



BALDUR'S GATE DESCENT INTO AVERNUS™

DUNGEONS & DRAGONS

Diabolical dangers await in this adventure
for the world's greatest roleplaying game

BALDUR'S GATE™ DESCENT INTO AVERNUS™



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———. *Volo's Guide to Monsters*. 2016.
Perkins, Christopher, Will Doyle, and Steve Winter. *Tomb of Annihilation*. 2017.

Vanthampur Villa was inspired by a building design by Dean Turner.

Disclaimer: This adventure is a work of fiction aimed at providing you and your friends with many hours of fantastic entertainment. Although devils and the Nine Hells play prominent roles in this story, the evil they represent is meant to be fought and overcome. Wizards of the Coast fully endorses the kicking of evil's butt. Let darkness fall and light prevail! We strongly advise that you not play this adventure backward, lest Asmodeus appear in a puff of smoke to talk politics, as archfiends are wont to do.



ON THE COVER

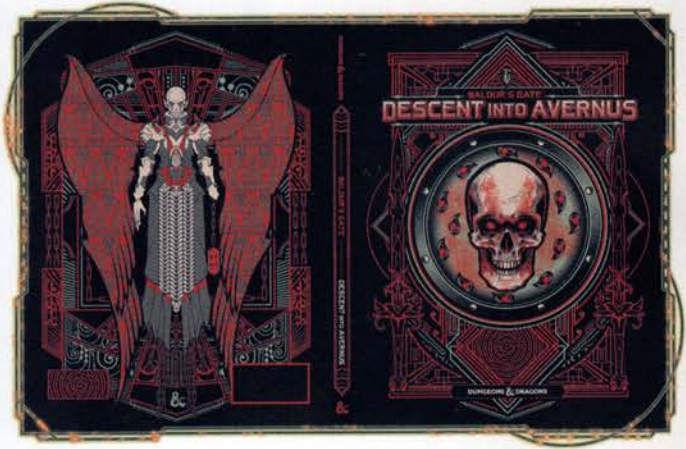
The symbol of Bhaal fills the sky over Avernus as the River Styx seethes below. Illustrator Tyler Jacobson shows the archdevil Zariel reaching for her sword—a reminder of her angelic origins—as her evil henchman Haruman follows her into damnation.

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ON THE ALTERNATIVE COVER

The flame-ringed skull of Bhaal, bound on either side by Zariel's angelic sword, adorns the front cover. On the back cover, the archdevil of Avernus herself graces us with her fiendish presence. Both covers were created by Hydro74.

CE

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PRONUNCIATION GUIDE

This guide shows how to pronounce many of the non-English names that appear in this adventure.

Name	Pronunciation	Description
Abishai	AB-ish-eye	Devil loyal to Tiamat that exists outside the Infernal Hierarchy
Amnizu	am-NEET-zoo	Greater devil that guards gateways to the Nine Hells
Amrik Vanthampur	AM-rik VAN-tham-per	Second son of Duke Thalamra Vanthampur of Baldur's Gate
Arkhan the Cruel	AR-kawn	Evil dragonborn champion of Tiamat
Asmodeus	az-moh-DAY-us, or az-MOH-dee-us	Archdevil, greater god, and Lord of the Nine Hells
Baphomet	BAF-oh-met	Demon lord worshiped by minotaurs
Balarystul	bah-lar-RISS-tul	Ancient copper dragon that has infiltrated the Wandering Emporium
Bazelsteen	BAY-zel-steen	Horned devil that oversees flying fortress repairs at the Stygian Dock
Belynne Stelmane	beh-LIN STEL-mane	One of four dukes on the Council of Four that governs Baldur's Gate
Bhaal	BAWL	Mortal god of murder, and one of the Dead Three
Bulezau	BOO-leh-zow	Horned demon with rotting flesh
Crokek'toeck	CROW-kek-toe-ick	Gargantuan demon that carries other demons inside it
Dillard Portyr	DILL-erd por-TEER	One of four dukes on the Council of Four that governs Baldur's Gate
Falaster Fisk	FAL-ass-ter	Helpful spy imprisoned in the dungeon under Vanthampur Villa
Fhet'Ahla	fett-AH-lah	Amnizu that runs From Here to Avernus in the Wandering Emporium
Gabourey D'Vaelan	gah-BUR-ee duh-VAY-lan	Cook who works at Vanthampur Villa in Baldur's Gate
Gargauth	GAR-gawth	Pit fiend imprisoned in the <i>Shield of the Hidden Lord</i>
Haruman	HAIR-oo-man	Fallen paladin of Eturel, now a narzugon devil loyal to Zariel
Jhessa Brightstar	JESS-ah	Priest of Lathander in Idyllglen
Kaejil Orûnmar	KAY-jil oh-ROON-mar	Tax collector imprisoned in Vanthampur Villa
Klim Jhasso	JAH-soh	Member of the Jhasso patriar (noble) family of Baldur's Gate
Kostchtchie	koss-CHEE-chee	Demon lord worshiped by some frost giants
Laraelra Thundreth	lah-RAIL-rah THUN-dreth	Proprietor of the Low Lantern, a tavern in Baldur's Gate
Liara Portyr	lee-AR-ah por-TEER	Commander of the Flaming Fist recalled to Baldur's Gate
Lulu	LOO-loo	Hollyphant suffering from memory loss
<i>Matalotok</i>	mah-tah-LOH-tok	Magical hammer stolen from Kostchtchie by Zariel
Mordenkainen	mor-den-KAY-nen, or mor-den-KIGH-nen	Famous archmage who inhabits the Tower of Urm in Avernus
Mortlock Vanthampur	MORT-lock VAN-tham-per	Third son of Duke Thalamra Vanthampur of Baldur's Gate
Myrkul	MER-kul	Mortal god of death and necromancy, and one of the Dead Three
Nariangela	nar-ee-AWN-jeh-lah	Erinyes bridge officer aboard Zariel's flying fortress
Nupperibo	nuh-pur-REE-boh	Least devil common throughout the Nine Hells
Olanthus	oh-LAN-thee-us	Fallen paladin of Eturel, now a death knight sworn to obey Zariel
Pherria Jynks	FAIR-ee-ah JINX	Acolyte of Torm in Eturel's High Hall cathedral
Reya Mantlemorn	RAY-ah MAN-tul-morn	Hellrider sworn to protect and defend Eturel
Satiir Thione-Hhune	sah-TEER thee-AWN-hewn	Member of the Hhune patriar (noble) family of Baldur's Gate
Shaleen Zoraz	shaw-LEEN zor-AHZ	Sewer maintenance supervisor imprisoned in Vanthampur Villa
Sibriex	SIB-ree-ex	Demon that looks like a bloated sack of pustulent flesh
Sylvira Savikas	sil-VEER-ah sah-VEE-kas	Tiefling archmage and expert on the Nine Hells
Thalamra Vanthampur	thah-LAM-rah VAN-tham-per	One of four dukes on the Council of Four that governs Baldur's Gate
Thavius Kreeg	THAY-vee-us KREEG	Former cleric of Torm and High Overseer of Eturel
Thurstwell Vanthampur	THURST-well VAN-tham-per	First son of Duke Thalamra Vanthampur of Baldur's Gate
Tiamat	TEE-ah-mat	Five-headed queen of evil dragons trapped in the Nine Hells
Trantolox	TRAN-toe-lox	Nalfeshnee encountered outside the Bleeding Citadel
Traxigor	TRAX-eh-gor	Archmage transformed into an otter
Ulder Ravengard	UL-der RAY-ven-gard	Grand Duke of Baldur's Gate and leader of the Flaming Fist
Yael	YAY-el	Deceased defender of Eturel, now a ghost in the Nine Hells
Yeenoghu	yee-NO-goo	Demon lord worshiped by gnolls
Zariel	ZAR-ee-el, or ZAIR-ee-el	Archdevil and ruler of Avernus, the first layer of the Nine Hells

ABOUT THE ADVENTURE



DESIGNED FOR AN ADVENTURING PARTY OF four to six 1st-level characters, *Baldur's Gate: Descent into Avernus* is a DUNGEONS & DRAGONS adventure that begins in the city of Baldur's Gate and ends in Avernus, the first layer of the Nine Hells. By the end of the adventure, the characters should be 13th level or higher. To run this adventure, you need the fifth edition *Player's Handbook*,

Dungeon Master's Guide, and *Monster Manual*.

Use the first session of the game to help your players create their 1st-level characters. As part of this process, the players can choose their party's dark secret (see page 208).

ADVENTURE OVERVIEW

The holy city of Eturel has disappeared from the Forgotten Realms and descended into Avernus, the first layer of the Nine Hells. This event came about as the result of an infernal bargain between the archdevil Zariel, who rules Avernus, and the treacherous High Overseer of Eturel, Thavius Kreeg. Zariel is capturing cities and using their citizens as fodder in the ongoing conflict between demons and devils known as the Blood War. Next on Zariel's list of cities is Eturel's neighbor, Baldur's Gate. The characters can be the heroes who descend into Avernus, save Eturel from certain destruction, and prevent a similar fate from befalling Baldur's Gate.

TROUBLE IN BALDUR'S GATE

Chapter 1 begins in the independent city of Baldur's Gate, where the characters find themselves trapped behind the city's walls after the gates are sealed to keep out hundreds of refugees from the neighboring land of Eturegard. However, the gates can't hold back news that Eturegard's capital has fallen, and that Grand Duke Ulder Ravengard of Baldur's Gate is missing—lost on a diplomatic mission to Eturel. The fact that Eturel's misfortune coincided with Ravengard's visit has left Baldurians wondering whether Baldur's Gate will suffer Eturel's fate.

The characters are drafted by the Flaming Fist, the army of mercenaries tasked with protecting Baldur's Gate. Without Grand Duke Ulder Ravengard to lead them, the Flaming Fist mercenaries are little more than glorified thugs. The characters' orders are to help maintain peace by rooting out and destroying followers of Bane, Bhaal, and Myrkul—evil gods collectively known as the Dead Three. These vile priests, assassins, and necromancers are murdering city folk at random, and the Flaming Fist is too distracted and disorganized to hunt them down and find their lair. In the course of their investigation, the characters learn that the Dead Three cultists are secretly being financed by Thalamra Vanthampur, one of three remaining dukes who preside over the government of Baldur's Gate, using money stolen from the hoard of Tiamat, the evil queen of dragons imprisoned in the Nine Hells.

With Grand Duke Ulder Ravengard out of the way, Thalamra is paying the Dead Three to shatter confidence in the Flaming Fist so that all payments to the decapitated organization can be cut off. Thalamra, a devout disciple of the archdevil Zariel, has brokered a deal that will enable her to claim the role of grand duke once the Flaming Fist disbands, paving the way for the city's descent into Avernus. To accomplish this last goal, Thalamra needs an artifact called the *Shield of the Hidden Lord*, imprisoned in which is a pit fiend named Gargauth. Until recently, the shield was sealed in a tomb under the city, but Thalamra's sons recently stole it and transported it to the dungeon below their villa. So corrupt is the shield that its mere presence in Baldur's Gate has contributed to the city's moral decay for decades.

To keep Baldur's Gate from falling into Zariel's clutches, the characters must take the shield far away from the city. Reya Mantlemorn, a young knight from Eturel, suspects that the Vanthampurs are sheltering Thavius Kreeg at their estate and offers aid. Characters who storm Duke Vanthampur's villa find Thavius hidden in the dungeon below it. Thavius is helping Thalamra Vanthampur use the *Shield of the Hidden Lord* to bring about the fall of Baldur's Gate, in much the same fashion he used the Companion (see page 7) to doom Eturel. If the characters slay Thavius, his soul travels to the Nine Hells and re-forms as an amnizu devil on Avernus (see page 132).

VISIT TO CANDLEKEEP

In the course of dealing with Thavius Kreeg and the Vanthampur family, characters are likely to acquire the *Shield of the Hidden Lord* as well as an *infernal puzzle box* that they can't open. They might also liberate a spy imprisoned in Duke Vanthampur's dungeon who works for Sylvira Savikas, a tiefling expert on the Nine Hells. Determined to thwart devil worshipers in positions of power throughout the Western Heartlands, Sylvira operates out of the library of Candlekeep and has spent years monitoring devil activity in Baldur's Gate, Eturel, and the surrounding region. Her spies are after the puzzle box, which is believed to contain a copy of the fiendish contract Thavius signed to seal Eturel's doom.

If the characters wish to help Baldur's Gate further, they must journey to the Nine Hells and rescue Ulder Ravengard from what's left of Eturel. The characters are urged to seek out Sylvira Savikas in Candlekeep. Sylvira knows the secret to unlocking Thavius's puzzle box. She can also facilitate the characters' descent into Avernus and provide them with a map (albeit an unreliable one). Sylvira advises characters to leave the *Shield of the Hidden Lord* in her custody. However, there are benefits to taking the shield with them, for Gargauth can guide them through the Nine Hells in ways others cannot. With or without the shield, the characters depart Candlekeep and visit Sylvira's friend, Traxigor, a wizard who can use the *plane shift* spell to get them to Eturel. At this wizard's tower, they meet a hollyphant (see page 237) named Lulu.



D&D 5e – Cat Girls

Everybody loves cat girls. If you don't like cat girls, you're probably a faggot, and thus not a person. If you're thinking to yourself "gee, I don't like cat girls but I don't think I'm a faggot", you outta go watch some tranny porn and figure it out, gayboi. Anyways, this legit pdf is all about cat girls as a 5e D&D racial option for everybody who's not a fag and can appreciate real art. We'll start off with an FAQ for the aesthetically impaired. Enjoy!

Q: Why would I want to play as a cat girl?

A: That's a fucking stupid question, but that's OK – it's probably to be expected of autistic anti-weeb crusaders such as people who would even bother reading this FAQ instead of just skipping to the racial stats. The answer is that cat girls are a truly essential PC race in any and all D&D games. In fact, they're so essential to the game that in *Chainedmale* (Gary Gaygax's first whack at the universe's 8th tabletop role-playing game ever made) they were the **only** player race available! Not only that but, given people were such unimaginative fucks, the cat girl PC race was simultaneously its own class. Well, at least Gary Gaygax understood the importance of cat girls!

Q: How can I incorporate cat girls into my setting?

A: Why aren't cat girls *already* in your setting? What fucked up world do you have in which you have dragons/wizards/nalfeshnees/emus/trees/xylophones/tiny people and yet you lack girls with cat ears and tails? Dude just use magic or some shit. You don't need this spoonfed to you.

Q: I want to play as a cat girl, but my DM won't let me. What should I do?

A: Call him a faggot and then just play as a warlock, druid, or wizard and turn yourself into a cat girl anyway. Starting at level two as a warlock, you can cast *disguise self* at will as an invocation. Once you reach 15th level you can cast *alter self* at will as an invocation. Once you hit level 17 you get *true polymorph* and you're golden. As a moon druid, you get the Thousand Forms circle feature at level 14, which lets you cast *alter self* at will a level earlier than warlock gets it, though you'll sadly never have access to *true polymorph*. As a wizard, you get access to all the normal spells (*disguise self*, *alter self*, *true polymorph*) and, of course, *wish*. I can think of nothing more worthy of a suicidal casting of *wish* than to turn each and every humanoid on the material plane into a cat girl. The gods will surely smile upon your heroic sacrifice for the greater good.

Q: Why does everyone assume I'm a pervert just for wanting to play as a cat girl?

A: Because they're degenerate cocksuckers who cannot fathom that another person might have pure intentions in wanting to play as the cat girl master race. Their wish-fulfillment fetish-tier races like elves, aasimars, goliaths, and hobgoblins are perfectly fine in their mad, lust-filled minds, such that the purity and perfection of cat girls burns at their evil perverted hearts.





Neko Revēlāt 57:20 - But the wicked are like the tossing sea; for it cannot be quiet, and its waters toss up mire and dirt.

Q: Where are the cat boys?

A: I don't follow.

Q: What is a cat girl's favored class?

A: Cat girls make excellent barbarians because they are fast and possibly strong! Cat girls also make great bards, due to the fact that they are charismatic and tend to have lovely voices. You can't go wrong with a cat girl cleric, as no other race produces such wise and devoted acolytes. The path of a druid is one that suits a cat girl perfectly, as they are natural protectors and nurturers of nature. Cat girl fighters may be found amongst the greatest warriors in any setting, being innately talented martial combatants due to their speed and possible strength. The life of a cat girl monk is one of sweat and discipline, and that suits a cat girl just fine since they have great mental fortitude and physical talent. Cat girls make the very best paladins, as cat girls have a potent sense of justice and dedication to righteous causes. The role of a ranger is one of a silent guardian and watchful protector, which cat girls fill perfectly with their keen senses and rustic grit. No other race offers you a better choice as a rogue, as the dexterity and cunning of cat girls is unmatched in the world of intrigue, tactics and espionage. Innate magical power and talent flows through the veins of every cat girl, making cat girls the ideal race for being sorcerers. Cat girls are experts of diplomacy and finding alternative ways to make their dreams reality when things go awry, making them superb candidates for finding their way into the warlock class. As intelligent and studious as the average cat girl is, it's no wonder that cat girls also make such top-of-the-line wizards. I hope that answers your question!

That concludes this FAQ segment. I hope you now have a better understanding of the depth, utility, and general import of cat girls as a D&D 5e PC race.

Cat Girl Traits

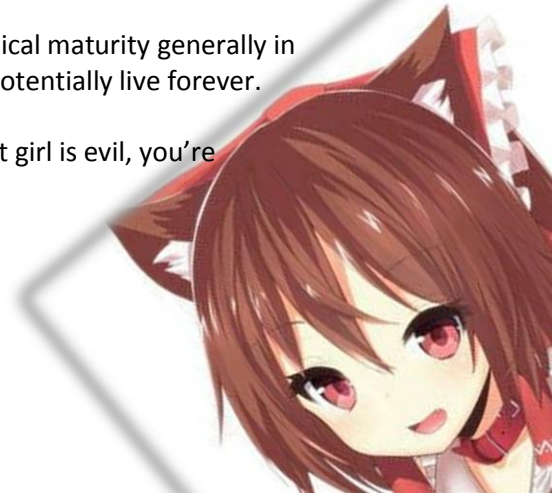
Your cat girl character has many unique and potent traits inherent to your noble bloodline.

Ability Score Increases. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Age. Cat girls grow up at about the same rate as humans, reaching physical maturity generally in their late teens. Cat girls, however, do not age after maturity, and can potentially live forever.

Even if she dies though, remember she will always live on in your heart.

Alignment. Cat girls are always good. No exceptions. If you suspect a cat girl is evil, you're mistaken – they are probably just pretending.



Size. Cat girls tend to range in height from just under 5 feet to just below 6 feet tall. Your size is Medium.

Speed. Cat girls are fast! Your base walking speed is 40 feet.

Languages. Cat girls know English, which is the only language anyone needs.

Darkvision. Cat girls can see in the dark! You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Keen Senses. Cat girls have exceptional senses. You have proficiency in the Perception skill.

Surefooted. Cat girls are great on their feet. You have advantage on any saving throw or ability check made to maintain balance, keep or land on your feet, or otherwise avoid being knocked prone.

A Cute. Cat girls are very cute! You can cast the *enthrall* spell once using this trait. You regain the ability to do so when you finish a short or long rest. Charisma is your spellcasting ability for this spell.

