

## Session 1

“And that is the god honest truth on how Smiler, Zylbilna, and the adventurers ended up in Hell” shouted Sir Talavar, a diminutive dragon knight.

Captain Dodge then spoke to those gathered in the Elfsong Tavern – “And that is why we are gathered here. There is evil afoot, Elturel has been dragged into hell and Sir Talavar has informed us that the party had a Unicorn Horn with them when they were dragged into hell. I fear the end of Baldur’s Gate and our world if we can’t recover the Unicorn Horn. We are truly doomed if the demons twist the Unicorn Horn’s magic into their creations’

“If we are lucky we may even be able to rescue the adventurers”

“If you accept this challenge, come back tomorrow morning and we will outfit the entire party and provide information”

As you leave you hear Captain Dodge say “Shite, this lot is worse than the last”

The party returned the next day to be outfitted and were able to buy much of the items that they need for their adventure. They also learned much of the history of Baldur’s gate by listening to the locals.

**Baldur's Gate began as a harbor town where traders would meet with "ghost lighters"- folk along the Sword Coast who used lights to lure fogbound ships to shore. When those ships ran aground, the ghost lighters would scavenge the wrecks and haul their plundered goods to Baldur's Gate, nestled on the north shore of a bend in the River Chionthar, and sell their booty. In the years since, Baldur's Gate has grown into a walled city. Today, its foggy streets run red with the blood of unfortunates who fall prey to evil opportunists, many of whom count themselves as nobles, traders, pirates, and assassins. An army of mercenary soldiers called the Flaming Fist keeps order in the city, and these soldiers answer to Grand Duke Ulder Ravengard. The members of the Flaming Fist don't care about justice; they crave power and coin, nothing else. But despite the Fist's reputation for cruelty, the Grand Duke is widely regarded as an honorable and reasonable man.**

**The city of Elturel, capital of Elturgard, is located much farther inland along the River Chionthar. Whereas Baldur's Gate has a well-earned reputation for being a nest of vipers, Elturel is seen as a beacon of faith, order, and high culture. The two cities have endured a long, bitter rivalry that originated when Baldur's Gate began stealing cargo and coin from ships heading to and from Elturel, stifling that city's sea trade. Though the conflicts between Baldur's Gate and Elturel have always fallen short of open warfare, relations between the cities have been tense for a long time-too long, some would say.**

**A tenday ago, Grand Duke Ulder Ravengard left Baldur's Gate with a company of Flaming Fist soldiers on a diplomatic mission to Elturel, accepting a formal invitation from Elturel's High Overseer, Thavius Kreeg. Ravengard did not go eagerly, however. It took months of persuasion by his fellow dukes-the other three members of Baldur's Gate's ruling Council of Four-to convince him to accept Elturel's invitation and leave the city in their capable hands. Duke Thalamra Vanthampur was especially convincing, having gathered petitions from the nobility as well as leaders of the common rabble.**

**Not long after Ravengard arrived in Elturel, the city was dragged down into the Nine Hells-wiped off the map. Given the distance between the two cities, it's no surprise that the residents of Baldur's Gate didn't hear of Elturel's fate until refugees from Elturgard starting arriving in droves. Rumors concerning Elturel's disappearance spread like wildfire, stoking fears that Baldur's Gate might be next. At the same time, panic swept through the ranks of the Flaming Fist, which suddenly found itself without a strong leader.**

**In the grand duke's absence, the government of Baldur's Gate continues to function under the three remaining dukes-Belyne Stelmane, Dillard Portyr, and Thalamra Vanthampur. Duke Portyr has gone so far as to recall his niece, Liara Portyr, from her post as commander of the Flaming Fist at Fort Beluarian in Chult, in the hopes that she can keep the Flaming Fist in check. However, it will take time for her ship to arrive.**

**Meanwhile, refugees from Elturgard continue to arrive with dire claims that nothing remains of Elturel except a crater in the ground.**

**Among those fleeing Elturgard are several Hellriders-paladins who have sworn oaths to defend Elturel. Those warriors escaped the city's fate only because they weren't in Elturel when it fell, and the Flaming Fist has taken to arresting them on sight, lest they try to stir up trouble in Baldur's Gate. The Hellriders are not going quietly, however, leading to violence and bloodshed.**

**Without Ulder Ravengard to stay their hand, Flaming Fist captains are brutally exercising their autonomy under the veneer of maintaining order. They've closed the outer gates to keep Baldur's Gate safe from the refugee "threat," effectively trapping Baldurians behind their own walls. With the Flaming Fist distracted by the refugee crisis, city folk are now being hunted and murdered in the streets by cultists of the Dead Three-the evil gods Bane, Bhaal, and Myrkul..**

Captain Dodge again addresses the party and acknowledges he needs your help to first tramp down the cultists of the Dead Three or their wont be a Baldurs Gate to return to. He directs you to seek out Tarina at the Elfsong Tavern. Tell her you were sent by me and see if she has rumours about the Dead Three. The cultists need to be dealt with first.

Now go. And for the love of god, be nice. Tarina has dangerous friends.

## Session 2

After getting new directions from Captain Dodge about seeking out Tarina at Elfsong Tavern to get information about the cultists of the Dead Three, the party made their way to the Elfsong Tavern. But first, they explored the following merchants in Baldurs Gate:

**The Misty Road** – The party entered the shop of a fortune teller and four members of the party had their fortunes read:

Lorg –	True Self	- Righteous Paladin
	Nemesis	- Conjuror
	Saviour	- Ghost
Adberth –	True Self	- Charlatan
	Nemesis	- An Innocent
	Saviour	- Rogue
Ian Cognito –	True Self	- Swashbuckler
	Nemesis	- The Beast
	Saviour	- Beggar
Dr. Claw –	True Self	- Executioner
	Nemesis	- Druid
	Saviour	- Tax Collector

**The Popular Shield** – The party entered the shop of adventuring gear outfitter and discovered that much of their gear was supplied by The Popular Shield. They lacked the gold to purchase anything more at this time.

**The Ringing Bell** – The party entered the shop of a purveyor of rings but lacked the gold to make any purchases at this time.

**The Honest Raven** – The party entered an antique shop and were about to leave when the owner offered to sell amulets that he recently acquired from an estate. Lorg offered to buy the whole lot of 13 amulets but the owner offered to only sell 6. Lorg bought the 6 and distributed them to the party. Of note is that the owner only wanted 3 gold pieces per amulet, but Lorg talked him up to accept 5 gold pieces for each amulet.

Ian Cognito	- Dark Shard Amulet
Adberth	- Amulet of Health
Dr Claw	- Amulet of the Planes
Glif	- Amulet of the Devout (+1)
Loras	- Amulet of proof against detection and location
Lorg	- Clockwork Amulet

**The Groping Grape** – The party was greeted by a Kenku that ran a winery/brothel. The party was not interested in sampling the fare and moved on.

**The Bard's Bar** – The party entered a merchant that sold only Bard's musical instruments. The party was not interested and moved on.

**The Generous Genie** – The party entered the pawn shop of Scarface McKinsey and while they did not purchase any items, they did return later to sell some.

**Pho Real/Ramen Numerals** – The party entered a soup emporium and sampled some of the most wonderful, refreshing soup they ever tasted. They left energized and refreshed.

**The Pretty Tower** – The party entered a food market run by a female halfling. Only Lorg had the foresight to purchase a bushel of carrots.

**Church of St Michael** – The party entered the church and met Odarin who offered them blessings. Later the party returned and asked for Odarin's help to bury Tarina.

**Fire Wings** – The party entered Fire Wings and they each ordered a flight of wings with varying beneficial effects.

The party continued on to the Elfsong Tavern and Glif demanded to know where Tarina was. The bartender mentioned she was upstairs and the party made their way upstairs. They found Tarina playing Balders Bones and interrupted her. Tarina chastised them for being so loud and then asked if they would like to join the game, but the stakes were too rich.

After the game was complete, Tarina apologized for being abrupt, but she said that you can't be too careful these days.

Tarina let the party know that they should seek out the Bathhouse as members of the cultists of the Dead Three have been seen coming and going from there. Tarina recommended waiting until nightfall before seeking out the Bathhouse and offered to buy them a round while they waited.

Upon going downstairs and reaching the tap room, Dead Eye Cadavrus and 7 pirates who seemed to know Tarina insulted, threatened and attacked Tarina and the party. A pitched battle ensued and although Tarina was killed and two party members were knocked unconscious, the party was able to emerge victorious.

The party returned to the Church of St. Michael and made a donation in return for Odarin agreeing to perform last rites and bury Tarina.

The party returned to the Elfsong Tavern decided to take a long rest before deciding what to do next.

### Session 3

The party rested at the Elfsong Tavern and discussed for hours if they wanted to go to the bathhouse during the day or at night. To confuse the party even more the Kenku at the groping grape recommended they go during the day.

They eventually decided that they would go during the day to scope out the place. They came upon the bathhouse and walked around looking for alternative entrances.

Ian Cognito suddenly proceeded to enter through the main gates and everyone else followed. They examined an L shaped courtyard then entered the main bathhouse. They encountered two commoners, Bob and Doug, bathing in the main room. Lorg immediately made himself at home and entered the tub to the south and soaked himself.

As Lorg was playing in the water, Dr Claw proceeded to the north massage room and received a massage from Qurmilah. While receiving the massage, Dr Claw noticed light coming in through a crack in the wall and surmised it was a secret panel. Try as he might, Dr Claw was not able to convince the masseuse to leave the room. The party also explored the south masseuse room and encountered another masseuse named Jabaz. There did not seem to be any secret door or anything of interest in this room though.

The party then decided to leave the bathhouse for the day and come back at night. On the way out, they encountered an Imp who asked if there was anything he could assist with. The party asked several questions for which the Imp gave vague, unhelpful, Imp-like answers.

The party continued outside and waited until sundown. They were able to see the two masseuses leave the bathhouse and decided to re-enter.

Upon entering the main bathhouse, they were immediately attacked by two Nightblades and a Necromite of Myrkul. They were able to defeat all of the enemies and made their way into the north masseuse room. Dr Claw uncovered the secret passage and then descended downward.

They soon found themselves in a dungeon standing in stagnant water. The party discovered a secret door to the south and continued into another chamber filled with two feet of water and several floating corpses.

What would you like to do next?

## Session 4

The party examined the floating corpses and determined that they were cultists that had died a couple of days ago. The party continued east and came upon an altar of Bhaal with fresh entrails on the altar. The party continued south and found a tapestry hanging in an alcove with yellow discoloration around the edges. Ian Cognito lifted the tapestry and yellow mold spores engulfed him and he fell unconscious. Lorg rushed to his aid and brought him back to the altar to help him heal and recover. (Once he had swept the entrails off of the altar)

Once Ian Cognito recovered, the party continued east to a chamber of three doors, each with one of the Dead Three Gods carved into the door.

- East Door – Bane
- North Door – Bhaal
- South Door – Myrkul

The north door was kicked in and revealed a collapsed tunnel that was impassable. The south door was opened and revealed three figures laying on the floor in a triangle. Once the party entered the room, the three Necromites of Myrkul jumped up and attacked. The party was able to easily defeat them and Lorg explored the adjacent crypt and discovered three spell books in the open sarcophagus.

Loras opened the eastern door of Bane and continued down a long passageway. The passageway opened into another large flooded chamber. In the western part of this chamber there was an altar of Bane. Behind the altar, a male human was shackled and being tortured by two members of the Fist of Bane, Yignath and Kizzira. The party defeated the torturers and was able to free Klim Jhasso once they found a ring of keys on Yignath.

Glif then examined a suit of armor in an alcove and determined that the gloves look like they could be removed. Glif removed the gloves and they turned into flying gauntlets that attacked him. Thankfully, Glif was able to avoid them. Once the attack was complete, the gauntlets returned to the armor and Glif decided to leave them there.

Lorg and Ian Cognito explored to the east and came upon another flooded chamber with overwhelming stench of rotten eggs. Undeterred, Mr Cognito continued in and the gas in the chamber exploded dealing damage to Lorg and Cognito.

After Lorg and Cognito recovered, Lorg went east to rejoin the party while Ian Cognito continued to explore further east.

The rest of the party had continued south and came upon a morgue where a follower of Myrkul, Flennis, was looking over a corpse. She was accompanied by a swarm of skeletal rats. Flennis did not take notice of the group until Adberth lashed out and attacked. After being attacked, Flennis and the swarm of rats attacked but were able to be defeated. The party searched Flennis and found another spell book with a lock and a small key to open the spell book.

The party suddenly noticed Ian Cognito was missing.

What would you like to do next?

## Session 5

The party gathered after noticing Ian Cognito was missed and agreed to go in search of him after getting prepared and readying themselves.

The party explored a room to the south and encountered a large inquisitive rat. After trying to communicate with the rat they moved on. Lorg stayed behind and gave the rat some food and tried to get the rat to jump into his pocket without success. Eventually Lorg left the rat behind and rushed to meet up with the party.

The party entered a room to the east. There was an altar in the room covered in bones and the remnants of black candles that had burnt down. The party continued on past the altar to the flooded room in search of Ian Cognito. Adberth stopped to investigate the altar and discovered the passage "Rise and be counted" carved into the altar. Adberth searched the altar for signs of secret doors or traps in the altar without success and the moved on without speaking the words.



The entire party continued on eastwards through the flooded chamber and making their way into a large hallway with multiple doors and found Ian Cognito exploring the rooms.

Ian Cognito explored the first chamber and found it empty. Ian then explored the second chamber and found an open sarcophagus. Ian explored the sarcophagus and discovered that it appeared to have a false bottom. Through multiple turns reminiscent of a Benny Hill sketch, Ian Cognito was unable to break the false bottom. Finally the false bottom was smashed and a mummy was revealed with moonstones for eyes and a bag of beans.

The party also explored the next room and found it contained 6 zombies that immediately attacked. It was a difficult battle in tight quarters but the party was able to defeat the zombies. The party then moved east to the ghastly sight of a torture chamber. There was a male human and female tiefling shackled. The party discovered the male human was deceased but was able to save and release the female tiefling, and discovered her name was Vendetta. Vendetta told the party how she was kidnapped from the streets of Baldurs Gate and thanked the party before she took her leave.

The party continued east and were spotted by a Fist of Bane sentry. He yelled out an alarm and four more Fists of Banes joined the fray. The party eventually defeated the Fists of Banes after pivotal help from M.A.D Cat.

What would you like to do next?

## Session 6

After the Fists of Bane were defeated, the party took stock of their situation and explored the three rooms with Sarcophaguses in them. Two held no additional items of interest, but in the third room, the party discovered an elderly woman hiding behind the sarcophagus. She introduced herself as Nebra and told the party that she was a florist that was kidnapped in Baldurs Gate. She offered to accompany the party and show them a secret path out of the dungeon. The party accepted and everyone left to the west.

Nebra was true to her word and showed the party the secret door and the party entered another flooded chamber to the north. Adberth explored a door to the east found another flooded chamber. Adberth noticed an alcove to the north east and crossed the room to investigate. Once Adberth crossed the room, four skeletons rose out of the water and attacked. Adberth engaged the skeletons and the rest of the party heard the battle and came to his aid. Only Glif stayed behind. The party was able to easily defeat the skeletons.

Unfortunately, Nebra turned on Glif once she was alone with him. She dropped the illusion of an elderly lady and revealed herself to be a Reaper of Bhaal. Glif was able to defeat her once the rest of the party came back to his aid as well.

Once Nebra was defeated, the party continued east and discovered a large brute fighting a warrior with a skull as a head. They would discover that this was Mortlock Vanthampur and a death's head of Bhaal. The party sided with Mortlock when they discerned that death's head of Bhaal appeared to be connected to Nebra and her treachery.

They overwhelmed the death's head of Bhaal and Mortlock then shared information after about how his mother, Thalamra Vanthampur, and his brothers had double-crossed him and how she is behind the cults and that she is seeking to grow her power in Baldurs Gate and possibly have Baldurs Gate join Elturel in Avernus. He also shared that the high overseer of Elturel, Thavius Kreeg, is at the Vanthampur villa trying to solve an infernal puzzle box which contains the contract that doomed Elturel. Mortlock also shared information about the Low Lantern tavern where his brother Amrik runs a money-lending business. Before the party left the dungeon they ransacked the treasure that was gathered by the cults.

Mortlock offered to accompany the party to the Low Lantern to gain revenge on his brother but would take his leave after that. The party first decided to report to Captain Dodge and update him about what they have found so far. While they were reporting to Captain Dodge, Liara Portyr interrupted them and dressed down Captain Dodge in front of them. The party learned that Liara was a commander sent to take over the defence of Baldurs Gate. Liara informed the party that they will likely need to go to Candlekeep and seek out Sylvira Savikas to solve the infernal puzzle box if they are able to retrieve it. She also ensured the party was paid well and offered them horses in the future for a journey to Candlekeep.

The party left to visit the merchants and re-supply before they decide on their next move.

What would you like to do next?

## Session 7

The party was ready to move onto the Low Lantern, but just as they were planning on leaving The Popular Shield, the owner Hoknath offered them three items that has brought him nothing but bad luck. The three items were:

- Mace of Disruption
- Vicious Handaxe
- Shortsword Mind Blade

Hoknath offered them all for a sale price of 1,000 GP and the party bought them after some discussion.

The party then moved on and made their way to the Low Lantern but were first accosted by cult members in an alley who demanded they return the treasure that was stolen from their god Tiamat. They party refused and a large battle ensued in the alley. The party was able to defeat the cult members and their leader Ultiss.

The party then continued on to the Low Lantern with Mortlock and made their way onto the ship that had been turned into a tavern. They found the main deck unoccupied except for a couple of ravens in the crow's nest and dead seagulls on the deck. The party made their way down to the tavern and were greeted by Laraelra Thundreth the proprietor.

The party talked to a few of the locals in addition to Laraelra Thundreth, most notably a couple of Drow and a grumpy dwarf. They also played a game of Baldur's Bones which they unfortunately lost.

The party then headed down into the lounge where they had learned that Mortlock's brother had set up a loan shark operations. They cautiously approached Amrik and engaged in discussion but Mortlock ended the pleasantries and attacked his brother for double-crossing him. A large battle ensued and Amrik begged for mercy which the party was unwilling to give. Amrik and his spined devil were killed. After some negotiations with Amrik's assistant, Lorg gave him the 10 GPs to buy his silence. The party was able to retrieve a set of keys from Amrik that Mortlock shared will help them gain entry to the Villa.

Mortlock took his leave and mentioned he was sailing far away from his treacherous family. He provided information about how well guarded the Villa was and mentioned that he recommended they go under cover of darkness.

The party then negotiated with the bouncers to stand guard while they took a long rest.

What would you like to do next?

## Session 8

The party moved on after their long rest at the Low Lantern. They took their leave of Mortlock who wished to get as far away from his family as possible.

The party decided to return to the Elfsong Tavern to eat, drink, and be merry until nightfall when they can seek out the Villa. The party also visited the ring merchant to see if anything is within their price range with the recent gold and silver they have acquired.

Several members of the party purchased rings and the party then returned to the Elfsong Tavern to drink ale and seek out gossip and rumours. After some uninteresting gossip, they did hear a tale about a Boned Devil that was captured and chained to a pole in the market square. The party decided to seek out the Bone Devil and found the Bone Devil chained to the pole. There were three guards on duty but they were staying as far as possible from the Bone Devil on the outskirts of the market square.

The party approached the Bone Devil and learned that it was flying over Baldurs Gate when it was shot down by Captain Dodge's company and brought here. The Bone Devil would not share any information until the party started to use infernal to talk to it.

After not getting any more information from the Bone Devil, they turned their backs and walked away. At this point, the Bone Devil thought he was disrespected and broke his chain and attacked. The three guards on duty fled as soon as the Bone Devil broke free. The party was able to defeat the Bone Devil after a difficult battle, but not before Ian Cognito was knocked unconscious. Thankfully, the party revived Ian Cognito and they moved on.

The party rested for a bit and then made their way to the Villa. They entered noisily through the main gate and were spotted by a patrol of guards. The guard patrol alerted the two other patrols and all nine guards came to the battle. They were engaged by all three patrols and a battle ensued.

They easily defeated the guards, but near the end of the battle Lorg opened a set of double doors into the Villa and scared a butler that was cleaning the lobby. In a rage, Lorg broken many vases in the room further traumatizing the butler. Loras left Lorg behind and joined his other compatriots to defeat the guards.

After the guards were defeated, the party noticed Lorg was missing and the doors that he went through were now closed.

What would you like to do next?

## Session 9

The party found out from Loras what door Lorg had barged his way through. Loras told the party that Loras flew past him in a rage and the last thing he heard was the sound of crashing plates. The party continued to the door and when they opened it they encountered a scene of four imps battling Lorg and one terrified butler. During the battle, Glif strangely abandoned the party to go off exploring on his own. The party defeated the imps and moved on to explore the villa.

They entered the empty servants quarters and then moved onto the kitchen where they encountered the chef, Gabourey D'Vaelan. Gabourey D'Vaelan was not especially helpful, but they also encountered a strange winged cat creature. The party was able to identify creature as a Tressym. The Tressym was content just to watch the party from afar.

The party also found a pantry and stairs leading down. The stairs leading down was accompanied by a foul sewage stench. The party quickly closed the door and continued to explore the main villa.

Ian Cognito explored the main gallery and was shocked to find a life size wax statue of the Duke. Ian burned the face of the wax statue and the party moved on to explore the Dining Room where they encountered and defeated more imps. They also found some poisoned wine that they purloined.

Ian Cognito moved on to the parlour and wrecked the place. As he destroyed a cushioned chair, he discovered a hidden silver dagger that he took. He assembled the wrecked furniture in a corner and was going to set it ablaze but his party convinced him not to as they still need to find the Infernal Puzzle Box.

The party moved upstairs and were attacked by five guards in the upper hallway. The party was able to dispose of the guards quite easily and move on to explore the rooms.

They first explored the Duke's Powder room and discovered a chest full of perfumes and two healing potions. The party then moved south and explored the Duke's study. They were examining the study and when they grabbed a set of keys, a suit of armour in the corner revealed itself to be a helmed horror and attacked. The party was able to defeat the helmed horror and continued to search the room.

On the other side of the floor, Ian Cognito encountered Thurstwell Vanthampur in his bedroom trying to solve the Infernal Puzzle Box. Thurstwell Vanthampur attacked Ian Cognito with a scared flame attack. Ian Cognito was able to slay Thurstwell Vanthampur with one attack and recovered the Infernal Puzzle Box.

An Imp appeared above the fireplace and shared that the Duke and Thavius Kreeg, rumoured to cause the downfall of Elturel, are in the sewers below trying to release a demon from the Shield of the Hidden Lord who has promised to help them conquer Baldur's Gate. Ian Cognito allowed the Imp to depart after he provided the information.

What would you like to do next?

## Session 10

The party continued to explore the second floor of the villa and found the bedrooms of Amrik, Mortlock, and the Duke. The party found the additional bedrooms to be unoccupied. Searching the bedrooms, the party found a few chests that had assorted items and a couple of healing potions. The party also went up the stairwell to the tower and found it unoccupied and providing a great view of the villa and surrounding courtyard.

The party continued down to the first floor and made their way back through the kitchen to the stairs that led to the sewers. The party ignored the overwhelming stench and made their way down the stairs. The stairs opened into a cellar. The cellar was stocked with crates and barrels. As the party explored the cellar, three spined devils exploded out of the crates in the middle of the room and attacked. The party was able to easily defeat them and continued to explore the cellar. Glif opened the door to the west and discovered an adjacent wine cellar stacked with over 200 bottles of wine.

After the party explored the cellars, they opened the door to the east and found it led to the sewers and the stench. The party explored the sewers by splitting up, and exploring the sewer channels to the north and south. They soon heard some splashing and noticed rolling waves in the water. Before they knew it, they were attacked by giant crocodiles on both sides. After a difficult battle, the party was finally able to defeat the giant crocodiles.

The injured party made their way back to the wine cellar to have a short rest. They then continued exploring the sewers to the north and found a cold storage room used to store meat. They found recent boars hung for aging among other animals. The party continued on west and they found a recently used but unoccupied dining room and kitchen.

Loras spotted a set of double doors to the south with the following inscription carved above the doors – ***"That which falls can rise again."*** Loras opened the door and found cultists chanting in front of a barbed devil named Odious. Loras immediately attacked the fiend. Ian Cognito was then able to cast a spell and cause two cultists to fall asleep. The entire party then joined the fray and all four cultists and Odious were able to be defeated.

The party looked around at the corpses and were pondering what they should do next.

What would you like to do next?

## Session 11

After Odious and the cultists were defeated, the party looted the corpses and explored the room. Loras discovered a secret door behind a tapestry that led to a passage.

There also was a statue of Zariel in the room with angelic wings and glowing eyes. Various party members tried to move the statue and finally it was toppled over revealing a parcel in the base that contained four cultist masks and a mace. Once the parcel was removed, a secret panel moved revealing an old wooden door behind the statue.

Loras opened the wooden door and discovered Duke Thalamra Vanthampur kneeling before an obsidian altar. Soon the party all entered the fray and engaged in battle with the Duke. They were able to defeat the Duke and just before she gasped her last breath, she cursed Glif. There were no noticeable effects on Glif or in the room when she uttered her dying curse. On searching the body of the Duke, the party was able to discover a key ring with two keys on it – one labelled Chest and the other labelled Door.

The party decided to continue to explore the sewers and left the room and continued east down the sewers. At this time, Glif and Adberth explored the passage that Loras discovered and found that it seemed to lead upward but it led to a portcullis that prevented them from going any further. Glif and Adberth then raced to catch up to the rest of the party.

The party continued east and then turned south when they heard clicking sounds. Before they knew it they were surrounded by Giant Scorpions in the sewer. Glif and Adberth caught up and the party and helped to dispose of all the Giant Scorpions.

The party then continued east and noticed a door to the east with a sign above that read "Jail". They opened the door and were attacked by a Bearded Devil named Thoss that guarded the one prisoner. They easily dispatched Thoss and freed the prisoner, Falaster Fisk.

Falaster Fisk offered to join them and informed them he is an acquaintance of a mage in Candlekeep named Sylvira Savikas who sent him to obtain the Infernal Puzzle Box. He offered to join the party and lead them to Thavius Kreeg and find the Shield of the Hidden Lord. He also offered to escort and lead them to Candlekeep once they have recovered the shield and disposed of Thavius.

The party accepted his offer to join and find Thavius and the shield. Falaster mentioned Thavius is likely in his quarters to the west and that the key they have would likely open the Vanthampur vault also located to the west.

What would you like to do next?

## Session 11

After defeating the Bearded Devil guarding the jail, the party accepted Falaster Fisk's offer to join the party. Falaster mentioned that the Vanthampur vault, Thavius Kreeg's quarters, and the Shield of the Hidden Lord are likely to the west.

The party continued on west in the sewers and came to the Vanthampur vault just like Falaster Fisk said. Dr Claw found that the door to the vault was locked. Before Dr Claw could try the keys on the door, two Shambling Mounds oozed down the two sewer tunnels towards the party. The party engaged both of them and were able to defeat them and then heal Falaster Fisk who was pummeled by the Shambling Mounds.

The party discussed whether to return to the jail to rest or to try to enter the vault with the keys and rest. Ultimately the party decided to open the vault door with the ring of keys and they were successful. The door swung open and in the room stood Thavius Kreeg muttering to the shield.

Falaster Fisk barged into the room and attacked the traitor Thavius. The other members of the party joined in and easily defeated Thavius. After defeating Thavius, the shield spoke telepathically to Loras encouraging him to take him to Avernus where he would reward him with riches beyond belief. Loras wrapped the shield up in a blanket.

The party then took a long rest in the vault before continuing on. The party eventually found Thavius Kreeg's quarters. The quarters were empty except for a pendant of Torm on the desk and a chest. Loras opened the chest and it revealed a rod that looked like it could be lifted up or pushed down.

Loras waited for Ian Cognito to catch up and Ian Cognito pulled the rod up and a secret door opened showing stairs that led up. The party followed the stairs up and found that the stairs exited above the surface just outside the Vanthampur Villa.

The party then decided to make their way to sell some items and re-supply themselves before reporting to Liara Portyr.

What would you like to do next?

## Session 12

After exiting the Vanthampur Villa, the party decided to visit the various merchants and sell their treasure and seek new and better weapons and armour. After completing their bartering, the group decided to return to the Basilisk gate and report to Captain Dodge and Lyara Porter.

Upon hearing their exploits and information, Captain Dodge and Lyara Porter awarded each party member a Watch Token and Flaming Fist Token which grants them access to the Upper City and Lower City of Baldur's Gate whenever they desire. Captain Dodge and Lyara Porter also awarded them an expanded map and information on the Upper City, Lower City, and Outer City of Baldur's Gate.

The then party spent some time reviewing the map and information and asking questions of Captain Dodge and Lyara Porter of the various locations.

The party then took their leave and made their way to the Outer City to pick up the horses Lyara Porter offered them. They then followed Falaster Fisk to Little Calisham to get a book that will get them entrance to Candlekeep.

The party made their way to Wyrms Crossing and Wyrms Rock to cross the Chionthar River and make their way to Candlekeep. After hearing rumours of dodgy characters and pickpockets on the bridge, Adberth decided to fly over the crossing while the other party members made their way across. They made their way safely across the bridge and entered Rivington. Upon exiting Rivington, the party found that each member had been pickpocketed and lost an item each.

The party was disappointed and couldn't understand where they were all pickpocketed since Adberth flew over Wyrms Crossing. While nothing is for sure, the smuggling gang in Rivington called the Rivington Rats are the most likely culprits if revenge is so desired.

The party travelled half a day on their 5 day journey to Candlekeep and encountered a farmer pulling a wagon with three knights walking beside. After some pleasantries, the farmer and the knights demanded that the party hand over the Shield of the Hidden Lord.

The party stood defiant and a battle ensued. The party was able to defeat the farmer and the knights after a tough battle and travelled another half day before setting up camp for the evening. Falaster Fisk shared a take of Elturel with the party over the fire.

***"It was over a century past that the great troubles began. Fiends roamed the lands to the north and west of Elturel. Fields were despoiled, livestock slaughtered, homes razed, and people dragged off to a terrible and unknowable fate. Terror gripped the hearts of all. "The city's cavalry rode across the land, striking down fiends wherever they found them and suffering fearful losses. But it was never enough. For every fiend they destroyed, it seemed as though two more appeared elsewhere. The ruler of Elturel, the High Rider, asked his people to pray to the gods for aid. To everyone's astonishment, a mighty angel entered the city the next day. Her name was Zariel, which means Companion of Light. The prayers of Elturel had been heard, and help had come. "Zariel located the gate through which the fiends were***

*entering the natural world, on the Fields of the Dead west of the city. Zariel declared that she would lead the cavalry into Avernus, destroying the infernal host that was amassing there, and striking a great blow against the forces of darkness. "The High Rider sent out the riders of Elturel, now numbering many thousands, with Zariel at their head, riding a golden mastodon. With a great cry, Zariel and her army charged through the gate. The legions of Avernus trembled and buckled, but did not crumble. Zariel was defeated, and the remnants of her army returned to Elturel, overcome with grief at the loss of their glorious general but confident that the lords of the Nine Hells would think twice about threatening Elturel again. "There were great celebrations to honor the valiant knights of the cavalry, who became known as Hellriders from that day on."*

The party held camp that night uninterrupted and were awoken to a golden sunrise.

What would you like to do next?

## Session 13

After awakening, the party continued on towards Candlekeep. In the middle of the next day they encountered Reya Mantlemorn on the road travelling from Candlekeep. Reya introduced herself as a Hellrider that escaped the fall of Elturel. Reya mentioned that she is seeking to free Elturel from the clutches of Hell and accepted the offer to join the party on their quest.

Suddenly Reya levelled her bow seemingly at Glif, but killed a Shadow demon that snuck up on the party. The entire party attacked the remaining three shadow demons with Lorg dealing the death blow on all three shadow demons.

After the battle, the party continued on to Candlekeep. After donating a book from Falaster Fisk to gain entry, the party stopped at the Hearth Tavern. The party then continued onto to Sylvira to gain assistance to open the Infernal Puzzle Box. Sylvira was able to open the Infernal Puzzle box and share that the contents was a contract between Thavius Kreeg and the devil Zariel – awarding Elturel to Zariel after 50 years. The party also asked for her to examine the shield of the Hidden Lord. Sylvira confirmed it contained a dark presence and should be kept away from large cities lest it corrupt people.

Sylvira offered to transport the party to Traxigor's tower if they wish to continue to Elturel to try and free the city from being dragged down to Avernus. The party agreed and Sylvira also shared with the party a map of Avernus that she possessed. She gave the map to the party with a warning to not take the distances on the map literally.

The party stocked up on supplies and returned to Sylvira to be flown to Traxigor's tower by griffons. Once they arrived at Traxigor's Tower they were shocked to find Traxigor in the shape of an Otter and a hollyphant named Lulu. They assisted Traxigor to prepare a planeshift spell that would transport them to Elturel and accepted Lulu to join the party as a guide of Elturel and Avernus.

They arrived in the hellscape that was Elturel – buildings collapsed all around, the smell of sulfur in the air, the sky full of amber haze, and the black orb of the companion in the sky emitting purple and blue lightning erratically striking Elturel.

Traxigor disappeared back to his tower and the party quickly saw a woman and her two children being chased by three bearded devils. The party assisted the woman and quickly defeated the bearded devils. The woman shared with the party that she had been holed up in a tavern since Elturel fell and left to try and make it to the High Hall. She shared that any leaders remaining in Elturel were probably also boarded up in the High Hall.

The party agreed that they would make for the High Hall after they rested.

What would you like to do next?

## Session 14

After they rested in the basement of the Tavern, the party made their way for Torm's bridges. They decided to take the south bridge known as Torm's Blade. The party approached from the south and could see that it was guarded by two bearded devils and five spined devils.

The party decided to battle with the devils to cross the bridge. As the party engaged with the bearded devils, Adberth cast a fireball at the spined devils taking out two of them. While the battle raged on, Dr Claw was able to read the runes on the bridge. It was a prayer to Torm and when Dr Claw read them out, the devils shrieked in pain.

Suddenly large booming sounds were heard in the distance and the party saw Orthon, an infernal bounty hunter approach from the west. Orthon went to the opposite side of the bridge and read a prayer in infernal. When he read the prayer, any player touching the bridge shrieked and felt intense pain. Adberth was spared as he was flying above.

Most of the party smartly travelled on the bridge's railing to get across broken parts of the bridge and eventually killed the devils as Lorg dealt the final blow to Orthon.

The party continued on south to the High Hall and did not encounter any further resistance.

They entered the High Hall and encountered eight statues that once honoured the heroes of Elturel that had now been grotesquely warped into devils by Elturel being dragged down toward Avernus.

They continued through the two doors and encountered a White Abishai with six cultists in the High Hall foyer. The party was able to defeat them easily and then continued to explore the High Hall.

Glif went upstairs and found a church organ. He attempted to play the organ, but there were no notable effects. Glif was able to look over the railing and see his compatriots explore downstairs.

The other rooms in the High Halls were separated by curtains from the foyer. Loras opened the main curtain and found an altar in the form of a closed fist with a lever beside it. Loras continued to explore other curtained areas and found they contained corpses from a battle between devils and guards. Other party members joined Loras and explored the Private Chapels.

Ian Cognito and Lorg examined the lever and pulled it. The hand opened up and they discovered a door that opened to the catacombs beneath. Ian Cognito went down first and the party decided to regroup and explore the catacombs.

Ian Cognito discovered a dead woman on a bier with a greatsword. She had flaming red hair and appeared like she hadn't aged a day. Ian Cognito grabbed the sword against before anyone could come down and counsel him against it.

Glif returned from upstairs and was the last to climb down.

The party looked around in the catacombs and paused.

What would you like to do next?

## Session 15

The party looked around in the catacombs and paused. They examined the woman on the bier and strangely she had no visible signs of trauma that would indicate the cause of death. She again looked like she had not aged a day since her passing.

The party continued south and split up to explore a path to the south and a path to the west. The group that examined the path to the west climbed the stairs and discovered a passage that had collapsed and was impassable. While they explored the path to the west, the other party members that made their way south discovered a vault that would have been used to prepare the dead for rituals. They also discovered attached mausoleums where one commoner was huddling in fear. The mausoleums also contained bodies wrapped in fine linens and silks.

No matter what they did, they could not encourage the commoner to leave the mausoleum. The party explored some other vaults and mausoleums, but no other commoners were found and each of the mausoleums held bodies wrapped in fine linens in recesses in the walls.

The party continued east and came across an acolyte who introduced herself as Pherria. There were over 50 commoners also seeking refuge in the main crypt. Pherria shared with the party that Ulder Ravengard went to the Grand Cemetery to search for the Helm of Torm in the belief that it may be of assistance to save Elturel. Pherria mentioned that she was very worried about Ulder as he had been gone for over a day now. The party remembered that Ulder Ravengard was the leader of the Flaming Fist in Baldur's Gate and was on a diplomatic mission to Elturel when Elturel was dragged down to hell.

Pherria asked the party if they could go to the Grand Cemetery to see if they could offer assistance and find Ulder. Pherria also offered that the party could rest here before they go.

The party initially rested, but then their curiosity got the best of them. Ian Cognito and others went west while Glif decided to explore east. Glif came upon another vault and mausoleums that again contained interred bodies wrapped in fine linens and silk with no other items of value. The other party members explored west and eventually saw figures off in the distance and heard shuffling noises. After Loras fired an arrow at the dark shape, the other 13 mummies shambled forward and attacked.

A battle ensued with the party being victorious. Glif showed up just in time to see the final blows and assist the party.

The party then decided to return to main crypt and rest before they journeyed to the Grand Cemetery. The party had a long rest and awoke to what they imagined was morning.

What would you like to do next?

## Session 16

The party made their way to the Grand Cemetery to search for Ulder Ravengard after resting in the catacombs. The journey to the cemetery was uneventful until they came upon the Grand Cemetery. They found the gates ajar and zombies and skeletons wandering aimlessly. The party even pushed a skeleton over to find that the skeleton just got up again and wandered off.

The party then observed a purple glow coming from the main chapel in the cemetery. They made their way over to the chapel and were attacked by three minotaur skeletons outside of the chapel. After defeating the minotaur skeletons they made their way up to the door and were again attacked by shadows and spectres on the landing that emerged from the pillars. The party was able to defeat the shadows and spectres and finally make their way inside the chapel.

Glif made his way inside the chapel first and was immediately attacked by four more minotaur skeletons. The rest of the party joined the battle and defeated the minotaur skeletons. After this battle, the party finally was able to take in the surrounding and noticed the circular room in the center of the chapel that had multiple curtained entrances.

The party opened one of the curtained entrances and discovered that the circular room was a vestment chamber that was likely used by priests to prepare for rituals. They noticed that two Mezzoloths guarded the stairs down. The party attacked the Mezzoloths and during the heat of the battle, five dretchs and a giant scorpion came bounding up the stairs followed by Gideon Lightward and joined the battle.

The party defeated the devils and demons and were thanked by Gideon for defeating the demons. The party asked Gideon about whether he had seen Ulder and Gideon confirmed he passed by on the way down to the Ossuary, Gideon mentioned he allowed Ulder's party to go if they pledged to defeat all demons they encountered. Gideon offered the party the same agreement and even offered that they could rest under his protection before they ventured down into the ossuary.

The party rested and then moved down into the ossuary and found themselves in an abandoned workshop.

What would you like to do next?

## Session 17

The party rested and then moved down into the ossuary and found themselves in an abandoned workshop. The workshop had been ransacked and was in ruins with shattered flasks and tubes everywhere. Glif attempted to cast a light spell, but there was no effect. Subsequent efforts by the party to cast spells also had no effect. It appeared that something about the ossuary prevented the casting of magic spells.

The party moved on to explore the other areas in the ossuary. Loras explored east and found the main ossuary with bones of the faithful resting in funeral shelves. The rest of the party explored north and came upon a vault with five statues on pedestals. Four of the states were destroyed, but one statue was untouched. The untouched statue was kneeling and it appeared to have been sculpted to wear a helmet.

The party then all moved east into the main ossuary and encountered a Treant and a Quasit named Orphurkh who guarded the passage. After unsuccessfully trying to negotiate their way past, a battle ensued and the Treant and Quasit were eventually destroyed without the use of any magic spells.

The party continued to the east into a meditation chamber that had the following inscription:

**""Contemplate life. Death comes soon enough."**

Without finding anything else of note, the party continued north and encountered a locked door with yelling coming from beyond the door. The party was eventually able to open the door and came upon a horrific sight.

There was a man kneeling and clawing at a helmet on his head. He was in the middle of a pool with corpses of soldiers and demons around him. He was speaking incoherently as he clawed at the helm on his head. Reya recognized the man as Ulder Ravengard and before the party could assist, a portal glowed at the far end of the pool and three Minotaurs came through and attacked.

The party was able to defeat the Minotaurs easily as magic spells once again worked in this area. The party dragged Ulder Ravengard back to the Meditation Chamber and were finally able to remove the Helm of Tor. Once the helmet was removed, Ulder Ravengard shared that he donned the helm in the hopes that Tor would show him a vision as to how to save Elturel. Ulder then shared the visions he saw while he wore the helmet.

- In his spirit journey, Ravengard saw a bloodied woman in armor-a soldier wearing the colors and crest of Elturel-grasping a longsword fit for an angel. Fresh blood streamed from a nasty cut on the woman's cheek.
- Flying next to the woman was a small, golden elephant with rapidly fluttering wings. (If Lulu is still with the party, Ravengard identifies her as the creature he saw in his vision.)
- As an enormous, loping demon threatened to devour the woman, she plunged the sword into the ground while the winged elephant made a trumpet sound with its trunk. The demon was hurled back as an alabaster palace rose up around the sword. The winged elephant fled and took to the red sky of Avernus, where it watched as a bloody scab grew up from the ground to engulf the palace and the enormous demon.

- The winged elephant fled and wandered in a delirium before coming upon two odd, birdlike humanoids dressed in patchwork armor and standing next to a strange infernal vehicle. The bird creatures were equipped with odd weapons and tools.

Upon hearing these visions, Lulu burst out:

“I know where the sword is! Chukka and Clonk at Fort Knucklebone can help us!”

Lulu remembers helping one of the Hellriders plant a sword in the ground and raise an impenetrable fortress around it. Both Ulder Ravengard and Lulu the hollyphant are convinced that the sword is the key to saving Elturel and ending this madness.

Lulu offers to fly each one of you down to Avernus.

What would you like to do next?

## Mini-recap

Lulu flies all of you down to Avernus and you see Fort Knucklebone about a kilometre in the distance. You see where Fort Knucklebone gets its name, there is a series of mountains in the distance that look like the knuckles of a large hand. It looks like there is a scrapyard surrounding a shanty town of haphazard buildings at the base of the mountains with a guard tower and fence surrounding the scrapyard. In the scrapyard, you see what looks like vehicles in various states of repair.



You see several small red-hatted figures in the watch tower.

## Session 18

After Adberg flew down and Ian Cognito floated down to Avernus, Lulu flew the rest of the party down. After some discussion, the party made their way to Fort Knucklebone and encountered Redcaps in the watchtower who asked them for a password. The party was unsuccessful in providing a password, but the Redcaps confessed that they don't really have a password and encouraged the party to come inside. The doors were opened, and the party saw that in the salvage yards there were several vehicles in various states of repair. The vehicles were being worked on by a pair of Kenku and some Redcaps and Madcaps.

The party entered Fort Knucklebone and met the two Kenku, Chukka and Klonk. Chukka and Klonk recognized Lulu and went and excitedly got Mad Maggie who was very excited to see Lulu as well. Mad Maggie offered to conduct a ritual to retrieve Lulu's lost memories to help the party find the sword they are seeking. After some discussion, Lulu and the party agreed. Mad Maggie excused herself to gather supplies for the ritual and encouraged the party to look around and introduce themselves to her gang.

The party met Mad Maggie's Ravens, Pins and Needles. They also met a Barnabus, a flameskull with a missing tooth, and Mickie, a Flesh Golem that was hopping around. Pins and Needles informed them that a Redcap named Wazzik was aiming to kill Lulu and Barnabus told a woeful tale of how his tooth was stolen by a Redcap. Loras was able to retrieve Barnabus's tooth by pickpocketing a pouch from Wazzik. Upon retrieving his tooth, Barnabus was grateful and informed the party that Pins and Needles were lying and just trying to stir up trouble.

Mad Maggie soon returned and started the ritual by drawing a circle in the ground and invited all members to sit inside the circle. Reluctantly, the party agreed. The party soon found themselves in series of dreams with Lulu. First they were in a meadow and the skies then darkened and they pushed through and encountered six Spined Devils surrounding Lulu and themselves. They heard Mad Maggie saying they needed to defeat the Devils and they were able to defeat the Spined Devils and two Horned Devils that were also summoned.

When the last Horned Devil was defeated, it broke into 66 tiny devils that begged for mercy. The party decided to not grant the tiny devils mercy and then found themselves transported to a vision where they were trapped in sludge. They were able to free themselves and found themselves in a final vision with Lulu looking through a spyglass. Lulu then shrieked 'I know where it is'. 'We need to go to Haruman Hill.'

The visions then ended and Mad Maggie was so grateful for the successful visions she offered them two Tormentor vehicles with three soul coins for each vehicle. The party graciously accepted and took a long rest before they continued on.

What would you like to do next?

## Session 19

The party thanked Mag Maggie for the gracious gift of the two tormentor Infernal Machines and suddenly realized Glif was nowhere to be found. The party was quite concerned as they couldn't find him but they could hear his voice in the distance. After about an hour of looking all over for Glif, they finally found him standing right beside them all along. Ian Cognito was quite annoyed and for some reason he took to calling Glif "pebkac" for the next hour.

The party asked if the kenku would be kind enough to show them the operation of the Tormentor machines and they obliged. The party then decided that Loras would drive one vehicle with Glif, Ian Cognito, and Lulu riding. The other vehicle was driven by Dr. Claw with Adberth, Lorg, and Madcat riding.

The party questioned Lulu as where she recommended going next to search for the sword of Zariel. Lulu felt that the sword would be at Haruman's Hill and the party consulted the map of Avernus and drove off to Haruman Hill.

The ride to Haruman Hill was uneventful but when they approached Haruman Hill they found a series of metal trees lining the path where paladins were strung up and they were being tormented by stirges sucking their blood. On the top of the hill there was a large tree with an elvish warrior named Jander Sunstar crucified. Loras was able to determine that Jander seemed to be a vampire and that the stirges were drawing just enough blood from the paladins to keep the paladins and Jander alive.

Jander pleaded with the party to release him and end his suffering. Jander shared that he and the paladins were part of Zariel's horde that attacked Avernus but they betrayed Zariel and escaped from Avernus closing the portal behind them and abandoning their comrades. This was the judgement that was delivered upon their death.

Dr. Claw decided to free Jander and he left the vehicle to cut Jander down. Once Jander was released, Jander and the paladins turned to dust. Suddenly a furious Haruman descended on the party riding a nightmare and accompanied by a Hellwasp..

A vicious battle ensued with Haruman, the Nightmare, the Hellwasp, and stirges attacking the party. Everyone in the party left the vehicles to join the battle except for Lulu and Ian Cognito. The battle went on with the stirges being easily defeated while Haruman dealt vicious blows with his Hellfire Lance attacks.

In the pitch of the battle, the Hellwasp ripped a hole in the vehicle and grabbed Lulu and flew away. Thankfully, Ian Cognito was able to cast a sleep spell on the Hellwasp preventing Lulu from being kidnapped.

The party was then able to defeat Haruman and the nightmare. Lulu thanked the party and realized the sword was not here at Haruman Hill. Lulu searched her memory and said that she believes the next step to find the sword to be either at the **Demon Zapper** or the **Spawning Trees**. She apologized for her faulty memory and did not know which was the proper next step and asked the party to choose.

The party chose the Spawning Trees and they rested before they prepared to drive off.

What would you like to do next?

## Session 20

After the party defeated Haruman, Lulu thanked the party and realized the sword was not here at Haruman Hill. Lulu searched her memory and said that she believes the next step to find the sword to be either at the **Demon Zapper** or the **Spawning Trees**. She apologized for her faulty memory and did not know which was the proper next step and asked the party to choose.

The party chose the Spawning Trees and they rested before they prepared to drive off. The drive to the Spawning Trees was uneventful. When they arrived at the Spawning Trees they came upon five bearded devils heaping coals on a tree. The tree seemed to be the only one with bulbous sacs on the branches. Suddenly, one of the sacs broke and an abyssal chicken fell out of the sac. One of the bearded devils named the abyssal chicken **earwax** and noticed that he was being shunned by the other bearded devils due to his sympathy for the abyssal chicken.

The party was able to persuade the bearded devils to provide them information as to how they could find the Bleeding Citadel. The Bearded Devils directed them to the Tower of Urm to seek out Mordenkainen.

The party took their leave and decided that they would use the ramp at Haruman's Hill to jump over the River Styx so they could retain their Infernal Machines. To accomplish this, Dr Claw collected some Demon Ichor before they left the **Spawning Trees** to provide turbo power to the Infernal Machines. Loras went first and was able to perfectly jump the River Styx. Dr Claw went next and was also able to jump the River Styx, albeit not so gracefully. But the entire party crossed the River Styx and made their way to the Tower of Urm.

At the Tower of Urm, they found Mordenkainen and found that he was less than helpful. Mordenkainen did direct them to ask a mage that knows more about Avernus than even he knows. Mordenkainen informed the party that the mage can be found at the Obelisk.

The party took their leave and as they drove away they heard a "**thunk**" and when they looked behind they saw that the entire Tower had disappeared leaving only the foundation behind.

When the party arrived at the Obelisk they found the mage Mordenkainen mentioned but found that he was trapped within 8 stones by an invisible barrier. The mage introduced himself as Ubbalux and told the party he was imprisoned by the pit field Bel when he showed disrespect to Bel. Ubbalux offered to tell them the location of the Bleeding Citadel if they freed him from his prison. The party was able to deduce that the stones represented the eight schools of magic. The party tried to destroy, touch, and interpret the stones with varying, but ultimately unsatisfactory results. Finally, Ian Cognito threw a stone at the barrier and it sailed through and struck Ubbalux. Dr Claw then walked through the barrier and discovered that once inside the barrier, the illusion of a mage was dispelled, showing the true form of Ubbalux – A Bargura.

After exhausting all their ideas to free Ubbalux, they took Ubbalux up on his request to seek out Mephistopheles for a way to free him.

The party made their way to the Mirror of Mephistar and encountered a cambion inside the mirror that flew down from the tower of Mephistopheles. Strangely enough the Cambion was hesitant to assist in freeing Ubbalux for fear of angering Zariel, but eagerly offered that Olanthus at the Crypt of the Hellriders knew of the location of the Bleeding Citadel.

The Cambion directed the party to the Crypt of the Hellriders, but the party found that the door was sealed. After many unsuccessful attempts the party decided to return to Ubbalux to see if the mage/barlgura knew of the way to enter the Crypt of the Hellriders.

Ubbalux confirmed that he indeed knew how to enter the Crypt of the Hellriders, but the party would need to free him first from his prison. Ubbalux swore to the party that he would share the secret upon his release and swore an oath "For love and for glory".

The party successfully deduced that this was an unusual oath for a fiend to utter and returned to the Crypt of the Hellriders and repeated the phrase. When the "For Glory" phrase was uttered, the doors swung open.

The party entered the Crypt of the Hellriders and began exploring the Funerary chambers. Ian Cognito encountered three ghosts upon touching the shields and swords on the wall. The ghosts shared the tale of the Hellriders and their plight of being trapped in Avernus. The ghosts also shared that Olanthus knows of the location of the Bleeding Citadel and his quarters can be found behind a secret door.

The party then split up and explored the different areas of the crypt, finding more funerary chambers and Dr Claw found a room with four steles with hundreds of names engraved on them.

The party then paused and realized that each member of the party was in a separate room.

What would you like to do next?

## Session 21

The party then paused and realized that each member of the party was in a separate room. The party continued to explore the different areas of the Hellrider Crypt and Glif found a secret room that was covered in ankle deep mist.

When Glif disturbed the mist, he discovered a circle and pentagram drawn in blood under the mist. In the centre of the circle, Glif discovered hundreds of pieces of paper that had names written on them. Glif was able to ascertain that these names were family names from Baldur's Gate or Elturel.

On the other side of the crypt, the rest of the party was exploring a room with four steles present. These steles also seemed to have names written on them that appeared to be family names from Baldur's Gate and Elturel. At the top of the Steles, there was inscribed:

**"Here lie the fallen. May their souls echo here until the end of time."**

Dr Claw attempted to remove the inscription in the hopes of freeing the souls of the Hellriders. When Dr Claw attempted to erase the inscription he staggered back in pain.

The party then discovered a hidden room off of the room with the four steles and discovered a room with the journals of Olanthius. They proceeded to investigate the journals and discovered the following:

**\*Olanthius never recovered from Zariel's capitulation to Asmodeus and subsequent transformation into a devil. He blames himself for not seeing warning signs of Zariel's fall from grace early on-her single-minded determination to slay demons at all costs."**

**\*Olanthius took his life rather than face damnation, but he was transformed into an undead monster by Zariel to serve her forevermore."**

**\*Olanthius describes Haruman, his one-time comrade in arms, as a heartless man bereft of compassion-now a devil bent on punishing anyone who stands in Zariel's way."**

**\*Olanthius mourns the deaths of his fallen warriors and feels powerless to help them."**

After reviewing the journals they heard a loud slam and Loras saw that two Gorgons landed outside and a Death Knight had entered the crypt. The Death Knight announced himself as Olanthius and asked what business the party had in the crypt. After being persuaded that the party was also looking to stop Zariel and her reign, Olanthius gifted the party with a blessing that filled the party with confidence and a feeling of power.

Olanthius proceeded to inform the party that they could find the Bleeding Citadel by going through the Arches of Ulloch and gave each of them a piece of scab they were to hold as they passed through the arches. Olanthius informed them that the Arches of Ulloch could be used for teleportation if the person had a piece of the location they wanted to go to.

Before the party left they want to see if they could free the souls of the Hellriders that were trapped in the crypt. Half of the party joined Glif in the room with the mist and pieces of paper with names on them, while Loras and others watched the steles.

Glif started to rip the pieces of paper and Loras noticed that the names slowly disappeared from the steles. Dr Claw then moved to inform the other party members that whatever they were doing, was removing names from the steles.

The party upon hearing that, continued to destroy the pieces of paper and eventually all the names were freed from the steles.

What would you like to do next?

## Session 22

After a long rest, the party discussed their next move. After some discussion, the decision was made to proceed to the Arches of Ulloch without doing any stops along the way. During the journey to the Arches, the party passed by the Bone Brambles and saw the remnants of corpses intertwined with a petrified forest. The party slowly approached the Arches of Ulloch and could feel the hum as they approached. The humming and the feeling of power continued to grow as the party approached the Arches. When the party got to within 20 feet they could see flames dancing between the Arches. Unfazed, the party decided to proceed through the Arches as Olanthus instructed and soon found themselves before the Bleeding Citadel in a strange landscape.

The party discovered why the Bleeding Citadel had that name. There was a scab that surrounded the Bleeding Citadel like the citadel itself was a wound in this world. The party searched the scab and soon discovered a tunnel that led down. The tunnel looked like it was clawed and bitten out of the scab and pools of blood gathered in the bottom of the tunnels.

The party ventured down the tunnel and came upon a stained glass window that appeared to have been clawed out of the scab. Lorg tried to break the stained glass window in an attempt to enter the citadel, but he was unable to break the Stained Glass no matter how mightily he struck. The party then decided to move down further tunnels to search for another way to enter the citadel. Inexplicably, Glif broke away from the party and explored a tunnel that led up while the rest of the party descended.

Glif journeyed down a long corridor and eventually came into a cavern where blood was pouring from the ceiling. Glif moved closer to inspect the waterfall and three hidden Barlguras attacked. Glif was able to banish one and then quickly retreat. Glif backtracked to try and meet up with the party but took a wrong turn and found himself in another cavern surrounded by five Bulezaus drowning a corpse in a pool of blood. The Bulezaus attacked but Glif was able to retreat again and the Bulezaus returned to drowning the corpse in the pool of blood.

The rest of the party continued to descend and came upon a chamber with the mutilated corpses of demons surrounded by buzzing flies. The party continued down a hole in the center of the chamber and eventually came upon a large door that was under siege. Trantalox, a Nalfeshnee, was ordering three Bulezaus to break down the door. The party attacked the Bulezaus and in a rage Trantalox uttered a spell and a crashing was heard off to the west. Through the wall of the scab, Crokek'toeck, then burst through the scab and the battle was engaged. Crokek'toeck is Yeenoghu's demonic pet and thankfully was feeble in its attempts to eat the party. Eventually the party was able to be victorious.

The party was unable to open the door into the citadel until Glif had the idea to have Lulu try and open the door. The door swung open easily for Lulu and the party saw a dais in front of them with an angelic sword driven into a stone on the dais.

The scene suddenly shifted and the party found themselves in the town of Idyllglen. Lulu suddenly remembered everything and shared that this was the scene of Zariel's final battle before she was corrupted. As Lorg moved forward, hordes of Dretches and Gnolls moved out from the shadows.

What would you like to do next?