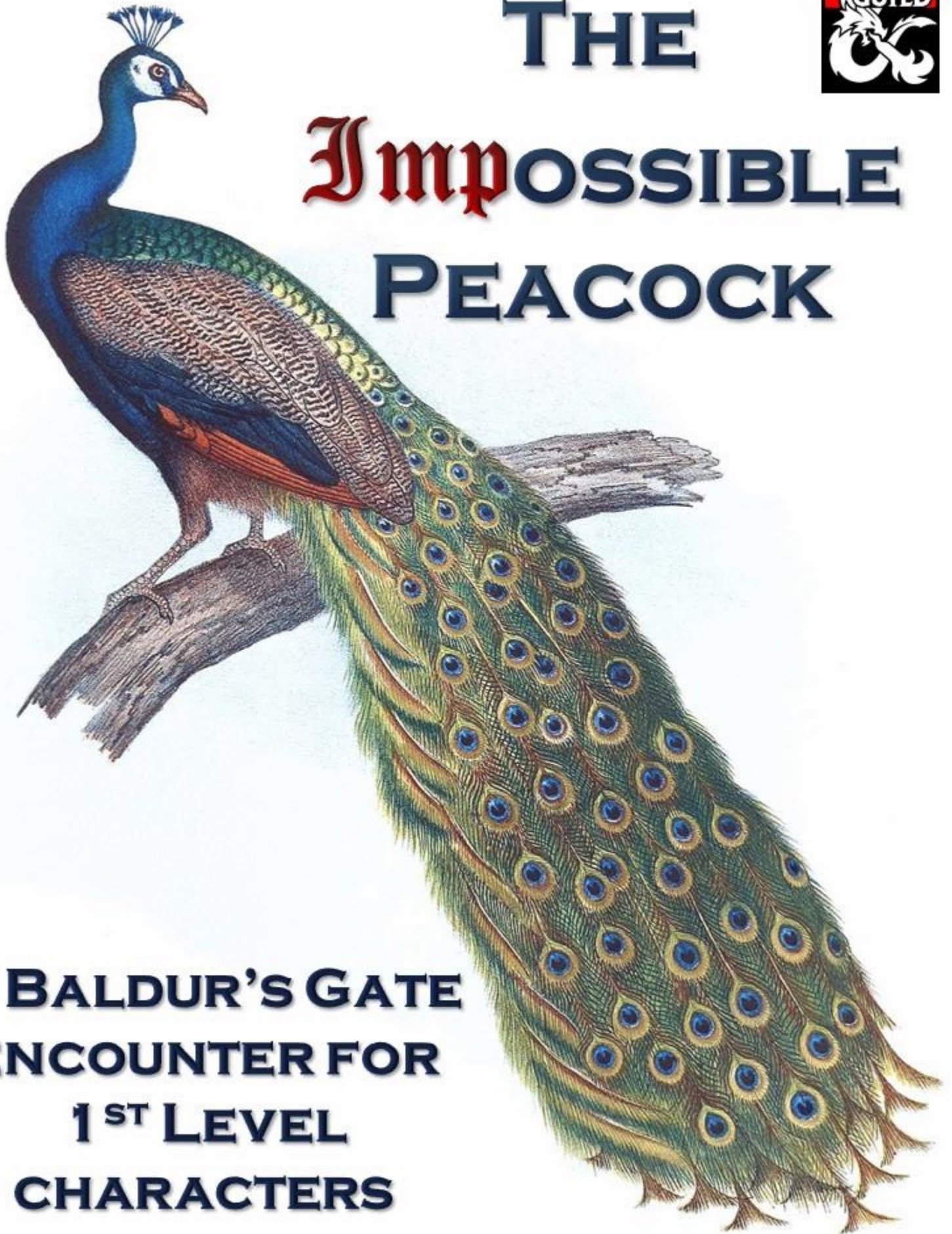




THE

Impossible
PEACOCK



**A BALDUR'S GATE
ENCOUNTER FOR
1ST LEVEL
CHARACTERS**

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INTRODUCTION

“By tradition, Baldur’s Gate bans all animals larger than a peacock within the city walls.”

- *Baldur’s Gate: Descent into Avernus*

The administration of the gates leading to the lower city falls upon the Flaming Fist Mercenary Company. The Basilisk Gate at the onset of this encounter is under the watch of Flame Devon Finan. He ensures that the laws of the city are enforced, no prohibited goods enter the city, and no animal larger than a peacock crosses the gate. A few months ago, Finan acquired a pet peacock he calls Pipsqueak. The bird likes to follow Finan around and is prone to misbehaving, causing bother to anyone waiting to enter the city.

EPISODES

This encounter is for first level characters and is broken down into three episodes that take approximately 2-4 hours to play.

- **Episode 1: Don’t run a ‘fowl’ of the Flaming Fist** the characters wait in an early morning lineup to enter Baldur’s Gate.
- **Episode 2: The ‘Imp’-ortant Peacock.** Turns out Pipsqueak isn’t a peacock at all but an imp named Dave who wants to vacation on the material plane.
- **Episode 3: Heck of a Time.** The characters find themselves facing off against other imps who seek to have the rebellious Dave returned to his post in the Nine Hells.

How you run each episode depends on the time allotments, and style of play. Episodes can be broken down into individual sessions if needed.

Fiendish Friends

this adventure features locations and events mentioned in *Baldur’s Gate: Descent into Avernus*. DMs can use this short encounter as a tie-in to the campaign or as a standalone adventure. The adventure begins just prior to the arrival of refugees from Elturgard and the closing of the city gates.

BEFORE BEGINNING

Prior to starting, read the through the encounter and make notes.

Stat blocks for monsters and NPCs can be found in the appendix- A or in the **Monster Manual (MM)** or **Baldur’s Gate: Descent into Avernus (BG:DiA)**.

DMs are encouraged to read through the adventure and hold discussions about the subject matter and contents of the game with their players, make any alterations needed so the game is enjoyable for all.



EPISODE 1: DON'T RUN A 'FOWL' OF THE FLAMING FIST

SCENE A. THE BASILISK GATE

To begin read or summarize the following.

In the early hours of dawn, the lineup to enter Baldur's Gate is already winding down the road. It is quite noisy with the sounds of dozens of conversations happening all at once. There are food sellers walking up and down the lineup loudly shouting about items they have for sale. The smell of herbal teas, pastries, fresh fruits and cooked meats fills the air.

A momentary silence falls over the crowd as the giant gates slowly begin to open.

Members of the Flaming Fist stand at the ready. With them is a peacock preening his feathers.

The lineup slowly begins to move.

AREA INFORMATION

The entry through the Basilisk Gate acts as bottleneck for travelers. Vendors, buskers, beggars and thieves flock to their entry point to take advantage of those waiting to get into the city during busy times.

Terrain. The road is well maintained. Small stalls and temporary structures line the road where vendors seek to sell goods to travelers.

Lighting and Weather. It is a clear and warm morning, but a fog bank can be seen rolling in.

CREATURES/ NPCs

- **Flame Devon Finan** (N Human **Veteran** MM. P. 350) he/him) In charge of overseeing the protection and entry of the Basilisk Gate. Has a pet peacock named Pipsqueak.
- **Pipsqueak (Dave the Imp)** (LE he/him) An Imp using his shape changing abilities to appear as a peacock.
- **Rose** (NE Human **Thug** MM. P. 350) she/her) a member of the Guild who smuggles goods in and out of Baldur's Gate
- **Renik** (N Half-Orc **Scout** MM p. 349 they/ them) Member of the Gateguides. Offers guide services for newcomers to Baldur's Gate.
- **Gela** (N Human **Commoner** MM p. 345 she/her) a baker who sells food to travelers waiting to enter the gate.

WAITING TO GET IN

Characters are advised they need to provide the following information to enter the city.

- Declare any goods they are bringing into the city of Baldur's Gate
- Declare their name and business in the city.
- Declare any weapons they bring into the city.
- Declare any animals they bring into the city. No animal larger than a peacock is permitted through the walls.

Characters who wish to provide false information to the Flaming Fist can make a DC 14 Charisma (Deception) check. Characters who wish to hide goods can make a DC 14 Dexterity (Sleight of hand) check.

SCENE B. EVENTS AT THE GATE

1. SHOPPING (OPTIONAL)

If characters wish to purchase goods, there are a number of shopping options while waiting to enter the city as well as in the Outer City.

Available in the lineup to enter Baldur's Gate

Food and Drink

- Baked goods – 1cp each
- Coffee, Tea, and other beverages- 1cp each
- Sandwiches, bagels, and meat pies- 5cp each

Trinkets and Clothing

- Scarves and Hats- 5sp
- Cloaks and capes- 2gp-10gp
- Beaded jewelry- 2sp-2gp
- Metal jewelry- 2gp-10gp
- Collectible Baldur's Gate Spoons – 2sp

If characters wish to purchase adventuring equipment (PHB p. 150), these items can be found by travelling to the nearby *Stoneyes* or *Norchapel*. If characters are not familiar with the area **Renik** can be hired to show them the best shops.

2. TOLL TO ENTER THE CITY

To enter the city each person needs to pay 5cp. There are some grumblings in the line about the frequent changes in the tolls charged for using the gates.

Characters with false letters from a patriar excusing them from the gate fee must succeed a DC 15 Charisma (Deception) or be taken into custody by the Flaming Fist for questioning. Punishment for using false documents ranges from banishment from Baldur's Gate, imprisonment for two tenday (20 days) or a fine of 100gp. The Flaming Fist may be lenient if the characters reveal who sold them the false documents.

D6 Event

- 1** **Gela** a baker approaches the characters with her cart selling fresh pastries and offering to sell false letters from a patriar to allow free entry into the city gates. She sells baked goods for 1cp and the documents for 2cp.
- 2** 3 members of the Flaming Fist (**Guards** MM p. 347) search a cart of goods finding vials of poison in the cart ahead of the characters. The owners of the cart **2 Thugs** (MM p. 350) blame the characters for putting it in their cart and attack the characters in order to convince the Flaming Fist of their innocence.
- 3** **Pipsqueak** the peacock approaches the characters and starts pecking at them and bothering them. A DC 12 Wisdom (Animal Handling Check) is required to get him to leave them alone.
- 4** **Rose** approaches the characters asking them to bring some packages into the city and leave them at the **Elfsong Tavern** (BG: DiA P 16) next to the fireplace. The packages contain small daggers coated in toxins. Unwrapping them requires a successful DC 15 Constitution saving throw or be poisoned for 1 hour.
- 5** A **Commoner** (MM P. 344) argues with a member of the Flaming Fist that their pet **Mastiff** (MM. P. 332) should be allowed entry because it is smaller than a peacock. They asks the characters to help encourage **Pipsqueak** over to prove their point. **Pipsqueak** wants no part of this and will only cooperate if food is offered. Even then he will purposely make himself look as small as possible.
- 6** **Renik** approaches the characters offering their guiding services for 2gp per day. They insists that they know how to talk the guards into a lower toll and can show them all the best sites of Baldur's Gate to help the characters get their adventure started on the right track. A DC 10 Insight check reveals they are honest about their knowledge of the city.

EPISODE 2: A VERY 'IMP'ORTANT PEACOCK

Just as the characters are preparing to finally enter the city **Pipsqueak** goes missing. If characters were caught with false documents the peacock is missing just before characters are about to hear their punishment.

Read or summarize

Flame Finan loudly calls out. "Pipsqueak! Where are you Pipsqueak? 40 gold pieces to whoever can find Pipsqueak!"

ACCEPTING THE FLAME'S MISSION

Flame Finan is very concerned about his beloved pet. If characters were caught with false documents he is willing to forgo any fines or punishment if the characters agree to find the peacock.

If the characters accept Flame Finan's mission he provides the characters with a paper bag of the bird's favorite treats.

He also reveal the following information

- Pipsqueak often runs away, but never for long. However, given how Pipsqueak has gained a bit of notoriety always hanging about the Flaming Fist, Flame Finan is worried someone may have kidnapped the peacock to demand ransom.
- Pipsqueak loves good food and comfortable pillows and blankets.
- Pipsqueak loves bothering people, especially people who are busy.

REFUSING THE FLAME'S MISSION

If characters choose to refuse the Flame's call for aid they are quickly approached by Rose with an offer of her own. She views the bird as an opportunity to leverage Flame Finan to aid her in her criminal efforts. She offers the characters 100gp for the retrieval of the bird.

She also reveals the following information

- There are several peacock breeders located throughout the outer city. She suggests trying Garynmor Stables and Menagerie.
- Pipsqueak is an unusually smelly bird.
- Pipsqueak is always sneaking around, and always popping up when you least expect it.



The Guild

The Guild is a criminal organization operating out of Baldur's Gate. While Rose is a low-ranking member of the organization, she can make arrangements for characters to meet more powerful members of The Guild, should they wish to join themselves. (See **Rilsa Rael** BG: DiA p. 199)

1. THE SEARCH BEGINS

Tracking- Characters with skills in survival or nature can pick up Pipsqueak's trail with a successful DC 17 Wisdom (Survival) check.

Tracking a bird in this long line up is difficult. There are lots of footprints all over the place. There are many animals in the area making tracks and smells hard to distinguish but if a character is successful they pick up a trail that leads towards Gela's baked goods cart.

Asking Questions- There are several people waiting to enter the city. Although others are also trying to find this bird and claim the reward a DC 12 Charisma (Intimidation or Persuasion) or a bribe of 5gp or more is enough to convince other passersby to point the characters in the direction of Garynmor Stables and Menagerie.

GARYNMOR STABLES AND MENAGERIE (OPTIONAL)

A variety of creatures including peacocks can be found in this location. When the characters arrive, there are already four other travelers inquiring about purchasing peacocks in an attempt to fool Flame Finan. An improvised auction is taking place for the last peacock in the menagerie.

Ubis Garynmor (Human **Commoner** MM. p. 344) offers the following for any trying to deceive Flame Finan.

"I wouldn't try to fool Finan if I was you. Pipsqueak is a unique bird, he's a smart bird. When you're talking you can really tell he's listening and understanding what you're saying. I've tried to buy him but Finan won't sell him."



There are a variety of interesting magical creatures to be found in the menagerie. Ubis will show off his collection free of charge.

Menagerie Complications

d100 Complication

01-70 The **Litter of Mimics** seems to have gotten out of their enclosure. They are currently shapechanged into a ring of keys.

71-80 The **Rust Monster** (MM. p. 262) always has a stomach ache. A DC 15 Wisdom (Medicine) check reveals the creature has eaten something it shouldn't have. A DC 10 Intelligence (Investigation) reveals that the wooden cage the **Rust Monster** lives in is infested with ants. The **Rust Monster** has gotten ill from eating sawdust created by the ants.

81-90 A sudden noise startles a **Giant Wasp** (MM. p. 329) who breaks out of its cage and attacks the characters.

91-100 Two **Axe Beaks** (MM p. 317) are saddled up to ride. A DC 20 Wisdom (Animal Handling) check is needed to successfully ride one of the birds. On a failed check the birds attack.

After showing the characters around the menagerie, Ubis suggests the characters try searching bakeries or sweet shops for **Pipsqueak**.

GELA'S BAKED GOODS

When the characters arrive at the food cart everything is in disarray

Read or summarize the following.

The food cart is turned over, baked goods are scattered around the ground. Swooping through the wreckage is a peacock being chased by three ravens.

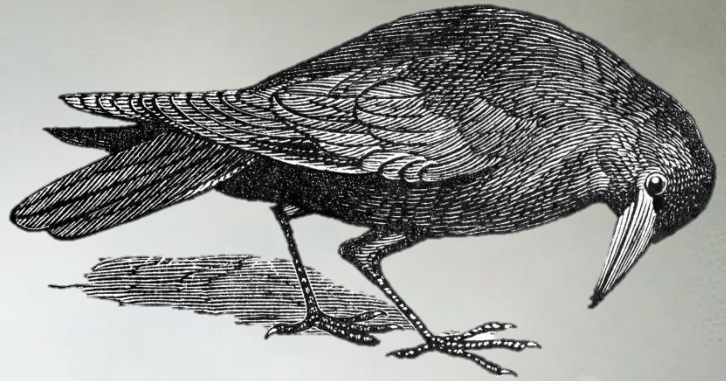
The birds have a head start on the characters and a chase occurs

Chase Complications

d100	Complication
01-70	Two ravens (Imps MM.P 76 in disguise) start diving at the character. Make a DC 12 (Dexterity acrobatics) save to avoid being knocked prone.
71-80	Another person (Thug MM P. 350) searching for the peacock tries to grapple you.
81-90	The ravens fly over a group of people make A DC 15 dexterity save to avoid colliding
91-100	There is a soft patch of earth ahead. This makes the area difficult terrain.

If the characters catch up with the birds, the ravens (**Imps**) attack. If the characters are unable to catch up with the birds the ravens eventually give up flying away. The peacock is nowhere to be seen. A DC 10 Intelligence (perception) check reveals a slight scent of sulfur on the air and some peacock feathers on the ground. A DC 10 Intelligence (Investigation) reveals **Dave the Imp** hiding among the weeds.

He is out of breath from the chase and reverted back to Imp appearance.



Read or summarize the following.

An Imp sits on the ground panting with exhaustion. He catches his breath and says "Are they gone?"

The Imp is not hostile to the characters. If asked what happened to the Peacock he laughs and says:

"Clever trick huh, took me ages to figure out how to shapechange into a peacock."

He introduces himself as Davetholomew, but will answer to Dave.

About Dave the Imp

- Dave works as a bookkeeping imp in the 9th layer of hell.
- Several months ago, he was summoned to the material plane by accident.
- He decided this accidental summoning was a perfect excuse for a long overdue vacation.
- Dave finds shapechanging into a raven and rat to be terribly dull. He's figured out a way to, instead, transform into a Peacock and a toy apricot poodle puppy. He will not reveal how he figured this out and changes the subject to talk about the weather if characters ask too many questions.
- Flame Finan doesn't know that his pet peacock Pipsqueak is really Dave the Imp. Dave is happy with this arrangement and would like it to stay this way.

EPISODE 3: HECK OF A TIME

Dave implores the characters to help him extend his vacation. He has caught whispers of **Zariel** cultists being involved in fiendish plots within Baldur's Gate and something to do with Elturel. He is worried the cultists and the imps may send him back to work.

DAVE'S OFFER

Being disguised as Flame Finan's pet has led Dave to learn some valuable information. He offers to exchange some of his secrets if the characters agree to get rid of the imps who were chasing him.

Dave offers to draw up a contract for the Characters (See Appendix A) and lets them discuss what they want to do in private.

What if the Characters do not want to help Dave?

If the characters decide they do not want to help Dave the following may occur:

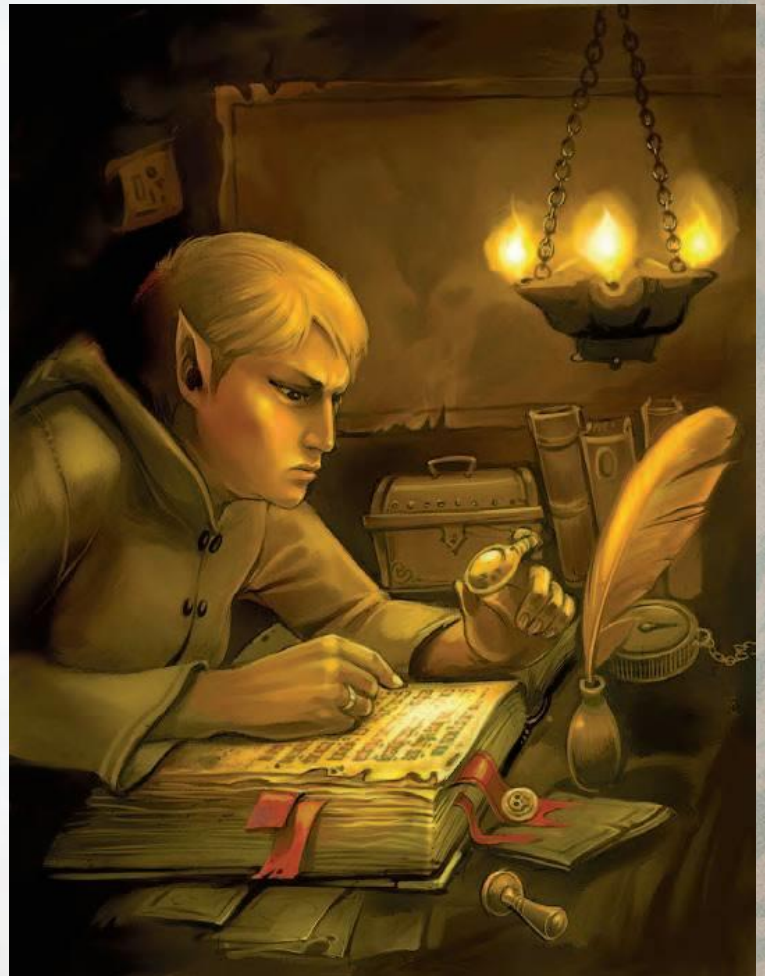
- Dave returns to his peacock disguise and makes a lot of noise to attract the other imps disguised as ravens. The Ravens attack the characters while Dave disappears again.
- Dave may offer the location of treasure or common magic items (See DMG or XGTE) to convince them to help.

1. SIGN ON THE DOTTED LINE

After the characters have had some time to think about if they want to help Dave, the Imp presents a contract written in Infernal.

Use the Contract in Appendix A adding in any additional terms the characters may have requested.

Dave encourages all the characters to sign in blood, so that he can keep his infernal income tax in good order.



2. IMPOSING RAVENS

Two ravens have been circling looking for Dave. A DC 10 Perception or Investigation check is enough to spot the ravens before they attack.

If combat breaks out Dave will turn invisible and stay out of harm's way, he only offers assistance if the characters seem to be in real trouble.



Why Fight When Deals Can be made

the other **Imps** are on business for **Zariel**. Finding Dave was only an added bonus. None of the imps like Dave and would like to see him sent back to work.

If characters agree to let them deal with Dave themselves, they will not harm the characters.

If the ravens are defeated and Dave is still with the characters, he returns to his Peacock form and accompanies the characters back to Flame Finan.

RETURNING PIPSQUEAK

If Dave the imp (Disguised as Pipsqueak the Peacock) is returned, Flame Finan is overjoyed. He pays each character 40gp then allows them access into the city of Baldur's Gate. Flame Finan is so pleased with the work he offers to put the character's names forward to **Captain Zodge** (BG:DiA P. 12) should more work within the Flaming Fist become available.

A short while after entering the city the characters may find themselves being followed by a strangely familiar looking apricot poodle puppy. Dave, worried about other devils cutting his holiday short may choose to tag along with the characters for his own safety.



CONTRACT

If the characters complete the terms of the contract. Dave holds up his end of the bargain. He tells the characters the directions to a storeroom where the Flaming Fist store any weapons or magic items confiscated during the day. Dave will not offer any help in retrieving the items.

The room is guarded by 1 **Veteran** and the door requires a key that Flame Finan wears on his belt or a DC 20 Stealth (Slight of hand with thieves tools) to open. Inside there are 5 weapons or magic items of the DMs Choice.

If the characters negotiated other terms. Dave will hold up his end of the deal. He will only follow the terms as written and provide no further assistance.

FAILURE TO FILL TERMS OF THE CONTRACT

If the characters fail to hold up their end of the deal, and did not re-negotiate the terms of the contract, read or summarize the following

As Dave the Imp vanishes from the material plane there is a faint hint of sulfur in the air and a cold shiver runs down your spine.

The characters souls now belong to Dave. Upon their death their souls are minted into **Soul Coins**.(BG:DiA P. 225)



APPENDIX A: DAVE'S CONTRACT

The undersigned agree to complete the task verbally explained by Davetholomew the Imp (Dave). The reward shall be as verbally explained by the aforementioned Imp.

By signing and initialing in blood the undersigned agree to complete the terms of this contract. Failure to complete terms of this contract will render the souls of the undersigned becoming property of Davetholomew the Imp upon the moment of their mortal death. This contract is voided upon the death of Davetholomew the Imp, or verbally voided by aforementioned imp or higher ranking infernal entity.

Davetholomew the Imp

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Դագ Յարհեղտարսբ Երոկք Տը Նըտքճեղե Տագ ՏըՆԵՆ ՂԵՏըՆՈՃՃ ԶՕՄՃՆՏԱԶԵՄ ՍԻ ԲԻՂՂԵՏԻՂՆՈՃԻԶՄ ՏԻՂ ԾԻՄ (ԲԻՂՂԵ). Դագ ԲԶՄՆԻԽ ԸՈՆՈՃՃ ՍԶ ՆԵ ՂԵՏըՆՈՃՃ ԶՕՄՃՆՏԱԶԵՄ ՍԻ ՏԻՂ ՆԻԳՆԻԶԻԶՄՏԻԳՆԱԶԵՄ ԾԻՄ.

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APPENDIX B: NPCs AND MONSTERS

Baby Mimic (Litter of Mimics)

These tiny mimics stay in litters of 4-6 until they are large enough to find food on their own.

To protect themselves from danger they typically shapechange as a group to appear as tiny groupings of objects such as a ring of keys, bag of coins, or game pieces. They instinctually shapechange into tiny objects that passersby will pick up and take with them in the hopes that they can move into new territories.

BABY MIMIC (LITTER OF MIMICS)

Tiny monstrosity (shapechanger), neutral

Armor Class 10 (natural armor)

Hit Points 2 (1d4 +0)

Speed 10ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10(+0)	2 (-4)	12 (+1)	8 (-1)

Skills Stealth +2

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive perception 11

Languages -

Challenge 0 (10 xp)

Shapechanger: The baby mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only): The baby mimic adheres to anything that touches it. A medium or smaller creature adhered to the baby mimic is also grappled by it. (Escape DC 5) ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only): While the baby mimic remains motionless, it is indistinguishable from an ordinary tiny object.

Litter Mates: The baby mimic has advantage on stealth checks when another baby mimic is within 5 feet of it.

Grappler: the baby mimic has advantage on attack rolls against any creature grappled by it

Actions

Pseudopod. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage. If the baby mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +0 to hit, reach 5ft., one target *hit:* 1 acid damage.

DAVETHOLEMEW (DAVE) THE IMP

Tiny Fiend (devil, shapeshifter), lawful evil

Armor Class 13

Hit Points 10 (3d4 +3)

Speed 20ft., fly 40ft. (20ft. in puppy form. Fly 50ft. in peacock form. Climb 20ft. in spider form)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13(+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistance cold; bludgeoning, piercing, and slashing from non-magical weapons that are not silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive perception 11

Languages Infernal, Common

Challenge 1 (200 xp)

Shapechanger: Dave can use his action to polymorph into a beast form that resembles a small puppy (speed 20ft.), a peacock (10 ft., fly 50ft.), or a spider (20ft., climb 20ft.), or back into his true form. His statistics are the same in each form except for speed changes noted. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Devil's Sight: Magical darkness doesn't impede Dave's darkvision.

Magical Resistance : Dave has advantage on saving throws against spells and other magical effects.

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much on a successful one.

Invisability: Dave magically turns *invisible* until he attacks or until his concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is *invisible* with him.

Davetholemew the Imp

Davetholemew (Dave) the Imp has toiled away in the 9th layer of hell, working in the bookkeeping department for **Asmodeus**. He hates his job and after accidentally being summoned to the material plane, decided to take a long overdue vacation.

DAVE AS A FAMILIAR

Dave may agree to be a familiar provided he isn't put into too much danger or expected to work too hard. He doesn't like being sent to pocket dimensions, unless they're nice pocket dimensions.