



DESCENT INTO AVERNUS



The War of Dragons ended five years ago and yet its legacy still remains. Having uprooted the corruption of Lord Degault Neverember and recovered half a million embezzled gold dragons from the supporters of Tiamat, the leaders of the Lords Alliance argue about how best to redistribute the stolen money to the towns that seek it.

A gathering has been called for in the city of Elturel, east of the larger port city of Baldur's Gate. Three leaders and their retinue soon arrive at the city to discuss the redistribution of Dragon Cult's stolen funds and the growing concern over the **rumors of the rise of the Cults of the Dead Three**.

You and your fellow adventurers join with your liege as they arrive at the city of Elturel and begin the negotiations.

HELL IS COMING...

Darkness shrouds the Sword Coast. The nearly successful summoning of Tiamat, the Queen of Dragons into the world and the vast theft of millions of gold pieces from the cities, towns, and villages of the Sword Coast has changed the lives of everyone. Now new forces seem to fill the vacuum as the Cult of the Dead Three rise in blood-soaked cellars, abandoned farmhouses, and twisted groves deep in the woods.

What darkness the characters find in these shadowed lairs are nothing compared what they will find in the days to come.

AND YOU ARE THE HELLRIDERS

Each of your characters belongs to the Hellriders. Also known as the Riders of Elturel, are an elite cavalry unit who acted as the primary armed force of the city of Elturel. The Hellriders helped Elturel establish and maintain civilization in the harsh lands of the Sword Coast. They are one of the most renowned and well-regarded military forces in the Realms. It was said that a company of Riders had once ridden into the Hells themselves, led by an angel of the heavens, and from this story, the Hellriders were named.

YOUR CHARACTER IN THE WORLD

Characters in this campaign **begin at 1st level**.

For this campaign you can select character options from the *Player's Handbook*, *Xanathar's Guide to Everything*, *Volo's Guide to Monsters*, and *Mordenkainen's Tome of Foes*.

Your character is a brave adventurer serving in fellowship with your companions to restore the towns and villages of the Sword Coast to their former glory.

HOUSE RULES

Our campaign will use the following house rules:

- **Flexible Racial Attributes.** When you select a race with attribute bonuses, you can apply these bonuses to any attribute rather than those described. You cannot apply two sets of bonuses to the same attribute.
- **Burgeoning Heroes.** Each character begins with 5 extra hit points.
- **Heroic Inspiration.** All characters begin each session with inspiration.
- **Devastating Critical Hits.** Creatures double all damage on a critical hit.
- **Sundered Shields.** When a character wearing a non-magical shield is hit by a melee weapon attack, they can choose to have their shield destroyed and take no damage from the attack.

