BALDUR'S GATE

THE FALL OF ELTUREL



An Introductory Two-Hour Adventure
for *Baldur's Gate: Descent into Avernus* or
Tyranny of Dragons for 1st-Level Characters

BY ANTHONY JOYCE & JUSTICE ARMAN

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Crawford, Jeremy, Dan Dillon, Ben Petrisor, and Kate Welch. *Baldur's Gate: Descent into Avernus*. 2019.
Kenson, Steve, and others. *Sword Coast Adventurer's Guide*. 2015.
Perkins, Christopher, Will Doyle, and Steven Winter. *Tomb of Annihilation*. 2017.

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Black, M.T. *Mordenkainen's Tome of Marvelous Magic*. 2019.

About the Authors

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Adventure Primer

This adventure is designed for three-to-seven 1st-level characters and is optimized for five characters. *Baldur's Gate: The Fall of Elturel* serves as an alternate introductory adventure for *Baldur's Gate: Descent into Avernus* or *Tyranny of Dragons*.

Background

The Cult of the Dragon recently sacked and razed the town of Greenest and has begun transporting stolen goods along trade routes to Baldur's Gate and Waterdeep. They have established a small presence in the woods north of Elturel to conduct rituals to Tiamat and prepare treasure for shipment to Baldur's Gate.

The Cult of the Dead Three from Baldur's Gate plans to steal the Cult of the Dragon's treasure in the Elturgard Woods. This is not the first time that the Cult of the Dead Three has used Tiamat's treasure to fund its operations in Baldur's Gate.

The Order of the Gauntlet has learned of the Cult of the Dragon's presence in the Elturgard Woods and is gathering the Flaming Fist and the Hellriders in Elturel to discuss the Cult of the Dragon. All the while, Zariel, the Archdevil of Avernus, prepares to drag Elturel into hell to use these souls as fodder in the Blood War.

Overview

Baldur's Gate: The Fall of Elturel has four chapters and takes approximately two hours to play.

Chapter 1: Hope. The Order of the Gauntlet, Flaming Fist, and Hellriders decide to pursue the Cult of the Dragon in the Elturgard Woods.

Chapter 2: Beautiful Day. The characters travel to the Elturgard Woods and encounter several citizens of Elturel along the way.

Chapter 3: Confronting the Cult. The characters explore a ritual site in the Elturgard Woods and confront the Cult of the Dragon and the Cult of the Dead Three.

Chapter 4: The Fall of Elturel. As characters return to Elturel, they witness the city's descent into hell. All hope seems lost.

Adventure Hooks

Characters begin working for one of the three factions listed below. Each faction wants to uncover what the Cult of the Dragon is doing in the Elturgard Woods north of Elturel.

Order of the Gauntlet. Ontharr Frume suspects the Cult of the Dragon is transporting treasure to Baldur's Gate for onward movement north. He's summoned the characters to join him for an important gathering at A Pair of Black Antlers to discuss the Cult of the Dragon.

Flaming Fist. The characters accompanied Duke Ulder Ravengard on his reluctant diplomatic mission to Elturel. Upon arriving in the Kingdom of Two Suns, Duke Ravengard invites the characters to attend an important meeting regarding the Cult of the Dragon. Duke Ravengard believes working with these other factions gives him an edge in his diplomatic negotiations with Elturel's High Overseer, Thavius Kreeg.

Hellriders. Gideon Lightward asks the characters to attend a secret meeting regarding the Cult of the Dragon. This is an opportunity to prove themselves to the High Rider.




The Endless Ice Sea
Reghed Glacier
Bryn Shander
Ironmaster
Icewind Dale
The Spine of the World
Fireshear
Mirabar
Luskan
River Mirar
The Lurkwood
The Glimmerwood
Mithral Hall
Citadel Felbarr
Ice Mountains
Citadel Adbar
Rauvin Mountains
Nesme
Silverymoon
Longsaddle
Neverwinter
Neverwinter Wood
The Evermoors
Everlund
Sundabar
Nether Mountains
Triboar
Yartar
The Lost Peaks
The Star Mounts
The High Forest
The Far Forest
Leilon
Phandalin
Westbridge
Kryptgarden Forest
The High Road
The Sword Mountains
Mere of Dead Men
Red Larch
Dessarin River
Westwood
The Long Road
Goldenfields
Greypeak Mountains
Anauroch
N
Waterdeep
Ardeep Forest
Loudwater
Llorkh
Southwood
Secomber
Daggerford
Parnast
The Black Road
The High Moor
The Trade Way
Forgotten Forest
Grey Cloak Hills
Marsh of Chelimber
Serpent Hills
Trollback Forest
Dragonspear
Serpent's Trail Stream
The Shaeradin
Mintarn
Sea of Swords
The Winding Water
Hill of Lost Souls
Battle of Bones
Trollclaws
Forest of Wyrms
Soubar
Coast Way
Trielta Hills
Hardbuckler
Well of Dragons
Fields of the Dead
Triel
Darkhold
Baldur's Gate
Chionthar River
Elturel
Scornubel
Sunset Mountains
Marsh of Tun
The Reaching Woods
Cloakwood
The Wood of Sharp Teeth
Berdusk
Candlekeep
Beregost
Iriabor
Greenest
Easting
The Sword Coast



Chapter 1: Hope

Estimated Duration: 20 minutes

The adventure begins in a private meeting room of the tavern A Pair of Black Antlers, located in the holy city of Elturel. This tavern is the unofficial headquarters of the Order of the Gauntlet, a faction of holy warriors sworn to fight against the forces of evil. Ontharr Frume, a good-natured paladin of Torm and leader of the local Order of the Gauntlet, is holding a secret meeting with Grand Duke Ulder Ravengard, leader of the Flaming Fist, and Gideon Lightward, a priest of Lathander. The three leaders are organizing against the Cult of the Dragon.

The characters attend this meeting on behalf of one of the following factions: the Order of the Gauntlet, the Flaming Fist, or the Hellriders.

It Starts in a Tavern

Ontharr Frume calls the room to order. Read or paraphrase the following:

> Ontharr Frume, a paladin in the Order of the Gauntlet, pounds his fist against the table, calling the room to order. He begins to speak:
>
> "My friends, I am glad to see you gathered here today to discuss the growing threat of the Cult of the Dragon. We have received troubling news that the cult has burned down the town of Greenest to the south. There are rumors now that the cult has become bold enough to even conduct rituals in the Elturgard Woods due north of here.
>
> "Together, we can deal a swift blow to the Cult of the Dragon by attacking their forces while they scheme in our local woods. I say we put aside our own squabbles and act. What say you?"

Duke Ulder Ravengard and Gideon Lightward agree with Ontharr.

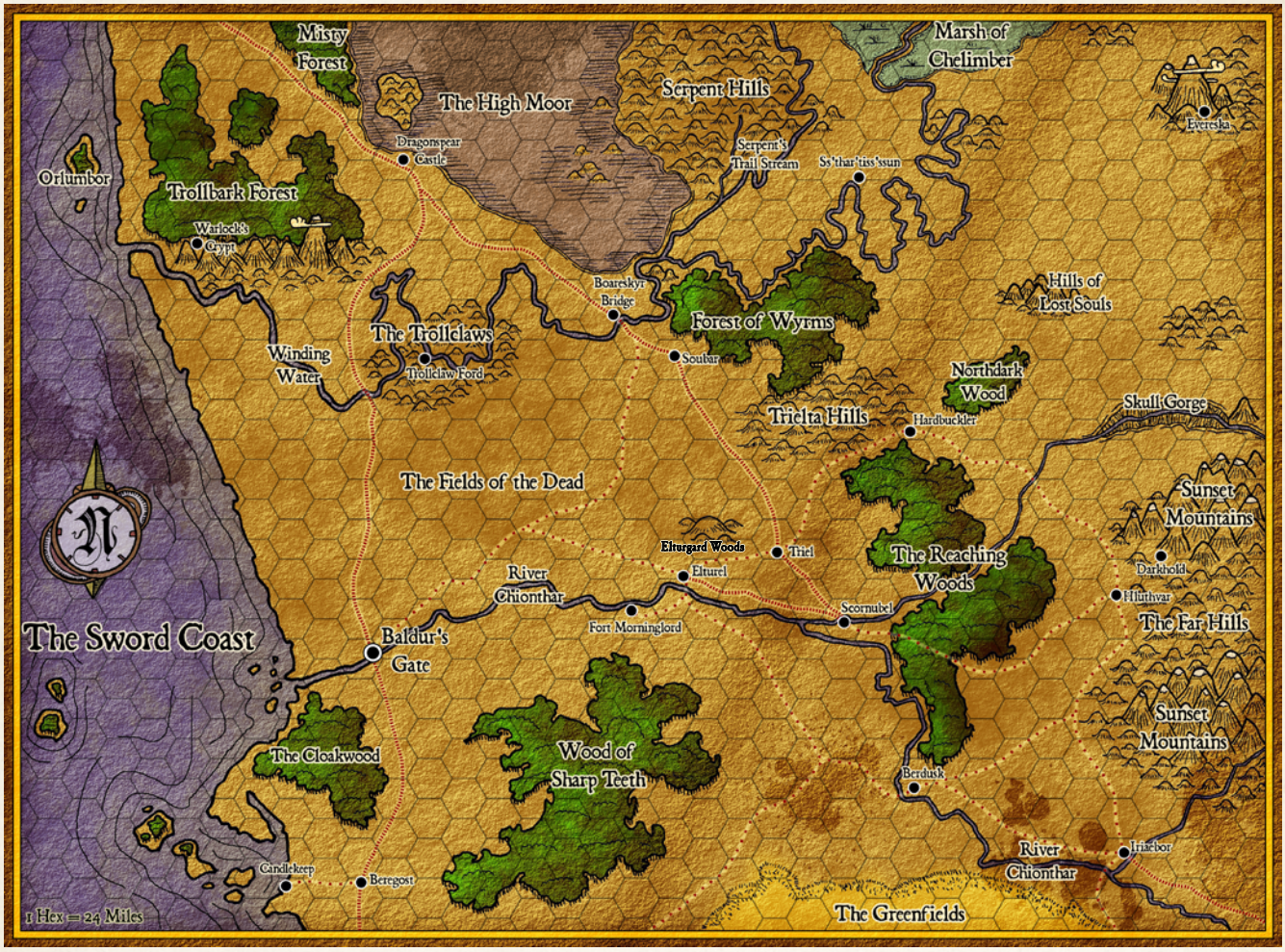
Factions

Use the following sections to give characters their mission depending on which factions they belong to.

Order of the Gauntlet

Ontharr Frume suspects the Cult of the Dragon is transporting treasure to Baldur's Gate for onward movement north. He wants the characters to find the cult in the Elturgard Woods and capture a cultist to learn more information. He also believes characters can use cult garbs as a way to infiltrate the Cult of the Dragon in Baldur's Gate.

Baldur's Gate and Its Surrounding Regions



Flaming Fist

Duke Ulder Ravengard reluctantly orders the characters to go on this mission. He reminds them that their mission to Elturel is a diplomatic one to gain trust so that Elturel and Baldur's Gate might finally have a lasting peace with one another. He asks that they cooperate with the other factions and believes their success would give him an edge in his diplomatic negotiations with Elturel's High Overseer, Thavius Kreeg.

Hellriders

Gideon Lightward asks that Reya Mantlemorn (LG female human **veteran**), a teenage Hellrider, lead the raid against the Cult of the Dragon in the Elturgard Woods and that any characters belonging to the Hellriders accompany her. Reya has been training as a Hellrider since she was twelve years old. This is Reya's and any character's opportunity to prove that they are worthy of calling themselves Hellriders.

Onward!

After each faction commits characters to this mission, Ontharr Frume and Duke Ulder Ravengard make a toast to the characters. Gideon Lightward blesses each character before they leave. Gideon's blessing grants each character advantage on saving throws for the next 24 hours. Reya provides each character with a **riding horse** and leads them to the Elturgard Woods to confront the Cult of the Dragon.



Chapter 2: A Beautiful Day

Estimated Duration: 30 minutes

The bright magical light above Elturel, known as the Companion, constantly bathes the holy city and the region of Elturgard in a radiant glow. Birds chirp gently as the characters follow Reya on horseback along a dirt road to the Elturgard Woods north of Elturel. Along their journey, the characters see many happy travelers and religious pilgrims of Lathander headed to Elturel.

Character Investment in Elturel

The purpose of the following two events is to present a picturesque view of Elturel, its people, and the surrounding area.

Event: Elturel Wedding

Just outside the city, the characters pass a majestic weeping willow tree atop a small hill with a serene view of Elturel. An elderly **priest** of Lathander officiates the wedding of a young couple (use **commoner** stat block).

The young couple approaches the characters and asks them to witness their final wedding vow. In Elturel it is customary to invite strangers to witness a newly married couple's commitment to their union. If the characters accept, the couple recites their final vow. Read or paraphrase the following:

> The two gently hold hands and look each other lovingly in the eyes as they begin to recite their final vow: "Before the Morninglord Lathander and those here today, I commit to you, now and always, until we return to his endless light." The newly married couple thanks the characters and gives them each a flower.

Event: Saving Grace

This event occurs anywhere along the road to the Elturgard Woods.

A fifteen-year-old female human named Grace Lyn (**commoner**) was collecting spare coins from travelers along the road until a pack of wolves chased her up a nearby tree. Grace comes from an impoverished family in Elturel. She is confident and bold; she collects money so she can afford enrolling into an academy in Elturel. Grace wears a thick rainbow-colored scarf handmade by her older sister who passed away five years ago. Characters with a passive Wisdom (Perception) of 12 or higher hear Grace yelling for help in the distance along with sounds of growling animals. If no characters hear the growling, Reya hears it and heads towards it on her horse. Any character that hears the growling and succeeds on a DC 12 Intelligence (Nature) check determines that the growls are coming from wolves known to roam the Elturgard region. Read or paraphrase

the following if the characters investigate the screams and growls:

> "I'll be making fur coats out of you yet!" yells a fiery young girl sitting atop a tree branch twelve feet off the ground. The young girl is wearing a colorful rainbow scarf that bristles in the wind as she throws rocks at three white wolves hungrily growling at her from the base of the tree. Nearby, a runty black wolf circles the tree.

When Grace spots the characters, she matter-of-factly requests their assistance. The longer the **wolves** keep her up in the tree, the less money she can collect for her academy fund!

The three white wolves attack the characters on sight. The runty black wolf is timid and only attacks in self-defense. It flees if the characters scare it off with a successful DC 12 Charisma (Intimidation) check. If the characters offer the black wolf food and succeed on a DC 14 Wisdom (Animal Handling) check, they are able to domesticate it. At the Dungeon Master's discretion, the black wolf eventually grows to become a **dire wolf**.

Grace and Lonkey the Donkey

Once the wolves are defeated, Grace climbs down from the tree and thanks the characters. She immediately gives them a "pitch," asking for coin so that she might be able to afford attending the academy in Elturel. After talking with the characters, Grace whistles loudly, calling forth her donkey (use the **mule** stat block). Grace's donkey is named Lonkey, or, as she likes to refer to it, "Lonkey the Donkey." Lonkey the Donkey is missing its left eye and right ear. Grace mounts Lonkey the Donkey once it arrives, waves goodbye to the characters, and heads back to Elturel.

If any characters give Grace 1 gp or more in response to her pitch, she sheds a tear and says that's more than she's earned all year. She hands each character who gave her at least 1 gp a single piece of thread from her scarf. Grace tells the character that if they return this thread to her after she becomes a famous scholar, she will give them one free lesson of their choice.

Treasure

Characters can domesticate the black wolf, gaining it as a companion. Also, characters gain a single piece of thread from Grace's rainbow scarf if they give her 1 gp or more.

Onward!

After the above events occur, the characters finally arrive at the edge of the Elturgard Woods. Reya dismounts from her horse as she quietly heads towards the woods.





Chapter 3: Confronting the Cult

Estimated Duration: 60 minutes

The Elturgard Woods encompass several square miles of terrain north of Elturel. The canopy of these woods is dense, and the entirety of the woods is dimly lit from the Companion above Elturgard.

Characters that succeed on a DC 13 Intelligence (History) check recall a tale of yore about an evil druid conclave that used these woods to conduct gruesome rituals of human sacrifice. A successful DC 12 Intelligence (Nature) check reveals that the forest is suitable terrain for owls, giant owls, and owlbears.

Tracking the Cult

Reya and the characters arrive at a small natural path that leads deeper into the woods. It's obvious this path was recently traveled; several branches are broken, and the grass leading into the woods is disturbed as if someone walked over it. Reya asks if any of the characters are proficient trackers. She recognizes that stealth and tracking prey are her weak suits but hopes to catch the Cult of the Dragon off guard, hence her reliance on the characters. Tracking the cultists in the woods reveals the following information:

- A successful DC 10 Wisdom (Survival) check reveals five distinct humanoid footprints on the path. The footprints are several hours old and head deeper into the woods.
- A successful DC 13 Wisdom (Survival) check reveals all previous information. Additionally, characters notice a small hidden creek nearby. If the characters travel up the creek, they gain advantage on Dexterity (Stealth) checks due to the noise from the rushing water.
- A successful DC 15 Wisdom (Survival) check reveals all previous information. Additionally, characters spot three sets of humanoid footprints along the sides of the hidden creek. These footprints appear to be fresh, made within the last two hours.

There are three ways characters can travel to the ritual site.

Natural Path. It takes the characters 20 minutes to travel by foot along this path to the ritual site. This path ends at area R1 in the ritual site.

Hidden Creek. It takes the characters 15 minutes to travel by foot along the creek to the ritual site. Characters have advantage on Dexterity (Stealth) checks while on this path. The creek brings characters to area R3 of the ritual site.

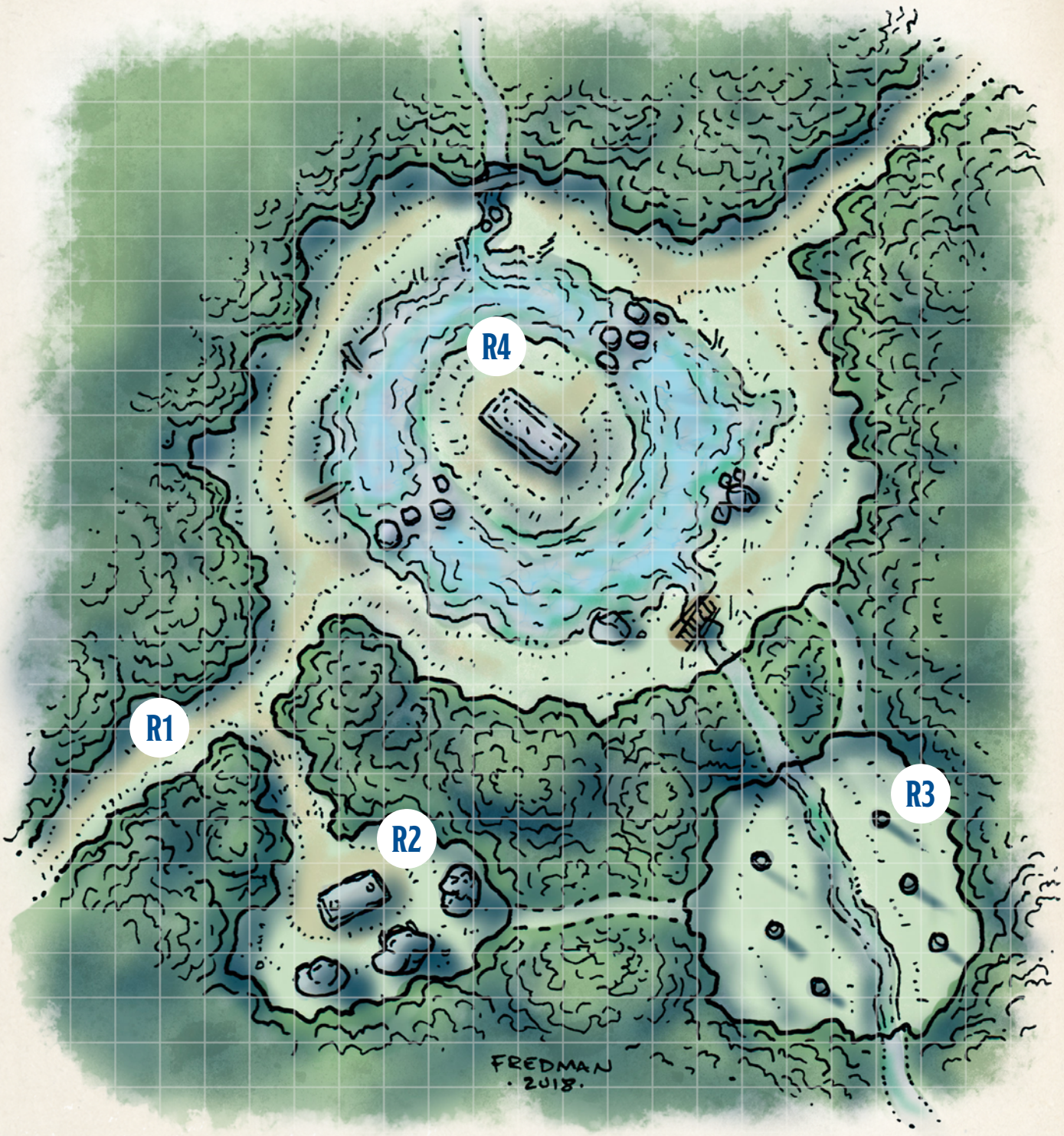
Wandering in the Woods. If characters wander through the woods, they arrive at a random location within the ritual site chosen by the Dungeon Master. Characters have disadvantage on Dexterity (Stealth) checks if they are wearing heavy or medium armor as they walk through the thick woods. There is a 20 percent chance that characters attract the attention of an **owlbear** if they wander through the woods.

The Ritual Site

The Cult of the Dragon discovered this abandoned druid conclave and began using it as a site to conduct draconic rituals to Tiamat, Queen of Dragons. They also use this area as a hideout to store and prepare valuables for transport to Baldur's Gate.

Four dragonclaws and one dragonwing were preparing a shipment of goods for transport to Baldur's Gate when they were unexpectedly attacked by cultists of the Dead Three. Now that Duke Ravengard has left Baldur's Gate along with a sizeable number of the Flaming Fist, the Cult of the Dead Three is preparing to take over the city. These murderous cultists have

Map 1.1: The Ritual Site



been stealing from the Cult of the Dragon in preparation for this endeavor.

The cultists of the Dead Three gruesomely massacred the four dragonclaws and tied up the remaining dragonwing on the altar of the ritual site in area R4. The characters arrive just as the cultists of the Dead Three are getting ready to sacrifice the dragonwing to the Dead Three.

Tips for Running these Encounters

The purpose of the following encounters is to introduce the characters to the Cult of the Dead Three. The Cult of the Dead Three plays a prominent role in *Baldur's Gate: Descent into Avernus*.

Reward the players for clever planning, such as using the environment to maintain stealth. Combat in each area should occur as its own encounter, however, if characters draw the attention of all the cultists of the Dead Three, they also draw the attention of a nearby **owlbear**. The owlbear attacks the cultists of the Dead Three first, since the cultists smell of death and are covered with the blood of the recently killed dragonclaws.

Necromite of Myrkul

Medium humanoid (human), neutral evil

Armor Class 11
Hit Points 13 (2d8 +4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	15 (+2)	16 (+3)	11 (+0)	10 (+0)

Skills Arcana +5, Religion +5
Senses passive Perception 10
Languages Abyssal, Common, Infernal
Challenge ½ (100 XP)

Actions

Skull Flail. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

Claws of the Grave. *Ranged Spell Attack:* +5 to hit, range 90 ft., one target. *Hit:* 8 (2d4 + 3) necrotic damage.

Ritual Site Locations

The following area descriptions correspond to map 1.1, "The Ritual Site."

R1. Entrance to the Site

A dragonclaw stands motionless in the center of the path. A successful DC 15 Wisdom (Perception) check reveals the dragonclaw has been impaled by a spear. The tip of the spear juts out from the dead dragonclaw's mouth, and the cultist's clothing covers the spear's shaft.

Treasure. The dragonclaw wears a silver ring with the insignia of Tiamat on their right hand. The ring is worth 15 gp.

R2. Preparation Site

The Cult of the Dragon uses this small alcove in the woods to store cult treasure heading to Baldur's Gate and beyond. A human **necromite of Myrkul** is standing over a slain dragonclaw near a druidic altar that is surrounded by three dilapidated and worn stone figures. A **skeleton** is guarding the necromite of Myrkul as the necromite ritualistically grinds the dragonclaw's skull into dust. The necromite is slowly adding the ground dust to a wax skull in their hand.



A successful DC 13 Intelligence (Arcana) or Intelligence (Religion) check reveals that the necromite of Myrkul is attempting to bind the spirit of the slain dragonclaw to the wax skull.

A pathway through the forest leads to area R3 to the east.

Treasure. The Cult of the Dragon was preparing five miniature painted statues, depicting a red, black, white, green, and blue dragon, for shipment to Baldur's Gate. Each statue weighs 5 lb. and is worth 25 gp.

The necromite of Myrkul carries a *bone of animation* (see appendix 1).

R3. Druidic Circle

A shallow creek runs through this ancient druidic circle. If characters traveled to the ritual site via the hidden creek, it brings them to this area. A pathway through the forest leads to area R2 to the west and R4 to the north. The creek also continues north to area R4.

A female human **fist of Bane** is screaming praises to Bane, the god of tyranny, as she holds a dragonclaw underwater in the creek. The dragonclaw has already died from drowning. A second dragonclaw lies lifeless against a stone pillar, their ribs caved in by a powerful blow from the fist of Bane's mace.

The fist of Bane has disadvantage on Wisdom (Perception) checks to notice characters as she remains occupied holding the dragonclaw's corpse under the water.

Treasure. The fist of Bane is wearing chain mail and carries a shield. Both are marked with the symbol of Bane.

R4. Ritual Altar

A large stone altar sits atop a small hill surrounded by 3-foot-deep water. The water is difficult terrain for creatures of small and medium size. There are two night blades in area R4, one interrogating a paralyzed dragonwing and the other hiding in the woods acting as a scout.

Fist of Bane

Medium humanoid (human), lawful evil

Armor Class 18 (Chain Mail, Shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	13 (+1)	10 (+0)	12 (+1)	11 (+0)

Condition Immunities frightened
Senses passive Perception 11
Languages Common
Challenge ½ (100 XP)

Tactical Discipline. The fist of Bane has advantage on all ability checks and saving throws made during combat.

Actions

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +2 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.



Placed on top of the altar is a paralyzed male human **dragonwing** with 1 hit point. A male human **night blade** of Bhaal is interrogating the dragonwing, asking for information on the Cult of the Dragon's treasure hordes throughout the region. The night blade paralyzed the dragonwing by stabbing him in the spinal cord with a dagger. The dragonwing is begging for his life and shouting for help, causing the night blade to have disadvantage on Wisdom (Perception) checks to detect characters or distant cries for help from the other cultists of the Dead Three.

A female human **night blade** is hiding in the woods poised to attack anyone who enters area R4. She was left to keep an eye out for intruders as the male night blade interrogates the dragonwing.

If the night blades notice three or more characters, they slit the dragonwing's throat, killing him. The night blades fight to the death if they are unable to escape.

If the characters save the dragonwing, he pleads for his life. He reveals that Rezmir, a high-ranking Wyrmspeaker in the Cult of the Dragon, is in Baldur's Gate planning to raid a public bathhouse. He describes the bathhouse as having a walled garden and frolicking nymphs carved into its front gate. After he reveals this information, he asks to be released and pledges to start a new life in Phandalin.

Characters as Bhaalspawn

Bhaal, the god of murder, conceived many offspring in hopes that they would resurrect him after his demise in the Time of Troubles. When one Bhaalspawn is slain, the surviving Bhaalspawn collect more of Bhaal's divine power. If one of the characters is a Bhaalspawn, consider using the *rose of Bhaal* to reveal this fact (see appendix 1 for more information on the *rose of Bhaal*). The Dungeon Master determines if a character is a Bhaalspawn and whether this bestows beneficial or detrimental properties on a character.

Treasure. The dragonwing has a letter from Rezmir rolled up in his cloak (see appendix 2). The dragonwing gives this letter to the characters if they promise to free him.

Each night blade carries a *potion of healing* and a *rose of Bhaal* (see appendix 1).



Night Blade

Medium humanoid (human), chaotic evil

Armor Class 12
Hit Points 11 (2d8 + 2)
Speed 40 ft.

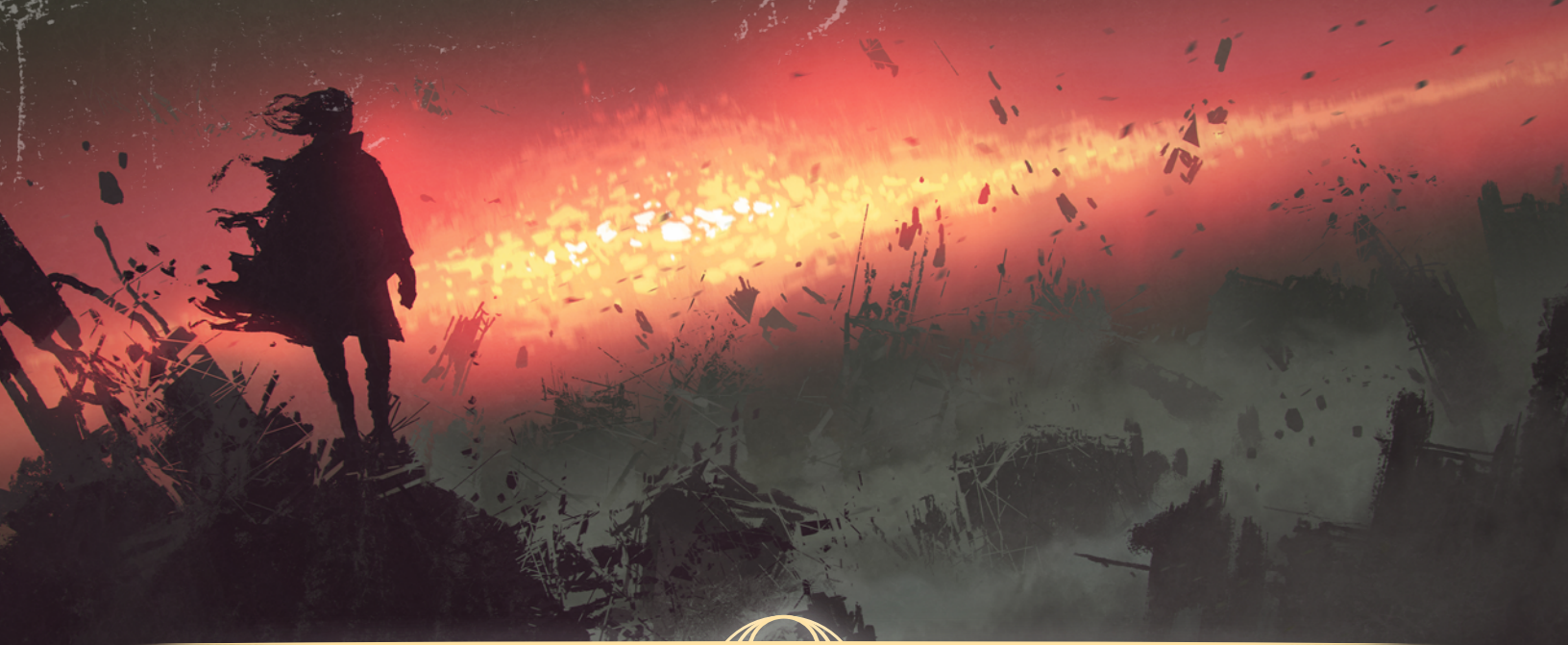
STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	10 (+0)	11 (+0)	14 (+2)

Skills Intimidation +4, Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge ¼ (50 XP)

Aura of Murder. As long as the night blade is not incapacitated, hostile creatures within 5 feet of it gain vulnerability to piercing damage unless they have resistance or immunity to such damage.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



Chapter 4: The Fall of Elturel

Estimated Duration: 10 minutes

Reya leads the characters back towards Elturel to report their findings to Ontharr Frume, Grand Duke Ulder Ravengard, and Gideon Lightward. When the characters are ten miles away from Elturel, read or paraphrase the following:

> The cries of horrified citizens and children fill the air as the material plane splits open, revealing the fiery depths of hell. The Companion and Elturel are ripped into this hellish void, as massive flaming chains latch onto the city and drag it into Avernus. The inferno is blinding and accompanied by a deafening blast that stifles the pleading screams of those trapped in Elturel. A scorched rainbow scarf flutters helplessly in the wind as darkness falls upon the land. In an instant, Elturel is no more, Elturel has fallen.

And thus your adventure begins.

Character Advancement

Upon successfully completing this adventure, each character gains a level.

What Happens Next?

Baldur's Gate: The Fall of Elturel ends here for you to begin either *Baldur's Gate: Descent into Avernus* or *Tyranny of Dragons*. This introductory adventure provides the characters with two potential methods for traveling back to Baldur's Gate.

Escorting Refugees. The characters join Reya as she leads refugees from Elturel to Baldur's Gate.

Traveling Alone. The characters can travel ahead of Reya and warn the Flaming Fist in Baldur's Gate of Elturel's fall.

Arresting Hellriders

Upon arriving at Baldur's Gate, members of the Flaming Fist mistreat the refugees and attempt to arrest any Hellriders on sight for fear that they might stir up trouble in the city. This sets up an opportunity for characters who are Hellriders or who dislike the mistreatment of refugees to kill a Flaming Fist soldier in self defense. DMs are encouraged to use this to create a dark secret shared by the entire party (see "Baldur's Gate Gazetteer" in *Baldur's Gate: Descent into Avernus* for more information on dark secrets).

The following sections provide suggestions on how to begin each respective campaign when you conclude this adventure.

Baldur's Gate: Descent into Avernus

Baldur's Gate: The Fall of Elturel gives characters story hooks that lead them to the bathhouse. There is no need for characters to visit the Elfsong Tavern after playing this adventure. You can use "The Basilisk Gate" section upon the characters' arrival and then go straight to the "Dungeon of the Dead Three" in chapter 1, "A Tale of Two Cities," of *Baldur's Gate: Descent into Avernus*.

What Happens to Reya?

In chapter 1, "A Tale of Two Cities," of *Baldur's Gate: Descent into Avernus,* Reya Mantlemorn leads refugees from Elturel to Baldur's Gate and meets the characters as they leave the Low Lantern. If Reya remains with the characters upon arriving at Baldur's Gate and accompanies them to the "Dungeon of the Dead Three," the Hellrider heavily skews combat in favor of the characters. Modify combat encounters as needed to address the addition of Reya to the party.

Tyranny of Dragons

Baldur's Gate: The Fall of Elturel gives characters story hooks that lead them to the city of Baldur's Gate in chapter 4, "On the Road," of *Tyranny of Dragons*. While chapter 4 is balanced for 4th-level characters, you can easily add encounters along the way to Baldur's Gate or in Baldur's Gate to level characters up. The *Tyranny of Dragons* campaign runs as normal from this point forward, with some minor modifications while the characters are in Baldur's Gate. Here are some suggestions to bring characters to 4th level.

Dungeon of the Dead Three. Characters go to the bathhouse in Baldur's Gate and find Tiamat's stolen treasure within. This brings them in contact with the Cult of the Dragon.

Working for the Cult of the Dragon. The Cult of the Dragon is looking to hire caravan guards due to the recent attacks on them by the Cult of the Dead Three.



Appendix A: Magic Items

Bone of Animation

Wondrous item, uncommon (requires attunement)

This item appears to be a regular human upper arm bone. While holding the bone you can use an action to speak the command word and turn the bone into a **skeleton**. The skeleton reverts to bone form after 1 hour or when it drops to 0 hit points.

The skeleton is friendly to you and your companions for the duration. Roll initiative for the skeleton, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the skeleton, it defends itself from hostile creatures but otherwise takes no actions.

Once the bone is used, it can't be used again until the next dawn.



Potion of Healing

Potion of Healing

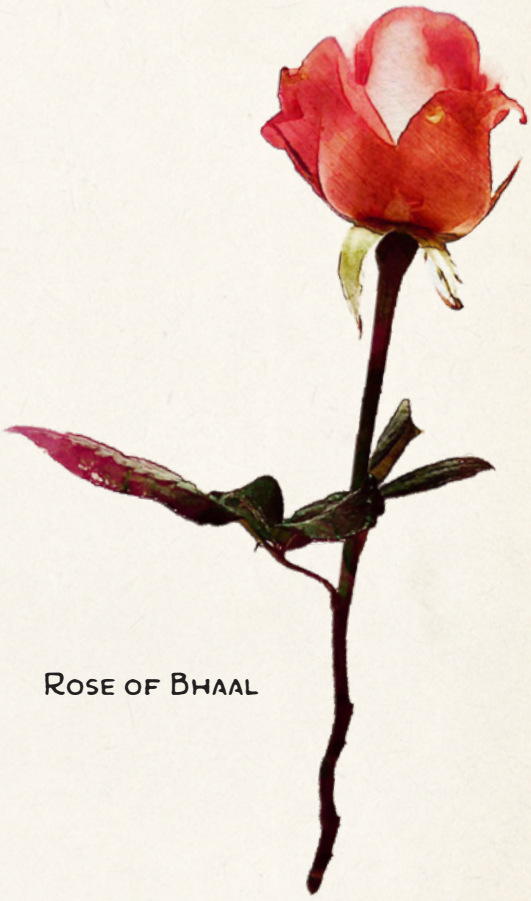
Potion, common

You regain 2d4 + 2 hit points when you drink this potion.

Rose of Bhaal

Wondrous item, uncommon

This rose is infused with divination magic, emitting a reddish-orange glow whenever Bhaalspawn are within 10 feet of it.



Rose of Bhaal

Appendix B: Letter from Rezmir

Head to the bathhouse in Baldur's Gate and retrieve our Queen's stolen treasure. The bathhouse is located in the northern portion of the Lower City. It has a walled garden and prolicking nymphs carved into its front gates.

If Duke Vanthampur thinks she can use our Queen's treasure to buy the loyalty of the Cult of the Dead Three she is sorely mistaken.

I'll be looking for you in Baldur's Gate when I arrive. Bring the treasure to me then or Ultiss will come for you.

—Wyrmspeaker Rezmir

Appendix C: Character Backgrounds



During character creation, players can select the following backgrounds for their characters with the Dungeon Master's approval. These backgrounds are appropriate for any character in either *Baldur's Gate: Descent into Avernus* or *Tyranny of Dragons,* due to their strong associations with the cities of Baldur's Gate and Elturel.

Hellrider

You are one of the Hellriders, an elite company of mounted warriors that protects Elturgard, the Kingdom of Two Suns. The Hellriders get their name from the brave cavalry that rode into the Nine Hells alongside the angel Zariel long ago.

Today, these honorable riders fiercely defend Elturel atop mighty destriers and dutifully give ten percent of all earnings to the city's coffers. Hellriders are easily recognizable due to their crimson and white armor and banners bearing the crest of Elturgard: the sun and the smaller, blazing Companion.

Skill Proficiencies: Animal Handling, Persuasion
Languages: One of your choice
Tool Proficiencies: Your choice of gaming set or musical instrument
Equipment: One set of traveler's clothes, a signet, a banner or seal with the crest of Elturgard, and a pouch containing 9 gp

Feature: Respected Rider

As a Hellrider, you are well-respected within Elturgard, and your heraldry is recognized throughout Faerûn. While in the Kingdom of Two Suns—encompassing Elturel, Triel, Scornubel, Soubar, and Berdusk—you can commandeer fresh mounts for you and your party. Typically, this occurs at outposts such as Windstream Lodge, but Hellriders and their companions are held in high regard and can resupply in any Elturgard settlement. Use the **warhorse** statistics for your mount and the **riding horse** statistics for those of your comrades.

Hellriders traditionally operate within Elturgard, but on occasion the High Watcher or High Rider has sent Hellriders to other lands. Outside of the Elturgard, you can purchase non-exotic mounts from merchants sympathetic to the Hellriders at half price.

Advancement

Once they have completed their training, a warrior is inducted into the Hellriders through a special ceremony held by the High Rider and an elected priest of Helm known as the High Observer. Once initiated, a Hellrider can continue to prove themselves by advancing in rank.

Hellrider Ranks

Rank	Name	Role
1	Hoof	Knight
2	Quarter	Standard Bearer
3	Stallion	Under-Marshal
4	Destrier	Marshal
5	High Rider	Commander

Suggested Characteristics

A Hellrider's rigorous training produces an equestrian knight with a reputation for discipline, vigilance, and fury. Though each rider may seem identical when galloping across the hills of Elturgard, these high expectations can have profound effects on an individual Hellrider's outlook.

d8	Personality Trait
1	I tell other Hellriders' stories as if they were my own.
2	My armor must remain spotless so that it may reflect the light of the Companion.
3	My horse goes wherever I do.
4	Only death frees a Hellrider from their post. Some say I welcome it.
5	I was a hellion growing up. I often take the time to educate (or chastise) children I meet in my adventures.
6	When I'm on the job, I never crack a smile.
7	I reserve eye contact for those I respect.
8	I haven't cut my hair since I joined the Hellriders.

d6	Ideal
1	**Kindness.** The light of the Companion burns bright within my soul. (Good)
2	**Justice.** By upholding the law, we defend the rights of all. (Lawful)
3	**Fury.** I am relentless in the pursuit and destruction of my enemies. (Evil)
4	**Freedom.** Everyone should be free to pursue their livelihood. (Chaotic)
5	**Loyalty.** When I make an ally, it's for life. (Any)
6	**Nation.** My city, kingdom, and its people are all that matter. (Any)

d6	Bond
1	So long as the Companion burns over Elturel, there is still hope for Faerûn.
2	My name and deeds will be immortalized in the songs of the Hellriders.
3	I idolize the High Rider and dutifully follow their commands.
4	I have a mighty steed that I prize above all others.
5	I'm not the first Hellrider in my family, and I won't be the last.
6	I have sworn the strict oaths of the Creed Resolute. I vow to uphold the laws of Elturgard, protect its citizens, and serve the greater good.

d6	Flaw
1	I am always honest with those of higher authority.
2	When I'm off duty, I am somewhat inattentive.
3	Though I have sworn to vanquish evil, I secretly fear it.
4	I trained for years to be a Hellrider. I have little patience for those who are privileged by birth.
5	I am suspicious of those who extend offers to me.
6	I was never supposed to be a Hellrider. I worry that one day I'll be discovered as a fraud.



Order of the Gauntlet

You are a member of the Order of the Gauntlet, an organization devoted to crushing evil when it rears its ugly head. The order is composed of righteous warriors—paladins and clerics of Tyr, Helm, Torm, and Hoar—united by faith, ideals, and a powerful camaraderie. Unlike the Harpers, the Order of the Gauntlet conducts its operations in the open and refuses to strike preemptively.

Skill Proficiencies: Insight, Religion
Languages: Two of your choice
Equipment: A heraldic pendant, a scroll containing the tenets of the order, and a pouch containing 15 gp

Feature: Constant Vigilance

The Order of the Gauntlet must be poised to retaliate should evil misbehave. To stay prepared, the organization works openly with local groups to identify and monitor evil threats such as cults, crime syndicates, or inherently evil creatures. When you enter a new settlement, you can request an audience on behalf of the order with faction agents, law enforcement, or clergy sympathetic to your cause.

Advancement

Every member of the Order of the Gauntlet begins as a Chevall. As they complete missions and additional training, members of the order may serve as mentors or take on influential leadership positions within the faction.

Order of the Gauntlet Ranks

Rank	Name	Role
1	Chevall	Initiate
2	Marcheon	Agent
3	Whitehawk	Stalwart
4	Vindicator	Mentor
5	Righteous Hand	Exemplar

Suggested Characteristics

The Order of the Gauntlet is typically composed of good-natured individuals united under tenets of honor, duty, and justice. These virtues and the tight-knit bond between members mold these holy warriors for their never-ending battle against the forces of evil.

d8	Personality Trait
1	I clutch my pendant for strength when threatened with fear or temptation.
2	I see omens in every event and action. The gods are speaking to us, we just need to listen.
3	I don't like to go into situations unprepared.
4	I impart my earnings and possessions to those in need during my travels.
5	I never throw the first punch, but I always throw the last.
6	I am always honest in my intentions. Only evil works in the shadows.
7	There's never a bad time to teach someone a lesson through a religious fable.
8	I'm a reformed criminal. Sometimes I slip into old habits.

d6	Ideal
1	**Integrity.** To stand against evil, I must be righteous. (Good)
2	**Mercy.** Repentance begets forgiveness. Forgiveness begets righteousness. (Good)
3	**Retribution.** When evil strikes, I administer a swift and just penalty. (Lawful)
4	**Honor.** Punishing an evil act is just. Punishing an evil thought is not. (Lawful)
5	**Bravery.** I face my fears head-on. (Any)
6	**Faith.** The greatest weapon against adversity is devotion to my god. (Any)

d6	Bond
1	My town was razed by a vicious cult. I won't rest until they pay for their crimes.
2	An evil prophecy has begun, and I will do everything in my power to stop it.
3	I protect those who cannot protect themselves.
4	My mentor's approval means everything to me.
5	I never leave a comrade behind.
6	The Order of the Gauntlet saved me when I was a child. I owe them my life.

d6	Flaw
1	I am always willing to grant someone a second chance.
2	I never strike a creature when it's down.
3	The burdens of others are mine to bear.
4	My ancestors committed horrible atrocities. My name carries their shame.
5	I am trusting of clerics and other overtly religious figures.
6	I'm still grieving the loss of one of my comrades. Reminders of their death shake me to my core.

Flaming Fist

You have joined the Flaming Fist, a powerful mercenary company headquartered in Baldur's Gate, where it serves as the city's primary law enforcement and military. Lower-ranking fists patrol the Lower City or are assigned to missions elsewhere, while senior officers may act as commanders in battle or intimidating bodyguards for high-profile negotiations.

If you've relinquished your ties to the Flaming Fist, you can reenlist at any time. However, so long as you collect wages, you must serve the Flaming Fist dutifully or be held accountable to the Grand Dukes of Baldur's Gate.

Skill Proficiencies: Athletics, Intimidation
Tool Proficiencies: One type of gaming set, vehicles (land)
Equipment: A Flaming Fist uniform, an insignia of your rank, a gaming set of your choice, and a pouch containing the remainder of your last wages (10 gp)

Feature: Tighten the Grip

As a member of the Flaming Fist, you can enact justice on behalf of the organization or the city of Baldur's Gate. If you compel a creature to surrender or knock it unconcious (see chapter 9, "Combat," of the *Player's Handbook*) you may choose to place it under arrest. Additionally, you may confiscate any of an arrested creature's possessions or contraband on behalf of the Flaming Fist. At your DM's discretion, your commanding officer may allow you to keep a portion of these items as payment.

Advancement

The Flaming Fist maintains a military hierarchy with six ranks, not including the Grand Dukes of Baldur's Gate. As your character furthers the goals of the Flaming Fist, they may gain renown (see chapter 1, "A World of Your Own," of the *Dungeon Master's Guide* for more information on renown) and advance in rank.

Flaming Fist Ranks

Rank	Name	Role
1	Fist	Private
2	Gauntlet	Corporal
3	Manip	Sergeant
4	Flame	Lieutenant
5	Blaze	Major
6	Marshal	General

Suggested Characteristics

As a mercenary company, the Flaming Fist enlists a multitude of individuals throughout Faerûn. While the majority of Flaming Fist agents are based in Baldur's Gate, the organization—and by extension, the city—has extensive reach, with active forces as far south as Chult. As an agent of the Flaming Fist, your identity may have been shaped by other members, the area in which you operate, or a particularly treacherous mission.

d8	Personality Trait
1	I like to make an example of those who step out of line.
2	As long as I'm compensated fairly, I'll carry out any task without question.
3	I love a good flogging.
4	I use my ties to the Flaming Fist to influence others and get what I want.
5	I have a hot temper and a short fuse. I'm working on it.
6	Actions speak louder than words.
7	I go out of my way to prove I'm not like the other members of the Flaming Fist.
8	The fists are underpaid, and I'm trying to start a union.

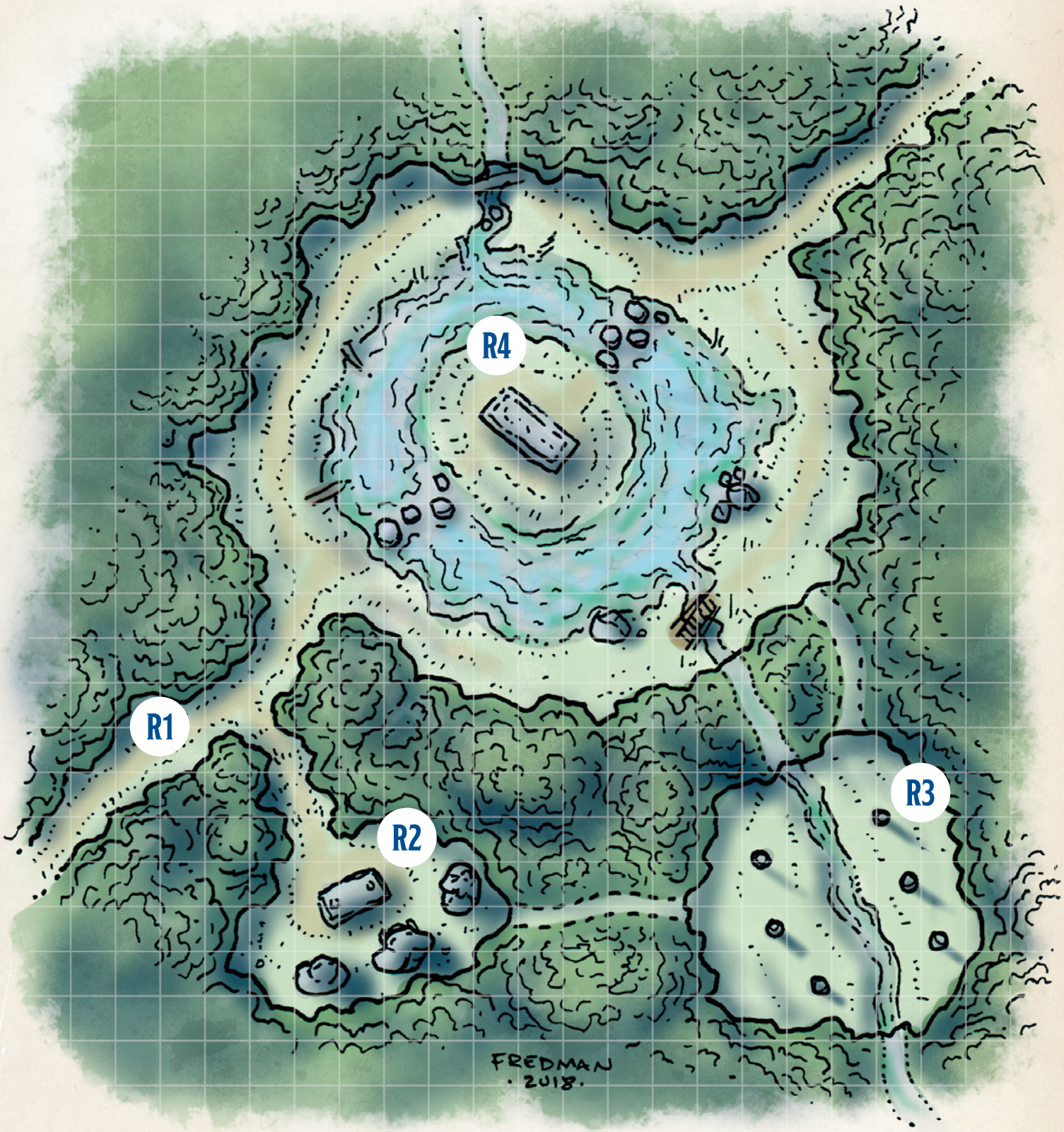
d6	Ideal
1	**Redemption.** Everyone deserves a second chance. (Good)
2	**Order.** Respect the badge, or you'll respect the club. (Lawful)
3	**Punishment.** Violence is the solution to preventing recidivism and copycats. (Evil)
4	**Greed.** My services are for sale to the highest bidder. When there's treasure involved, that bidder is me. (Chaotic)
5	**People.** I'm committed to the people of Baldur's Gate, not the Grand Dukes who pay my wages. (Neutral)
6	**Aspiration.** Only by climbing the ladder can I bring about lasting change. (Any)

d6	Bond
1	I joined the Flaming Fist to find a criminal who wronged me long ago. Every mission is a potential new lead.
2	I signed a contract stamped by the Council of Four to accomplish a special task. They own me until my deed is done.
3	I have a friend or family member within the organization. I joined to make sure they don't get in over their head.
4	I have a different vision for the Flaming Fist. Rising in rank is the only way I'll ever make a difference.
5	I've seen my share of problems in Baldur's Gate. It's my job to make the city a better place.
6	My reputation is spotless, and I intend to keep it that way.

d6	Flaw
1	I always have to have the last word.
2	I sometimes get carried away when administering punishment to those who violate the law.
3	I got where I am by backstabbing someone else. I'm paranoid that I'll meet the same fate.
4	On occasion, I'll turn a blind eye in exchange for a bribe.
5	I go easy on those I deem weak.
6	I judge anyone with a criminal record.



Map 1.1: The Ritual Site



Map 1.1: The Ritual Site

