

# DM's CHEATSHEET

## ARRIVAL IN ELTUREL

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- 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

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- 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

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- 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

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- 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 Intelligenc (religion) and touch as action to activate for 1 minute. 4d10 radiant damage each turn to fiends.

## HIGH HALL

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- 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

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- 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 Selter 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.