.”

If characters investigate the room and succeed on a DC 10 Intelligence (Investigation) check, they notice that one of the legs on the bed appears to have a secret compartment built into the bed leg. If they open the secret compartment, they find the contract Nurfenpurf signed with the Warlock XANDAGAST 300 years ago. The details of the contract layout Nurfenpurf’s desire to win the “Passage of Arms” tournament and become a famous celebrity. As a consequence of signing the contract, Nurfenpurf’s soul belongs to Zariel for eternity.

The Sad Tale of Nurfenpurf
300 years ago, in his youth, Nurfenpurf sought to become a mighty warrior of legend. Determined to prove his worth, he signed up for a “Passage of Arms” tournament in the city of Waterdeep. In these tournaments, participants send out a proclamation declaring themselves an open challenge for 24 hours. Anyone may face the participant in combat, with all styles of combat allowed. The last one standing after the 24-hour period expires is declared the winner.

The eve before his tournament, he prayed for strength, martial prowess, and victory! His plea was heard in the dead of night by a powerful Warlock named Xandagast who offered Nurfenpurf all he desired, so long as the gnome gave himself to Zariel. Nurfenpurf took the deal, binding himself in service to Zariel for eternity. He went on to become the first gnome to ever win a “Passage of Arms” tournament and become a celebrity within the social circles of Waterdeep.

One hundred years later his payment came due. Nurfenpurf was summoned to the front lines of the Blood War in the River Styx. The fighting in the depths of the Nine Hells was so grotesque, so evil, that it left his body and mind deformed beyond recognition. Nurfenpurf is a disfigured monstrosity of his former self, driven mad by what he has seen, what he has become... and by what he has lost forever.

Treasure & Rewards
The characters can find the following treasure.
- Sketch of Migley
- Contract between Nurfenpurf and Xandagast the Warlock
- “Passage of Arms” Tournament poster
Scene B. Leaving Mafisto Manor

The characters should have explored Mafisto Manor and chosen a “side” prior to leaving Mafisto Manor.

Development: “Choosing a Side”

Knights of Holy Judgment. If the characters side with the knights, Ser Titus recommends they rest for the night to recover (see the Long Rests in Mafisto Manor sidebar Area 6. Guest Quarters, above). The Knights leave Mafisto Manor whenever the characters are ready to leave. If the characters do not obtain the map from the Mafisto Twins’ chest (in Area 7. Master Bedroom), reference the You Forgot the Map?! sidebar in Episode 3, Scene A.

Cult of Zariel. If the characters side with the Cult of Zariel, they are asked to stay the night and take a long rest (see the Long Rests in Mafisto Manor sidebar Area 6. Guest Quarters, above). The party escorts the Mafisto Twins to the Temple of Orcus in the morning. The Twins bring the map from the chest in their master bedroom on the journey.

Chaos. If an onslaught of madness occurs and both the Knights of Holy Judgment and Cult of Zariel are no longer in play, the characters can still continue to the Temple of Orcus on their own. If the characters do not obtain the map from the Mafisto Twins’ chest (in Area 7. Master Bedroom), reference the You Forgot the Map?! sidebar in Episode 3, Scene A.

What happens if Nurfenpurf dies?

If characters side with the Knights of Holy Judgment or Chaos, Nurfenpurf’s soul returns to Avernus where he takes the physical form of a leure. Zariel favors Nurfenpurf for his faithful service and promotes him to a lesser devil, an imp. The DM may have Nurfenpurf reappear at will during the remainder of this adventure to hunt down the characters for their treachery.

If characters side with the Cult of Zariel, Nurfenpurf’s soul returns to Avernus, where he takes the physical form of a leure. Zariel favors Nurfenpurf for his faithful service and promotes him to a lesser devil, an imp. The DM may have Nurfenpurf reappear at will during the remainder of this adventure to accompany the adventurers into the Temple of Orcus.

What happens if Ser Titus or Ser Gertz die?

If characters side with the Knights of Holy Judgment, at the DM’s discretion, Ser Titus or Ser Gertz can reappear at will during the remainder of this adventure as a sword wraith warrior. Ser Titus and Ser Gertz seek to find out what happened to Ser Vindictus before they can fade into the afterlife with honor.

If characters side with the Cult of Zariel or Chaos, they utter a curse at the character who deals the killing blow before perishing, marking that character as their adversary. This curse should be foreboding and serve as a warning of what is to come. At the DM’s discretion, they can appear at will during the remainder of this adventure as a revenant, seeking to kill their adversary. If they knock their adversary unconscious, they continue attacking that character until they fail three death saving throws. Once they kill their adversary, they crumble into dust and their soul fades into the afterlife.

What happens if the Mafisto Twins die?

If characters side with the Knights of Holy Judgment or Chaos, the Mafisto Twins disappear in a cloud of sulfurous smoke or dissolve into a pool of ichor, instantly returning to Avernus where they reform at full strength. At DM discretion, the Mafisto Twins may reappear at will during the remainder of this adventure to hunt down the characters for their treachery.

If characters side with the Cult of Zariel, the Mafisto Twins disappear in a cloud of sulfurous smoke or dissolve into a pool of ichor, instantly returning to Avernus where they reform at full strength. At DM discretion, the Mafisto Twins may reappear at will during the remainder of this adventure to accompany the adventurers to the Temple of Orcus.
Appendix 1: Locations & NPCs

The following NPCs and locations feature prominently in this adventure. The NPCs are listed and shown below in order of appearance.

NPCs

- **Nurfenpurf (NURF-en-PURF).** The steward for the Mafisto Twins and their manor. Gnome male.
  
  **Objective:** Earn the favor of Zariel and the Mafisto Twins.
  
  **Personality:** ”I'm bitter and angry.”
  
  **Ideal:** ”One day I'll earn Zariel's favor.”
  
  **Bond:** ”I'll do anything for my Masters.”
  
  **Flaw:** ”I spy on everyone.”

- **Ser Titus (Sertie-tuss).** Commander of the Knights of Holy Judgment. Always shouts when he talks. Human male.
  
  **Objective:** Discover what happened to Ser Vindictus in the Temple of Orcus.
  
  **Personality:** ”JUSTICE, VENGEANCE, TYR!!”
  
  **Ideal:** ”RETRIBUTION FOR EVIL DOERS!!”
  
  **Bond:** ”SER GERTZ MUST BE SAVED!!”
  
  **Flaw:** ”JUSTICE IS NEVER WRONG!!”

- **Orianna Mafisto (ORR-ee-ANN-a ma-FIST-o).** A succubus disguised as a tiefling who contracts the adventurers to escort her and Mordakai to the Temple of Orcus. A servant of the Archdevil Zariel.
  
  **Objective:** Recruit others into the Cult of Zariel and use them to enter the Temple of Orcus.
  
  **Personality:** ”I love to play and get my way.”
  
  **Ideal:** ”I want others to love me.”
  
  **Bond:** ”Mordakai has always been here for me.”
  
  **Flaw:** ”I'll do whatever it takes to corrupt others.”

- **Mordakai Mafisto (MORE-da-kigh ma-FIST-o).** An incubus disguised as a tiefling who contracts the adventurers to escort him and Orianna to the Temple of Orcus. A servant of the Archdevil Zariel.
  
  **Objective:** Recruit others into the Cult of Zariel and use them to enter the Temple of Orcus.
  
  **Personality:** ”My soul is weary of war.”
  
  **Ideal:** ”I want this eternal conflict to end.”
  
  **Bond:** ”Dragonchess is my only solace.”
  
  **Flaw:** ”I am willing to wager anything on a game of Dragonchess.”

- **Ser Gertz (Ser GERTS).** A member of the Knights of Holy Judgment. Half-orc Female.
  
  **Objective:** Discover what happened to Ser Vindictus in the Temple of Orcus.
  
  **Personality:** ”It’s best to be blunt and to the point.”
  
  **Ideal:** ”I will prove myself as a great Knight.”
  
  **Bond:** ”I am true to the ways of Tyr.”
  
  **Flaw:** ”There is good in everyone, I don’t care what others say.”

- **Nezzarum (ne-ZAR-rum).** A young black dragon with a lair near the entrance to the Temple of Orcus.
  
  **Objective:** Defend his hoard of treasure and eat fairies to gain their power.
  
  **Personality:** ”Everyone is out to get my treasure!”
  
  **Ideal:** ”Power is all I need to gain more treasure!”
  
  **Bond:** ”I have named every single coin in my treasure hoard, they are my children.”
  
  **Flaw:** ”I am easy to laugh, and when I laugh I can do little else.”

Locations

- **Mafisto Manor (ma-FIST-o MAN-or).** The home of the Mafisto Twins located on the outskirts of Melvaunt. The entire grounds of the manor are desecrated, and evil radiates throughout the manor.

- **Bloodmuck Swamp (BLOOD-MUCK Swamp).** A pestilent, decaying swamp located in the heart of Thar, 35 miles from Mafisto Manor. Below the swamp is the lair of Nezzarum, a black dragon who lives near the entrance to the Temple of Orcus.
Appendix 3A: Map - Episode 1 Battle Map
Appendix 3B: Map - Mafisto Manor and Cellar
Appendix 3D: Map - Temple Entrance and Nezzarum’s Lair
Appendix 8: NPC Background Handouts (Player Handout 3)

NPC Handouts for Players

These handouts serve as a tool for the DM to enhance gameplay immersion at their table. DM’s don’t have to keep telling players who the NPC’s are or what they look like. Enjoy!

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**Mordakai Matisto**
- Tiefling
- Lawful Evil
- Mordakai is a veteran of the Blood War, who suffers from Post-Traumatic Stress Disorder.
- The only thing that cheers him up is playing videogames, which he often does during his time on the front lines of the Blood War.

**Nezzarum**
- Dragon
- Chaotic Evil
- Nezzarum is a young black dragon that was made evil near the entrance of the Temple of Orcus.
- Undeniably tied to Nezzarum, the demonic influence of the Temple has warped his mind, causing him to go insane.

**Nufienfurt**
- Gnome
- Lawful Evil
- Large harts, blisters, moles, and growths cover his hideous face.
- He mutters to himself constantly.
- He is a gnome cultist who worships the archdevil Zabel and serves as a steward for the main cult.

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**Orianna Matisto**
- Tiefling
- Lawful Evil
- Orianna is spunky, playful, and seductive.
- She enjoys consuming mortals with pleasurable drinks, always in the name of fun.
- Her black hair is worn up in a plait, and the wooden staff she wields holds within slender silver, slightly encrusted with blood and sharpened.

**Ser Gertz**
- Half-Orc
- Lawful Good
- Ser Gertz is a young female half-orc priest in the Knights of Holy Judgment.
- She has long, braided hair, and is known to speak bluntly and act decisively around others.
- She is calm and thoughtful in everything she does.

**Ser Titus**
- Human
- Lawful Good
- Ser Titus is a handsome, muscular knight of the Knights of Holy Judgment, who seeks to uncover the mystery behind Ser Varrus's disappearance over a century ago.
- Ser Titus is ruthless with enforcing justice and will not hesitate to bring the full force of the law upon evildoers.
- He embodies confidence, leadership, and bravery, so it is only natural that when he speaks, he speaks!
Appendix 9: Magic Item

Characters completing this adventure's objective unlock this magic item.

Helm of Comprehend Languages

*Tier 1, 8 treasure checkpoints*

While wearing this helm, you can use an action to cast the comprehend languages spell from it at will. This item is found on Magic Item Table B in the Dungeon Master's Guide.

This elaborate helm is made of Avernium, a black metal found only in Avernus. The helm has the appearance of a crown with spikes. The inner circle of the helm has an inscription in Infernal which reads, "Avernus Dragonchess Champion."