

BALDUR'S GATE: DESCENT INTO AVERNUS

ELTUREL HAS FALLEN



DM's Resources for Baldur's Gate: Descent into Avernus
Chapter 2: Elturel Has Fallen

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Chapter 2: Elturel Has Fallen cranks up the heat and kicks things into gear as the characters are sent straight to Hell! The heroes get their first taste of hell facing a steady stream of bloodthirsty devils, demons and undead while scrambling to make sense of what has befallen the holy city of Elturel – and how to undo it!

This document seeks to provide you, the Dungeon Master, with tools and thoughts that will help you make Chapter 2 of **Baldur's Gate: Descent into Avernus** an exciting experience for your players. It's strongly recommended that you read through Chapter 2 before using these resources. And always remember, the advice and ideas given here are options – you know best what works at your table. This product contains:

Running Chapter 2. A thorough walkthrough of each section of Chapter 2, including advice on how to pace the action, handle encounters, adapt to possible issues, and change the story to make it fit the campaign you want to run.

New Magical Items. Spice up the action with two new, memorable magical items: *Redemption*, a greatsword worthy of a holy warrior, and *Helm of Torm's Sight*, an invaluable aid in a world inhabited by devious devils.

7 Encounter Maps. Seven full-scale digital battlemaps in both DM's and player versions primed for virtual tabletops showing every encounter location in the chapter: Elturel's streets, Torm's bridge, the High Hall and the Grand Cemetery.

DM's Cheatsheet. Condensed notes of everything in the chapter for easy use at the table.

TABLE OF CONTENTS

RUNNING CHAPTER 2	1
OVERVIEW AND PACING	1
ENCOUNTERS IN ELTUREL	2
TORM'S BRIDGES	3
HIGH HALL	4
GRAND CEMETERY	5
ESCAPING THE SIEGE	6
CHAPTER 2 WITHOUT LULU	7
DM'S CHEATSHEET	8

RUNNING CHAPTER 2

The second chapter of **Baldur's Gate: Descent into Avernus** presents an exciting and tumultuous scenario as the characters arrive in the fallen – or risen, depending on your perspective – city of Elturel, as it hovers precariously above the River Styx in the First Layer of Hell. On the following pages, we'll offer advice on how to run various sections of the chapter, but first, we'll take a broader look at the chapter and discuss how to handle its pacing.

OVERVIEW AND PACING

Chapter 2 has four major plot points, also outlined in the book (*BG:DiA* p. 53): arrive in Elturel, get to the High Hall, save Ulder at the Grand Cemetery and escape from Elturel.

It's important to emphasize that Chapter 2 is a very dense chapter, with a lot happening in a very short span of (in-game) time. All told, the characters are only meant to be in Elturel for two days, with only a single long rest after clearing the High Hall keeping them going through the many encounters in the chapter. Prescribing 6-8 combat encounters on both of these adventuring days, the chapter actually adheres closely to the official guidelines for an adventuring day (*DMG* p. 84) – something we don't see often.

However, dense adventuring days like these only work if the characters rest as prescribed – which isn't always the case. The characters might feel like they could use a long rest before braving the dangers of the High Hall, or may choose to skip the long rest before going to the Grand Cemetery, because they feel they have to hurry.

PREVENTING PREMATURE RESTING

You can keep the party from trying to rest prematurely during their trek towards the High Hall by describing how their characters know that the combination of fiendish attacks, lightning strikes and quakes make it impossible to take a long rest in any of the ruined houses. This forces the characters to continue on towards High Hall, even if they start to feel like they're getting low on resources. Only when they're deep in the Catacombs and have ensured no fiends are inside, will they be able to take a long rest successfully.

MAKING SURE THEY'RE RESTED

If the characters don't want to rest at High Hall – even though you know they will sorely need that rest later – you can have Pherria insist that they take the rest: "You're no good to us or Ulder if you're dead. You need to rest before you go". If they still refuse, you can have her use the altar of Torm's (area H3) healing ability to at least replenish their hit points, and then dial down some of the coming encounters.

ADJUSTING THE PACE

Even if you do the above, you'll probably still have to adjust things as you go. Don't be afraid to skip the last encounter of the day, if the party have already been pushed to their limit – or make it tougher, if they haven't been pushed enough!

You can also change the pace completely. If you pile on with random encounters or beef existing encounters up, it's probably not an issue if the characters take several long rests. On the other hand, reducing the amount of encounters – of which there are plenty – can allow the party to complete the entire chapter in a single day of adventuring, if you want that.

ENCOUNTERS IN ELTUREL

The campaign book provides you with 10 different encounters which you can place in the streets of Elturel. The intention is that whenever the party moves from a named location to another, there's a 50% chance of an encounter.

As is always the case with random encounters, they should never feel like something the party has to slog through, but instead something that's entertaining and contributes to the story. Below we'll go over the random encounters, offering thoughts on which encounters to run – and how to run them.

COLLAPSED BUILDING

This encounter is a 'skill challenge' in all but name, something that 4th edition formalized, and which it's awesome to see in an official 5th edition campaign. The premise is simple: perform six DC 10 skill checks before failing three in order to save three NPCs. You can increase the stakes – or make them obvious to the players – by having each failure result in the death of one of the NPCs (a misstep causes a beam to fall and crush a dwarf, etc.) and describing the panicked reactions of the remaining trapped NPCs.

You can also do as the book suggests and combine the encounter with the 'Hateful Patrol'-encounter, having the devils show up after the first failed skill check, or three successful checks, whichever comes first. Describe to the players how the building looks like will collapse in a matter of seconds, if they don't do anything. During the encounter, it counts as a failed check each round at least one character doesn't spend their action attempting to save the dwarves. This puts the party in a dilemma they will have to face many times in Avernus: protect themselves or save others? Cynicism or altruism? If the party manages to save any of the NPCs even while fighting off devils, have Velkora be among the survivors and reward the party by having her cast *cure wounds* up to three times on injured characters.

CRY FOR HELP

This encounter is interesting because it introduces an **incubus** in the guise of a noncombatant to the party, although the description doesn't elaborate much on how to handle the incubus and how to develop the situation. That is a shame, because the encounter is pretty bland if the party never find out about Orin's true identity.

If you run the 'Cry for Help'-encounter, you can develop the situation by doing one or more of the following:

- Faltrax takes a particular interest in the *Shield of the Hidden Lord* if the party has it, asking about its origin and make. If the party never becomes suspicious of Orin, you can have him attempt to steal the shield during a rest.
- If the characters aren't suspicious, Reya or even Harkina (see 'Unwelcome Party') asks about "Orin's" smithy ("What street did you say your shop was on?"). Unable to provide a satisfying answer, Orin stealthily uses his *Charm*-ability, in an attempt to put the woman under his sway. If he succeeds, he instructs the woman telepathically to lower suspicions: "Oh, yes, of course, now I remember your smithy...". This should serve to rouse the party's suspicions, while also giving Faltrax something to bargain with (a charmed NPC) if discovered.

GHASTLY MEAL

In itself, this encounter isn't particularly interesting. If you use this encounter, consider tying Shorah more to the story by having her be the niece to Selter Obranch (area H4) or Pherria Jynks (area H16). She can serve to spur the party on towards the High Hall, where she's sure her relative is.

Using Elturel's Hazards

Several hazards face the characters as they travel through Elturel (see *BG:DiA* p. 55). You can use these to spice up combat a bit. During combat, roll a d20 on Initiative count 20 every round. On a 1, a quake hits the city, forcing standing creatures to make a DC 10 Dexterity save or fall prone. On a 20, lightning strikes nearby, forcing everyone to make a DC 10 Constitution save or be blinded until Initiative 20 of the next round.

GHOUL PACK

Beyond giving the party some magical items – which is always popular with players – this encounter offers little else.

HATEFUL PATROL

In itself a somewhat bland encounter, that might serve you better if combined with the 'Collapsed Building'-encounter as suggested above.

IMP SALES PITCH

This encounter is a fun one, if you can get the players to engage with it. A non-combat encounter is probably a good change of pace, while also introducing the characters to the ruthless economy of the Nine Hells.

NARZUGON CAVALIER

This encounter serves as a stark reminder of the powers in play and the dangers ahead. If you don't want to spend more time on encounters before the characters reach their destination, this encounter is a good one to use. It only takes a few minutes to serve its purpose: warn the party that they shouldn't try to fight every fiend they come across.

SPOUTS OF HELLFIRE

This encounter should also be resolved quickly. Note: It's not immediately clear from the description, but it seems the party get *both* the silvered longsword and the *potion of giant strength (frost)* – a nice reward for a single Dexterity save.

VROCK PHILOSOPHY

This encounter has a fun premise, but needs to be handled with some care. If you run this encounter, make sure you present the vrock in a way that makes it likely the party will interact with it, and not try to ambush or evade it. You can describe how the players hear a rasping voice from just above, before they see the dejected vrock sitting on a rooftop near them. You can use phrases like:

- "It just seems so pointless. I slaughter until I am slaughtered. Then I am given life again, only to do the exact same thing again?"
- "Can a being born to murder and slaughter change? What would I even do instead?"
- "What is the meaning of it all? Is there any? Perhaps it would feel more fulfilling to take a life, if I knew what value it held?"

This encounter probably works best if placed *after* the characters have properly realized what an awful and terrible place Avernus is – and know just a little about the Blood War.

ZOMBIE HORDE

Once again, this isn't the most inspiring encounter, but can work to underscore the tragedy that has befallen Elturel.

TORM'S BRIDGES

The idea is that the party must cross one of Torm's two bridges on the way from their arrival point to the High Hall. Guarding the bridge are **two bearded devils** and four **spined devils** – a decently tough encounter for 5th level adventurers. The encounter is made easier both because characters will likely get the jump on the devils, and also because the party can activate holy runes on the bridge, dealing a bunch of radiant damage to the bearded devils.

While the encounter should be easy enough to run, your party might choose an alternate route, which the book doesn't prepare you for. We'll briefly cover these options below.

DECEPTION OR DIPLOMACY

The characters may think to talk their way past the devils instead of fighting them. Perhaps they can disguise themselves as devils bringing prisoners across, or maybe they'll even attempt to bargain with the devils.

You can spice up a social encounter with the bridge crew by giving the two bearded devils a little personality. Argash is a cunning and ambitious devil, while Yerrok has made his spurns through sheer prowess in battle. The two devils are both vying for ascension and are interested in only three things: following orders (guarding the bridge), enriching themselves (slaves, loot, magical items), or pressing innocent souls into their service.

When approached, Argash introduces itself and its group in infernal: "Argash of the 12 Infantry Legion, 'Lucille's Whip'". Who's you?"

Deception. If the characters have disguised themselves as devils, Argash will ask them which legion they belong to. A character can remember some names of real devil legions with a DC 15 Intelligence (History check), or try to make one up on the spot (which should be fun!). Argash and Yerrok doesn't know the name of every legion in Avernus, so any suitable name and a DC 10 Charisma (Deception) check should be enough to convince them. However, if they are bringing 'prisoners' (undisguised characters or NPCs), Yerrok insists on taking one for itself. Unless the party can convince the devil that this would be against Zariel or Lucille's wishes (DC 13 Deception or Persuasion), they'll have to hand over a 'prisoner' or fight the devils to get by.

Diplomacy. If the characters approach the devils with an offer of a bargain, they'll have to pay a steep price to get Argash and Yerrok to disregard their orders. However, as long as the characters don't outright say they're trying to save Elturel or Ulder Ravengard, a DC 13 Charisma (Persuasion) check and a prisoner, a magical item or 500gp worth of loot for each of the two bearded devils, should be enough to grant them passage across the bridge (although, if nothing else is stipulated in the agreement, the devils may still choose to attack the party once they've crossed!).

STEALTH

The characters may also choose to sneak their way past the devils. There's a few obvious ways to do this.

Crawling Across. If the characters want to crawl along or on the underside of the bridge, allow them a DC 13 group Dexterity (Stealth) check to approach the bridge unseen. Once there, they must succeed on a group DC 10 Athletics check (assuming they have rope) to begin climbing along the sides or underside of the bridge. On a failure, they make noise, causing the devils to notice them and each character who failed the check starts combat hanging precariously from the bridge's side or bottom. Halfway across, the party has to make the same two checks, with the same consequences of failure. If they succeed, they manage to cross the bridge unnoticed.

Causing a Distraction. The characters might be able to cause a distraction, although making the devils completely vacate the bridge is very hard. The bearded devils sends a few spined devils to investigate minor disturbances (a single demon, a few human survivors, a strange sound, etc.) and will only leave their positions if something really calls their attention: a flock of demons, a command from a superior devil (such as a narzugon) – or if a character activates the runes on the bridge. Still, even a minor distraction could give the party advantage on their checks to stealth by the devils, or allow them to start combat in an advantageous position.



HIGH HALL

The High Hall is where the characters will link up with a large portion of the city's frightened survivors and be pointed towards the Grand Cemetery and Ulder Ravengard. The High Hall is basically a dungeon crawl, but is written in an unusual manner, where it's left entirely up to you, the DM, to place the various encounters inside the High Hall as you see fit.

Since the encounters aren't tied to specific locations, you can decide exactly when you want to spring an encounter on the party. Take this opportunity to assess the strength and resources of the characters. They'll most likely take a long rest after clearing out the High Hall – the campaign book expects as much – so try to push them to the edge, but not beyond. If you can see they're getting down to their last resources, consider skipping one or two of the encounters.

Below we'll go over some the locations in the High Hall, as well as make some suggestions for placing encounters.

H3. CENTRAL ALTAR

This area is the heart of the Cathedral and also serves two important purposes. First, characters might be able to regain all(!) their hit points here. Second, they need to find a secret door here to get down to the catacombs.

As for the first purpose, you may want to either remove this feature or advertise it strongly, depending on the party's state. If they're already going pretty strong, there's no reason to top them off. However, if they're getting dangerously low, you can have a pious or knowledgeable character sense the altar's ability even without examining it – and, if you're feeling really friendly, remove the required DC 15 Charisma (Religion) check to acquire the healing.

As for the second part, considering that the characters *need* to get down to the catacombs to advance the story, it's hidden by a pretty steep DC that also requires a character to actively look for it. Consider allowing any character who spends a reasonable amount of time – five minutes or so – searching the altar to automatically find the secret door. To make sure the party realizes there's a secret door to look for at all, you can have Seltern Obranch, the **druid** in area H4, tell the party about the secret entrance, or allow a character to find humanoid and devil tracks leading to the altar with a DC 10 Wisdom (Survival or Perception) check.

You can also kill two birds with one stone by placing one of the encounters here, since the area has a lot of space for a good encounter. You can have the party surprise a group of devils here, who are examining the altar to find the secret door. You can make it even more obvious by having a devil exclaim: "Demon's blood! I swear on my soul, I saw them go down here, there has to be a way to open it!". If you place your encounter here, make the battle more interesting by having a clever devil make its last stand by Zariel's altar in area H6 (which gives non-worshippers of Zariel vulnerability to all damage).

H7. PIPE ORGAN

The choir level offers a cool opportunity for the party to interact with their environment by playing the pipe organs. Additionally, it's also a good location for an encounter, where devils can surround and attack the party from around the pipe organ. The party might find devils here already, or attract them if they sit down to play.

H15. UNKNOWN HERO

This place has a cool story, but doesn't provide much information on how the party would learn it. You can allow a player to remember the story with a DC 15 Intelligence (History) check, or perhaps even replace the Unknown Hero with someone bonded to one of your player's characters (such as a friend, mentor, or relative), giving the burial place even greater impact. At your discretion, you can also replace the hero's nonmagical greatsword with the greatsword *Redemption* shown below.

Since this area is painful to fiends, it's also a cool place to put an encounter. Fiends might ambush the party as they are looking at the tomb, but be held at bay by the discomfort they feel if they come closer. They'll try to bait the characters out of the holy zone, or be forced to fight through the discomfort, if the characters are clever.

H16. MAIN CRYPTS

It seems suitably dramatic to have the characters arrive just in time to save the survivors from a host of devils. You can have a clever devil – such as the **white abishai**, Victuusa, or the **barbed devil**, Dreb – stand over the corpses of the last few knights, who died defending the scared survivors. The devil is negotiating a contract with Pherria Jynks, who's about to sign over her soul to the devil, in return for the safety of the other survivors. The contract stipulates only that the devil offering the contract won't harm them, not that any other devil or creature won't – a fact that Pherria Jynks has not noticed, but that a character might realize with a DC 13 Intelligence (Investigation) check. Interference in the negotiations will very likely cause combat to break out.

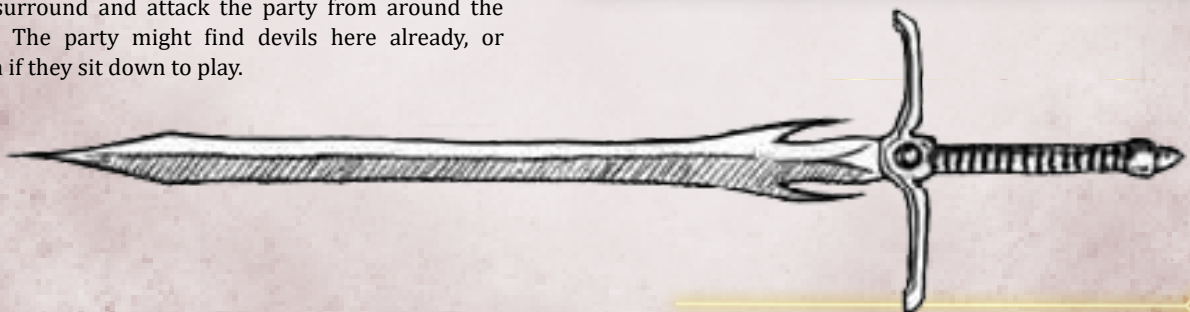
An important point here! Remember to underscore the fact that Pherria is an expert in possession and exorcism, so the characters will know that she can help them with Ravengard, after they rescue him from the Grand Cemetery.

Redemption

Weapon (greatsword), rare (requires attunement)

When you reduce a fiend or undead to 0 hit points with this magical weapon, you can have that creature instantly evaporate in a radiant burst. All fiends and undead within 30 feet of that creature take 2d8 radiant damage and must succeed on a DC 15 Constitution saving throw or be blinded until the end of their next turn. Once you use this feature, you can't do so again until you've finished a long rest.

While you're wielding this magical weapon, having 0 hit points doesn't knock you unconscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until the end of your next turn, and you die then only if you still have 0 hit points.



GRAND CEMETERY

The Grand Cemetery is another cool location, where the characters get to interact with an undead priest of Zariel, while fighting both demons and undead.

G1. WALK OF BRAVERY

This is an exciting encounter, with shadows and specters coming out of pillars carved to resemble old heroes. Make sure to let the characters remember the names with a History check and discover the pillars' ability to harm undead *before* combat with the undead begins. You can also consider allowing a pillar to be activated with a bonus action, making it more likely that the characters will actually use this fun little feature during combat.

One of the specters moves away to warn Gideon that the characters are coming, prompting Gideon to move to G4. It isn't described in the book, but we can assume that he'll approach the chapel from behind, entering through G3. Still, any character who's come around the corner will notice Gideon slip out of his living quarters.

G3. CHAPEL OF MOURNING

A +2 *weapon* is hidden here, but to get it, a character has to kneel before the window and say a prayer – which isn't very likely without any prompting. If you want to make this a bit more likely, you can describe that Lathander's morning prayer is written on the stained glass window, and allow a character (or any character who succeeds on a DC 10 Intelligence (Religion) check) to know that followers of Lathander would usually pray before this window.

If you think a +2 *weapon* is a bit bland – or skews bounded accuracy too much – consider giving a lucky character *Redemption* (see page 4 of this document) instead, if you haven't done so already.

G4. VESTMENT CHAMBER

The encounter in this area has some complexity. Two **mezzoloth** are here – which appear to serve **Gideon Lightward**, although the book doesn't explicitly say so – and are soon attacked by a fiendish **giant scorpion** and five **dretches**. Gideon is either present already – because a specter warned him – or arrives during the encounter.

Now, what happens here both depends on your characters and on how you play Gideon Lightward. The most interesting and fun scenario is if the characters make a temporary alliance with Gideon, only to have to deal with him later (see 'Leaving the Chapel'). To make this scenario more likely, play Gideon Lightward as the crazed fanatic he is, but have him appeal to the characters by openly offering information and suggesting they aid him in destroying the demons. If the characters profess that they are here to save Ravengard, you can have Gideon seem to accept this and allow the characters to pass, planning to take the matter up with the party when they leave the chapel again (after they've helped him clear the place of demons).

G9. MAIN OSSUARY

A **quasit** spy is here, which we're told will trail the party. To give the characters a chance to spot it, you can roll a Dexterity (Stealth) check with advantage (because it's invisible) for the quasit (it has +5 on Stealth). If the roll is lower than a character's passive Perception, that character hears the quasit – perhaps tiny claws clacking on the ground or the scrape of a tail against the tiles. This allows them a chance to use magic to uncover the source of the noise, or attack (with disadvantage) the square where the quasit is.

G12. VAULT OF ASCENDANCE

At the end of their journey, the party arrives here to find the stunned Ulder Ravengard and a demonic portal. After some seconds, three **minotaurs** are supposed to appear. Since the party has slogged through two encounters with **minotaur skeletons** already, you can choose to spice things up a little and throw a **howler** or two **barlguras** at the party instead, which should be about as dangerous an encounter, while still fitting the demonic theme.

Below you'll also find statistics for the *Helm of Torm's Sight*, if you want your characters to be able to use it.

LEAVING THE CHAPEL

We've been told about the multitude of skeletons and undead that haunt the cemetery, and the book says that Gideon will question the party, but otherwise leaves it up to you to decide how to handle the encounter with Gideon.

If the party hasn't dealt with Gideon already, you can assess their strength and try to tailor an encounter that'll give them a perilous challenge, making them spend their last resources of the adventuring day. Have Gideon wait for them as they leave area G2, surrounded by as many **zombies**, **skeletons** and **shadows** as you think will be a suitable challenge for the party in their current situation. Depending on your party, Gideon plus 2-5 of each type of undead is probably about right.

It seems fitting that Gideon will demand that Ulder Ravengard is killed – thinking that the duke is responsible for rousing the demons. He might even promise that the party can keep the *Helm of Torm's Sight* ('We'll cut the demon lover's head off – what you do with it after is up to you...'). If the party refuses, they'll have to come up with a good lie or explanation (DC 15 Deception or Persuasion, as described in the book) to get by without a fight.

If the party has already dealt with Gideon, or get by him without much of a scratch, and you feel like they could use a final challenge to round the day off, spring one of the random encounters from earlier on them. In either fight, have enemies attack Ulder Ravengard – drawn by the helmet's magic – prompting the party to defend him and making for a more interesting encounter.

Helm of Torm's Sight

Wondrous item, rare (requires attunement)

While attuned to this helm and wearing it, you have advantage on Wisdom (Insight) checks made to determine a creature's true intentions.

You can also cast the spell *commune* using this helm, without spending a spell slot and requiring no material components. You can only use the spell to commune with the deity Torm, who answers you through cryptic visions and sensations. Once you use this feature, you can't do so again until you've finished a long rest.

Demonic Curse. When you attune to this helm for the first time, you must make a DC 16 Charisma saving throw. On a failure, you're stunned until the helm is removed. As long as you're stunned this way, but still alive, the helm can only be removed with a *wish* spell, or an elaborate ritual by a follower of Torm. You can repeat this saving throw every 24 hours, ending the stunned condition on a success.

ESCAPING THE SIEGE

The last part of Chapter 2 deals with the revelations granted by the *Helm of Torm's Sight*, as well as how the party can escape the siege of Elturel to go look for the *Sword of Zariel*.

RITUAL OF RETURNING

This ritual is an inventive and exciting way to deal with Ulder Ravengard's situation, and also makes for a neat little encounter. If the characters perform the ritual while very worn down, you may want to dial the encounter down by reducing the force damage dealt by the ritual, and maybe remove a single will-o'-wisp.

If you want more show and less tell, you can also have the character who's holding the sword during the ritual see what Ulder Ravengard sees, describing a part of the vision for each round they manage to maintain the connection. This could make the characters feel more involved, instead of just receiving a narration from Ulder afterward.

THE PATH FORWARD

This section is where you lay the course for the next chapter – and for the rest of the campaign, really – through the combined efforts of Ravengard and Lulu. You may encounter a few issues here, depending on your characters.

First, just as in Chapter 1, it's heavily assumed that the party is already dedicated to saving Elturel, and will do so without question or additional reward. Second, Lulu tells the party that she remembers the kenku and Fort Knucklebone, but doesn't really explain why that would help them find the sword – it's all a bit vague and not entirely logical.

As for the first issue, there's some ways to motivate the party in the [DM's Resources for Chapter 1: A Tale of Two Cities](#), but you may still want to underscore why your party should try to help Elturel at this point. You can play on the party's sense of self-preservation (Pherria: "It's far easier to get into Hell, than to get out of it. This sword might be the only way to bring Elturel and everyone in it – including you – back to the Material Plane!") or even their greed (Ulder: "Although I am thankful for the assistance you have provided already, I fear Elturel still needs your aid. Find this sword, save the city, and both I and the treasury of Baldur's Gate will be forever in your debt!").

The second issue underscores something that could bother some DMs throughout the campaign: Lulu's appearing and disappearing memories are used to guide the characters through Avernus, basically telling them (often without much of an explanation) where they must go and why.

By making a few alterations to the scene, we can present a more logical – and perhaps more exciting, for your players – way of sending the party toward Fort Knucklebone. Start by leaving out the last part of the vision, instead ending with the winged elephant looking at the bloody scab growing out of the ground. Have Ulder point to Lulu and say "You! You're the winged elephant from the vision. You know where the sword is!". This causes Lulu to emit a sad trumpet sound, as she bemoans the fact that she can't remember anything. The objective now isn't to get to Fort Knucklebone because of the two kenku, but to find someone who can help Lulu remember. If the party doesn't come to this conclusion by themselves, you can have Pherria interject: "Restoring her memory is beyond me. But in a place like this, there has to be someone powerful enough to unlock her memories. You need to get out of the city and find that someone!"

There's several ways the party may eventually find their way to Fort Knucklebone. If they have the *Shield of the Hidden Lord* with them, Gargauth can tell them about Mad Maggie, a **night hag** seer, who lives in a place called junkyard nearby. You can also let them wander around the plains of Avernus for a bit, before they meet one of the other warlords (who is able to point them toward the night hag) or they run into Chukka and Clonk (who may or may not remember Lulu) as the two kenku are having problems with their infernal war machine. Either way, there's plenty of ways you can have the party eventually going toward Fort Knucklebone, without having Lulu literally point the way.

If you'd rather run the chapter entirely without Lulu, see 'Chapter 2 Without Lulu' on page 7 of this document.

LEAVING ELTUREL

Before the party can get to Fort Knucklebone, they first have to get out of Elturel – which is no small task. Below we'll go over some of the options provided in the book.

Climbing Down. Braving the chains is presented as an option, although a dangerous one. Characters take damage every minute, which may even cause them to fall. This means that how quickly the characters can get down is important, but the section doesn't mention how long the chains are. Earlier in the chapter, however, Elturel is described as hanging 500 ft. above the ground, so we can go with that. This means it'll take the characters roughly 3 minutes to get down, climbing at a normal pace (15 ft./turn). They can double that speed, but must then make a DC 10 Strength (Athletics) check each turn or fall. You can make climbing at double speed a bit more enticing by reducing the amount of checks to once per minute, and allowing the same additional extra measures to prevent falling because of the Athletics check as is afforded a creature that fails their Constitution saving throw while climbing the chain. Even with these precautions and the relatively easy checks, odds that at least one character fails miserably and pays the ultimate price is high enough to make this an option best avoided.

Flying. This is by far the best option, but one you could consider spicing up by throwing an encounter at the party while they're descending. Twelve **spined devils** as the book suggests seems like a suitably dangerous encounter for an airborne party, but you could also go with two **vrocks** or a **black abishai** and a couple of **imps**.

Preventing Disaster. If the characters somehow wind up surrounded by the devil army below, it doesn't have to be the end of the campaign. You can have the **pit fiend** Lucille tower over the characters, preparing to order the army of devils to slaughter them, just as **Bel** appears out of thin air (or contacts Lucille telepathically) to intervene. Realizing that the characters have the potential to throw a wrench in Zariel's plans (perhaps recognizing Lulu), the archduke's treacherous advisor orders Lucille to let the characters pass unharmed through the ranks. Having no choice but to obey, Lucille hisses: "The archduke will hear of this, Bel. And I do not think she will be pleased", before turning to the party and admonishing: "You are lucky this time, but luck has a habit of running out quickly in the Nine Hells. We will see each other again soon enough". While it never feels great to save the party with a *deus ex machina*, it beats letting the campaign end just as it is getting started – plus, it underscores the devils' complicated and eternally evolving hierarchy.

CHAPTER 2 WITHOUT LULU

As we mentioned in the [DM's Resources for Chapter 1: A Tale of Two Cities](#), you may not want to include **Lulu the Hollyphant** in your campaign at all. The idea of a winged elephant pointing the party in the right (or sometimes wrong!) direction at different times may seem a bit too convenient, or you just don't want to bother with an NPC tagging along for a whole campaign.

SCALING ENCOUNTERS

One of Lulu's functions in this chapter is as a friendly combatant who can offer great aid during the many combat encounters presented in this chapter. If you write her out of the adventure, you may want to scale down the challenge a bit. Luckily, no one encounter in the book is too hard, so you can simply exclude encounters as you see fit, making sure that the characters aren't overwhelmed.

REPLACING LULU

Lulu is the one who points the party towards Fort Knucklebone, or – if you change 'The Path Forward' as suggested on the previous page – at least the reason the party needs to go to Fort Knucklebone at all. If you write her out completely, you'll need something to replace her with.

As we suggested and briefly outlined on page 9 of the [DM's Resources for Chapter 1](#), you can basically replace Lulu with anything. Here's an example of how you can replace Lulu with a shard from the *Sword of Zariel* in Chapter 2:

- When the party finds Ulder Ravengard in the Grand Cemetery, the Grand Duke isn't just wearing the Helmet of Torm, he's also clutching a small object in his gauntleted fist. However much the characters try, they can't open the Grand Duke's clenched fist.
- As Ulder Ravengard describes his visions (or a character sees the vision for themselves), remove any mention of Lulu and instead highlight how the sword was missing a piece before the woman plunged it into the ground (the sword was damaged during Zariel's final battle). This is when Ulder opens his fist, showing the shard in his hand, which he professes that Torm must have placed there.
- Ulder (or a character who holds the shard) can feel its urge to be reunited with the rest of the sword. Pherria (or a character's Arcana check) recognizes that the shard has a small sliver of sentience, and that strong divination magic might be able to unlock its memories and lead the characters to the *Sword of Zariel*. As described on the previous page, Gargauth, a Warlord of the Avernian Wastelands, or the two kenku, can then point the party toward Mad Maggie and Fort Knucklebone.
- Mad Maggie performs the ritual on the shard, putting the party through the same dream sequence (but without Lulu making an appearance), although Dream 5: Revelation is replaced with a vision of demons being spawned and slain by Zariel wielding the *Sword of Zariel*, which Mad Maggie interprets as 'the path leading to the sword starts where demons are either made or destroyed'. You can skip the Haruman's Hill encounter – or simply have it be a 'random' encounter on the way to one of these destinations (which you can once again have Gargauth or any other interesting NPC they meet on their way direct the party to!).
- Have the shard be the conduit of the party's spirit journey to Idyllglen in Chapter 4.



Other Alternatives to Lulu

If you don't like the idea of replacing Lulu with a shard from the *Sword of Zariel*, here's some other ideas:

The Hand of Zariel. You can have the gauntleted hand that Zariel lost during her fall replace Lulu. It fits nicely with Torm, who's holy symbol is a gauntlet, and can be played in much the same way as a shard from the sword.

Helm of Torm's Sight. Perhaps Ulder or Pherria senses that more information can be wrought from the *Helm of Torm's Sight*, but that doing so requires that the helm is repaired first. Who better to repair a broken artifact than a mad witch living in a dystopian junkyard?

Nothing at All. Nothing seems like a poor replacement, but it should be doable. If the characters only know that they have to find the *Sword of Zariel*, the plot suddenly becomes much more open as they leave Elturel. NPCs they meet may still point them toward the mystical Mad Maggie, who'll send the party in to a weird dreamworld to investigate Zariel's fall, not needing a conduit for the ritual, but only fools willing to risk their lives and souls in pursuit of the delicious memories.

DM's CHEATSHEET

ARRIVAL IN ELTUREL

- Hot, stinging air, crumbling buildings, ground quaking, lightnings strike city from 400-foot diameter sphere of darkness in the red, smoky sky. Crumbled fortress on distant bluff overlooks city.
- Traxigor uses *time stop* and *fly* to disappear (DC 19 Arcana to know this).
- Lulu regains ability to cast *light* and faintly remembers Avernus.
- Reya is sad and wants to lead party to High Hall to find someone in charge.
- Gargauth tries to escape but fails. Urges the party to leave Elturel quickly and not get pulled into River Styx.

UNWELCOME PARTY

- 30 ft. away, **Harkina Hunt** with two toddlers running from three **bearded devils**, Blass, Nodd and Thunn.
- Roll initiative – Lulu and Reya aid the humans on turn.
- Devils knock NPCs unconscious, but tries to kill party.
- If saved, Harkina can tell the party:
 - Many citizens died when Elturel fell, more died from thirst, hunger and building collapses.
 - Hunt family hid in basement until food ran out.
 - City split in two, wants to go to High Hall, where Thavius Kreeg and Ulder Ravengard should be.
- If captured, a devil in Elturel can be convinced to say following if promised release and DC 15 Intimidation:
 - Demons attacked from Styx when Elturel appeared.
 - Demons try to climb up, devils push them down.
 - Demons distract devils from controlling city.
 - Elturel is being pulled down to Styx, don't know how long it will take.
 - Assumes Zariel brought Elturel to Avernus.

MORE ENCOUNTERS IN ELTUREL

- When party moves from named location to other, roll d20
- 11 or higher, encounter happens.

1. COLLAPSED BUILDING

- Quake rocks city, characters hear cries for help.
- 3 dwarves, Strovin Ironfist, Kartra Boulderstern and Velkora Ashenwell (**acolyte** of Moradin).
- Six DC 10 skill successes before three fails to save them.

2. CRY FOR HELP

- Shouts for help, man attacked by 2 **bulezaus**
- Orin Ragron is actually Faltrax, **incubus** in disguise.

3. GHASTLY MEAL

- Party sees cloaked figures sneak into house
- Inside, 4 **ghasts** eating dead human family
- DC 10 Perception hears crying from cupboard, young girl Shorah Hevrin, inspiration to all if she gets to High Hall

4. GHOUL PACK

- 7 ghouls, one has 13 AC.
- **Treasure.** +1 *studded leather armor*, explorer's pack and *potion of invisibility*

5. HATEFUL PATROL

- **Merregon** and 3 **spined devils**

6. IMP SALES PITCH

- **Imp**, Perchillux, talking with halfling, Pilster Pebblehuck
- Perchillux offers month of food for the price of his soul
- DC 15 Investigation sees contract for entire family's souls
- If helped, Pilster beg party to take him to safety.
- **Treasure.** Perchillux has a *soul coin*.

7. NARZUGON CAVALIER

- **Narzugon** on **nightmare** with *infernal tack*
- Lulu warns not to fight it.

8. SPOUTS OF HELLFIRE

- Corpse with silvered longsword.
- Within 5 ft., gout of hellfire erupts from it, DC 12 Dex save, 4d6 fire damage on fail, half on success.
- **Treasure.** Silvered longsword and *potion of giant strength (frost)*

9. VROCK PHILOSOPHY

- **Vrock** pondering its existence. Doesn't attack, speaks with party if they approach.
- DC 13 Persuasion can get it to do them one small favor.
- Knows what is happening, who guards bridges and that demons have a portal (doesn't know where)

10. ZOMBIE HORDE

- Hear pounding from front door of building
- DC 15 Strength check to open, when character opens, 12 **zombies** burst out, knocking anyone in front prone
- Building was school, 3 gallons water stored in basement.

TORM'S BRIDGES

- Bridge 20 ft. wide and 100+ ft. across.
- 2 **bearded devils** and 4 **spined devils** on bridge.
- Character proficient in Arcana, History or Religion knows runes can be activated and harm fiends and undead. DC 15 Intelligenec (religion) and touch as action to activate for 1 minute. 4d10 radiant damage each turn to fiends.

HIGH HALL

- Alabaster castle, partly destroyed by meteor.
- Four groups of devils can be encountered in High Hall:
 - **1:** Victuusa (**white abishai**) and 6 **cultists**
 - **2:** Dreb (**barbed devil**) and 8 **giant crabs**
 - **3:** **Spined devil** and 3 **bandit captains**
 - **4:** **Merregon** and 2 **hell hounds**

APPROACHING HIGH HALL

- Only three of five watchtowers stand. Wooden gates shattered. West side of castle reduced to smashed brick and broken wood. Surviving buildings blackened by soot.
- Castle grounds empty. Two dead humans in plate armor.
- **2 hell hounds** in front of cathedral doors. DC 15 group Stealth check to reach base of steps and get surprise round.

HIGH HALL CATHEDRAL FEATURES

- **Art.** Beautiful paintings, statues etc. transformed to devilish, gruesome art. Swirls and shift unsettlingly. *Detect magic* finds illusion magic aura on them.
- **Dimensions.** Each floor is 15 ft. high, 8 ft. doorways.
- **Doors.** Made of iron (AC 19, 27 hp, immune poison and psychic), DC 17 Thieves' Tools or DC 20 Athletics to unlock if locked
- **Walls.** DC 15 Athletics to climb outside walls.
- **Windows.** Covered by shutters (AC 19, 27 hp, immune poison and psychic), DC 17 Athletics or DC 15 Thieves' Tools to open.

H1. HALL OF HEROES

- Archway at top of stairs open to long hall containing eight columns, some look like Torm, some winged female devil.
- Door to foyer broken, four dead guards in the doorway.

H2. GRAND FOYER

- Two circular stairwells to H7.
- Pillars show symbols and scenes of Torm.
- Curtains shredded by weapon and claw separate areas.

H3. CENTRAL ALTAR

- Altar looking like gauntleted hand clenched in fist made of beautiful red teakwood. Large lever next to altar.
- Pulling lever opens the hand.
- **Activating Altar.** DC 15 Religion and touch altar to regain all hit points (once per creature).
- **Secret Door.** DC 15 Perception to find large panel in hand's palm, opens to staircase leading to H15.

H4. PRIVATE CHAPELS

- Curtained off areas, dead guards, stone altars at each end.
- **Survivor.** Seltern Obranch (**druid** of Silvanus) plays dead. Knows that everyone fled to main crypts (H16). Has *goodberry* spell, but fears he is losing ability to cast spells.

H5. STAIRS TO RESIDENCES

- Circular stairs lead to residences, now destroyed.

H6. DESECRATED ALTAR OF TORM

- Desecrated altar with fiendish air, once dedicated to Torm, defaced with blood, ichor and strips of flesh and intestines
- **Aura of Desecration.** Creatures that don't worship Zariel has vulnerability to all damage within 20 ft. of altar.
- Praying to Torm for 1 minute by altar and DC 15 Religion or three flasks of holy water removes desecration.

H7. PIPE ORGAN

- Balcony with magnificent pipe organ.
- **Pipe Organs.** Enchanted with powerful magic, playing and DC 15 Performance to play powerful song that grants d8 bonus die (to any attack roll, ability check or saving throw) in next 24 hours. Only once per character. If failed by 5 or more, hellish tune erupts, devils in next combat encounter has advantage on attack rolls on first turn.

H8. DEFENSES

- Two defensive turrets looking over courtyard, arrow slits.
- Trevick Thantorme (**guard**) in north turret, traumatized, curled up and whispering 'everything's going to be okay'. DC 10 Persuasion or *calm emotions* to restore his courage.

H9. BALCONY

- Doors locked from inside, 30 ft. above courtyard below.

H10. RECESSED MAUSOLEUMS

- Resting places for dedicated servants of Elturel.
- roll d6, on a 1 there are 1d4 **commoners**, alive or dead

H11. VAULTS

- Used for preparing burials. Dead defenders here.

H12. TEMPLE OF THE HIGHEST

- Large temple, alcoves contain upright sarcophagi holding former high priests of Torm. DC 20 Thieves' Tools to open. Partially decomposed bodies. **Mummy** in twelfth
- **Treasure.** Sarcophagus with mummy has *bracers of defense* and a *yellow diamond elemental gem*.

H13. HALL OF SCHOLARS

- Bones of teachers, engineers, sages and mages in alcoves.
- **Treasure.** Behind bones on a shelf are 9 amethysts (50 gp each) and *potion of greater healing* hidden by rogue.

H14. CHAMBER OF TORM'S COUNCIL

- Oval table of fine red oak with 40 chairs for council.

H15. UNKNOWN HERO

- Small isolated tomb at end of broad stairs, body of young woman on bier, gleaming greatsword at her side.
- The woman killed a young red dragon outside Elturel, fell dead after, her body has never decomposed.
- **Holy Aura.** Devil that enters stairs or alcove feels great pain and has disadvantage on attack rolls while in area.

H16. MAIN CRYPTS

- Hundred frightened people behind sarcophagi and in alcoves. Standing before large font is haggard woman with gray hair holding large book and ceremonial mace.
- Pherria Jynks (**acolyte**) is expert on possession and exorcism, new servant of Torm but highest authority here
- **Tome of Creed Resolute.** Pherria Jynks has this book, has oath that all citizens of Elturgard take when old enough to read, rest of book filled with signatures by same hand (when a citizen take oath their signature magically appear in the book). Pherria keeps it safe, destroying book doesn't end agreement for Elturel's souls.
- **Development.** Pherria tells party that Ravengard went with guards to cemetery to investigate undead in area and find Helm of Torm's Sight. Pherria expected him back hours ago, is worried that something is wrong.

H17. ESCAPE TUNNEL

- Ends in gaping hole 500 feet above the River Styx.

GRAND CEMETERY

- Advance party to 6th level.
- Chance for random encounter on the way.

GIDEON LIGHTWARD

- Former priest of Lathander, driven mad by devils posing as angels, died during Elturel's fall and rose as undead.
- Is obsessed with destroying demons, has used dark energy of the Companion to raise city's dead as his minions

DEMON PORTAL

- Acolyte of Torm, Opallita the Devout, created direct link between ossuary and essence of Torm many years ago
- When Elturel fell to Avernus, link to Torm was corrupted and Baphomet made it into a portal for demons

APPROACHING THE GRAND CEMETERY

- 10 ft. fence partly destroyed, gate hanging from hinges, humanoid body parts on fence post spikes, writhe as if undead. Cracked gravestones and crumbling monuments, center of cemetery occupied by chapel to Lathander, Torm, Helm and Tyr, shining with fetid purple radiance.
- Graves have been dug up, stone mausoleums are vacant, many **skeletons** and **zombies**, doesn't threaten party

APPROACHING THE CHAPEL

- Once beautiful chapel partially destroyed, stained glass windows smashed, main doors hang open
- Nearing chapel, attacked by 3 **minotaur skeletons**

G1. WALK OF BRAVERY

- Pillars carved to look like Elturel's heroes, doors are ajar, shattered stained glass everywhere.
- DC 10 History check remembers names for each point it exceeds 10: Agnithar, Zokel of Torm, Bertra Zomes, Yevina Druen, Ca'sar, Xivik Looren, Dopp Hoosser, Whrenk the Bloody, Laveil deNue, and VanLancer Eagletalon.
- DC 10 Arcana or Religion sees that a pillar can be empowered with radiant energy if hero's name is spoken. Undead takes 1d10 radiant damage first time on turn they move within 5 ft. or when they start their turn there.
- 4 **shadows** and 4 **specters** emerge from pillars, most attack, one specter warns Gideon in G5 (who goes to G4)

G2. CHAPEL OF LIGHT

- Once-beautiful main area littered with broken furnishings and splintered chairs, stained glass windows mostly smashed, one nearly intact on floor showing Torm placing golden helm on a kneeling man's head.
- 4 **minotaur skeletons** attack party, try to knock them through smashed windows (2d6 extra slashing damage).
- **Stained-glass Window.** DC 10 History or Religion recognizes scene as Torm giving Helm of Torm's Sight to Lannish Fogel (hero of Elturel and paladin of Torm).

G3. CHAPEL OF MOURNING

- Smashed furniture and stained-glass windows. Intact section of window shows Lathander with fallen soldiers.
- DC 10 Religion check and prayer to Lathander receive a glowing +2 **weapon** that is the form most useful to them.

G4. VESTMENT CHAPTER

- Curtained archways, shattered wardrobes, dressing tables and mirrors. Spiral stairs leading down.
- 2 **mezzoloth** guard the stairs, Gideon is here if warned.

- A **giant scorpion** and 5 **dretches** appear, Gideon and mezzoloths attack them. If characters don't attack Gideon after first round, they have disadvantage on checks to parlay after battle. If they do, they have disadvantage.
- **Parlay.** Gideon thanks characters for assistance against demons, knows that armed group of humans entered the ossuary earlier, allowed them to pass, but because demons are coming up now he thinks they are in league with demons. DC 12 Deception or Persuasion to earn Gideon's trust, if they say they want to kill demons, he lets them pass and provides service of one **mezzoloth**.

G5. GIDEON'S QUARTERS

- Bed, desk, dresser, table, chairs, much of it destroyed, holy symbols of Lathander, Torm, Helm and Tyr thrown around. Large tome sits open on partially collapsed desk.
- **Gideon's Testament.** Written by Gideon in months up to city's fall, rails against demons and praises devils, chastises Helm, Torm, Tyr and Lathander for not fighting demons, praises Zariel. DC 10 Investigation realizes it is the work of a madman. Reading character must make DC 15 Wisdom save. On a failure, is cursed and takes 1d10 psychic damage if it can see demon within 60 feet and ends turn not having attempted to attack it. Can be removed with *remove curse* or similar magic, can repeat save after each long rest to end the curse.

G6. UNDEAD PIT

- Deep hole in ground, putrid purple mist blocking depth.
- 30 ft. deep pit was created by piece of meteor.
- **Necromantic Mist.** DC 10 Investigation reveals mist pulsates in sync with crackling energy of the Companion.
- Dead creature appears during time characters investigate pit, roll d20: (1-4 **skeleton**, 5-7 **zombie**, 8-10 **shadow**, 11-12 **specter**, 13-15 **ghoul**, 16-17 **ghast**, 18-19 **wight**, 20 **wraith**). More appear if they leave and return.

G7. WORKSHOP

- Where bodies were prepared for burial, littered with knives, saws, pipes, tubing, acid, embalming fluid, flasks.
- **Tracks.** DC 15 Survival sees demon and human tracks going down the stairs to G11 and then back toward G12.

G8. OSSUARY OF THE FAITHFUL

- Shelves on walls contain dusty bones and holy symbols
- Holy symbols corrupted, if touched or creatures linger for more than 1 minute, they pulsate with necrotic power, DC 15 Con save, 4d8 necrotic damage on fail, half on success.

G9. MAIN OSSUARY

- Funerary shelves above six bare daises
- Ophurk **quasit** invisible here, follows characters to try and use Scare to drive them away, if unsuccessful goes invisible and waits until it attacks with minotaurs in G12
- If captured, DC 10 Intimidation gets it to tell about portal

G10. MEDITATION CHAMBER

- Cushions, low stools of brown oak, mosaic showing funerals and celestial realm above empty dais says: "Contemplate life. Death comes soon enough".

G11. VAULT OF HONOR

- Rubble strewn vault with five statues atop daises, four unrecognizable, fifth is a kneeling man (Lannish Fogel) that looks like it was meant to wear a separate helm.
- **Tracks.** DC 15 Survival: demon and human tracks to G12.

G12. VAULT OF ASCENDANCE

- Shallow meditation pool, set off from broad landing edged by low iron railing. Frescoes depict souls blessed by Lathander, Torm, Helm and Tyr. Frescoes on east wall twisted into abyssal forms around shimmering portal.
- Pool is littered with demon ichor and mutilated bodies wearing uniforms of Elturel and Baldur's Gate. Armored man with shield on back crouch among bodies writing in pain, eyes closed, clutching gold helm, changing between saintly words and cruel hissing.
- Water is 1 foot deep, no hazard, not difficult terrain.
- **Ulder Ravengard** is stunned. Found *Helm of Torm's Sight* in G11, was connected to Baphomet during attack by demons from portal. Helm can't be removed while alive.
- 3 **minotaurs** attack party, but avoid Ravengard.
- Characters that understand Celestial or Abyssal recognize Ravengard's words, he alternates between languages as Torm and Baphomet speak through him. DC 15 Arcana or Religion realizes Ulder's predicament, and that no simple spell can break it, but a ritual can break the curse and shut down the portal. Pherria knows this ritual.
- **Treasure.** Guards have *spell scrolls* of *mass healing word*, *remove curse* and *tongues*. Ravengard has plate mail, shield and +1 *longsword*.

LEAVING THE CHAPEL

- Characters can carry Ravengard back to High Hall.
- If not destroyed Gideon might question characters. DC 15 Deception or Persuasion convinces Gideon Ravengard isn't some demon or demonic ally.

RITUAL OF RETURNING

- When returning to High Hall with Ulder Ravengard, Pherria Jynks and Seltern Obranch greet them. Pherria can help them understand what happened to Ravengard
- Pherria knows ritual that can help: altar of Torm in H6 must be cleansed. Creature within 5 ft. must say prayer to Torm. Powerful symbol of courage and self-sacrifice needed to empower ritual (greatsword of unknown hero).
- Ritual prayer takes 30 seconds to recite, meanwhile one character must hold sword of the unknown hero on Helm of Torm's Sight for 5 rounds, making DC 11 Con save at end of each turn or take 3d6 force damage.
- After first save, two spirits loyal to Baphomet (**will-o'-wisps**) attacks anyone holding sword or saying prayer.

THE PATH FORWARD

- After ritual, Ravengard can tell story of spirit journey:
 - He saw a bloodied woman in armor wearing colors of Elturel grasping an angel's longsword.
 - Next to the woman was flying gold elephant.
 - Demon attacked woman, she plunged sword into ground, demon was hurled back and alabaster palace rose around sword. Elephant fled and saw a bloody scab grow from the ground around palace.
 - Elephant fled and wandered in delirium before meeting two birdlike humanoids in patchwork armor standing next to a strange infernal vehicle.
- After the vision, Lulu remembers helping a Hellrider plant Zariel's sword in the ground and raise fortress around it. Both Lulu and Ravengard are convinced the *Sword of Zariel* is the key to saving Elturel.
- Lulu remembers the kenku took her to a junkyard called Fort Knucklebone, flies to top of Cathedral and sees it no more than 10 miles away.
- Ravengard and Reya Mantlemorn stay to protect Elturel.

LEAVING ELTUREL

CLIMBING DOWN

- 500 ft. above ground, each chain link 30 ft. long, 20 ft. wide, covered with 1-foot-long iron barbs.
- No ability checks needed to climb the chains or posts.
- Climbing quickly requires DC 10 Athletics each turn or fall
- Each minute, DC 10 Con save, 3d6 necrotic damage on fail, half on success. Fail must also make DC 10 Dex save or fall, other creature can catch with DC 10 Athletics.

FLYING

- Characters can easily fly away with magic such as *fly*

IMPROVISED EQUIPMENT

- DC 10 Investigation to figure out mechanical setup
- DC 10 Perception to spot flaws in construction
- DC 10 Dexterity and tools to guide construct or adjust

BATTLE OF ELTUREL

- Armored legions of devils around posts of iron anchoring Elturel to the ground. Squads of demons assault them, most lowly manes and dretches. Dark river cuts through landscape and flows directly beneath the city. On river are demonic barges assailed by squadrons of winged devils commanded by pit fiend with eyeless helm and standard.
- If Lucille (**pit fiend**) spots party, sends 12 **spined devils**
- Lucille wears *helm of devil command* and *battle standard of infernal power*.

TO FORT KNUCKLEBONE

- Ten miles away, should arrive without trouble.
- Advance party to 7th level.

A VALEUR RPG DM's RESOURCE

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