

AGE 12+



# MURDER IN BALDUR'S GATE™

AN ADVENTURE FOR CHARACTERS OF 1<sup>ST</sup> - 3<sup>RD</sup> LEVEL  
ED GREENWOOD • MATT SERNETT • STEVE WINTER

FORGOTTEN REALMS®



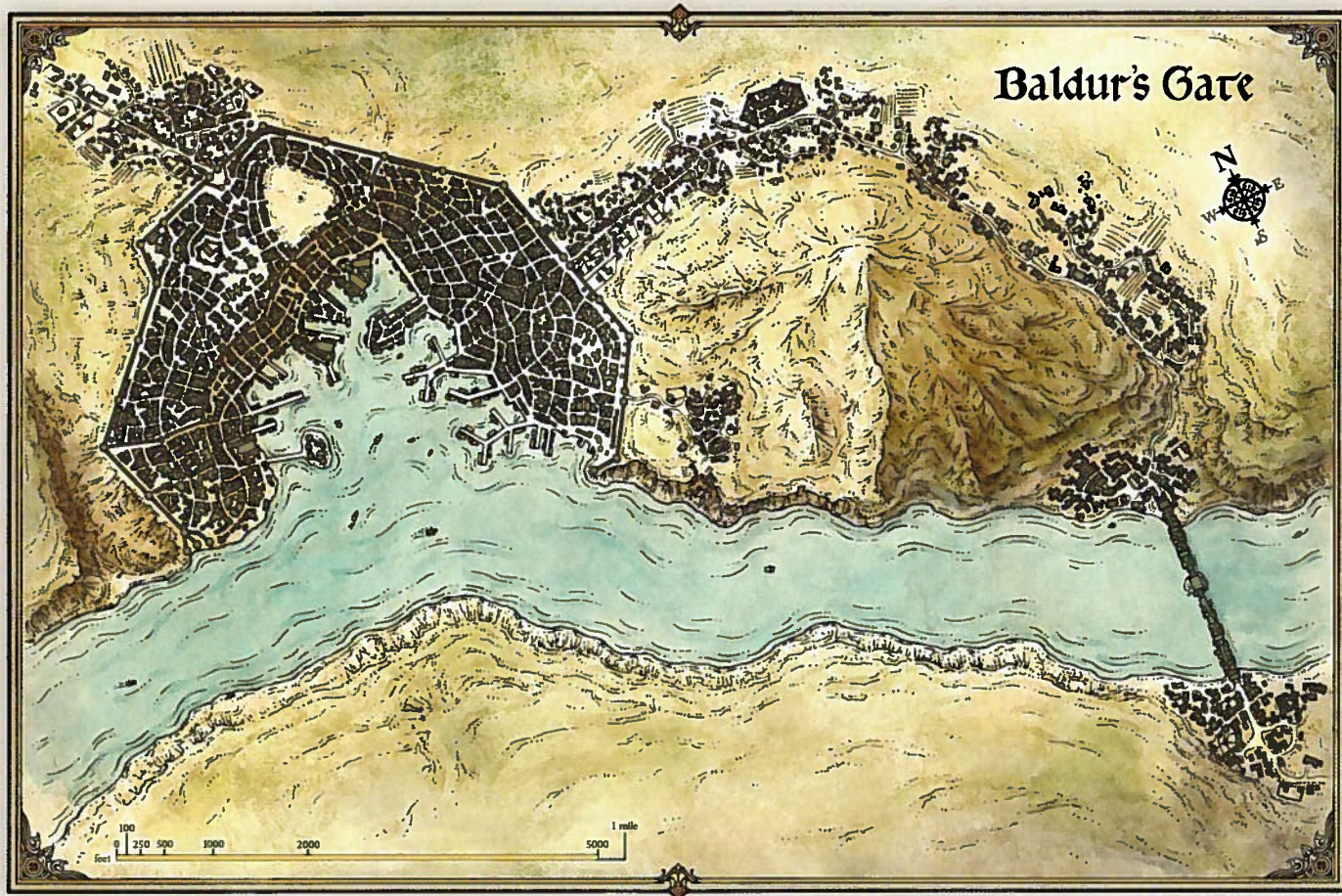
AGE 12+



**MURDER IN BALDUR'S GATE™**  
CAMPAIGN GUIDE

FORGOTTEN REALMS®





## CREDITS

### Design

**Ed Greenwood, Matt Sernett,  
Alexander Winter, Steve  
Winter**

### Additional Design

**Bruce Cordell, Chris Dupuis,  
Tom LaPille, Peter Lee,  
Rodney Thompson, Chris  
Tulach, James Wyatt**

### Editing

**Dawn J. Geluso**

### Playtesters

**Teos Abadia, Gary Affeldt, Robert Altomare, Todd Ammerman, Tim Bailey, Jeff Barnes, André Bégin, Richard Brown, Jordan Conrad, Mélanie Côté, Manon Crevier, Bret Davenport, Laura Ely, Rich Engler, Robert Ford, Jason Fuller, Jeffrey Fuller, Greg Hartman, Eric Hughey, David Krolnik, Steve Kuhaneck, Yan Lacharité, Kevin Lawson, Éric Leroux, Vanessa Markland, Greg Marks, Shawn Merwin, David Milman, Sean Mittelstaedt, Linda Pajaujis, Karl Resch, Jeremiah Shepersky, Ben Siekert, Justin Turner, Gary West**

### Managing Editor

**Kim Mohan**

### D&D Group Manager

**Mike Mearls**

### D&D Producer

**Greg Bilsland**

### Senior Creative Director

**Jon Schindehette**

### Art Director

**Mari Kolkowsky**

### Cover Illustration

**Tyler Jacobson**

### Interior Illustrations

**Eric Belisle, Richard Whitters**

### Cartography

**Mike Schley**

### D&D Brand Team

**Nathan Stewart, Liz Schuh,**

**Laura Tommervik,**

**Shelly Mazzanoble, Chris**

**Lindsay, Hilary Ross, John Feil**

### Publishing Production

**Manager**

**Angie Lokotz**

### Prepress Manager

**Jefferson Dunlap**

### Imaging Technician

**Carmen Cheung**

### Production Manager

**Cynda Callaway**

### Organized Play

**Chris Tulach**

DUNGEONS & DRAGONS, Wizards of the Coast, FORGOTTEN REALMS, D&D, Murder in Baldur's Gate, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the USA and other countries. All Wizards characters and their distinctive likenesses are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental.

Published by Wizards of the Coast LLC. Manufactured by: Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH.

Represented by Hasbro Europe, 2 Roundwood Ave, Stockley Park, Uxbridge, Middlesex, UB11 1AZ, UK.

Printed in the USA. ©2013 Wizards of the Coast LLC.

620A4537000002 EN

# CONTENTS

BALDUR'S GATE.....	4	Blaze Ulder Ravengard.....	43
CITY ON A HILL.....	4	Exchequer Faval Blanche.....	43
UPPER CITY.....	8	THE GUILD.....	44
HIGH HALL.....	10	Governing the Guild.....	44
THE WIDE.....	12	Day-to-Day Operations.....	45
HIGH HOUSE OF WONDERS AND HALL OF WONDERS.....	14	"Nine-Fingers" Keene.....	46
SILVERSHIELD ESTATE.....	16	Rilsa Rael.....	47
LOWER CITY.....	18	Fruward the Nail.....	47
SEATOWER OF BALDURAN.....	20	THE GATE'S DEITIES.....	48
OUTER CITY.....	22	Gond.....	48
LITTLE CALIMSHAN.....	24	Umberlee.....	48
WYRM'S CROSSING AND WYRM'S ROCK.....	26	Tymora.....	49
A DAY IN BALDUR'S GATE.....	28	Major Shrines.....	49
A NIGHT IN BALDUR'S GATE.....	30	Minor Shrines.....	50
HISTORY OF THE CITY.....	32	Twin Songs.....	51
Tax Revolt.....	32	MERCHANTS AND TRADE.....	51
Flaming Fist's Founding.....	32	Professional Guilds.....	52
Bhaalspawn and the Iron Throne.....	33	SHOPS AND OTHER BUSINESSES.....	53
Failed Coup.....	33	Baldur's Mouth.....	53
BALDUR'S GATE TODAY.....	34	Candlekeep Chandlery.....	53
GOVERNMENT.....	34	Counting House.....	54
THE COUNCIL OF FOUR.....	35	Danthelon's Dancing Axe.....	54
Duke Torlin Silvershield.....	35	Felogyr's Fireworks.....	54
Duke Belynne Stelmane.....	36	Hissing Stones Bathhouse.....	55
Grand Duke Dillard Portyr.....	36	Sorcerous Sundries.....	55
Duke Abdel Adrian.....	37	CAFES, INNS, AND TAVERNS.....	56
OFFICERS OF THE CITY.....	37	The Blade and Stars.....	56
Harbormaster Erl Namorran.....	37	The Blushing Mermaid.....	56
High Constable and Master of Walls Osmurl Havanack.....	37	Elfsong Tavern.....	56
Master of Cobbles Esgurl Nurthammas.....	38	The Helm and Cloak.....	57
Purse Master Haxilion Trood.....	38	Jopalin's.....	57
PARLIAMENT OF PEERS.....	38	The Low Lantern.....	57
Coran.....	38	The Splurging Sturgeon.....	58
Imbralym Skoond.....	39	Three Old Kegs.....	58
PATRIARS.....	39	The Smilin' Boar.....	58
Dlusker Family.....	39	The Undercellar.....	58
Caldwell Family.....	40	CITY GATES.....	60
THE WATCH.....	41	DEATH AND TAXES.....	61
Vigilar Lenta Moore.....	41	Cemeteries and Tombs.....	61
FLAMING FIST.....	42	Funding the City.....	61
Fortifications.....	42	DRAINPIPES, CISTERNS, AND SEWERS.....	62
Members.....	42	Above Ground.....	62
		Below Ground.....	62
		MYSTERIOUS LOCATIONS.....	63
		Ramazith's Tower.....	63
		Sesker gates.....	63
		Wizard Cave.....	63

# BALDUR'S GATE

Cradled in a crook of the Chionthar and often swaddled in mist, Baldur's Gate clings tight to the granite bluffs that channel the river. Trade nursed, the city grew from pirates' port to farmers' fort to the bustling urban center it is today.

Generations have worn smooth the cobbles of its narrow streets, and tens of thousands have lived their entire lives in the long shadows of its walls. The city's stone has soaked in the blood of acclaimed heroes and terrible villains. Alongside and atop such stains, nobles and commoners, rich and poor, have lazed and sweat, ruled and bled, as they've played out the stories of their lives—making Baldur's Gate a place of history and a home to legends.



## CITY ON A HILL

Baldur's Gate began its life as a hidden harbor where traders would meet with pirates and “ghost lighters,” folk along the Sword Coast who used lights to lure fogbound ships toward shore, where they would run aground and have their goods scavenged. After hitting their targets, plunderers would journey leagues upriver to the future site of Baldur's Gate, at a turn of the Chionthar that gave good harbor and relatively easy access to the Trade Way, and then sell their booty to traders without fear of meeting the goods' original owners.

In time, industrious traders and herders decided that the excellent, albeit illicit, commerce outweighed the bluffs' poor soil, and they put down roots. Due

in part to its frequent mists and surely its residents' reputations, the settlement became known as Gray Harbor—a name Baldurians still use for the bay today.

The city gained its current name centuries ago when the great explorer Balduran returned from his journey to the other side of Evermeet, the homeland of the elves, where he searched for the fabled isles of Anchorome. He spread around wild stories of his adventures as well as huge amounts of wealth, some of which he spent to have a wall constructed around his oft-raided hometown. Balduran left again for Anchorome and never returned.

Balduran's gate-dotted wall encircled the homes at the top of the bluff but left the harbor and the climb up the bluffs unprotected. This design allowed residents to

## COAT OF ARMS

The ship in the Baldur's Gate coat of arms represents both the city's role as a hub for river and ocean trade and its namesake, Balduran, an explorer who sailed west into the unknown and returned with great wealth. The calm sea symbolizes the Gate's intent to be a peaceful power, and the clear, blue sky denotes optimism about its future.

The frequent fogs and drizzling rains put the city's coat of arms at the center of various jokes and sayings, such as "When the arms show true," meaning never or rarely, and "Don't forget your coat," indicating clear and sunny weather. Meanwhile, sayings such as "The seas do roil" and "The ship is tipping" reference present danger or trouble on the way.



tax goods coming to market. Balduran's colleagues, sea captains to whom the harbor was home, angrily insisted the gate by which southern trade and the harbor traffic entered the city was "Baldur's Gate," and they refused to pay. They fought, overthrew the enriched traders and herders, and seized control of the city.

The four oldest captains, their days at sea drawing to a close, turned over their ships to younger sailors, who in turn supported the captains' installation as the fledgling city's rulers. The aging skippers jokingly called themselves "dukes," but the title proved

useful in intercity negotiations. Following Amn's founding, trade boomed in the Gate's relaxed climate, and the city grew.

It burst its original bounds, consuming Gray Harbor as it grew up and down the bluffs. The Upper and Lower cities' fates were so entwined the dukes ruled the Lower City couldn't be left exposed to raiders. Thus, Baldur's Gate erected two new wall segments along the bluffs that attached to the Old Wall, which was improved, and also kissed the River Chionthar twice, on the city's western and eastern sides.

Today, Baldur's Gate still refuses to be constrained. People and businesses blocked from residing within the walls huddle against them or sprawl along outlying roads. What once was two communities now feels like three: the privileged Upper City, the hardworking Lower City, and the lawless Outer City.

A detailed map of Baldur's Gate, showing the Upper City, Lower City, Trade Way, and River Chionthar. The map is divided into five sections labeled A through E. Section A is the Fields and Paddocks, B is the Upper City, C is the Trade Way, D is the Lower City, and E is the River Chionthar. The map shows a complex network of streets, buildings, and a harbor. The Upper City is a large, walled area with a grid-like street pattern. The Lower City is a crescent-shaped area along the harbor with narrow, winding streets. The Trade Way is a long, straight road running north-south. The River Chionthar is a large body of water flowing through the city.

## FIELDS AND PADDOCKS

The shallow soil around Baldur's Gate makes for poor farming, but the grazing is good, so herders keep sheep, cattle, goats, and horses.

B

## UPPER CITY

The strictly policed, orderly Upper City is home to the privileged patriar class. The patriars are the oldest families in Baldur's Gate and make up the city's nobility. Living alongside them in more humble, but nevertheless beautiful and well maintained, houses is an upper class of families that boast proud histories as stewards of the patriars (tailors, jewelers, head butlers, master chefs, lead gardeners, and the like) and as members of the Watch, a civil police force independent of the Flaming Fist that protects the Upper City.

C

## TRADE WAY

An ancient path of travel, the Trade Way runs north from Baldur's Gate to Waterdeep. Nearest Baldur's Gate, the road is mostly gravel, but some crumbling, granite-paved segments remain from ancient attempts at empire building. Farther afield, the Trade Way becomes a dirt track that the area's frequent, light rains often reduce to sludge. The old road vanishes in the Fields of the Dead, separating into various trails taken by traders and travelers depending on the season and reports of bandits. When travelers come within sight of Dragonspear Castle, it resumes a more regular course.

D

## LOWER CITY

The crescent-shaped Lower City rings the harbor and gains elevation up from the river until it meets the walls of the Upper City. Its narrow, cobbled streets give way to flights of stone steps in particularly steep locations.

Laborers and crafters of all sorts, including sailors, salthands, shopkeepers, bakers, and finehand artisans, whose work doesn't require noisy forges or noisome vats or ingredients, toil and dwell in the Lower City's labyrinth of small, often subdivided buildings.

E

## RIVER CHIONTHAR

The River Chionthar wends west along the southern edge of the Fields of the Dead. Baldur's Gate sits some forty miles from the coast and a few miles east of the head of tide, making its harbor safe from rising waters unless exceptional rains inland cause flooding. Sailing to the city in a seagoing caravel takes about a day.



## OUTER CITY

A sprawl of paddocks, dirt streets, shanties, and semipermanent buildings outside the walls, the Outer City accommodates everything the Upper and Lower cities don't. It houses the dirtiest and smelliest trades. Horses, oxen, mules, and other beasts of burden and livestock aren't allowed inside the city's walls, so they are stabled, loaded and unloaded, or butchered here.

Long ago, the Council of Four decided not to pay the Flaming Fist to police the Outer City, so the only law here is what common custom and the Guild—the city's syndicate of thieves, thugs, racketeers, loan sharks, and assassins—impose.

## WYRM'S CROSSING AND WYRM'S ROCK

Two bridges meet at a tall, rocky island in the river's center, where a fortress guards passage. Local legend claims that the island, long called Wyrms Rock, was once a bronze dragon's lair, but scholars give the tale little credence. The bridges have thus become known as Wyrms Crossing.

The Flaming Fist, the city's mercenary army and police force, occupies Wyrms Rock. In times of trouble, the fortress raises both spans' drawbridges, leaving Outer City residents who have built their lives atop the bridges to fend for themselves.

## BLUFFS

Nearly sheer cliffs border the River Chionthar for leagues east and west of the city. The bluffs are yellow granite, as are the city's walls and most of its buildings. Most Gate roofs are made from gray slate that comes from a Fields of the Dead quarry.

## COAST WAY

The Coast Way goes south to Calimshan, passing through settlements the size of hamlets and kingdoms and everything in between.



# UPPER CITY

The Upper City exudes wealth. Its buildings' shutters and doors bear vibrant colors and are smartly maintained. Its streets are wide, and its terrain is nearly flat. At night, the magic lamps that hang from ornate arms extending streetward from most buildings keep its avenues well lit. Rain runs off raised roads into drains, rather than pooling or flowing down streets, and sewers carry away waste. Flowering plants that hang from windows and climbing walls—and a ban on smelly businesses—help to sweeten the Upper City's air.

Every Upper City citizen is either a patriarch; a servant of a patriarch, often coming from a proud line of retainers to the nobility; a Watch member, often also a hereditary post; or an affluent business owner. Upper City establishments serve the patriarchs and other wealthy customers almost exclusively. This part of the city has few inns and no public taverns. Patriarchs do their drinking at home, in private clubs, or on overnight soirees into the Lower City. Few doors in the Upper City are open at night, and the streets are devoid of activity except for Watch patrols.

**The Gates:** The Old Wall, the original wall built at Balduran's behest, contains the Upper City. Six gates pierce it. The Black Dragon Gate protects the northern entrance into the city and is named for the black dragon head a victorious knight displayed there. The head is long gone now, but

a stone replacement projects from the wall above the inner gate's arch in honor of the old trophy.

Originally, the only gate leading to the harbor was Baldur's Gate, the passage that gave the city its name. It is still the only gate in the wall segment separating the Upper and Lower cities through which normal traffic and trade is permitted. This segment is typically referred to as "the Old Wall," even though the original wall enclosed the entire Upper City. Ironically, despite the gate's history as the flashpoint of the tax revolt that established the dukes' control, non-patriarch merchants and travelers passing through the gate are subject to tolls and taxes. The Watch always guards Baldur's Gate, and the Watch and the Flaming Fist use the site to transfer prisoners destined either for trial in the High Hall or confinement in the Seatower of Balduran.

Sea Gate, Manor Gate, Gond Gate, and Heap Gate, the other four Old Wall entrances, are smaller structures created for the patriarchs' convenience after the Lower City was enclosed. Those who are not in the company of a patriarch, not wearing a patriarch's house livery, or not bearing a patriarch's letter of employment must use Baldur's Gate.

**The Wide:** The Wide is the city's only large civic space and serves as its market. By law, all buying and selling in the city not completed in a licensed and taxed establishment must be done in the Wide. Sellers at the daily market set up their tables, accoutrements, and wares just after dawn. At dusk, the Watch clears the streets of visitors and vendors.

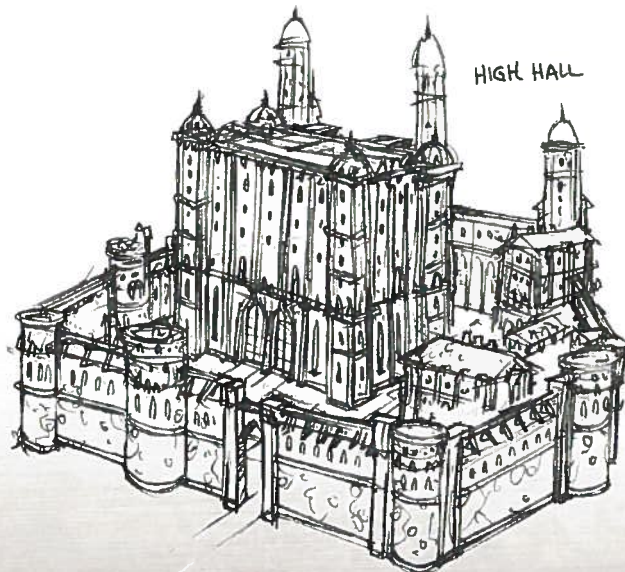
Decorum and order hold sway; street music and noisy activities are prohibited. This rule does not pertain on days when the dukes declare that the Wide be used for civic purposes and traditional market holidays, such as Highharvestide. At these times, vendors suited to the festivities set up on the Wide's fringes while the area's central expanse is given over to dances, contests, and games.

Most nights, the Wide is an empty space whose perimeter (and only that much) is illuminated by light from the buildings that ring it. A patriarch sometimes schedules the space for an evening social event, such as a concert, a grand ball, or a wedding.

**High Hall:** The building known as the High Hall was once the city's last bastion against invasion, and it served that function again when Balduran's associates led their tax revolt. Since then, alterations to let in more natural light and make the space a more comfortable place from which to govern have weakened



Baldur's Gate



its status as a fortress. The High Hall is used for professional guild meetings, civic events, court trials, tax counting, real-estate and law record-keeping, and anything to do with governance, including meetings of the Parliament of Peers and the Council of Four.

The long-held tradition of the whole citizenry voting to elect dukes to the four lifetime posts ended after an attempted coup. Today, a parliament of representatives chosen from among the patriars and the most wealthy and influential Lower City residents elects new dukes. One of the four dukes holds the title of grand duke and is empowered to break ties when the council's vote is evenly split. By tradition, and in the interest of good politics, one duke is always a high-ranking member of the Flaming Fist, the mercenary company that is the city's de facto army.

**Watch Citadel:** The Upper City's police force uses the Watch Citadel as a barracks and for training, storage, and organizational needs. The citadel has only a few jail cells, which the Watch uses to temporarily hold those awaiting a trial in the High Hall or a transfer to the prison in the Seatower of Balduran.

The Watch staffs the Upper City's walls and runs interior patrols day and night. The Upper City is the exclusive domain of the Watch; the Flaming Fist has no jurisdiction here. And, conversely, the patriars do not call upon Watch members to work outside the area's bounds. Watch members all live in the Upper City, and most belong to families that have a proud tradition of loyalty to the patriars.

At night, the Watch evicts everyone from the Upper City except for residents and their guests. All Watch members know every patriar by sight. Anyone else is detained and politely (at first) questioned. Watch patrols release anyone who has a good reason to be out and is dressed in a patriar's house livery, bears a patriar-signed invitation, or carries a Watch-issued stamped and numbered wooden or silver badge. Passes that the Watch supplies are collected and changed often to foil counterfeiters.

**Temples:** Most of the city's longest-standing and most influential temples are located in the Temples district. Several shrines and small temples dot the Upper City's other districts, and an oft-frequented temple to Umberlee is located in Gray Harbor.

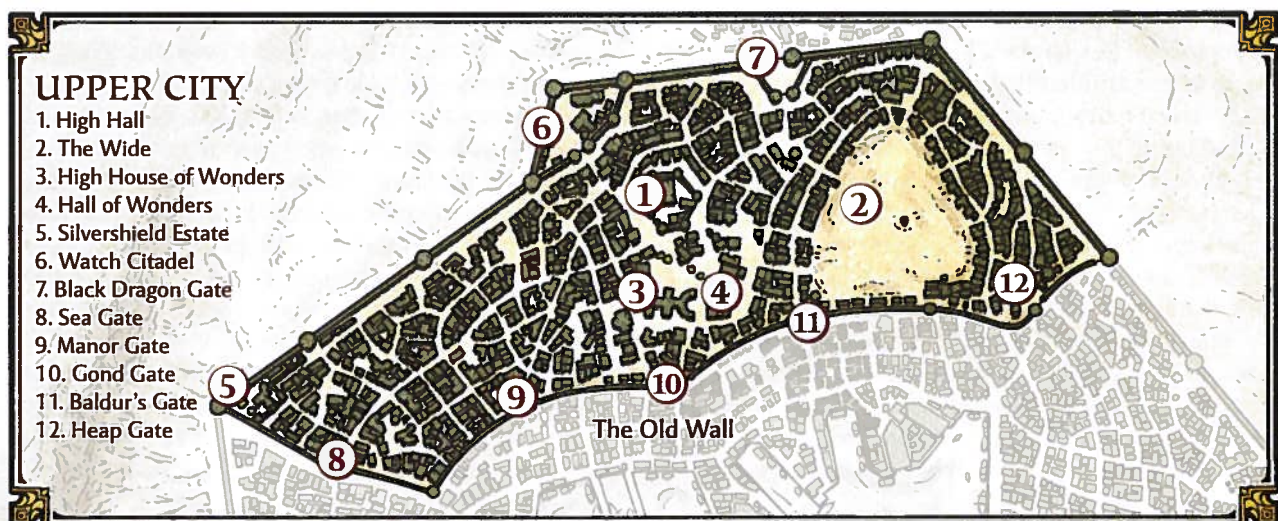
Baldurians of all sorts give honor to Gond, and the temple complex to the god of labor and inventions is the grandest of them all. His primacy has much to do with the city's shipping and shipbuilding industries. Hundreds of rail carts and seventy-six worker-powered, wheeled cranes aid movement of goods in the port, and dry docks outfitted with hoists and pumps of Gond dot the quays.

The High House of Wonders is a vast structure that serves as the official temple and workshops of Gond. The nearby Hall of Wonders is a museum open to the public that displays the clergy's inventions. The influence of Gond's temple in the city has led to many attempts to co-opt its power, most recently by Brevek Faenor, loremaster most high of Oghma. The election of patriar Torlin Silvershield, the high artificer of Gond, to the Council of Four quashed the loremaster's influence and reduced him to presiding over Oghma's old shrine and the library in the High House of Wonders.

**Manorborn:** The city's nobles have blood ties to the people who rose to power following Balduran's triumphant return. They largely consider themselves the rightful rulers and owners of the Upper City, that being the old city—the true city.

The patriars' palatial homes are found in every Upper City neighborhood, but the grandest residences blanket Manorborn, the Upper City's western district. Most members of the Parliament of Peers and their families live here.

Grandest of all the manors, the Silvershield Estate occupies the district's westernmost edge. It boasts ornamental and kitchen gardens as well as a small orchard. The Silvershield family's reputation and power were established more than a century ago, and High Artificer Torlin Silvershield is the latest member of the family to be elected to the Council of Four.



## HIGH HALL

The High Hall once stood as the central bastion in the defense of Baldur's Gate. In its heyday, it was an ugly, powerful, and functional fortification. Its years as a defensive structure ended long ago, though. Since then, so many modifications have been made to the building in the interest of comfort and beauty that the lines of the original fort are hard to see. The basic structure remains, however. The building encloses a central courtyard, which was once a bailey. Graceful windows now pierce the heavy walls, and soaring spires and leering gargoyles stand in place of the original battlements.

Almost all the governmental business of Baldur's Gate is conducted here. The four dukes have sumptuous offices and private meeting rooms in their own wing. The Parliament of Peers has a dozen small meeting rooms and one large chamber for whole-body deliberations. The chamber's gallery seats an audience of three hundred. Those seats are almost always filled when parliament is in session; on rare occasion, though, parliament clears the house for closed-door debate over matters considered too sensitive or inflammatory for spectators.

The High Hall also contains court chambers where the dukes sit in judgment (individually, seldom as a group) over accused criminals. The dukes often assign this duty to proxy judges on a rotating basis. Proxy judges are not paid a salary, yet a temporary assignment to the High Hall's bench is a plum duty for any patriarch, because hefty gifts and bribes flow to judges from the Guild, from those grateful to be exonerated, and from those hoping to be exonerated.

Serving as a judge is not light duty. The only cases that require the decision-making of a judge are those that involve real doubt about a defendant's guilt, or unclear points of law. When someone is caught in the act of committing a crime, or close enough to the performance of the act that the presiding officer is reasonably certain that the suspect is guilty, the individual's "trial" boils down to a simple administrative and sentencing process that the Flaming Fist or the Watch directly handles. It's not uncommon for someone arrested for picking pockets in the morning to be already serving a sentence in jail by evening.

Aside from the aforementioned governmental offices, the High Hall is a place that Baldurians can enjoy. It includes a feasting hall that is used for both public and private banquets and a wing of meeting rooms that are available to everyone on a first-come, first-served basis. The courtyard contains a small public garden that features walkways and benches.

Theoretically, anyone is welcome here. In practice, though, hardly anyone except for patriars uses the space. Everyone else is too busy working to spend much time lolling in the High Hall's garden.

The High Hall houses several small libraries tucked in and about the structure on different levels and in different wings. These libraries contain all the city's records going back hundreds of years. Laws, contracts, architectural plans, court proceedings, government appointments, accounting documents, tax rolls, census information, land grants, guild charters, and other documents are packed into rows upon rows of shelves and tall scroll cases.

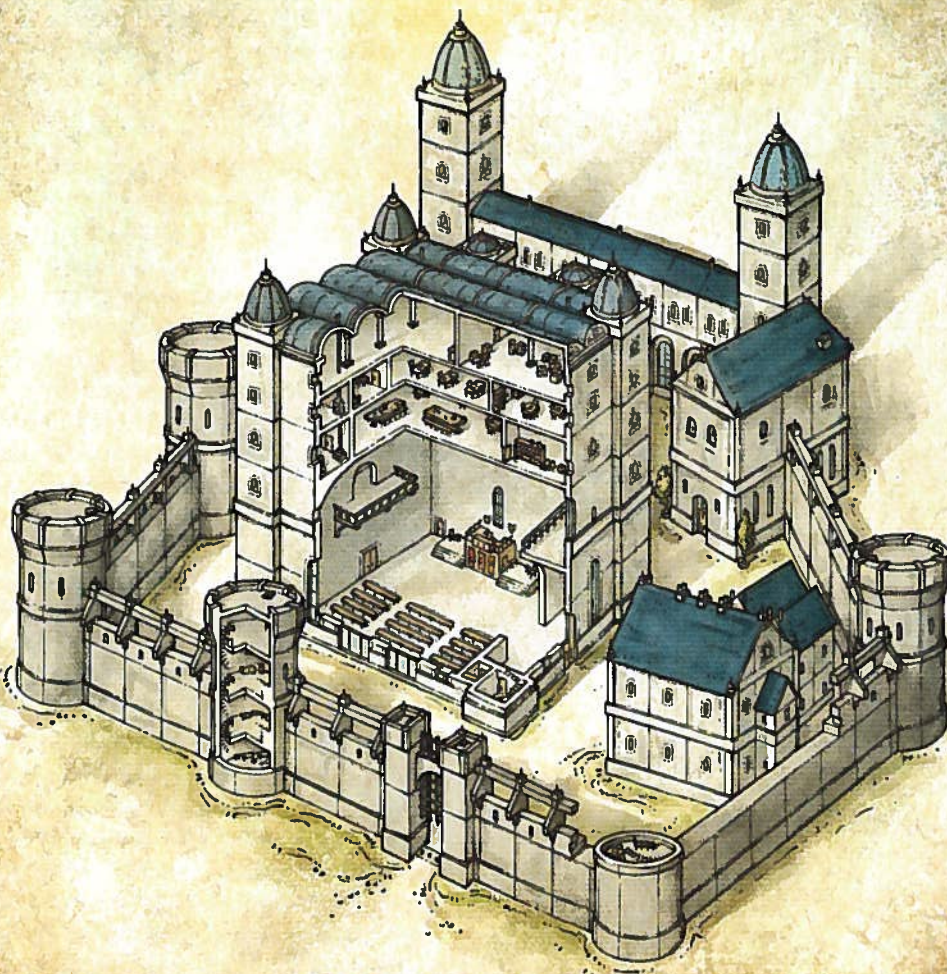
In theory, the libraries are divided by topic of inquiry, but in actuality only the librarians (devotees of Oghma who volunteer their time) can make much sense of them. Some frustrated patriars and various barristers have campaigned in the past to have all the libraries combined and catalogued in a sensible way, but there's never been enough political will behind the effort to dedicate funds for it.

In addition to being a place of civic activity, the High Hall also serves as a kind of secular temple. The ground floor of the easternmost wing is a museum to the history of Baldur's Gate and a mausoleum for its many dukes and heroes. There, a statue of Balduran looms over the city's "holy relics" in a glass case. The items inside are things he supposedly owned: a battered helmet, tattered pieces of a cloak, a longsword in a cracked leather sheath, a steel shield, and, oddly, a butter knife. Lesser heroes recline in marble upon beds of stone or sit enthroned, bronze upon bronze, gazing toward some unseen horizon with resolute nobility, their bones dry as twigs in the caskets beneath them.

All dukes have the right to be buried in the mausoleum, and most of those who are entombed on the site lie under the floor, so that anyone who walks through the room is stepping over graves. Because of the vaulted dungeons beneath the High Hall, those interred in the floor end up suspended somewhere in the stonework between the museum's floor and the dungeon's ceiling. Some graves have collapsed into the dungeons below, a fact detectable from above by the hollow boom of footsteps on particular flagstones. The Parliament of Peers decided not to address the issue of these "fallen heroes," since they were assured by dwarf engineers that the floor of the museum is in no danger of collapse.

The building's entire structure is part of the Gate's advanced water system. Below-ground catch basins collect rainwater that runs off its roof. That water

## The High Hall



flows through aqueducts to a cistern beneath the great fountain in the Temples district. Thanks to the innovative pumps of Gond, the Upper City's fountains are both beautiful works of flowing-water art and sources of safe, clean water for residents.

The original fortification's dungeons still exist. Unlike the High Hall above them, they have seen little renovation and no beautification since they were excavated. Under vaulted ceilings supported by thick pillars lie dozens of brick-lined chambers linked by winding, rock-cut passages into a labyrinth that few dare to traverse. Entrance to the underground area can be had by way of a handful of staircases tucked

into odd corners of the High Hall, as well as an unknown number of connections to the Upper City's water system.

A handful of chambers nearest the stairs have been converted into jail cells, but they are seldom used. The near-constant rain keeps the dungeons perpetually damp and dripping. The only dangers in the area come from swarming rats and the threat of becoming lost in the unmapped, echoing darkness. No one knows whether the master of walls, the master of cobbles, or the master of drains and underways should be in charge of the dungeons. Consequently, no one takes responsibility.

# THE WIDE

The Wide, a sprawling marketplace, is the eponymous landmark of this Upper City district. Its reputation as a thriving crossroads of trade spans the Sword Coast and stretches as far east as Thay.

During the day, the steamy aroma of roasted, spiced meats mixes with the wet, earthy smell characteristic of Baldur's Gate. Bright, multicolored awnings cover stalls in which tools, textiles, foods, luxuries,



oddments, silks, scarves, tobacco, Shining South spices, and all manner of creature comforts from every corner of Faerûn are bought and sold. Prices are lower in the Wide than elsewhere in the Gate, which means negotiations are usually sharper. Not all merchants here are in

the commodities trade. Tattoo artists, fortune tellers, sages, hedge wizards, astrologers, and poets also work in the Wide. At tables throughout the market area, Baldurians mingle to debate city affairs, philosophize, gossip, and conduct business and trade.

Meanwhile, strong, young delivery-makers bull through the shoulder-to-shoulder crowds heading to and from stalls. If not for the tall poles they wear strapped to their backs and shoulders, the goods carried by these young males and females would be easy targets. Atop the poles, out of a human-sized person's reach, swivel and sway baskets and crates full of goods. Seldom do these top-heavy poles collide and become entangled. But when they do, a row inevitably ensues. As soon as pole-carters leave the open air of the Wide and enter less crowded city streets, they lower their merchandise to street level lest enterprising bandits lean out second-story windows to strip them of their wares.

The Beloved Ranger statue is the only permanent structure in the marketplace. All others are collapsible, movable, pitchable, or temporary. Competition for the best stall locations is fierce. Upper City merchants have the upper hand, of course, as do those with plenty of cash to grease the palms of the bailiff of the Wide, his officers, Watch soldiers who provide security, and the dozens of other outstretched hands bearing permits, charters, and signet rings of office. A prime location in the Wide can turn so much profit that almost any amount of graft is justified in obtaining it.

The Wide's market area constitutes nearly half of the district that bears the same name. High-class

shops, well-heeled merchants' residences, trading and insurance offices, the sages' and traders' guildhalls, the Undercellar's public entrance, and Ramazith's Tower fill out the rest of the district.

## Bailiff of the Wide

Someone has to record the names and goods of sellers, manage disputes over stall space, and schedule the Wide's nighttime use to balance the concerns of competing patriars. These and many other unenviable tasks falls to the bailiff of the Wide.

Each morning, Baliff of the Wide Jedren Hiller wakes before dawn, meets his officers and assistants around the Beloved Ranger for a quick discussion of the changes for the day, and then heads to Baldur's Gate. While the assistants scatter across the Wide to mark out stall placements with chalk, half the officers line up around the inside of Baldur's Gate to hand out stall-marker chits while the other half goes to the Black Dragon Gate. Bailiff Hiller then squeezes out through the gate and begins assigning stall space to the merchants who have come for the day.

Merchants who live in the Upper City receive their stall markers early each day by nighttime doorstep deliveries, and they begin setting up as soon as the stalls are chalked. Anyone who forgot to request a stall on the previous day must wait for Bailiff Hiller to pass through the Wide on his way to Black Dragon Gate after he finishes making the Baldur's Gate assignments. The bailiff gives out stall assignments according to a complicated formula that accounts for similarity of goods, the length of time a merchant has been selling in the Wide, one's past infractions such as crossing a stall boundary, and rotating the best sellers through the best locations for fairness. Of course, everyone knows that a little something extra can improve your standing in the Registry, the ledger of the Wide's market and social activity that is Bailiff Hiller's constant companion.

The bailiff of the Wide works under the auspices of Haxilion Trood, the city's purse master. Trood is a meticulous coin-counter, so Hiller has been obliged to turn down cash bribes. But giving him and his hungry crew some samples of food, or making deliveries to his home of various goods "for inspection" is still quite welcome (and often necessary if a merchant doesn't wish to languish in a less traveled area or some other unfortunate locale). What a shame it would be for the Registry to dictate that a perfumer ended up next to someone selling roast meat?

## Beloved Ranger

A statue of a powerful warrior in plate armor stands in the Wide. Far from being the typical grim guardian, this warrior wears an enthusiastic grin and cradles a hamster in his hands. The late Orburt Lewel, an eccentric textiles merchant, erected the statue about seventy years ago. According to legend, the featured figure is Minsc, a dull-witted but brave warrior of Rashemen who saved Lewel's life from some forgotten danger. The hamster is Boo, a pet that Minsc referred to as a "giant pygmy space hamster."

The quirky statue is a favorite landmark and meeting spot in the ever-changing sea of market stalls, both because it's easy to spot and because Baldur's Gate loves its peculiar characters.

## Entering the Undercellar

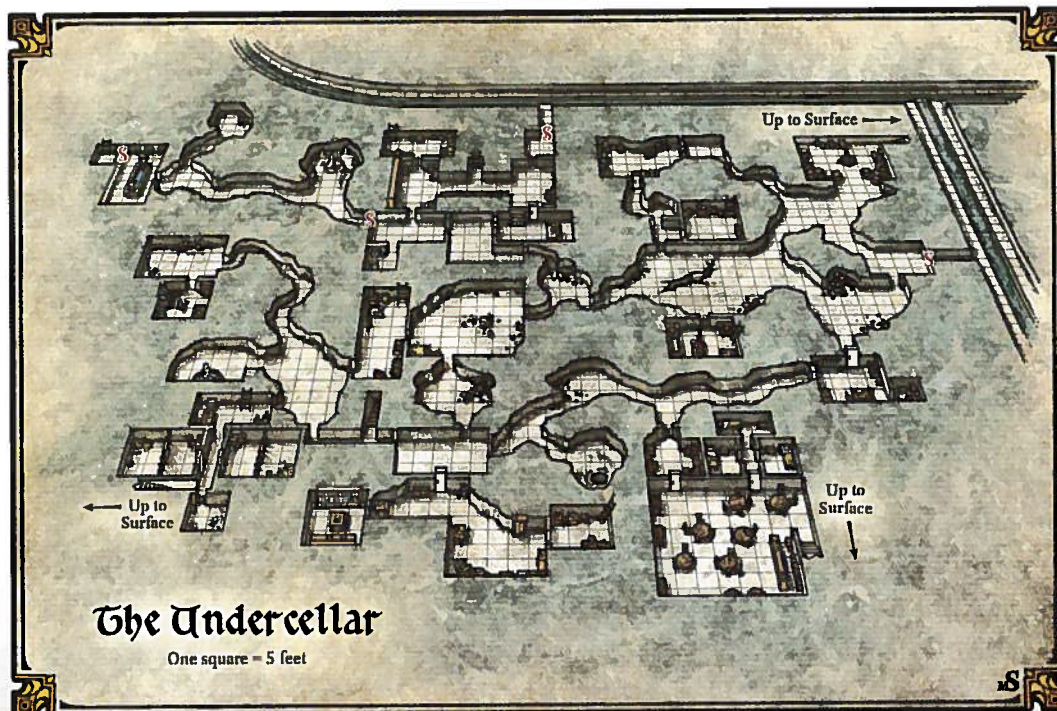
A clearly marked entrance to the Undercellar beckons on the Wide's southern rim. Most Baldurians view the Undercellar as a seedy yet unique underground tavern and festhall. Its cobbled, vaulted chambers were once the storage cellars of various buildings, many of which still conduct business today. Over decades, the judicious addition of arched doorways and freshly dug, narrow tunnels has strung the cellars together, forming a sizable network of passageways and chambers.

The Undercellar is much more than an idiosyncratic festhall. Its unmapped tunnels are more extensive than most city residents imagine. Dozens of access points reach it. Most of them are unmarked, and owners and overseers of more than a few such sites purposely keep them secret. The Guild directly controls some entrances; others are privately



owned but made available for the Guild's use in exchange for coin.

Only a few people know the whole of the Undercellar's pathways well enough to act as guides (see "The Fetcher and the Tunnel" on page 59), and only a fool would enter the jumbled, lightless spaces without a knowledgeable escort. With a guide, it's possible to travel beneath almost the entire Upper City. While neither swift nor comfortable, such a journey can be made in complete secrecy.





## High House of Wonders and Hall of Wonders

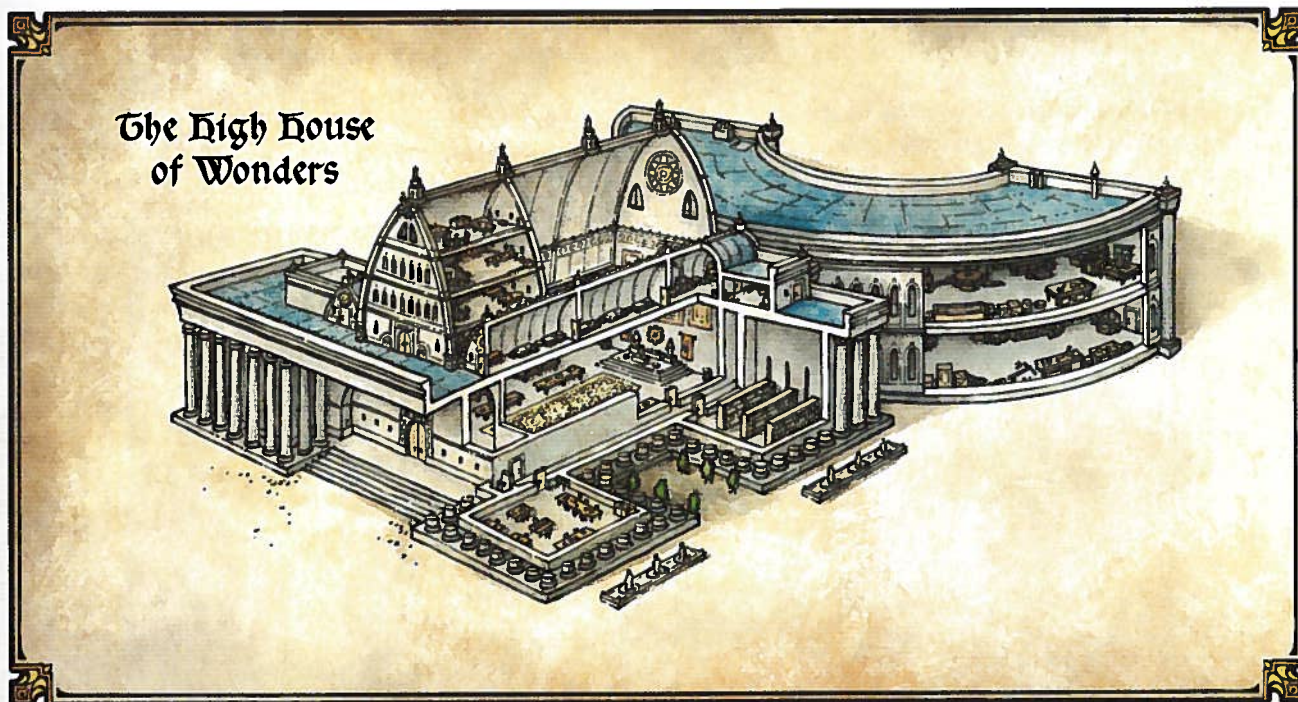
Built from the profits of a lucrative technology deal with the city, the High House of Wonders and the Hall of Wonders stand apart in the Upper City, their pillared marble buildings gleaming white in a cityscape of yellow and gray. Gond's first priests in the Gate took great pains to make the temple as ostentatious as possible, hiring expert masons from as far away as Chessenta and importing Lantanese sculptures and exterior cornices.

### High House of Wonders

The High House of Wonders serves as a vast workshop for the many crafters and inventors that the temple houses. To enter the building, a person must pass under three great bronze blocks, or doors, that appear to float in midair. In fact, a system of hidden pulleys and counterweights holds them aloft. Great chimes are hidden within each block, and they ring

the time at the passing of every hour. Releasing the pulley system would slam down the bronze doors. Anyone and anything caught beneath the massive slabs would be crushed. Since the temple is open to inspiration at all hours, the doors have not been closed in living memory. However, if rioting were to threaten the temple, the Gondsmen would seal the High House of Wonders and open it again only when it appeared safe for the people to "return to holy labor."

Each day, the High House of Wonders rings with the clamor of hammer and saw. Acolytes create the knickknacks that are sold in the Hall of Wonders, crafters of all sorts attend master-taught classes, and inventors experiment alongside priests as they build new projects or tinker with old machines. The House has several huge wings, each devoted to a type of work or a scholarly pursuit related to invention and artifice. Silversmiths toil alongside those who cast in bronze, architects draft beside engineers, and carpenters build cranes next to woodcarvers working on jewelry boxes. Everything from ships to siege weapons is built at full size in the great halls of the High House of Wonders and then is disassembled for transport. Of course, the faithful of Gond work on repairs



### HIGH CONFUSION

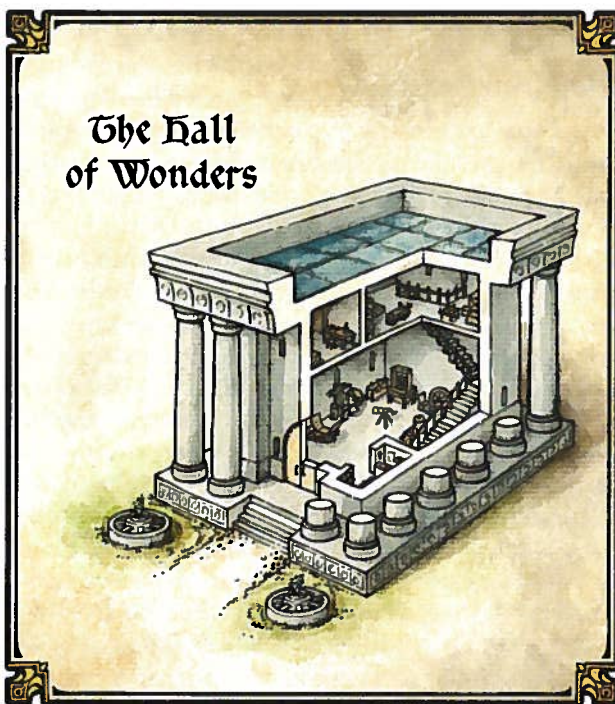
The similar names of the High Hall, the High House of Wonders, and the Hall of Wonders cause endless confusion among newcomers to Baldur's Gate. Baldurians often further befuddle visitors by shortening the last two of these important buildings' names to "the House" and "the Hall." Additionally, the High House of Wonders is sometimes referred to as "the Temple," and the High Hall is sometimes called "the Ducal Palace" or "the Palace."

and building sites citywide. Among other tasks, they replace broken spars in the port's worker-powered, wheeled cranes; erect scaffolding around construction sites; and venture into patriars' homes to fix the plumbing.

The High House of Wonders hosts about one hundred priests and acolytes in its residential wing. By day, up to five times that many faithful fill the temple as people who live in other parts of the city arrive to work and learn.

Most of those who enter the temple every day are long-standing members of the city's various crafting guilds who come to study, experiment, and teach. Some are would-be apprentices hoping to make connections and show off their talents to prospective masters. A few are individuals of great talent but small means. Too poor to afford the entrance and class fees, such people can sometimes find a patron to pay for their tutelage in return for future indentureship.

All these folk are counted among the faithful, and they are literally counted as they enter and exit the House. The many fascinating items in the High House of Wonders are theoretical experiments, early-stage prototypes, or specially commissioned works—not for the eyes of the public. Thus, Gondar door guards politely turn away the curious and those who do not have explicit business in the temple, directing them across the square to the Hall of Wonders.



## Hall of Wonders



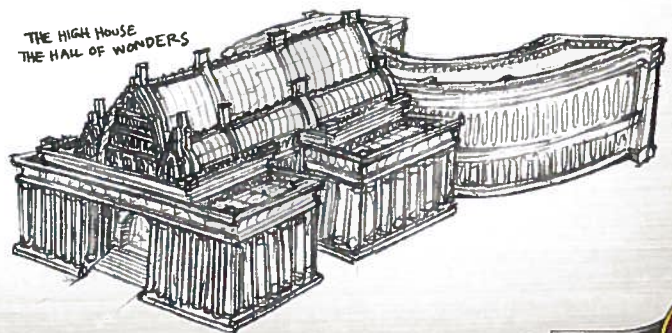
The Hall of Wonders puts Gond's magnificence on full display. This building is a museum as much as a religious site. For 5 cp, a visitor can enter to view—in long aisles and even hanging from the ceiling—a gallery of holy relics ranging from the pragmatic, such as ordinary locks and mechanical lock boxes disguised as furniture and

other household goods, to the scholarly, such as precise water clocks and orreries.

More impressive inventions loom large amid the collection, such as a steam dragon (a steam-operated engine for moving heavy objects), a steam-operated mechanical orchestra, and mechanical scribes that can be linked in sequence to make many copies of exactly what a person writes as he or she pens it. One of the most popular displays among seafaring Baldurians is the collection of nautical tools, such as a gold filigreed, coral-carved astrolabe and one of the first farseers (telescopes). Small signs indicate the purposes and ways to use the items. Since visitors are not allowed to touch the inventions, numerous Gondar acolytes circulate throughout the Hall of Wonders and readily demonstrate the items' uses.

To exit the museum, a visitor must leave through a shop filled with devices for sale. Printed catalogues of additional items and larger devices that can be ordered for later delivery are also on display. Locks, strong-boxes, objects with hidden storage compartments, steam dragons, water pumps, and more can be had for the prices listed.

Because the Gondsmen are given to ostentatious displays of wealth, rumors persist of a treasure vault hidden beneath the temple and guarded by mechanical monstrosities. The rumors are mostly true. Behind the grand altar in the High House of Wonders is a complex pressure-plate system that opens a secret passageway leading beneath the temple. Numerous chambers and storerooms into which the public is never invited exist beneath the site. Whether golems or other automatons guard the rooms is known only to the priests.





## SILVERSHIELD ESTATE

High Artificer of Gond Torlin Silvershield stands as the latest in a nearly unbroken line of Silvershields who have been elected to the Council of Four. Power has afforded luxury to the Silvershield family. Its estate, roughly the size of a city block, attests to that. It was built up over several generations on land the Silvershields purchased or were gifted as a show of gratitude or to solicit the discreet Silvershield touch.

The estate is located in Manorborn's western corner. A thick, 12-foot-high wall surrounds the compound before joining the Upper City's walls. Even though the neighborhood is a safe one, Silvershield always assigns a handful of retainers to patrol the estate's periphery for burglars and beggars who manage to sneak past the Watch.

The Silvershield estate dwarfs most other patriars' manors but has little of their coziness. When Silvershield hosts a revel, sounds of music and laughter can seldom be heard beyond the walls of the behemoth estate. Deserved or not, the place has a reputation for unfriendliness.

Armed guards are stationed at the gate of the complex. A white-graveled courtyard extends from the gate to the house's portico, where a beautiful Gondar invention is suspended. This self-refueling oil candelabra is designed to appear as eight miniature geysers spewing gold and silver flames.

A long outbuilding on the manor's northern side houses palanquins and sedan chairs. Silvershield seldom rides in such conveyances, but he strives to provide every courtesy and comfort to his guests.

The grounds' extensive gardens might be the estate's most distinctive and envied feature. The duke is fond of strolling as he meditates, and he often fusses over his garden as though it were a fourth child. The lush gardens have been designed with the cool climate and damp weather in mind so that they display splashes of color regardless of the season. Over the years, the Silvershields have imported flowering plants and colorful shrubs from as far north as the High Forest and sent master gardeners as far out as the Moonshae Isles to collect specimens. Newly arrived plants and those that need special care grow in a glass-walled greenhouse with mirrors set around its exterior to catch and concentrate the meager sunlight. Although few in the city know it, Silvershield uses the greenhouse to grow his own supply of sable moonflower. It's not for his own use, of course—Silvershield doesn't allow himself to become intoxicated—but for the entertainment of certain dissolute guests at revels whose secrets might not otherwise be prized away.

The garden has green lawns with a white-gravel path that meanders past exquisite statuary, through flower beds, and around trees and bushes. Peacocks strut freely across the property, and songbirds roost in the trees. Pears and persimmons grow in the compound's small orchard. Silvershield's are the only persimmon trees in Baldur's Gate. Around back, near the kitchens built against the outer wall, the path wends past a small gazebo that houses a shrine to Gond, then leads to vegetable and herb gardens set amid lines of blueberry bushes.

Duke Silvershield is most proud of his estate's topiary maze. He commissioned master crafters at the High House of Wonders to make several modified, steam-dragon-powered miniature cranes. They are arranged and camouflaged within the topiary, making the necks and tails of the animal-shaped shrubbery move. Silvershield, who claims he animated the topiary to amuse his children and visitors, enjoys the maze immensely, particularly when his real peacocks investigate and confront their leafy counterparts.

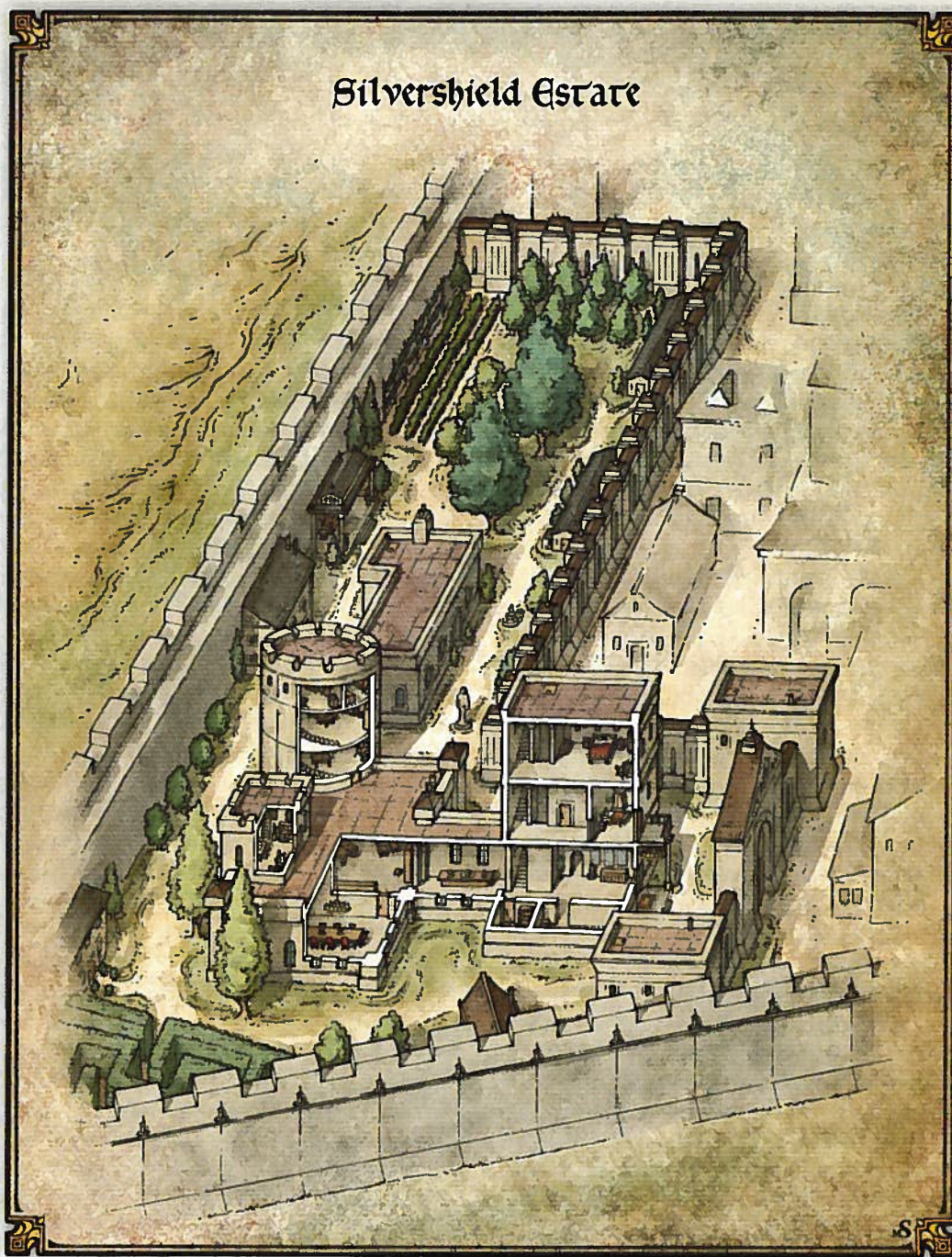
On the manor's ground floor, the Silvershields receive guests, play host to revels, and attend to minor business. The level hums with the soft, whirring sounds of dozens of fragile, intricate clockwork inventions brought here from the High House of Wonders. In the grand foyer, a mosaic depicting the Silvershield coat of arms above the ship from the Gate's coat of arms—chosen to remind visitors whose city they're in—stretches across the room's ornate ceiling. A ballroom and a performance stage dominate the rear of the building, and a handful of sitting rooms and salons complements them. In the western wing, a spacious feasting hall easily seats forty while providing plenty of room for servants and entertainers to move about.

Below the ground floor, servants' quarters provide personal space to maids, valets, retainers, cooks, and the many other staff members that support the patriars' luxurious lifestyle. The manor's wine cellar,



Silvershield Estate

## Silvershield Estate



storerooms, and servants' common areas complete the basement level. The estate is in a constant flurry of action, especially down here. The Silvershields have approximately fifty servants on hand at any given time, twenty other retainers and guards elsewhere on the estate, and another ten to twenty out running errands in Baldur's Gate.

The family lives on the manor's upper floors. The floors above the main house contain a private parlor, a nursery for Alana and Entar III, a bedroom and playroom for Skie II, and other rooms reserved for the children when they outgrow the nursery. The round tower has three upper floors and is composed of a small

dining room, a half-dozen guest bedrooms, a guest parlor, a library, and the master suite. Silvershield also maintains a home office in the tower, but he seldom uses it. His real office is hidden behind a second-floor, hinged bookcase that leads out to a private walkway on the manor's roof. Atop the roof, Silvershield has a workshop and study within a small solarium. The family and servants are well aware of the "secret door" behind the bookcase, but the duke prohibits others from walking the roof or entering his hideaway, which is where he conducts secret business and lays the groundwork for his most sensitive schemes.

## LOWER CITY

The Lower City, a great crescent of steep slopes descending to the docks, is packed tight with conjoined, slate-roofed buildings that are made of stone and feature window boxes and stout shutters in vibrant hues. The Lower City's narrow alleys access interior courtyards and other streets. Stone buttresses often span its roadways, literally holding apart the upper floors of structures that face each other. Even though some of these narrow supports act as pedestrian bridges, they are most often used by pigeons, gulls, rats, and cats. Lower City citizens are accustomed to their noisy, cramped existence. As the long-ago sage Asturgel of the Gate wrote, "In the Lower City, we live and work atop each other untidily."

Trade is king in this section of Baldur's Gate. Craftwork, repairs, and buying and selling consume the lives of the tradesfolk, shopkeepers, and day servants who dwell here. Commerce in shops and crowded streets begins before sunrise and continues until after dark. By day, each shop's shutters are flung open. At night, they're firmly fastened shut, regardless of whether their windows have iron gratings. Aside from inns and taverns—which are open, well lit, and employ "trusties" to guard against vandals, drunkards, arsonists, thieves, and brawlers—the Lower City is largely dark and shuttered after sundown.

**Dark and Foggy Streets:** Since the damp clings to the entire city, the Gate's cobbled streets are typically slick underfoot. When traction becomes a real problem, the locals spread straw or river gravel on the cobbles to help folk find their footing.

Communally maintained streetlights dot various crossroads and light the darkest spots beneath the Lower City's many stone support arches. Oil-and-wick copper bowls, whose copper wing reflectors direct radiance, partially illuminate the Lower City's nicer districts. Glassless, tin candle lanterns throw light into its rougher neighborhoods. Both types of lighting are solidly constructed and mounted. Citizens who live near the lanterns light them at dusk and, if wind or rain have not yet extinguished them, blow them out at sunrise.

The open doors of inns, taverns, and late-to-close cafes spill some light into the streets, but most folk carry lamps or hire lamp lads and lamp lasses. These youths carry many-candled lanterns on long poles and, for a few coppers, guide customers through the streets at night.

**Gray Harbor:** Baldur's Gate has one of the largest, busiest harbors on Faerûn's western coast. The city's independent status and tolerant nature appeal to many

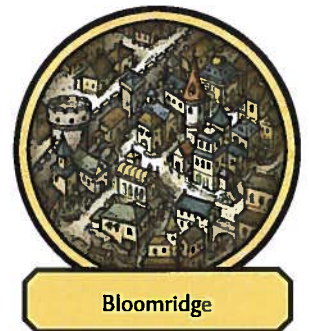
sea captains, who settle their families in Lower City homes. As a result, the Gate handles a wide variety of cargoes. Many pirates looking to fence their latest prizes also regularly tie up in the Gate.

Visitors are often impressed by the harbor's sheer size and level of activity, marveling at its seventy-six enormous cranes and its scoops and cargo carts, which run on rails of steel along the docks and make loading and unloading an efficient process. The dock equipment is operated by Balduran's Honorable Company of Harborhands, but the priests of Gond devised and built it. Thus, Gond's High House of Wonders receives 1 cp out of each fee paid for the use of a cart or a crane. All fees and ship manifests are taken to the Harbormaster's Office, a tiny building with thick walls and barred windows that stands apart from other city structures.

The Water Queen's House is also a solitary structure. It dominates the end of a pier and descends on one side into the harbor. Waves have lapped against this temple of Umberlee for generations. Sailors and their families make frequent small offerings at it to buy the Bitch Queen's favor. Its priestesses can often be seen descending the temple's outside staircase to walk offerings into the river, where they disappear beneath the waves and climb back up empty-handed. What happens to the offerings is a mystery no one in Baldur's Gate has ever dared to investigate, and the wrath of the whole city would surely fall upon anyone who did.

**Bloomridge:** Lower City citizens generally lead a working-class existence, but successful merchants, ship captains, landlords, and others who have access to wealth try to live as much like patriars as they can. Rich folk sometimes purchase several Lower City buildings, or even small blocks, and either raze the structures or modify and connect them to form a palatial home. Slightly less prosperous folk typically rent expensive, upper-floor apartments, preferring locations that feature rooftop terraces or balconies that offer fine views.

These impressive homes are mostly found in Bloomridge, a fashionable Lower City district dotted with cafes, flower shops, and artisan boutiques. The district's main street runs steeply up from the harbor to the Old



Wall. Numerous structures have exterior staircases and open terraces built into or against the wall.

The only blight in this otherwise upscale area is Mandorcai's Mansion. This structure appeared out of nowhere, fully built and staffed, overnight on a vacant lot. For several tendays afterward, citizens gossiped about Mandorcai, the eccentric, magic-wielding builder of the place, and influential residents courted him, eager to retain the services of such a powerful wizard.

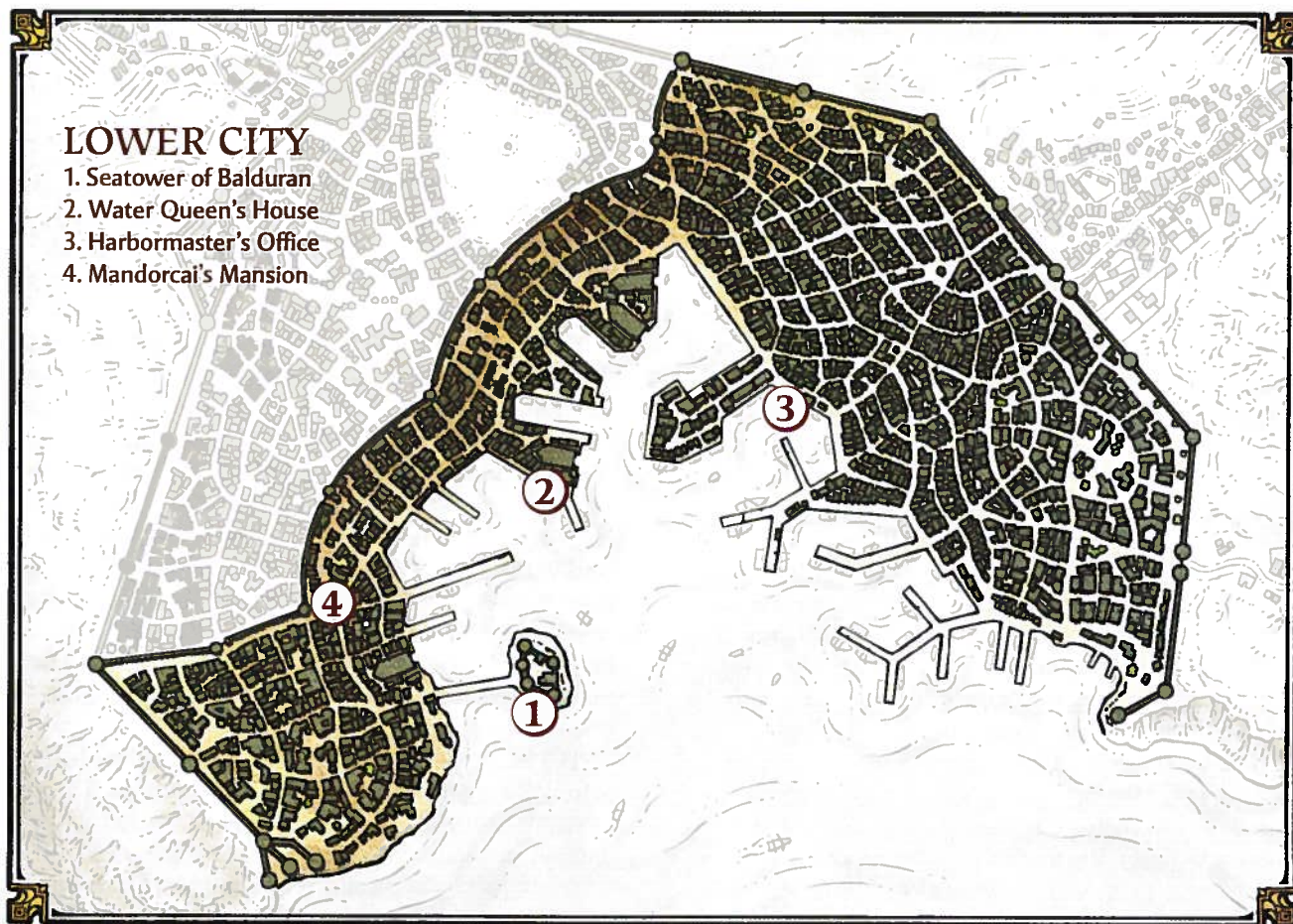
Mandorcai then vanished from public life. No one heard from him except through invitations he sent to various individuals. These peculiar missives were written in silver atop black paper folded into the shape of a pentagon. Those who entered the mansion to keep their appointments were never seen again. After a handful of such disappearances, a Flaming Fist squad invaded the building. Only two of its members emerged, and they spoke of shifting rooms, oppressive chants, and blood-soaked chambers. The Council of Four would like to have the mansion torn down, but no laborers are willing to touch the place. Since the building does not appear to be dangerous as long as no one goes inside it, the dukes have not pressed the issue. Mandorcai and his servants are

still missing, but the odd little black invitations occasionally appear on people's doorsteps when no one is looking.

**Flaming Fist:** The Flaming Fist mercenary company functions as the city's de facto police force and army. At any given time, about three thousand of its six thousand members are out on campaign. Baldur's Gate has long maintained its neutrality in conflicts in the region, but the city profits from them all the same. Even though Baldur's Gate has become more prejudiced since refugees flooded the Outer City, the Flaming Fist continues to draw its members from all walks of life.

The Fist polices the Lower City and Wyrms Rock, and its soldiers stand sentry on the Lower City's eastern and western walls. Their presence, both on and off duty, deters bold crimes. Although some Flaming Fist soldiers live in barracks in the Seatower of Balduran or Wyrms Rock, most have Lower City homes.

The Council of Four renews its contract with the Flaming Fist annually, so the mercenary company is nominally under the dukes' control. The Fist earns income, aside from the contract, from its share of the taxes collected at the harbor, Basilisk Gate, and the Wyrms Rock drawbridges.





## SEATOWER OF BALDURAN

The Flaming Fist maintains two bastions in Baldur's Gate, Wyrms Rock and the Seatower of Balduran. If Wyrms Rock is a symbol of the Fist's unbreakable strength, then the Seatower is a symbol of its stature and success.

The Seatower serves the Flaming Fist as headquarters, barracks, naval base, prison, and fortress. The marshal and most of the officers responsible for day-to-day Fist operations typically work from the Seatower.

Its well-stocked armory houses longswords, short swords, cudgels, chainmail, bows, thousands of arrows, pots of alchemist's fire, other assorted tools for waging war and policing the streets, and plenty of stone ammunition for the Fist's three parapet-mounted trebuchets. A stone flung from atop the Seatower, with the added impetus of gravity behind it, is almost guaranteed to crash clean through any wooden-hulled ship it strikes. A capstan at ground level in the tower can raise a massive chain from the riverbed and stretch it taut across the harbor mouth from the Seatower to deep pilings under the easternmost wharf in Brampton. When the chain is raised, nothing bigger than a rowboat can sail into or out of the harbor. Except for drills and maintenance checks, the chain has not been raised for decades.

The last time the chain was raised for defense was to protect against a veritable fleet of Calishite ships. Fishermen and merchants arrived in the evening warning of a flotilla heading upriver, many of the ships flying Calishite flags. The dukes, having heard reports of war in the south but not having been informed by any dignitary of Calimshan's need to use the river, feared invasion. When the ships arrived just after sunset, the chain had been pulled up across the harbor, and ships full of Flaming Fist soldiers floated just beyond it with catapults and flaming arrows at the ready. They needn't have bothered. The ships held no Calishite warriors, just refugees from the war. When the dukes determined the truth of the matter, the chain was lowered and the refugees were allowed into Baldur's Gate. Citizens didn't repel them as invaders, but neither did they make the Calishites welcome. The incident set the tone for relations between the refugees and the people of Baldur's Gate, and led to the founding of the separate settlement of Little Calimshan.

The Seatower is an impressive architectural work looming over the bay. It erupts from a rocky islet in the harbor in such a way that attackers approaching by boat will find few footholds at the tower's base. Five stout towers provide firing lines along all the Seatower's walls and away from the islet in all directions. Specially

made Gondar trebuchets atop the towers can fire thrice the distance of a normal siege weapon, allowing hurled stones to reach atop the cliffs on the opposite side of the river (or even into the Upper City), although such shots must be calculated and "made blind" due to the low elevation of the Seatower.

A 400-foot-long causeway connects the Seatower to shore. No gate or drawbridge along the span exists; its length alone is considered sufficient defense, since attackers would be exposed to archers and missile fire along their entire approach. If enemies come to Baldur's Gate, the Flaming Fist wants them to attack the Seatower, believing that the sooner they do, the sooner they'll be defeated.

The Seatower houses about a hundred Flaming Fist soldiers on a rotating basis, billeting them in levels of the towers not given over to the prison and in the two buildings within the bailey. These buildings are the armory and the officers' tower.

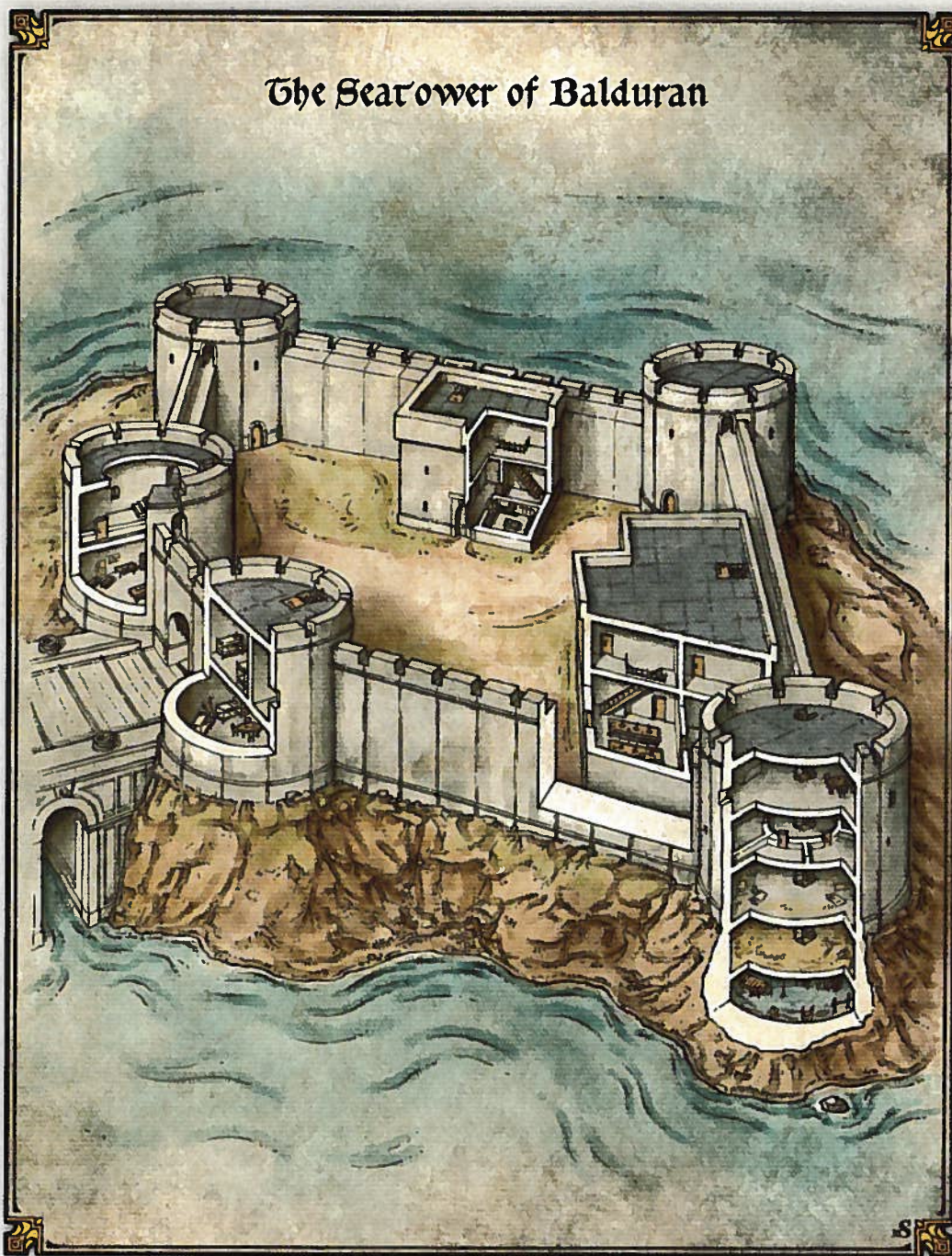
Although small caches of gear and weapons exist throughout the Seatower for ready access, the armory holds most of the Flaming Fist's hoard of war-making materiel. The underground rooms beneath the armory are a virtual museum of every conflict in which the Flaming Fist has engaged. Everything from elephant barding to snowshoes can be found somewhere in the depths of the armory, all of the items carefully catalogued and regularly maintained.

A small section on the first floor is set aside as a gallery. There, on racks and in cases, rest the trophies of battles lost and won: Duke Eltan's sword and armor; a coral trident taken from a leader of the Itzcali sahuagin; a tattered flag from Fort Beluarian; Kingscar, the massive sword of Sohillis the ogre king of Murannheim; and more. The armory also holds the Seatower's kitchens and larder.

The smaller officers' tower serves as the quarters for the marshal and a temporary billet for officers of various ranks. There, the marshal frequently speaks with the officers of current events or plans campaigns. In addition to meeting areas and private rooms, it holds a collection of books and scrolls in a library that the officers can use to study tactics, consult maps, and review contracts. Beneath the officer's tower are the Flaming Fist coffers, in a lead-walled vault separated by yards of solid stone from any other underground area. None but the highest-ranking officers knows exactly where the door to the vault can be found and what the secret is to opening it.

The Seatower's least glamorous role is as the local prison. Long-term incarceration isn't common, but plenty of people need to be locked up for a few days, tendays, or months. Three levels of dungeon extend beneath the Seatower. The two lowest are below the harbor's water level, so they are always frigid and

## The Seatower of Balduran



damp. The uppermost dungeon level is divided into small cells that hold one to five prisoners each. The lower levels consist of two large cells apiece. Under normal conditions, no more than twenty-five prisoners are housed together in a large cell. If the situation calls for it, however, up to ten times that many can be crammed cheek by jowl into each of those chambers.

The causeway connects the Seatower of Balduran to the city's Seatower district. The tower affects nearly every aspect of district life. Many of its residents are Flaming Fist members who prefer the comfort of apartments or family homes ashore to the spartan barracks of the Seatower. Many masters and veteran

members of Parliament's Distinguished Union of Metalworkers operate shops in the Seatower district, making it the best place in Baldur's Gate to shop for high-quality weaponry and armor at fair prices.

The high population of soldiers in the Seatower district has inspired its thick concentration of taverns, festsalls, and gambling parlors. These businesses are clustered along the river, as far from the Old Wall and the trendy streets of Bloomridge as possible. On nearly every Flaming Fist payday, Seatower becomes the Gate's most boisterous corner, and Flaming Fist officers field a profusion of complaints about noise and brawling from their Manorborn and Bloomridge neighbors.



## OUTER CITY

Even though the dukes tax the Outer City and nominally rule the area, they rarely exert control over it. Neither the Watch nor the Flaming Fist patrols these poverty-stricken districts. In times of siege, Outer City residents can flee inside the Gate's walls—if they're fast enough. In normal circumstances, Outer City residents must rely on neighbors and friends for justice or pay for the Guild's protection. Despite this state of affairs, the leaderless Outer City is not ripe for conquest, since the Flaming Fist would brutally quash any such attempt. Thus, even though crime and open violence are commonplace in the Outer City, people are still able to do business.

The Outer City sprawls without rhyme or reason, its muddy streets a tangle of shanties, forges, tanneries, dye works, slaughterhouses, stables, stockyards, paddocks, and dung heaps. Its layout and architecture are a mess of unregulated construction and styles. Many buildings are made of wood or wattle. A significant amount of daily trade takes place in this unpoliced, dangerous area, where live "outsiders" (foreigners too poor to lodge in the Lower City, farmers, dabblers in unwanted or illegal trades, and the lawless).

The Outer City threatens to overwhelm visitors to Baldur's Gate. On any given day, a passerby could encounter packs of stray dogs, people hawking wares, stable hands fighting over potential customers, braying animals penned near the road, flocks of chickens and geese, beggars raising their hands and mumbling in unknown tongues, and a riot of pungent scents. Patriars who need to run this gauntlet do so inside closed and curtained carriages filled with fresh-cut flowers or perfumed cushions. Other visitors carry a handkerchief dipped in rosewater or a cut citrus fruit shipped in from Calimshan. Folk who live in the Outer City just get used to it.

Unlike in the Upper and Lower cities, the Outer City's days and nights are much the same. People live in shifts and sleep when they can, so their filthy surroundings are always bustling. For instance, although Hulthar the swordmaker might be unavailable at a particular time of day or night, several of her competitors will be open for business then.

**Noisy and Noisome:** Businesses considered to be public nuisances because of the sounds or smells they produce are prohibited within the walls of the city, so the Outer City houses the Gate's loudest and smelliest trades. Butchers, blacksmiths, tanners, dyers, masons, animal breeders, and fullers all ply their trades outside the walls and sell their merchandise inside the city's fortifications. The most successful tradespeople have Lower City shops to which they bring their goods; the rest end up selling their wares in the Wide. Of course,

sales to Outer City residents are handled directly, thereby avoiding the city's taxes and tolls.

Despite the reduced costs of operating in the Outer City, merchants still take their best wares inside the walls, leaving the poorest districts to serve as marketplaces for substandard, defective, or stolen goods. Crime pays well in the Outer City, where pickpockets are rampant; undercloak slavers buy, drug, and hide new "stock"; and sellers of poisons make a killing.

**Stockyards, Stables, and Storage:** Due to the city's narrow and steep streets, and the patriars' desire to keep Baldur's Gate clean, no animals larger than a peacock are allowed within the walls. (The beasts most often seen in the city are cats, both domesticated and feral ones. Baldurians believe it's bad luck to kill a cat, especially since they help to control the ever-present influx of shipborne vermin.)

This ban on large animals means that Outer City establishments are responsible for receiving caravans, unloading goods into warehouses for later portage into the city, and stabling horses and beasts of burden. In addition, flocks of sheep and goats and herds of horses, pigs, and cattle available for purchase are penned in paddocks along the Trade Way. The Flaming Fist pays some Outer City stables and liverys to maintain groups of horses and mules that are kept in reserve for when the mercenary company's members need to ride out.

**Culture Cauldron:** Baldur's Gate does not take sides in the conflicts of other nations and city-states. Nor does it form grudges or permanent alliances based on the Flaming Fist's actions outside the city. This policy of noninvolvement has earned the city a not-quite-deserved reputation for tolerance and has made it a magnet for refugees looking to escape wars and other disasters.

Battles in Calimshan have driven many of that nation's people north. In fact, the Calishite immigrant population has built a walled-in village in the traditional Calishite style. Baldurians took to calling it Little Calimshan, and the residents eventually adopted the name for themselves.

Similar but smaller communities dot the Outer City, giving immigrants of different sorts pockets of their homeland in which to rest their heads and weary souls. Halflings exclusively occupy a larger tenement on Wurm's Crossing; several half-orcs who work as porters have taken lodgings in Stonyeyes; shield dwarves do farrier and ironsmithing work in Blackgate; and gnomes in Whitkeep perform most of the city's tinsmithing.

**The Guild:** Like any other conclave of thieves, the Guild tries to keep a low profile, and much of its effort inside the walls deals with policing crime so that the illicit activities don't draw too much attention. The criminal organization doesn't rule the Outer City in

anything resembling the same way, but it's the only group that has any significant control in the area.

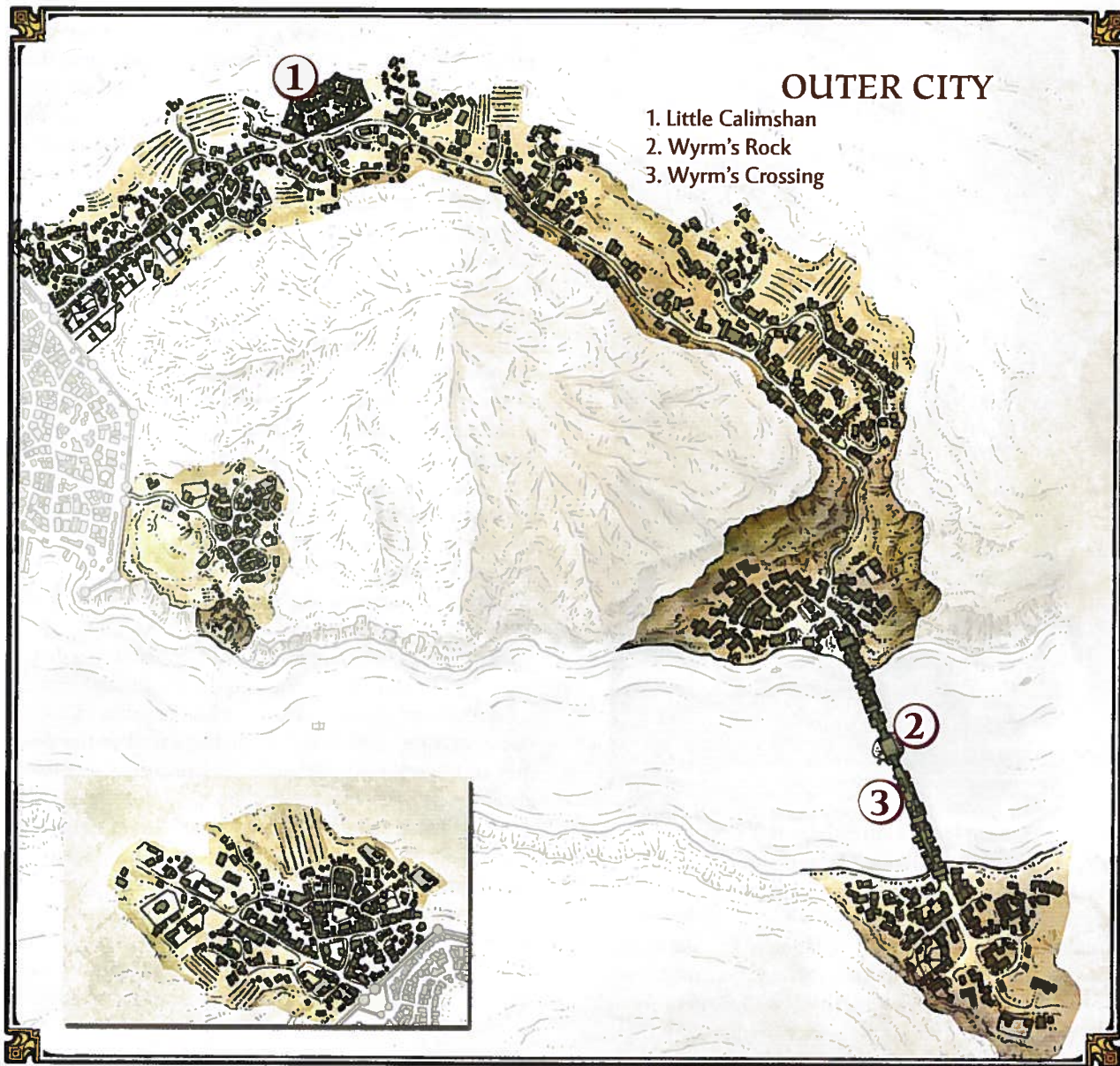
Many Outer City businesses and residents pay protection money to the Guild. In return, these cooperative establishments and people are marked with a special sign as off limits to would-be burglars or vandals, and the Guild makes an effort to hunt down anyone who flouts its decrees. Pleading ignorance earns offenders nothing.

**Wyrms Crossing and Wyrms Rock:** No laws control construction in the Outer City, including on the bridge spans that comprise Wyrms Crossing. Tenements, taverns, and shops heap up on both sides of these stone spans. Many cantilevered structures extend out over the Chionthar, and others loom above what has become a shadowy and crowded alley down the bridge's center.

Wyrms Rock stands between the bridge's lengths, and land traffic must pass through the Flaming Fist's

fortress to reach the other side. The fort leaves both drawbridges lowered until dusk, unless an enormous merchant ship in need of quick passage pays a hefty fee to have the northern drawbridge raised.

A stone-lined tunnel, replete with arrow-slits, portcullises, and murder holes, passes through the fort. Before travelers can enter it, they must pay a toll. Folk on foot pay 2 cp apiece, and people traveling with a cart or wagon pay 1 sp. For 1 gp, an individual can buy a writ of passage that allows an unlimited number of crossings for a month. To decrease the chance of fraud, both a court official and the purchaser must sign the document at the time of purchase so the writ holder can be identified.

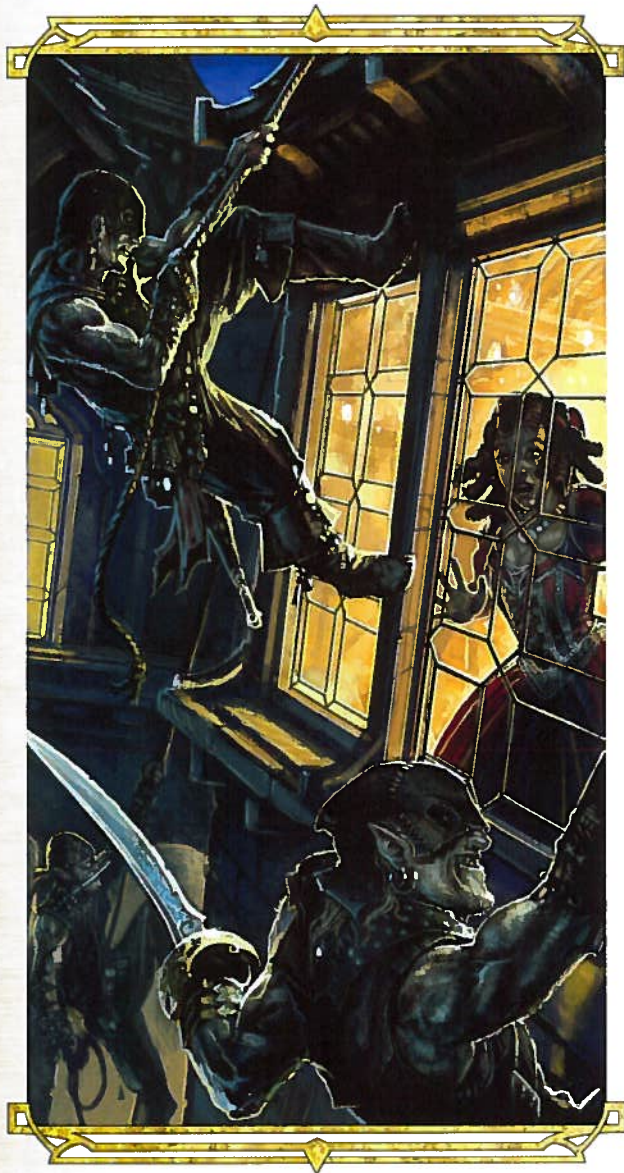






## LITTLE CALIMSHAN

Little Calimshan is often the loudest, liveliest, and most chaotic place in Baldur's Gate, aside from the Wide. The scent of cinnamon and the sounds of exotic, reeded instruments often slip over its encircling walls and draw the curious toward adventure and mystery.



When visiting Little Calimshan, it is best to enter during the day through one of the district's arched gateways. After dark, most of the doors to the outside and many within the district are closed and barred to impede the neighborhood's plague of burglars. Thieves still move around after dark, prowling above the streets along the district's thick walls and crowded rooftops, but at least their paths are made more difficult and visible.

In the Outer City, determining exactly where neighboring districts, such as Whitkeep and Sow's Foot, begin and end is a matter of much debate. Little Calimshan is an exception. Its brick-and-plaster, minaret-topped walls, measuring 15 feet high and 3 to 5 feet thick at the ridge, clearly mark its extent. People move along the wall tops as though they were streets, which they effectively have become.

Little Calimshan is built in the Calishite style, meaning it is organized as a sabban (district), composed of multiple drudachs (neighborhoods). Each drudach is walled off, creating compartmentalized hamlets within the district. Typically, a drudach's inhabitants belong to the same extended family or tribe. The tops of the drudachs' walls are paved so locals can travel easily from drudach to drudach without stopping at gates. From atop the walls, it is relatively easy to spot an intended destination and choose a path to reach it.

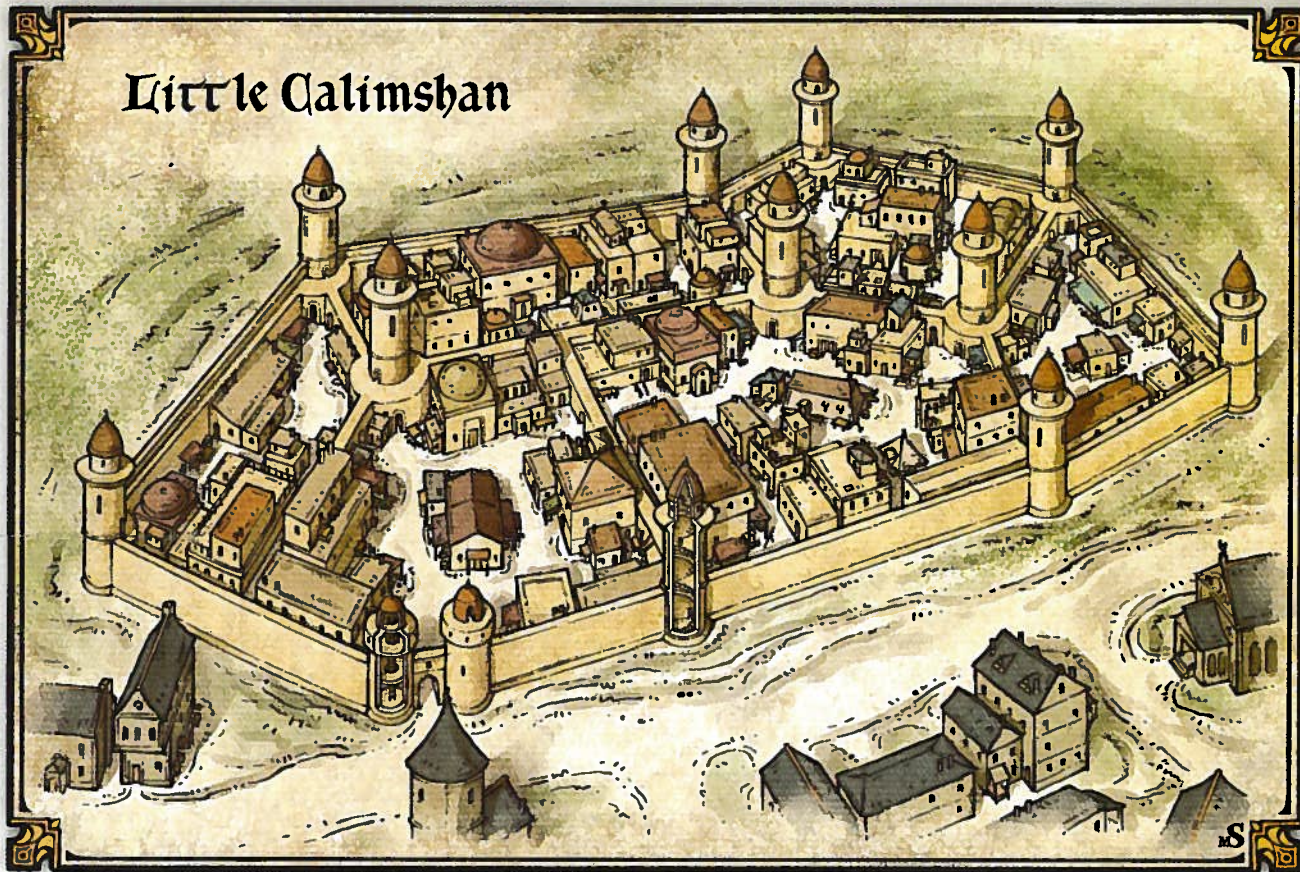
A drudach's buildings cluster, as much as possible, along the hamlet's thick walls. Calishite buildings and drudach walls are typically composed of plaster-covered brick. Calimshan's traditional bright tiles and decorative brickwork are less common in Baldur's Gate, since those who build and live in Little Calimshan lack a pasha's resources. Someone familiar with drudach architectural styles would know that Little Calimshan looks ramshackle when compared to Calimshan proper.

Individual drudachs are fairly uniform in their contents, if not their layouts. Most contain at least one religious area, such as a shrine, temple, or other holy site; a place for refreshment, usually a well or fountain but sometimes a tavern, inn, or festhall; a bazaar or a tent market; a handful of service buildings, (smithy, armory, tannery, mill); family living quarters; and an amlakkhan, to house the amlakkhar, a group of a dozen or more young bachelors who police the drudach. Spending time as an amlakkhan has become a de facto path to Guild membership.

The center of a drudach is either its most affluent site or an open courtyard featuring a well or temporary market. Finally, a drudach always contains the abode of its druzir, or leader.

Most Baldurians view the walls of Little Calimshan from the outside and imagine soft-handed Calishite merchants lounging on silk pillows and being fed delicacies while they complain about the cold and rain. After all, the walls arose in what seemed like the blink of an eye, with much gold flowing from Calishite coffers to the local builders' guilds. And the Calishites keep to themselves, treating their domain like a fortress and rarely entering the city proper.

## Little Calimshan



Less ignorant people remember the ships that arrived by night. They recall the children's frightened faces and the adults' exhausted resolution. They can still hear themselves saying the inn was full, or claiming not to understand what was being asked for, even though the Calishite's expressions and desperate gestures spoke clearly in every language.

Hustled through the city and taxed for the privilege of being kicked out in the middle of the night, the refugees found their way to the only place that welcomed them:

a long-standing Calishite caravanserai on the outskirts of the city. The owner was overwhelmed, but once he heard his compatriots' description of the wars that had consumed the south, his home became theirs. With every last copper of the wealth the travelers had brought, they paid the inflated prices of the guilds

to construct their homes, building up from the caravanserai as has been Calishite custom for generations. Until they could return to Calimshan, they would live behind the walls, being as hospitable to the Baldurians as the Baldurians are to them. They reside behind the walls still, and few non-Calishites are welcome.



Little Calimshan

The people of Little Calimshan stand out amid other Baldurians because most continue to wear the fashions of the south regardless of the local weather. Speaking their own breathy tongue, Alzhedo, is a point of pride, although nearly all of them can communicate in Common and Chondathan well enough to be understood. These little acts of rebellion against local custom speak both to the continuing friction between their settlement and the rest of Baldur's Gate, and to the desire of many to return to lives in the south.

The Calishites' desire for the goods of their homeland has prompted overland traders from the south to deliver cargo directly to Little Calimshan. This commercial route started with the fortuitous sale of a few things the traders just happened to have, but now caravans are bringing such goods in as much bulk as they can manage. Baldurians who are interested in purchasing silks, Golden Sands beer, items made of Calishite steel, and other esoterica now regularly exit the city to buy from Little Calimshan's bazaars, which open to outsiders for a few hours around midday each day. This turn of events caused some consternation in the Parliament of Peers due to lost revenue from taxes at Baldur's Gate and port fees, but the Council of Four has eased those concerns by instituting a special tax on business conducted in a "fortification within the lands of entitlement."

## WYRM'S CROSSING AND WYRM'S ROCK

The first sign of civilization that a traveler boating on the Chionthar or coming overland from the south or east is likely to see is Wyrms Rock, an impressive fort rising high above the surface of the water. Wyrms Crossing, the bridge that arches over the river's slowly flowing water, connects the fort's islet to the Outer City districts of Twin Songs to the north and Rivington to the south.



Wyrms Crossing

Buildings and merchant stalls, ranging from ramshackle to elaborate, pile atop each other along the entire length of Wyrms Crossing, making it impossible to see the water from the narrow, congested roadway that cuts between the structures. Precariously perched establishments that hang over the bridge's

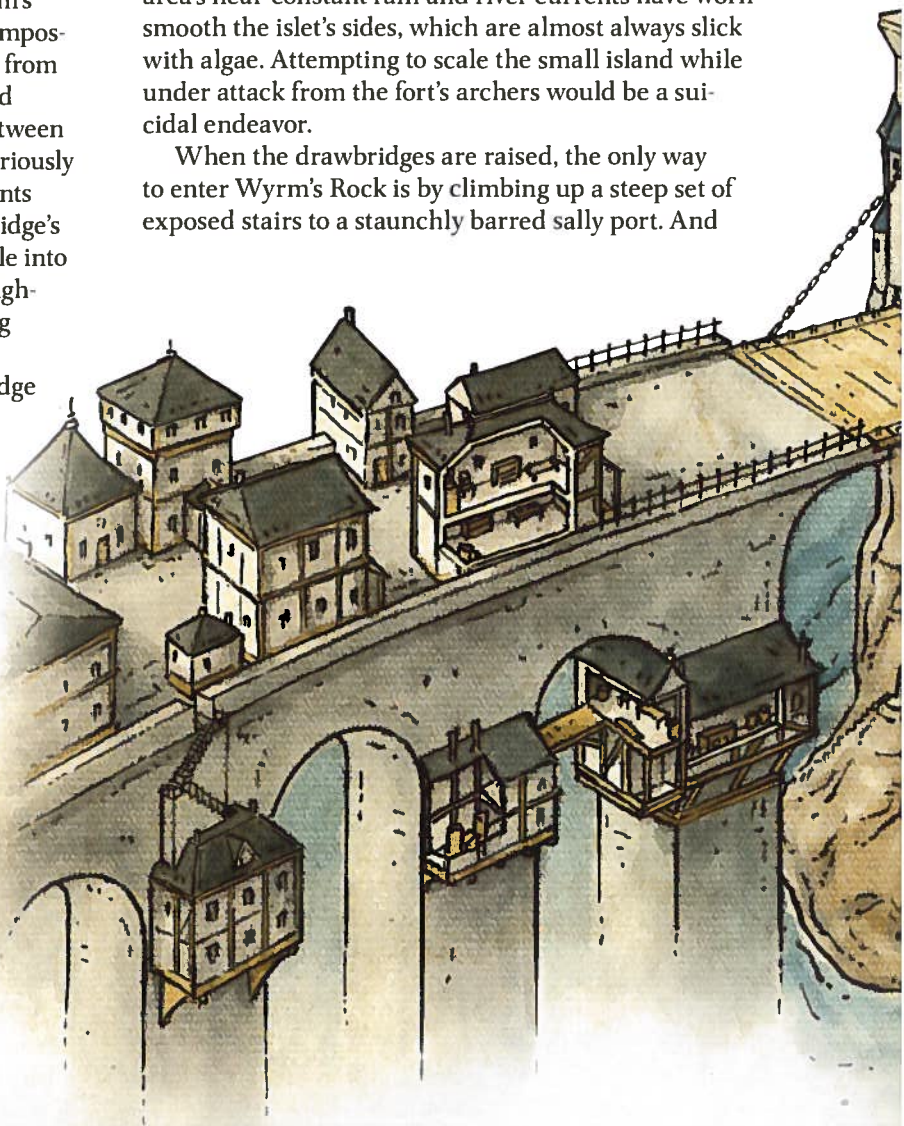
sides occasionally become unbalanced and tumble into the river. Such a structure sometimes pulls its neighbors down with it. Anyone trapped inside a falling building cannot expect any aid. The Fist requires that all buildings on the bridge be constructed from light timber or wattle and daub, lest one of the spans collapses under the weight of the structures it holds. However, the trade-off is that fire is a constant concern.

The bridge's two spans extend from shore directly to Wyrms Rock. The river's depth and the bridge's high arches allow most ships to pass unhindered. However, the largest sailing vessels must pass on the northern side of Wyrms Rock, where the water is at its deepest. The best time to make this passage is at night, when both drawbridges are raised, but ship captains in a hurry can request daytime passage. This special service requires paying a fee to the Flaming Fist, which the mercenary company splits with the city. For captains seeking to meet a deadline for a high-capacity trade mission, the inconvenience is often worth it.



Wyrms Rock is a formidable fortress. Arrow-slits dot its foot-thick granite walls, promising a stiff challenge to anyone foolhardy enough to assault the structure from the water. The fortress occupies most of the islet, leaving only the narrowest shelf between its sheer walls and a plunge into the river below. The area's near-constant rain and river currents have worn smooth the islet's sides, which are almost always slick with algae. Attempting to scale the small island while under attack from the fort's archers would be a suicidal endeavor.

When the drawbridges are raised, the only way to enter Wyrms Rock is by climbing up a steep set of exposed stairs to a staunchly barred sally port. And



spotting its tiny jetty, which is set below a long, steep, and exposed set of stairs, is a challenge at a distance.

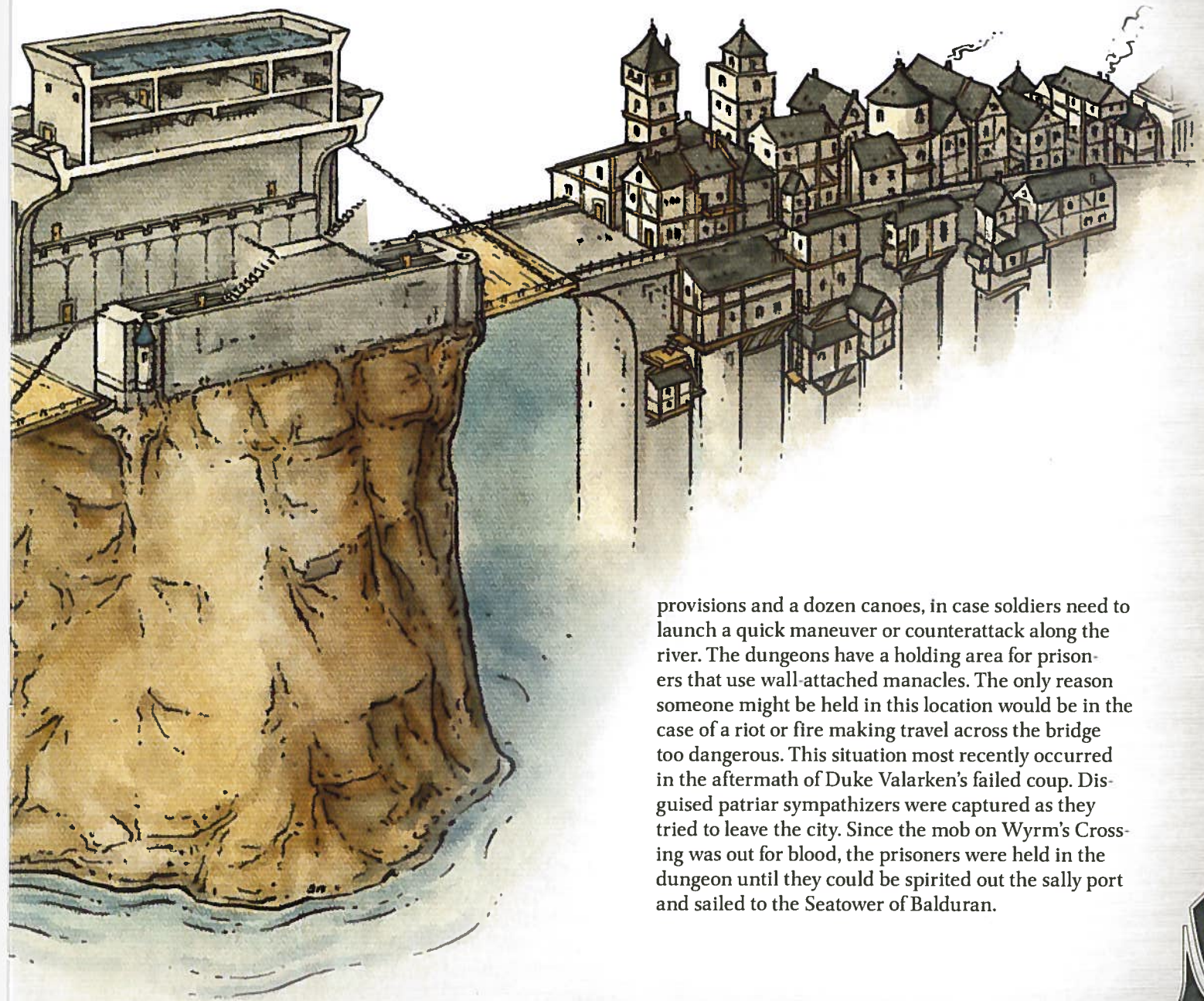
No roadway around the fort exists; all traffic looking to cross to the other side of the bridge must pass through the fortress's guarded tunnel. A painted board featuring the emblem of the Flaming Fist hangs above the tunnel's entrance. The tunnel dominates the fort's first floor and is one long gauntlet of murder holes and arrow-slits. Several offices and chambers that support toll collecting and provide some comfort to the guards complete the tower's first floor.

The second floor of Wyrms Rock is an armory well stocked with oil, rocks, javelins, arrows, and other implements designed to kill invaders. Guests on their

way to the second floor are warned to watch their step, lest they break an ankle stepping into a murder hole. (This warning is just entertainment for bored guards; all the murder holes are kept covered under normal circumstances to prevent such accidents and to keep travelers from dropping trash through them.)

Above the armory are the officers' and enlisted mercenaries' quarters. A shooting gallery encircles each level of barracks. In a pinch, Wyrms Rock could uncomfortably garrison about a hundred soldiers. Typically, between twenty-five and fifty mercenaries are present here.

Below bridge level in Wyrms Rock, a high-ceilinged dungeon is used as a storeroom. It holds



provisions and a dozen canoes, in case soldiers need to launch a quick maneuver or counterattack along the river. The dungeons have a holding area for prisoners that use wall-attached manacles. The only reason someone might be held in this location would be in the case of a riot or fire making travel across the bridge too dangerous. This situation most recently occurred in the aftermath of Duke Valarken's failed coup. Disguised patriar sympathizers were captured as they tried to leave the city. Since the mob on Wyrms Crossing was out for blood, the prisoners were held in the dungeon until they could be spirited out the sally port and sailed to the Seatower of Balduran.

# A DAY IN BALDUR'S GATE

A typical day in Baldur's Gate dawns chill and damp, its wan gray light filtering through the night fog. The mist lingers until the sun rises high, keeping the Lower City shrouded long after the Upper City has cleared.

First light finds the Upper City almost in silence. Only a few black-clad Watch patrols sidle along the streets, moving as soundlessly as drifting ghosts. As the foredawn tints the darkness, fires are built up, lanterns are allowed to gutter out, delicious cooking smells strengthen and drift through the streets, and liveried servants emerge to run urgent errands for their masters or head to the Wide to await merchants' arrivals.

Kitchens in the grand homes have been bustling through the night. Servants use hand pumps to draw water from cisterns in cellars and on roofs, heat it using coal or wood hauled in the previous day, and then pump the heated water into bath and kitchen basins. Downspouts and underground drainpipes, rarely large enough to be thought of as sewers, drain away used water.

On the other side of Baldur's Gate—the great dark arch in the old city wall for which the city is named—merchants and their assistants stamp their feet and mutter in the cold gloom, trying to keep warm as they wait for the gate to be opened so they can start selling in the Wide. They hold their carts, covered trays, and cloak-bundled warm foods, and they wear carry sacks and folding stools slung on harnesses.

These merchants and assistants have been awake for hours, preparing and loading their wares in the Lower City. If they sell out before highsun, or noon, they'll have earned a little leisure and sleep—after they buy or fetch from storage the ingredients and other raw materials they'll need to make the next day's wares. Afterward, they'll seek early beds so they can rise in the middle of the night, sup on long-simmered tea and stew, and prepare their wares all over again.

When the gates to the Upper City open to merchants and travelers, the Lower City's steep streets remain shrouded in shadow. They stay gloomy until the sun climbs high enough to lance over the bluffs and shine down into the steep-sided crescent of crammed-together, motley buildings that descend to the tall and narrow dockside warehouses, which the mists surrender last of all.

As merchants set up their stalls in the Wide, servants of the wealthy mingle among them to purchase

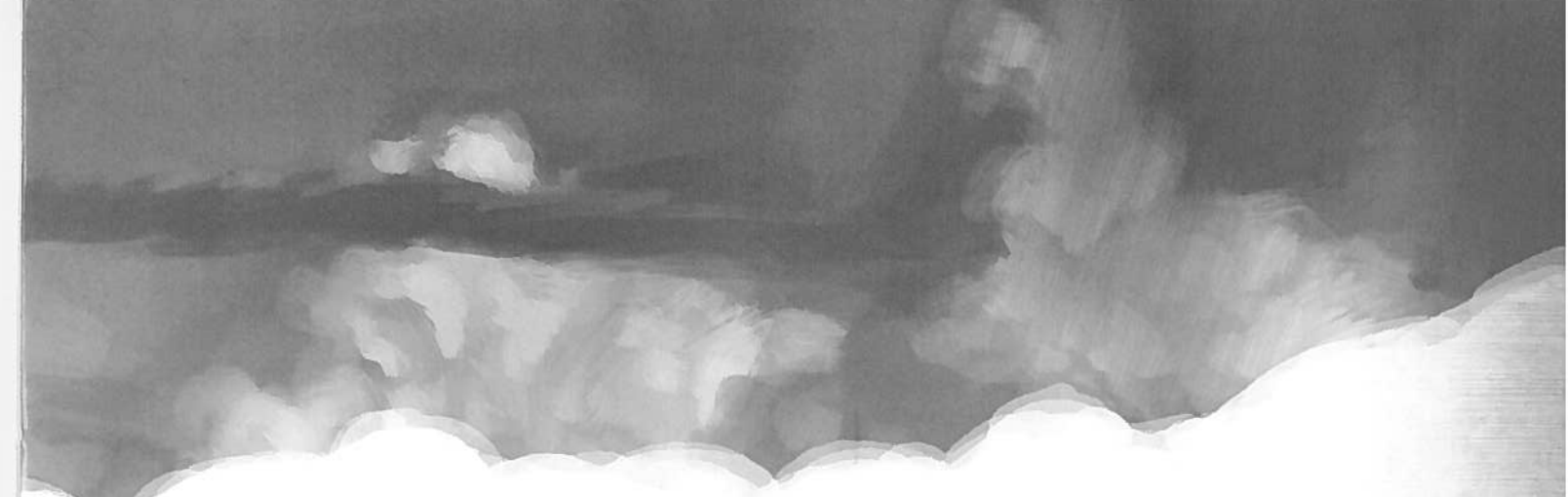
the choicest products and freshest food. These servants shop in the Wide throughout the morning. Their masters rise late and rarely emerge out of doors before highsun, when their working days begin—if they work, that is.

Most Upper City patriars linger over their morning feasts and contemplate the coming evening's social engagements. Entrepreneurs among them wake early and dine on sideboard meals of hot, smoked flaked fish or eels and fresh-baked nut buns slathered in flavored butter. Then they set out to see to their investments and make deals, often in Lower City trading houses or small upscale taverns, where outsiders come to negotiate. In the afternoon, the late-rising patriars leave their homes to shop, make business deals, and inspect new wares or hear proposals. The rounds of dining and revelry that dominate the lives of the Gate's wealthy and powerful start in early evening and often continue late into the night.

The leisurely lives of the wealthy take place in the eye of a storm. Around the patriars, servants bustle continually. By dawn, kitchen fires have been burning for hours. The daily flurry of cooking, cleaning, fetching, and organizing of affairs begins before first light as well and continues throughout the day, out of sight of the servants' masters.

In the Lower City, shops and cafes open their doors for business while other Baldurians begin their daily routines. The city clogs with people climbing and descending the steep streets. In the harbor, the docks never sleep, but daylight brings with it increased ship traffic and movement of goods between ships, warehouses, shops, and the Wide.

Just as merchants wait for dawn to enter the Wide, peddlers, travelers, and day laborers pack the northern road outside Black Dragon Gate, awaiting entry into the Upper City. The Upper City acts as a toll stop on Trade Way traffic, halting southbound travelers in Blackgate while those who journey north can enjoy the Lower City's hospitality all night, unless they did not make it through Wyrms' Rock before nightfall. The fortress raises its drawbridges at dusk and lowers them again when the morning's light first strikes the top of its towers.



Most merchants traveling the Trade Way or the Coast Way use the city as the end point of their journeys, unloading goods and picking up new cargo for their return treks. Caravans that pass through the city use Baldur's Gate as an opportunity to exchange beasts of burden. They leave their horses or mules in Blackgate or the Outer City, have their goods hauled through town, and pick up new animals on the other side. Indeed, they must do so, since animals larger than a peacock are banned within the city's walls.

By the time the land routes into the city are opened at dawn, business in the port has been roaring for hours. Never truly at rest, work in Gray Harbor picks up in the misty predawn shadows as the previous day's fishing fleet returns and cargo vessels awaiting morning entry jockey for the best available dock. Soon the sounds of rumbling carts on quay rails, creaking worker-powered crane wheels, rattling and snapping ships' rigging, and squawking gulls and harborhands mingle in the unmistakable hubbub of the city's port.

As any day unfolds, Baldur's Gate becomes steadily noisier and more bustling. The bulk of business is conducted in the middle of the day, so sit-down high-sun meals aren't common in the city. Patriars living their lives of leisure, however, do dine at midday, drinking cordials, or watered-down wine or fruit brandy, and nibbling on handtarts. These small pastries have either sweet or savory fillings. By tradition, the savory hors d'oeuvre are diamond-shaped and the sweet are round.

Most everyone else spends the day in hard work, buying and carrying food with them to eat at random times "on the hob," a common saying that refers to the hobnailed boots most Lower City residents wear to lessen their chances of falling on the slick, cobbled streets. Baldurians who have time to spare typically frequent cafes and relax with a cup of tea or coffee and a bit of sweet bread.

City happenings reach a frantic peak just before dusk. The last deliveries to Upper City mansions are hastily made, the Watch begins clearing the Wide, the most fearful citizens work to finish their chores before

darkness descends and "the wrong sort" emerges, larders are hastily inventoried, and runners are sent to make last-minute purchases or place orders for goods to be delivered on the morrow.

Bakers who first threw open their shutters to sell steaming pork buns or dusky rolls (the latter are filled with chicken, turkey, or game bird, such as pigeon) to fellow Lower City folk in the foredawn are preparing to close up shop. Their runners bring the last deliveries of rolls and loaves to cafes, inns, and taverns as bakers wrap up leftover merchandise to sell at discounted rates the next day.

Patriars dine again near dusk. Then they either go out to feasts or revels or engage in leisure pursuits, such as reading, acting, listening to music, gaming, and wooing. Quiet evenings are enjoyed at home or another's manor. If the latter, Watch soldiers later escort sober visitors home while drunken ones typically sleep over. Meanwhile, patriar revelers dance, drink, nosh, chatter, and engage in "sport," such as putting on plays and solving in-house, arranged mysteries. Drunkenness and debauchery, considered scandalous at other times and occasions, are perfectly acceptable at such fetes. In contrast, strict etiquette prevails at patriar feasts, which involve political conversations, business proposals, metaphysical discussions, and entertainments featuring bards, musicians, or actors.

Sunset sees the closing of most shops. But trading appointments that often involve complicated patterns of knocks or pass-phrases ensue, and Lower City and Outer City folk who have the desire, energy, and coin head to taverns, such as Elfsong Tavern and Jopalin's, and other entertainment locales. During "the winding down," as most locals call this time of day, hired musicians give brief street performances to hook the ears of passing folk and entice them inside the taverns, inn lounges, and clubs. Stiff drinks, large bowls of hearty stew, bread and apples, and fried fish are staples in such establishments.

Afterward, the Gate's workers return home to fall asleep—sometimes on the floors of their own shops—and do it all again the next day.

# A NIGHT IN BALDUR'S GATE

Thick fog swirls in the damp, chill night. Echoes of soft footfalls and the sharper, heavier sounds of barrels and crates being unloaded or doors slammed rebound eerily in the night. They seem to come from everywhere, including the barely seen night sky above, where a few bright stars wink through the mist. And always, the soft scurrying of countless rats can be heard.

Though it's hard to see past the end of a quarter-staff—or even a bargepole, of which there are hundreds in use down on the docks—the city is alive by night. Except for the Upper City, which “sleeps” largely by moving all activities inside its tall, grand structures from which only feasting smells and the rare blasts of fireworks escape into the quiet streets. Otherwise, Baldur's Gate is a city that doesn't shut down. It gets quieter than by day and a trifle more private, in part because the bustle of shipping and shopping in the streets dies down, but primarily due to the fog.

Unless a storm is raging or “new weather is blowing in” (local parlance for a front of warmer or colder air moving through), the winds around the city tend to die down at night, which causes the river mists to coalesce into a soup of fog. In the Lower City, visibility drops sharply to about 60 feet in lantern light or the length of a sailor's arm in full darkness. Unless accompanied by intense heat that is warm enough to evaporate the fog, such as that generated by a burning ship or building, all smoke is trapped, thickening the fog and making it smell strongly of whatever's burning. In damp, chill Baldur's Gate, a lot of hearths, stoves, and ovens are in use, sending smoke out into the roiling atmosphere.

Through this damp world of muffled smells and hampered vision, Baldurians move cautiously, often resorting to lanterns and traveling in groups. The Watch and the Flaming Fist patrol heavily, and many folk are out on the streets, some engaging in legitimate business and others in illicit pursuits.

Any Lower City citizen who hears three sharp, swift raps on his or her door or shutter, followed by a fourth and heavier blow, knows that someone outside is willing to pay 2 cp or more for “burl,” or swift, temporary shelter from either the Flaming Fist or someone they fear. Some residents of strategically located buildings, such as those on sharp bends along the steepest Lower City streets, along narrow alleys, or near city gates, make a living from such fees.

Anyone who requests burl and then attacks or steals from the citizen giving shelter is marked citywide as a “drowner,” someone no better than a rat that should be drowned. The betrayer instantly becomes ineligible for guild or coster membership, unacceptable as

a signatory to any contract, and unworthy of receiving burl in the future. So, those who violate this code must leave no survivors and be seen by no one who can identify them. And in the crowded city, sounds of fighting always cause someone's shutters to creak open. Anyone seen wearing a mask who is not patronizing a festhall or attending an Upper City revel arouses instant suspicion.

On a typical night, when the Lower City is shrouded in fog, the mists are lighter in the Outer City and lighter still in the Upper City, where moonlight makes the thin fog glow milky white, outlining the figures of moving or standing people within 140 feet or more. Watch-escorted apprentice wizards make rounds to recast any failed or dispelled light spells, ensuring that the Upper City is always well lit and Watch patrols can see anyone they encounter out of doors.

The one place where hand lanterns aren't needed in the Lower City is down on the docks and amid the surrounding warehouses, where large, permanent oil lamps burn to aid in the ongoing loading and unloading of ship cargo. These lamps are affixed to log “booms,” or cranes and mounted on an axle between two upright posts, either at dockside amid building fronts or actually rising up among wharf-edge pilings. Usually, locked chains control the angle of the boom, so the lamp can be lowered for refilling and raised to various heights to light specific spots. Most of the oil used in such lamps comes from fish or whales and is both smoky and reeking.

The waters of the harbor and the river are apt to be as busy as the docks by night. Large shipping vessels rarely arrive to moor in the hours after sunset, but rowboats take sailors to and from ships anchored in open water, and fishing vessels set out downriver in hopes of reaching the sea before dawn to make a good catch and return by dawn the following day. The poorest city youths use the night hours to gaff fish and the occasional seal attracted to lamp light, to net gulls as they sleep atop pilings, and to go “bobbing” for eels, usually using as bait a cluster of dead rats tied together by their tails or the severed head of a beast too rotten for a stewpot.

Many of those who aren't working seek out the city's night life during the dark hours. A green-glassed lamp above an establishment's door signals that the place—perhaps below street level but more often just indoors—is open for business. It could be a tavern, an eatery, or a festhall. Such establishments range from the “highcloak,” or socially important, Elfsong Tavern down to dingy rooms in which small, established groups of Baldurians meet for their evening gossip and games. Such groups often engage in low-stakes gambling over cards or dice. A lot of informal face-to-face business, whether outside the law or legal, goes on in these places.

Day laborers dominate the traffic of the first half of any night when they visit such places to get their main meal of the day, indulge in gossip or flirtations, and look for someone to hire them for the day to follow. As the night wears on, lowlier Baldurians who rise in the evening to work the dark hours arrive for their breakfast. The din of their indoor work can be heard for the latter half of every night in the Outer City, but laws limit noisy dark-hours labor in the Lower City and ban it altogether in the Upper City. Other individuals gather for meetings and meals throughout the night—hard drinkers, criminals of all sorts, the dejected, and anyone looking for a dry spot on a wet or cold night end up being the last patrons of any place of business still open in the hours between midnight and dawn.

So busy are the Gate's less honest residents by night that the Flaming Fist-controlled drawbridges of Wyrms' Rock are raised at sunset to cut off bridge access through the fortress until dawn. Timid shopkeepers and those who have the most valuable and vulnerable wares—notably jewelry, perishables, and weapons—close at sunset, typically clearing their shops aided by loaded crossbows or Flaming Fist assistance, if suspicious individuals seem unwilling to leave. They lock their doors, chain the handles of any double doors together, shoot bolts, and drop stout wooden or metal bars into place inside cradles, thus barring cross hinges and door frames as well as doors.

Windows, which rarely contain glass except in the Upper City, are covered with stout, swinging shutters

and then barred on the inside in the same way as the doors. In the most dangerous areas of the Outer City, grates of welded bars are then affixed into place inside the windows. Bars and grates are often chained to handles, railings, stout furniture, or “dogs,” which are metal pins slid into holes in walls, floors, or ceilings, to keep them from being forced aside.

Baldur's Gate is famous for its shopkeepers setting up interior crossbows on trip cords to “ventilate the unwanted.” Some establishments deal with security in quite another manner: They never close and hire toughs to provide armed security.

By evening, the Upper City is at its social height indoors. The streets are deserted except for frequent Watch patrols and the occasional patriar entourage traveling from house to house with liveried servants and a respectful Watch escort. Anyone who shouts while out in the Upper City at night is likely to be clubbed silent by the Watch for failing to pipe down when ordered to do so. (Of course, if the boisterous one is a patriar, that worthy will be hustled indoors instead.)

When the time comes to sleep, patriars retreat to their homes or enjoy the hospitality of a friend. Many of Baldur's Gate's shopkeepers, laborers, and craftworkers grow accustomed to napping in odd moments by day (which is the real reason why most city shops have a bell or a chime that sounds when the front door opens) and sleeping when there's noise and bustle all around. This ability affords them the opportunity to rest for only a few hours at night and still get up in the predawn darkness to prepare for the next day. Many harborhands simply lie down atop cargo that won't soon be disturbed in warehouse lofts and sleep until they are roused for their next shift. Others retreat to their homes and apartments, often sleeping in crowded rooms occupied by an extended family, multiple families, or multiple renters. Those who have no bed for the night will seek out any dry spot where Flaming Fist patrols are unlikely to notice them.

As the night wears on, different Baldurians rise in their separate but linked cycles of waking, working, playing, and resting, and the whole machine of a living city runs on for another day.



# HISTORY OF THE CITY

The Sembians have a saying: "Whoever holds the Gate holds the goods." Baldur's Gate sits midway between Waterdeep, known as the Jewel of the North, and the merchant kingdom of Amn. It controls the mouth of the River Chionthar, which the heartland kingdoms of Cormyr and Sembia depend on to quickly and reliably reach Waterdeep and Amn. Baldurians have done very well hosteling, resupplying, and taxing such travelers and traders.

Despite these attractive qualities, Baldur's Gate was an unremarkable dot for most of history, an insignificant hamlet among dozens along the savage Sword Coast. Had any histories been written, they would have told of dastardly pirates, daring smugglers, and heroic farmers struggling to survive while fending off barbaric orcs and raiders. The great city that the Gate has become was made possible through the philanthropy of its namesake, Balduran.

When Balduran returned from Anchorome, he freely and equitably gave away his wealth, requesting only that a portion of it be used to construct a great wall to protect his hometown, then called Gray Harbor. The great explorer was not one to drop anchor for long, and he set sail on a second voyage to Anchorome from which he never returned. Regardless, Balduran's entreaty for a wall was respected, and a magnificent and strong granite bulwark was built around the hilltop settlement overlooking the harbor.

The hamlet of Gray Harbor swelled as people flocked to its safety. The harborage was good, and the site proved an excellent crossroads for trade between the North, South, and central Heartlands. Wealth flowed in with the people. New buildings were erected until the city spilled over its wall and spread down the steep, crescent-shaped hill toward the harbor below. Residents began calling the original city "Old Town" and the area outside it "Heapside," after the way its buildings were piled atop each other. The descendants of Gray Harbor's original inhabitants and residents who were wealthy enough to buy property within the walls became today's patriarch families. Those left outside the wall, including sailors, peasants, and crafters, supported the growing city.

## Tax Revolt

As the influx of outsiders grew, Old Town began taxing all the goods and people that passed between the harbor and the town. The sea captains who had sailed alongside Balduran protested the tax and organized the Heapside residents' opposition. Leaders among the commoners asserted that the wall was a gift from Balduran to all area residents, so the use of Baldur's Gate to pass into Old Town should be free to all.

The conflict played out in the court of war. Sailors, pirates, and hardy Heapsiders battled farmers and merchants. The latter group would have crumpled immediately if not for the wall, a fact that later led to the formation of the Watch. When the rabble and their rousers finally broke through Baldur's Gate, the fighters intended to attack the High Hall, where the defenders and their families had taken refuge—but the four eldest sea captains argued for clemency. A vote was taken, the result of which showed that the captains' stirring words had inspired a truce.

This moment lies at the root of how Baldur's Gate is governed today. The whole citizenry elected the sea captains to be the city's governing body. The four were respectfully dubbed "dukes," though they were not true nobility, and the appellation stuck. The first dukes became known as the Council of Four and served lifetime terms in which they discussed city affairs and made decisions jointly. When one died, a citywide vote elected a new duke.

Although the issue of taxation was put to rest for a while, the dukes came to see its necessity, especially when raids on the growing Heapside community necessitated the construction of additional protective walls. Thereafter, residents stopped referring to the two districts as "Old Town" and "Heapside" and instead adopted the monikers "Upper City" and "Lower City." By then sailors had taken news of the city's struggle to other lands, and the city became known to most of Faerûn as "Baldur's Gate."

## Flaming Fist's Founding

The Lower City struggled as a lawless area until a warrior named Eltan, a native son of Baldur's Gate, founded the Flaming Fist mercenary company in the city—and in so doing unified the many small mercenary organizations throughout the Sword Coast region. Fighters eagerly enlisted, expanding the fledgling group to almost two thousand members.

The power and political leverage that the Flaming Fist gave to Eltan earned him a position as one of the council's four members. In one of his first acts as duke, Eltan quickly put Flaming Fist soldiers on police duty, making the unpatrolled Lower City his top priority. He used a portion of the taxes the dukes collected to pay the mercenaries. The establishment of the Flaming Fist gave Baldur's Gate considerable standing as a military power on the Sword Coast, expanded the city's tax revenue, and brought badly needed law and order to the Lower City.

Other than tripling in size to its current membership of nearly six thousand, the mercenary company has not changed much since its early years. It still forms the core of the city's military strength.

## Bhaalspawn and the Iron Throne

During the Time of Troubles, when Ao the overgod forced the gods to walk among their mortal followers, Bhaal foresaw his own death. So the god of assassins enacted a plan to escape his doom. After adopting mortal form, Bhaal mated with many females throughout Toril. These unions conceived the Bhaalspawn, beings imbued with a spark of their sire's divine essence. The offspring were gifted with unusual powers and unnaturally long lives and were behaviorally inclined toward violence and murder. Such feelings were particularly strong when the spawn were around each other, as Bhaal had envisioned. From the outset, the Lord of Murder had intended for his spawn to kill one another, with each surviving offspring absorbing more and more of Bhaal's divine essence.

Bhaal's most fanatical worshipers hunted the Bhaalspawn, trying either to kill them or to reveal their nature so others would slay them. Their actions aligned with Bhaal's plans, which required Faerûn's righteous mortals to persecute, cast out, and murder his children, and thus unwittingly free his essence and bring about his rebirth.

Nearly a century ago, it seemed the plan of the Lord of Murder might come to fruition in Baldur's Gate. At the time, the Iron Throne, a merchants' consortium, contrived to cause an iron shortage throughout the area in order to enrich its members. Sarevok, the adopted son of an Iron Throne leader and one of the Bhaalspawn, took over the organization and sought to assassinate the dukes. His ultimate aim was to provoke a war with Amn and use the bloodshed to ascend to his true father's throne.

The Bhaalspawn Abdel Adrian and his handful of comrades averted the war and brought Sarevok's villainy to an end. After many more years of adventuring and a period of reflection, Adrian retired to Baldur's Gate and served as both the Flaming Fist's marshal and a duke, ultimately becoming the city's most beloved citizen.

Few know of Bhaal's plan in these events. Among those who do, many believe that the plot collapsed forever when Adrian slew Bhaal's last high priestess and denied acceptance of the accumulated power of Bhaal, instead choosing for himself a mortal life.

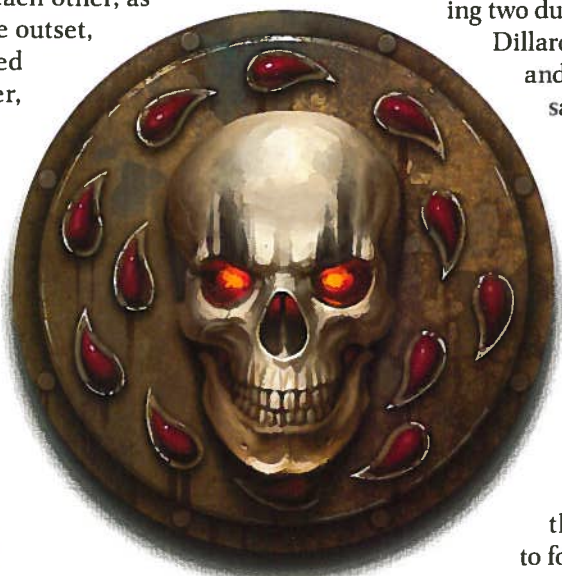
Those who believe that fable are fools. The Lord of Murder is in darkness, but he waits only for two victims—the last victims—to reclaim his throne of blood.

## Failed Coup

After Adrian's heroics, life in Baldur's Gate settled into a relatively peaceful bustle. Wars and other cataclysmic events left the city unscathed, and its reputation as a safe harbor in the storm of the times drew many to it.

This situation changed a few decades ago when Grand Duke Valarken and his Band of the Red Moon lycanthrope supporters led a coup to establish Valarken as the city's sole leader. They succeeded in killing two dukes and nearly slew Grand Duke Dillard Portyr. But the Flaming Fist and the Watch banded together to save the young duke and drive Valarken and the surviving lycanthropes out of the city. They disappeared into the Wood of Sharp Teeth, which many now avoid and justly call "the Werewoods."

With the unprecedented simultaneous election of three dukes in the offing and the knowledge that many Valarken loyalists were still at large in the city, the patriars pressed Duke Portyr to form a parliament of "trusted people" to pick the next rulers. Of course, until the new dukes were elected, the new Parliament of Peers would help carry the burden of decision-making and maintaining the rule of law. The patriars also suggested to the young leader that he should serve in the role of grand duke, in effect relegating the other three dukes to advisory roles unless all of them united to oppose him. New dukes were chosen to once more fill out the Council of Four, but the Parliament of Peers has yet to relinquish its extraordinary powers.



## BALDUR'S GATE TODAY

Today, Baldur's Gate is one of the most populous cities in Faerûn. The last census indicated a staggering population, even without accounting for the people living in the outlying villages and miles of farmland that spread beyond the city. Baldur's Gate claims the region within twenty miles of its walls as "lands of entitlement" over which it asserts "economic eminence," a term that gives the city numerous privileges but does not saddle it with many extra responsibilities. In actuality, Baldur's Gate is now the *de facto* authority along the Sword Coast for more than one hundred miles in any direction.

The Gate's position as a nexus for sea trade colors its people and culture. Many Baldurians make their livings as sailors; shipwrights; harborhands, who unload river boats and stow goods in sea galleons; merchants, who outfit trade vessels and their crews; bankers, who fund trade missions; and accessory servicers, who supply the suppliers, including the farmers, woodcarvers, coopers, brewers, millers, and smiths that are part of urban life.

The influx of immigrants to the Gate has greatly augmented the traditional Baldurian lifestyle. Visitors can now hear traditional Halruaan drinking songs in the taverns, taste spicy Calimshan food at a fullbucket eatery, and purchase a water clock as good as any crafted in Neverwinter.

At the same time, the rush of exciting, enjoyable new ideas has also brought with it cultures and practices that many Baldurians find distasteful or frightening. This reaction led to the founding of Little Calimshan, a neighborhood literally walled off from its neighbors. The Outer City also hosts the district of Twin Songs, a sprawl of tiny temples and shrines, where sites dedicated to dark entities such as Loviatar, Hoar, and Beshaba stand unchallenged.

The Gate's population has stabilized following the recent migrations, but no consensus has been reached on how to incorporate the Outer City slums into the walled Upper and Lower cities. Meanwhile, the huge sprawl that is the Outer City, which includes the long string of settlements running north and south on the Trade Way, goes unpoliced since the Parliament of Peers and the Council of Four will not provide the funds to expand either the Flaming Fist or the Watch.

The Outer City's lack of authority and its infusion of desperate refugees have greatly strengthened the shadowy organization of thieves and thugs known simply as the Guild. Bolstered by new tactics, ideas, and victims on which to prey, the Guild now reaches its tendrils into every Gate enterprise, lowly and vaunted alike.

Thus, the Outer City's grim refugees who brought along their grimmer gods grow poorer, and their resentment toward the Upper and Lower cities' rich patriars and fat merchants festers. Meanwhile, tax and toll collectors harry the Lower City's industrious crafters and traders, who are looked down upon by the patriars and envied by the Outer City's teeming poor. The rich are tempted to sin, and the righteous dare not leave their homes for fear of robbery and harm.

It's only a matter of time before something snaps.

## GOVERNMENT

Prior to Valarken's coup, Baldur's Gate ran surprisingly well on the strength of gold-greased consensus. When a grand duke died, anyone—citizen or not—could stand for election, adopting a color or a set of colors as his or her campaign's identifier. After no more than a tenday, during which candidates would make speeches on city streets and at various guildhalls and manors, votes were tallied in polling stations. To vote, each citizen would place 1 cp in the preferred candidate's colored box.

Of course, patriars used their influence to sway voters and elect dukes, but so did anyone else who wanted to capture the citizens' attention. The four dukes, holding lifetime posts, would then debate proposed new laws, vote on them, and issue, or not, decrees based on majority opinion.

Today, the government looks much different. Those in the Parliament of Peers would say it is more effective and efficient. Composed of the heirs of the first peers, Parliament meets most afternoons in the High Hall to oversee the business of governance and justice. Even though the peers' discussions are often contentious, loud affairs, majority opinion eventually rules on any matter. The peers' decisions are then put before the Council of Four, now composed of three dukes and one grand duke.

Each member of the Council of Four has one vote. In the case of a tie, the grand duke's vote counts as two. In theory, the council's vote then determines a decree's final outcome. In practice, though, most of the dukes' votes have already been purchased. The Parliament of Peers has chosen three of the four sitting dukes—and Grand Duke Portyr, who has been in power since before the Parliament of Peers was formed, has remained a malleable tool in the peers' and city guilds' hands. He is content to wield little real influence as long as he retains his luxuries and the people's admiration. Duke Abdel Adrian, on the other hand, is a frequent dissenter. Even so, the peers don't go out of their way to cross him on serious issues, fearful of his influence over the Flaming Fist and the citizenry.

## STRICT LAWS, SWIFT JUSTICE

Baldur's Gate keeps an extensive legal code in triplicate in three separate High Hall libraries, in case of fire. Various patriars and Upper City barristers also retain backup copies. A complex web of regulations, decrees, contracts, and treaties comprises the code, but most citizens never see it and wouldn't understand it if they did.

In practice, the legal code gives the most rights and protections to the patriars and Watch. All other citizens receive far less deference. Outer City residents are classified as "visiting economic interests," which affords them some rights. However, with a word from a duke or a peer, that classification could change to "visiting diplomat," which offers numerous perks, or "invader," which is essentially a death sentence.

Flaming Fist mercenaries are subject to the company's military law, but the organization is beholden to the Council of Four. Thus, any Fist soldier can be charged and arrested for civil crimes, such as breach of contract.

Meanwhile, the code grants Watch and Flaming Fist soldiers the authority to mete out immediate punishment, up to and including execution, to criminals caught in the act. However, soldiers avoid doing so when patriars or politically connected individuals are the ones nabbed. Anyone caught in the commission of a lesser crime can expect swift punishment without a trial. Thievery or violence typically earns a public maiming, such as a whipping or the loss of a finger. Disrupting the peace or wantonness earns public embarrassment, such as being locked in stocks overnight or being marched through the streets with one's hands chained to a iron mask. Breach of contract earns forced labor, such as working as a rower or for a guild.

If guilt is unclear, if a public outcry ensues, if a patriar complains, or if the soldier involved doesn't feel confident meting out punishment, the accused criminal's case goes to trial, which a duke, or a proxy from among the peers, judges. Which duke or peer depends on the clout of the accused and his or her enemies. The accused can speak in his or her own defense or have someone else do so. The amount of time given to present one's defense is up to the judging duke.

Although professional barristers operate in the city, only the wealthiest citizens can afford to hire them. Thus, the best commoners can hope for if they're brought to trial is that the Flaming Fist's duke takes an interest in their case. Otherwise, trials are brief affairs that usually serve the judge's interests.

## THE COUNCIL OF FOUR

When the events of *Murder in Baldur's Gate* take place, the Council of Four consists of the people described below.

### Duke Torlin Silvershield

Leader of the city's greatest patriar house, duke on the Council of Four, and head priest of its grandest temple, Torlin Silvershield is one of the most powerful people in Baldur's Gate. Decades ago, Silvershield helped defend the city during Valarken's coup and assisted in founding the Parliament of Peers. He is a descendant of the great Entar Silvershield, a grand duke at the time when Abdel Adrian defeated Sarevok.



Torlin Silvershield

Silvershield sees himself as the embodiment of the best of Baldur's Gate. As such, he takes great pains with his appearance to present a proud example for others to follow. The duke fasts for long stretches and exercises daily, giving him a gaunt but fit physique. His black hair has grayed at the temples, and he wears a well-trimmed salt-and-pepper beard.

The high artificer resides in the traditional Silvershield estate in the southwestern corner of the Manorborn district with Evelyn, his wife; their two daughters, Skie II and Alana; and their son, Entar III. The other members of the family keep low social profiles so as to stay out of the duke's way. Silvershield is considering quietly sending his children to Waterdeep, Selgaunt, and Athkatla, where they can be educated in any field they choose before being married in arrangements that benefit Baldur's Gate.

Torlin Silvershield believes that his nobility and birthright give him a divine obligation to rule with justice. Like many worshipers of Gond, the god of innovation and technology, the high artificer sees wealth as proof of the god's favor and firmly believes in fair rewards for labor. So Silvershield never appears in public without displaying excellently crafted High House of Wonders items and jewelry. Additionally, the Silvershield estate is adorned in fine art and technological marvels.

The best interests of Baldur's Gate are foremost in Silvershield's plans, even trumping the concerns of Gond's temple. The duke didn't seek power within the temple hierarchy for its own sake, his sake, or Gond's sake. Rather, he viewed his religious service as the best way he could serve Baldur's Gate. He sees

no hypocrisy in this outlook. To Silvershield, the ends always justify the means.

Thanks to a nobleman's education and masterful control over his voice and demeanor from a lifetime of sermonizing, Silvershield is a natural diplomat and a consummate actor. The patriar is neither vain nor greedy, but he has an all-consuming drive to realize his visions for the Gate's future, no matter the cost. He is fearless and clear-headed in a crisis, and he is always thinking at least three steps ahead.

The duke detests patriars who abdicate their duties as rulers and abet the Guild, and he truly despises Lower City denizens who subvert the gods' divine intent and aspire to rise above their station to meddle in the city's governance.

In recent months, Silvershield has grown increasingly grim and unscrupulous in his scheming. He believes that the Outer City's unchecked growth is dragging Baldur's Gate down into violence and a lower standard of living. He sees all-out war against the Guild as inevitable and the Guild's extermination as the city's paramount task. He knows the Guild has wormed its way into every aspect of city life, arranging matters for its profit and daily convenience.

Silvershield appreciates the Watch but resists turning its full force against the Guild, because he believes that doing so would only drive the Guild to strike at innocent civilians in retaliation. Instead, he believes it is time to fight fire with fire. He is on the lookout for suitable adventurers to hire to battle the Guild. Such a group, provided with covert aid from the dukes and an understanding that, if necessary, the courts would find in their favor, could accomplish far more than the Watch or the Flaming Fist.

## Duke Belyne Stelmene

Once a vigorous and formidable politician, Belyne Stelmene recently suffered a seizure and a long period of unconsciousness, after which she awoke a changed woman. Half of her handsome face is paralyzed now, and an uncertain gait and a constant tremor in her left arm have replaced her once legendary grace. Stelmene's mind also suffered. Even though she continues to perform her ducal duties and jealously guards her privileges, her thinking seems slow, and her words come even more slowly.

Duke Stelmene leads the Baldur's Gate branch of the Knights of the Shield, a secret society of Sword Coast nobles, merchants, and traders that uses information passed among its members for their mutual enrichment. She has managed to hold onto that position because, in the privacy of her home, she remains a skilled negotiator when it comes to commerce and continues to effectively influence city businesses and acquire more wealth and property.

The duke is conservative and unimaginative in all matters except for trade strategies and financial maneuvers. She has made few pronouncements or controversial court judgments since her illness. Due to her wealth and business connections, most Gate power players consider her a valuable ally or a pawn rather than a target.

She is indeed a pawn. A mind flayer provoked the duke's "seizure" when it took mental possession of her, and the illithid kept Stelmene comatose for many days as it stood invisibly at her bedside to psychically interrogate her. Duke Stelmene's will remains strong, however. Since she awakened, her mind has been a constant battleground between her own psyche and the illithid—except when she conducts business on behalf of the Knights of the Shield. At these times, the illithid's interests and her own converge, and she regains much of her normal vigor.

Stelmene does not know what the illithid's ultimate aims are. Nor has she found a way to break its grip on her sufficiently to signal for aid. She has learned that the more she attempts to exercise her will, the less capable she appears to others, a perception that ultimately threaten her status. So, behind her distant expression and stuttering words, the duke is ever watchful for something that might break the stalemate with the evil entity inside her.

## Grand Duke Dillard Portyr

Dillard Portyr is a short, portly man in his sixties. His once black hair is now gray and sparse, and he wears a shabby wig out of habit rather than vanity. A veteran investor, shipping-fleet owner, and trader, Portyr recently pulled back from the business world following a string of sour deals. Now he is using his time to enjoy the comforts that his wealth and title have provided him. Having outlived two wives and three sons, Duke Portyr now lives quietly in a relatively unassuming manor in the Temples district that a handful of devoted servants maintain.

Portyr doesn't like conflict and avoids stress. In social situations, the grand duke is likable and entertaining, spending much of his energy to make sure others feel good and are having fun. As a leader, Grand Duke Portyr is a weathercock, turning whichever way the wind blows. Even though his Council of Four vote breaks ties, he's never had to use that authority.

Anyone who attempts to appeal to Grand Duke Portyr to solve a problem might come to realize that the city's leader is putty in the hands of the powerful. He is known for listening with concern, showing an earnest desire to help, making promises to look into things—and then doing nothing, if doing something would mean facing conflict.

## Duke Abdel Adrian

Among Baldurians, Duke Abdel Adrian is universally considered to be the city's greatest hero, second only to Balduran the Brave.

The wizard Gorion raised Adrian in Candlekeep, but Adrian, a child of Bhaal, was swept up in a series of deadly events orchestrated by his half-siblings, the Bhaalspawn. Adrian's life as an adventurer became notorious when he saved Baldur's Gate from the Iron Throne's machinations and killed his half-brother Sarevok to avert a war with Amn.

Afterward, Adrian fought countless battles against people seeking to use his Bhaalspawn blood for nefarious purposes. Baldurians know little of these adventures, and few people alive today comprehend the meaning of Adrian's status as a Bhaalspawn. Most people believe the God of Murder is long dead and, if they know anything of Adrian's story, that their beloved duke made certain Bhaal remained dead.

Following his adventuring days, Adrian lived for a time in contemplation in Candlekeep. He eventually decided to settle in Baldur's Gate, which had become his second home.

Adrian joined the Flaming Fist as a private and quickly ascended through the mercenary company's ranks. Lower City citizens respected his courage and dashing ways, and Outer City residents loved him for his charitable works. After Valarken killed the Flaming Fist's marshal, who was also a duke, Adrian replaced him in both positions. He originally tried to turn down his ducal nomination, but public acclaim was too strong, and the military leader reluctantly accepted the post.

Adrian is more than a century old, and his divine heritage has kept him well preserved. He appears to be in his sixties, and his body retains the strength of youth. At nearly 7 feet in height, Adrian towers over most Baldurians. Black hair frames his unrelenting eyes and slightly wizened face. Unlike other dukes, he wears comfortable, plain garments and shuns jewelry. The only time he dresses as a state official is for parades.

Adrian rarely speaks at council meetings. But when he does, his voice for moderation carries tremendous weight. Most days, Duke Adrian walks the city's streets, talking with citizens; helping them in their daily labors; and offering charity, an encouraging word, or a stern reprimand as needed. He sometimes seems grim and lost in thoughts, perhaps of days past, but the Flaming Fist marshal and Council of Four duke is also known to break out in great guffaws when the occasion arises.



Duke Abdel Adrian

## OFFICERS OF THE CITY

The Council of Four appoints deputies to oversee important city functions. These five officers in turn employ all the civic bureaucrats, negotiate with the guilds for labor, and oversee the needs of the city. The current titles of these deputies, which speak to their responsibilities, are Harbormaster; High Constable and Master of Walls; Master of Drains and Underways; Master of Cobbles; and Purse Master.

### Harbormaster Erl Namorran

The Harbormaster of Baldur's Gate is Erl Namorran, a stern, no-nonsense, by-the-book guy who served with distinction in the Flaming Fist before retiring. As the befitting jest about him states, "Only once did he ever make a joke, and that unknowingly." At that time, it is said, Namorran unwittingly whispered an inappropriate comment about Evelyn Silvershield's corset to Duke Adrian during Duke Torlin Silvershield's speech at a state event. Adrian's ensuing uproarious laughter brought the patriar's speech to a halt, but Adrian never disclosed what triggered the outburst. Shortly thereafter, at the next Council of Four meeting, Adrian recommended Namorran to fill the open position of harbormaster.

Namorran is highly intelligent and a capable accountant, which makes him well suited for the post. At the same time, he lacks social polish and willingly sacrifices common sense when it contradicts the rules.

### High Constable and Master of Walls Osmurl Havanack

The high constable and master of walls functions as the Watch Citadel's castellan. While the Watch's two oversars oversee patrols, the escorting of patriars, and parade duties, the dwarf Osmurl Havanack manages the Citadel and makes certain the Flaming Fist upholds its contract to maintain the Lower City's wall additions, Wurm's Rock, and the Seatower of Balduran. He also ensures that the Citadel is provisioned, that pay from the purse master is distributed correctly, and that Citadel and Old Wall maintenance needs are assigned and completed.

In addition, High Constable Havanack acts as warden for the few cells in the Watch Citadel that are used to temporarily hold those awaiting trial in the High Hall or the occasional Watch soldier or patriar servant who needs to be quietly disciplined. Havanack is stolid, wary, and always prepared.

## Master of Drains and Underways Thalamra Vanthampur

Master Thalamra Vanthampur is an acid-tongued, shrewd, aggressive old woman, the matriarch of the Vanthampur family. Her office oversees all sewer, water pump, pipe, and cellar maintenance in the city.

Vanthampur's post is at the same time one of the least and most desirable positions in Baldur's Gate. The technical nature of the office's responsibilities place them beyond the understanding or inclination of most aristocrats. The master of drains and underways, however, typically does very little work other than appointing knowledgeable underlings from the ranks of her family to keep things running. Of course, if those subordinates fail in their duties, the repercussions could be disastrous.

## Master of Cobbles Esgurl Nurthammas

The master of cobbles attends to road and bridge construction and the maintenance of all public stonework that is not a city wall, a drain, or an underways. The post can be a lucrative one, since crafters sniffing after city building contracts are always willing to spend gold to catch the master's attention.

Esgurl Nurthammas is young, nervous, and eager to please. He belongs to one of the poorest patriarch families and hopes to parlay a good record as master of cobbles into a Parliament of Peers seat.

## Purse Master Haxilion Trood

Haxilion Trood is a world-weary, jaded, cynical, sarcastic-to-the-point-of-cruelty, sour-faced, and sour-thinking man. He never forgets a face or a detail, and his reputation for rudeness is born from his blunt, honest-to-the-core observations.

The dukes unanimously appointed Trood as purse master. It is the hardest position to earn in Baldur's Gate, because everyone in this merchant city has to trust the purse master with all the gold. The office's record-keeping and bureaucracy are the most extensive in the city. Purse Master Trood manages tax and toll collection and records; investment of city funds; and distribution of pay to all city offices and officials, including the Watch. The purse master is also responsible for ensuring that the Flaming Fist takes no more than its proper share of the taxes it collects.

Unsurprisingly, the purse master wields incredible power, is hated by many, and is under constant scrutiny for signs of graft and Guild influence. Trood's nonpartisan politics and integrity were the biggest factors leading to his appointment.

## PARLIAMENT OF PEERS

The Parliament of Peers consists of about fifty Baldurians, most of whom are patriars. A dozen or so powerful Lower City representatives, including guild leaders and other wealthy individuals, are also peers. Only the least successful patriarch families do not have at least one member among the peers. So far, parliamentary seats have been mostly hereditary. By unanimous decree, the peers have created and filled a few additional seats. City law does not address how to fill these seats, so the peers do as they like.

Parliament officially meets every day. Attendance is not mandatory, though, so only about twenty or thirty peers show up unless a session is scheduled on important political or monetary concerns. Although the Council of Four officially controls the city, the Parliament of Peers first discusses and then recommends a course of action for virtually every city decision. In other words, every topic from toll rates to Flaming Fist contracts is argued on the floor of the parliament chamber in the High Hall.

Two important members of parliament who are not from patriarch families are described here.

## Coran

The elf-adventurer-turned-upstanding-citizen known as Coran, formerly a bold fighter and thief, currently occupies himself as a merchant and an information broker, and is well known as an infamous celebrity at patriarch revels. Coran relishes being in the know and playing the sardonic, world-wise observer.



Coran

The many debts the patriars owed Coran bought him a seat on the Parliament of Peers long ago, and such "deferred favors" continue to earn him invitations to many patriarch feasts and revels. He appears at all the choicest fetes with wineglass in hand and a dazzling young companion on his arm.

Even though elves do not become obese, Coran's sumptuous lifestyle has produced what some would call pudginess, especially around his face. He typically wears bright and gaudy garments, elegant jewelry, and exotic costumes.

Coran is now too old—or, more to the point, too closely monitored by the Watch and Fist—to take part in daring robberies, but he still craves excitement. So the lively socialite sponsors, manipulates, and goads others into attempting incredible feats of burglary and

infiltration and into furthering the elf's age-old rivalries with other retired thieves. Coran makes and takes bets on the outcomes of lawless activities, and he covertly invests in goods that he knows will experience near-term shortages. These wagers and schemes provide him with the income to support his pampered lifestyle.

The former adventurer enjoys playing puppet master just as much as, if not more than, he delighted in executing his own escapades. Now he serves as the witty voice of experience, dispensing advice and pointing the clueless toward clues, the stumped toward solutions, and the in-over-their-heads toward local experts. Coran always knows where someone can obtain a sleep poison, a love potion, an impersonator, or a kidnapper. What some call manipulation, he calls guidance. Everything he does is geared toward his own amusement and profit.

He befriends and shamelessly manipulates adventurers, which is not necessarily a bad thing for them, since Coran provides tremendous aid to friends who find themselves in trouble in Baldur's Gate.

## Imbralyum Skoond

This greedy, amoral, young wizard is graceful, charming, and darkly handsome. He was a dancing master in Athkatla until he discovered his aptitude for the magical arts and began dreaming about the immense wealth that a successful wizard could amass. He left his home to seek out a well-heeled sponsor among the upper crust of Baldur's Gate. Thanks to his charm, a talent for magic, and no apparent scruples, Skoond quickly attracted Duke Silvershield's attention as a threat and then, when Skoond proved amenable, as a subordinate. Silvershield used his influence to have Skoond made a peer (parliament's most recent appointment), and the wizard has been the duke's lapdog ever since.

With the first earnings he received from Silvershield, Imbralyum bought the leaky, drafty Seskergates mansion in the Bloomridge district. The place was on sale for a song, since it's adjacent to Mandorcai's Mansion. Since he moved in, Skoond has heard a few strange sounds from Mandorcai's but nothing to indicate any danger to him. As an added bonus, fear of Mandorcai's Mansion has helped keep snoops away from his own residence.



Imbralyum Skoond

## PATRIARS

Although heroics or wealth could once propel someone into the nobility's ranks, nowadays ancestry and tradition define who is or is not a patriarch. Today's lords and ladies of Baldur's Gate are the descendants of the city's earliest inhabitants.

Most reside in grand Upper City manors that their families have lived in for generations. All such homes have beautifully maintained facades, even if a floundering family must strip its insides bare. No one among the gossipy patriars is fooled, but they all believe that keeping up appearances is a civic duty.

The upper crust's social activities include gossiping; small contests of skill, such as board games or darts; an endless cycle of dances and revels; "enthusiasms," such as creating collections or attending learned talks on various subjects; and gambling. Virtually all patriars are compulsive bettors. They wager on races, such as those featuring snakes or weasels; fighting, including arm wrestling, full-body wrestling, and matches between animals; and duels.

Two types of duels are legal, buff-pole and blunt-sword contests. In the former, youths joust without saddles or reins, using blunted and padded buff-poles. In the latter, adults use blunted swords to score hits against their opponents while dueling in a small, bare room or enclosure. The victor is the opponent who scores the most hits. The duel begins when an unlit lantern filled with fireflies is opened and ends when the last firefly exits the lantern, whether that is seconds or hours later. Because of the duel's random length, contestants have occasionally been beaten to death when their strength flagged and they collapsed during a long match against a ruthless opponent.

Below are descriptions of two patriarch families from opposite ends of the Upper City social spectrum.

## Dlusker Family

Lord Norold Dlusker is caught in the middle of the growing tension in Baldur's Gate. He has ties to the peers, the Flaming Fist, and the Guild, but has the respect of none of them. Most patriars snub the Dlusker family because they were prominent supporters of Duke Valarken before the attempted coup.

That history only primed the pump for Norold Dlusker's real troubles, however. After his older sister died mysteriously from mummy rot and her husband, along with the family's fortune, disappeared in Waterdeep, Dlusker suddenly found himself the patriarch of an impoverished, disgraced family. He is deeply in debt; his meager income derives from sheepfolds beyond the city, a Lower City textile mill, and a handful of Outer City slaughterhouses.



Norold's younger sister, Guinever, is the lord's only heir. She is married to one of Wyllyck Caldwell's sons in an apparently happy union.

## Caldwell Family

Lord Wyllyck Caldwell is the patriarch of one of the city's oldest and richest families; of course, their great wealth still cannot rival the Silvershields'.

Vast apple and pear orchards south of the city were the Caldwells' source of income. But about fifty years ago, a rotting disease struck the trees. Wyllyck, then a young, talented alchemist, searched for a cure. He never found it, but the disease ran its course, and the orchards recovered. Fortuitously, during his research, Wyllyck discovered a wood-treatment method that safeguards timber from water better than any paint or polish.

Wyllyck's wife, Lady Abelea, recognized and exploited Wyllyck's discovery, and the Caldwell family now owes the bulk of its financial success to her. Abelea has since managed the expansion of the family's operations. Now, in addition to business from their orchards, the Caldwells import raw timber and supply cut lumber to most of the area's carpenters, coopers, wheelwrights, shipbuilders, and builders, as well as the priests of Gond. Additionally, the Caldwells are expanding into general river shipping and have purchased two caravels, *Sweetseed* and *Abelea*, the latter named after Wyllyck's wife.

The Caldwells are well regarded citywide. Wyllyck and Abelea are proud of their charitable works and Lower City business investments. They donate generously to the High House of Wonders, the Watchful Shield, the Shrine of the Suffering, and the Church of Last Hope.

Caldwell is a modest man who recognizes that his alchemical research would not have been possible without his family's legacy, and that his business success is due to Abelea's management sense. He ignores invitations to patriars' galas, because he believes his peers are too concerned with their own pleasure and too removed from the troubles of the Lower and Outer cities. In leisure times, he prefers to read in his study or discuss alchemy with colleagues at tables in the Wide.

## OTHER PATRIAR FAMILIES

Below are the names of and a few details about many of the other patriar families in the city.

**Belt** owns horses for sale and exchange to travelers on the Trade Way.

**Bormul** is related to the Bormul nobility in Amn and has interests in southern silver mines and vineyards.

**Durinbold** is related to Waterdeep nobility and owns large sheep herds.

**Eltan** has an ancestral link to the grand duke who formed the Flaming Fist but sold its interests in the mercenary company to pay debts.

**Eomane** owns the most elite perfumery in Baldur's Gate as well as fish- and whale-oil processors that make lamp oil.

**Gist** owns much of the city's dye production.

**Guthmere** owns butchery and tannery facilities.

**Hhune** has ties to Tethyr nobility and the Knights of the Shield (see "Gargauth" on page 51).

**Hlath** owns several cafes and is awash in gambling debts.

**Hullhollyn** owns a merchant fleet and has a trade truce with the Irlentree family.

**Irlentree** owns a merchant fleet, has a trade truce with the Hullhollyn family, and has membership in the Merchant's League.

**Jannath** owns tin and copper mines.

**Jhasso** is part owner of the struggling Seven Suns Trading Coster, a long-standing trade organization.

**Linnacker** collects income from gem mines in Tethyr.

**Miyar** controls much of the city's businesses that supply and repair caravans and individual wagons and has membership in the Merchant's League.

**Nurthammas** invests in businesses involved in supplying ships for long voyages.

**Oathoon** imports wine and spirits.

**Oberon** owns most of the port's dry docks.

**Provoss** is nearly destitute after losses to its cattle herds.

**Ravenshade** trades in gems and jewelry.

**Redlocks** has secretly financed piracy and smuggling for a long time.

**Rillyn** invests shrewdly and frequently hires Guild legbreakers to collect debts.

**Sashenstar** owns shipping, mining, and textile operations; has membership in the Merchant's League; and has a famous ancestor who "discovered" Sossal.

**Shattershield** is the only nonhuman family among the patriars, was instrumental in building the Gate's original walls, and is distantly related to the dwarves who built Sarbreen (now Raven's Bluff).

**Tillerturn** is related to one of the first four grand dukes and owns and leases out many buildings in the city.

**Vammas** controls the majority of trade from Chult.

**Vannath** are newly arrived nobles who fled Neverwinter's disaster and married into the patriars to elevate their status.

**Vanthampur** specializes in civic engineering under the purview of family matriarch Thalamra Vanthampur, the master of drains and underways.

**Whitburn** owns the slate quarry east of the city.

# THE WATCH

The Watch is the official constabulary of Baldur's Gate. Although the Watch is technically the Gate's only civil authority, its soldiers rarely leave the Upper City. Most of the police work in the Lower City is conducted by the Flaming Fist, and the Outer City is left to fend for itself. The Watch is limited to civil police work, which means it has no jurisdiction outside the city. In wartime, its soldiers are prohibited from fighting outside the city and its immediate environs. Such "foreign duty" is in the purview of the Flaming Fist.

The Watch continually patrols the Upper City's walls. It's said in Bloomridge that you can tell the passing of a quarter hour, day or night, by timing the interval between Watch patrols marching past a certain point.

At dusk, the Watch evicts everyone from the Upper City except its residents and their invitation-carrying guests and liveried servants. Watch soldiers, many of whom are lifelong Upper City residents, pride themselves on recognizing every Upper City citizen on sight. They also know every detail of how true patriars talk and behave, so they can often identify nighttime interlopers by watching suspects for a few minutes, getting a good look at their faces and garb, and asking a few questions.

The Watch is the only organization allowed to keep warhorses within the city's walls. The Watch's stables are in the Citadel. Its small, elite corps of knights responds quickly in times of crisis.

The Watch has nine military ranks. In ascending authority, they are shield (private), sarmar (sergeant), vigilar (lieutenant), sword (captain), havilar (major), commandal (colonel), highsword (major general), and oversar (general). Six officers hold the rank of highsword, and two hold the rank of oversar. An oversar is always on duty and reports directly to the grand duke or the rest of the Council of Four if the grand duke is unavailable.

The Watch employs around a thousand members, and a duty shift lasts for eight hours, so one-third of the force's total strength, roughly three hundred soldiers and officers, is on active duty at any moment. Most patrol the Upper City's streets while their remaining comrades-in-arms stand sentry on the walls, train in the Citadel, or perform the hundreds of mundane tasks involved in keeping a police force functioning. A street patrol is composed of four to eight soldiers. Every Watch member carries a brass whistle with which to call for help if needed . . . and the nearest guard detachment is never very far away.

In times of crisis, bells at the High Hall and the Citadel are rung simultaneously. If the pealing continues for more than fifteen minutes—the time it should take a force to assemble at the Citadel and march to

Black Dragon Gate—every Watch member is required to rally at the Citadel or along the Upper City's walls. The bells are rung only in emergencies that threaten the entire Upper City, such as an invading army, a city-wide fire, or any scenario that threatens to overwhelm the soldiers on duty.

The Citadel, the Watch's headquarters, is a massive keep built at an angle into the Upper City's walls. The Citadel has its own water supply and is amply provisioned to withstand a months-long siege.

Long ago, the Citadel's dungeons were the only prison in Baldur's Gate. They are seldom used now, and only for the purpose of housing suspects awaiting trial in the High Hall or sequestering patriars or their servants when such imprisonment must remain quiet. All other prisoners are locked up in the Seatower of Balduran.

## Vigilar Lenta Moore

Lenta Moore serves as a Watch vigilar. She wanted to join the Flaming Fist, but her elderly father, a wealthy Upper City merchant and a Parliament of Peers member, protested, worrying she would be "sent away to die in some desert battle in Calimshan."

Moore commands a troop of thirty shields and three sarmars. She has a reputation as a deadly swordswoman who has killed in the line of duty.

On her shift, she oversees the inspection of all handcarts and cargoes that pass into the city through the Black Dragon Gate. Utterly incorruptible, she arrests anyone, regardless of social status, who offers or accepts a bribe within her earshot. Duke Silvershield demoted her from the rank of sword after her harsh treatment of a young patriar in this regard. (All four dukes can dismiss, recruit, promote, or demote Watch members.)

Nine-Fingers, the leader of the Guild, has on numerous occasions considered eliminating Vigilar Moore to make the Black Dragon Gate a friendlier place for Guild operations. She resists doing so because the vigilar's father, Reavus Moore, is solidly in the Guild's pocket—and his support would certainly be lost if something tragic happened to his daughter and the Guild was implicated. Nine-Fingers is now leaning toward pulling a few strings to get Lenta reassigned to a less bothersome post or promoted to a position where she can't interfere so directly with Guild interests.

# FLAMING FIST

The Flaming Fist was founded in Baldur's Gate and has ever since been headquartered in the city. Since its inception under Grand Duke Eltan, the mercenary company has been tightly entwined with the city's rulers, a connection that has become stronger in recent years.

The Flaming Fist has prospered as the guardians of the city. The Council of Four pays the group, and the Fist also receives a share of the taxes collected on goods and ships that enter the harbor and from people who use the Basilisk Gate or travel along Wyrms Crossing.

While the Watch polices the Upper City, the Flaming Fist watches over the Lower City. The Fist has nominal authority over the Outer City, too, but its patrols are already hard-pressed to fulfill their duties in the Lower City and on Wyrms Rock, much less regulate the sprawl beyond the walls. Even though the organization hasn't grown as swiftly as the city's population, the number of Fist mercenaries has tripled to six thousand since the company's founding. Of that number, fewer than half are in the city at any time. The rest are stationed in fortifications elsewhere or are out on active campaign.

Even though the Flaming Fist acts as the city's army and Lower City police force, Baldur's Gate remains stolidly neutral in external conflicts in which the Fist participates as one side's hired muscle. Many people believe this stance is a ridiculous fiction, pointing out that the highest-ranking Flaming Fist officer is usually also a duke on the Council of Four, and that patriars earn profits from their mercenary-contract investments. But most Baldurian commoners view the separation of army and government with pride, and much ceremony is made when the city renews its contract with the Flaming Fist.

## Fortifications

The Flaming Fist builds or acquires fortifications in the theaters of war in which its soldiers operate. After a conflict, unless long-term economic or political reasons exist to maintain such outposts, the Flaming Fist abandons them to local control once its mercenaries have fulfilled their contracts.

Currently, Fort Beluarian is the only location the Flaming Fist permanently occupies outside Baldur's Gate. This trading outpost in Chult has fallen twice to Chultan attacks, claiming numerous lives and loss of capital each time. Regardless, money-hungry patriars are unwilling to abandon the settlement, thereby relinquishing the area's trade opportunities.

In Baldur's Gate, the Flaming Fist occupies the Lower City's eastern and western walls as well as the

Seatower of Balduran and Wyrms Rock. The great granite edifice of the Seatower stands atop a rocky islet in the harbor, and a causeway links it to the western shore. The Flaming Fist uses the Seatower as a barracks, a naval base, a prison, and a fortress. The Fist's headquarters also boasts a full armory and tower-top trebuchets with which to battle hostile ships. A massive chain that stretches from the Seatower to pilings under the easternmost wharf in Brampton can be pulled taut at the water line to block invaders' access to the harbor or prevent a ship from sailing out.

The Flaming Fist also controls Wyrms Rock, a fortress that perches atop a towering stone jutting up midstream in the Chionthar River a short distance upriver from the city's harbor. The structure occupies the entire island, leaving nowhere for an enemy to gain a foothold on the rock. The two spans of Wyrms Crossing connect Wyrms Rock to the river's southern and northern shores.

Being in charge of both fortifications means that the Flaming Fist can control river traffic heading in either direction. Thus far, the company has not used its position to tax ships on the Chionthar that bypass the city. Since virtually all ships make a stop in the city, such measures have been unnecessary.

## Members

Most Flaming Fist soldiers were raised in the Lower and Outer cities and were invited by a ranking officer to join the mercenary company. Others were once prisoners of war. The Flaming Fist holds no grudges, and defeated soldiers whose vanquished masters are unlikely to pay ransom for them often see the benefit of joining the mercenaries. Some Fist recruits are adventurers who were passing through Baldur's Gate but hungered for a stretch of stable pay and steady work. Typically, adventurers' varied experiences and skill with arms lead to quick promotions. Such heroes form the nexus of the Fist's officer corps, but only those who have extensive battlefield experience reach its highest stations.

Beyond basic qualities of competence and physical hardiness, prospective Flaming Fist members must show a capacity for strong loyalty and stronger morals. Discipline is important in a field soldier, but training can instill that. Otherwise, race, gender, and age matter little.

The Flaming Fist's hierarchy is relatively simple. Only six ranks are recognized, including fist (private), gauntlet (corporal), manip (sergeant), flame (lieutenant), blaze (major), and marshal (general). Ranks often have an attached title that describes a duty, such as fist sapper, a private who has expertise in siege demolition; blaze captain, a major who is also a ship's captain; and flame jailer, a lieutenant who serves as captain of the guard in the Seatower's dungeons.

The Fist does not house most of its soldiers. The Seatower of Balduran and Wyrms' Rock have barracks large enough to accommodate members of their permanent garrisons as well as new recruits who are undergoing training, but most Fist soldiers live in their own Lower City apartments. The Seatower district has many inns that cater to the large number of Flaming Fist soldiers residing in the area.

## Blaze Ulder Ravengard

Blaze Ulder Ravengard is the incarnation of militarism. The only beauty he appreciates is precision, and the only quality he values is utility. He believes that personal ornamentation other than military insignia is a waste. A meticulous man, he forgets nothing and forgives less. Ravengard has never married and has no interest in domestic matters. Everything about him is geared toward practicality. Someone might consider him handsome, if not for his constant scowl and many scars.

Blaze Ravengard is Marshal Abdel Adrian's right-hand man. He is both the second-highest-ranking officer in the Flaming Fist and the warden of Wyrms' Rock. Ravengard's soldiers do not love him. They do respect his leadership, however, and pay for it with their obedience, which is exactly how Ravengard prefers things.

Ravengard is the fourth son of a lowborn Lower City smith. Since he had no hope of inheriting his father's property, he decided to join the Flaming Fist. His discipline and meticulous nature helped Ravengard prove himself in battle and when handling day-to-day details for Adrian.

Naturally stolid and terse, Ravengard is slow to speak and make decisions in any arena except the battlefield. Once he decides on a course of action, Ravengard is relentless in its pursuit. He believes the Flaming Fist is the Gate's backbone and the key to the city's strength and superiority over its competitors.

Even though his rigorous self-control masks the depth of his feelings, the mercenary soldier seethes over the eagerness of ill-doers to control others, steal the fruits of honest folk's labor, and otherwise misuse hardworking people. Therefore, he is determined to ground the Guild into dust. Ravengard believes that the criminal organization is waging a war against Baldurians, and he is determined to win it for them. He knows as well as anyone else, though, that wars aren't won without casualties or collateral damage.



Blaze Ulder Ravengard

What Ravengard doesn't realize, however, is that he has a subconscious blind spot: He excuses all actions taken for the public good while simultaneously deploring identical deeds that others carry out for less altruistic reasons.

## Exchequer Favil Blanche

It would shock many Baldurians to learn that Favil Blanche is a member of the Flaming Fist, mainly because he lacks the disciplined, law-and-order aura that defines most of the mercenaries. Blanche is a pudgy man in his sixties who is widely believed to be too fond of dwarven brews. He manages the Flaming Fist's finances and can usually be found at the Counting House or the Blade and Stars.

Much about Blanche remains secret. A few of the Fist's officers are aware that the exchequer used to be a Fist spymaster. But Blanche alone knows that he is a Rivington-born ex-Guild member who formerly went by the name "Gold Lahar."

Forty years ago, Gold Lahar was an outstanding Guild burglar and bookmaker. Then a disagreement put Lahar on the outs. Desperate to avoid a knife in the dark, he disappeared. Lahar's associates assumed he had fled or been cornered and "gone to see the river," a Baldurian phrase that refers to being bound and tossed from Tumbledown's bluffs into the Chionthar. No one suspected that Lahar had adopted a disguise, changed his name, and signed on with the Flaming Fist.

Within six months of Lahar's disappearance, any Guild members who had known him had either been arrested and executed, been cut down in an apparent gang murder, or disappeared. No one in the Fist connected the murders and disappearances to Blanche, and at the end of this time no one in the Guild who had known Lahar remained alive.

In the following months, Blanche's inside knowledge of the Guild proved invaluable and led to raids on several Lower City operations. His acts of service and his uncanny instinct for uncovering secrets hastened Blanche's steady advancement through the ranks.

Blanche sees his escape from the Guild to a new life with the Fist as a sign. He worships Torm now and regrets having lived the life he left behind. But he has never lost the conviction that the Guild exists as a reaction to the city's many social injustices that support the patriars while shackling the less fortunate. He understands the frustration that drove him to the Guild and realizes that feeling is probably what sends many young folk into its grip today. Thus, he is one of only a few Fist officers who have any sympathy for Guild operatives.

# THE GUILD

Cutpurses, loan sharks, killers, thugs, con artists, grave robbers, cat burglars—the Guild unites virtually every crime and criminal under one organization's rule. For more than a century, the greedy, violent, and desperate in Baldur's Gate have come together to form a fluid hierarchy of loose associations overseen by the Guild's mysterious leaders.

"The Guild keeps the gutters clean" is a phrase underworld denizens use to refer to the contract killings of wayward Guild members. The metaphor is true in a larger sense as well. The Guild monitors and controls crime in Baldur's Gate and its environs. Thus, it serves the densely populated city by keeping illicit activities quiet. Much credit is given to the Watch and Flaming Fist for keeping the city's cobbled streets free of open crime. But bold, daylight robberies and slaughter in the streets would invite too much attention from the authorities, so the Guild has "outlawed" such action unless Guildmaster Nine-Fingers sanctions it.

## Governing the Guild

The Guild is a syndicate of loose-knit groups under the authority of local kingpins. Nine-Fingers and her Lady's Court head the criminal organization. A web of favors, duties, debts, intimidation, patronage, and gratitude hold the network together.

Each of the city's districts roughly correlates to one kingpin's territory. The different gangs and kingpins compete, usually bloodlessly, for influence and territory. Nine-Fingers discourages arson, flagrant murder, and other indiscriminate actions that would anger or kill bystanders or upset the general populace. The most prominent gangs include Shar's Serpents in Blackgate; the Bloody Hands in Stonyeyes; Ganthall's Gallants in Whitkeep, dubbed "Gallant" for never stealing from females; and the Rivington Rats in Rivington.

Even though the Guild has only a few players in its upper echelons, operations in each district have a strict hierarchy. In ascending order of status, the ranks of the Guild include clients, assets, footpads, enforcers, operators, and kingpins. A foul-up at any level can lead to disgrace or death for the responsible party.

**Clients:** People indebted to the Guild are termed clients. These include shopkeepers who haven't paid their protection fees, gamblers who are in too deep, and everyone for whom the Guild has performed a favor. Clients are not Guild members per se, but the organization often protects them: Clients are investments. Of course, the Guild does occasionally have to cut its losses, sometimes literally, but it's best for everyone if a client sees the relationship as beneficial in some fashion. To understand the Guild, one must first comprehend the cabal's relationships with its clients.

In the Upper and Lower cities, clients are typically folk whom the Guild is blackmailing or who owe money or favors to Guild members. In contrast, the entire Outer City depends heavily on the Guild as a governing force, since the area lacks formal law enforcement. An Outer City resident who has a complaint against a neighbor—a charge of theft, fraud, or assault, for example—must confront that neighbor directly, because no police or courts are available to aid him or her. In that situation, if the accused is stronger than the victim, the accused wins. And no one can prevent that neighbor from robbing, beating, or defrauding others at will.

But instead of simply putting up with things, a victim can approach the local Guild kingpin and ask for assistance. If the kingpin chooses to intervene, the victim might receive some sort of compensation from the Guild to offset losses. More likely, the accused will be beaten, have fingers broken, or wake up chained to a millstone—all of which are designed to encourage the accused to make his or her own reparations.

In exchange for this favor, the original victim—the client—now owes a favor to the kingpin, which the area crime boss can call in at any time. The client might be required to cater a party, hide contraband or house a wanted criminal, give up part ownership of his or her business, or arrange for a family member to be wed to a Guild enforcer. People who have little to offer, such as gamblers or sable moonflower addicts, might be asked to undertake some dangerous action, such as distracting a Flaming Fist patrol or taking the fall for someone else's crime. Becoming indebted to the Guild is a risky move, but the cabal's interventions have saved many lives, kept businesses operating, and punished innumerable villains who would otherwise have gotten away with their crimes.

This same structure of favors operates within the Guild, too. Members seldom work for pay. Instead, they perform favors for each other and pay them off by doing clients' favors—when they aren't actively committing crimes for their own enrichment.

**Assets:** Anyone the Guild compensates who isn't a member becomes an asset. Most assets are informants, such as harborhands, beggars, festhall workers, and laborers, who are paid to keep their eyes and ears open and report anything that might interest their handlers. Assets also include people who are powerful in their own right and are paid to keep the Guild's best interests in mind while doing their jobs. This group includes corrupt city officials, Parliament of Peers members, and Flaming Fist and Watch soldiers.

Assets are indispensable to the Guild, but they get little respect from inside the organization. They aren't members, have no authority within the Guild, and are told nothing they don't need to know. The bailiff of the Wide, for example, knows which merchants'

stalls should not be inspected too closely, but not why. The Guild prefers for outsiders to remain in the dark, because bulging purses easily sway their loyalty.

**Footpads:** Cutpurses, con artists, alley thugs, bookies, and the like rank as footpads. Most want to move up the chain because they know they're only slightly less expendable than clients. Footpads don't pay regular dues, but most provide tokens of esteem to their local kingpins to curry favor, secure protection, and demonstrate their usefulness.

Footpads represent the part of the Guild that most resembles a traditional thieves' guild. Their work isn't particularly profitable, and their association with the Guild makes the organization less popular among the commoners who are often the footpads' victims. But footpads serve an important purpose. Their constant thrum of low-level activity keeps the Flaming Fist and the Watch focused on petty street crime instead of on racketeering and smuggling, which are how the Guild makes its real profits. Fist and Watch crackdowns cause high turnover among footpads, which serves to weed out the careless and the stupid.

**Enforcers:** Guild enforcers are the group's muscle and backbone. They aren't trusted with high-profile jobs or delicate assignments, but they're reliable workhorses for daily chores. Enforcers handle the Guild's essential rackets in smuggling, protection, and gambling. They work as bouncers at gambling halls, go door-to-door through the Outer City collecting Guild fees, and make a fuss when a client doesn't pay those fees.

**Operators:** The Guild calls on its operators when it needs mastery or finesse. For example, an operator steps in when a hard-to-frighten shopkeeper or public official defies the Guild and needs reminding of his or her place, when a burglary requires a master thief, or when the Guild needs to negotiate with a shrewd merchant. Because of their intelligence and skills, operators usually fill vacancies caused by retiring (or expired) kingpins. More often than not, ambitious operators use assassinations or bloodless coups to hurry those above them into retirement.

**Kingpins:** Kingpins function as the organization's crime bosses. Each controls crime in one of the Gate's districts. Kingpins compete with each other for prey and territory in subtle ways, avoiding bloodshed when possible. They work hard to always be in the know in their districts, and they succeed most of the time.

Kingpins who claim territory in the Upper and Lower cities don't rule in the same ways that Outer City kingpins do, because the Flaming Fist and the Watch reduce those populations' reliance on the Guild. Without an army of clients to manipulate and milk for favors, kingpins inside the walls must create specialized systems, such as the Fetcher's army of spies and runners (see page 59).

**Guildmaster:** The guildmaster heads the cabal. He or she ties the kingpins together and addresses city-wide problems. Many Baldurians, including low-level Guild members, are not convinced that a guildmaster really exists. The kingpins know the truth, however.

The guildmaster's position and power derive from the same system of favors that fuel the rest of the organization. The figure known as Nine-Fingers is currently guildmaster because through favors performed and owed, debts, and blackmail, she has personally broken and tamed most of the Parliament of Peers members, scores of Watch and Fist officers, and more merchants than all the kingpins combined. When a kingpin needs a law amended, a valued operator released from the Seatower of Balduran, or a ship offloaded without anyone noticing what's inside the crates, Nine-Fingers can make it happen. When she does, that kingpin owes her a favor, and the system continues.

## Day-to-Day Operations

The Guild's daily operations revolve around running its rackets in protection, gambling, and smuggling.

**Protection:** Groups of two or three armed enforcers make once-a-tenday calls on all Outer City shops to collect a share of the establishments' profits. Shopkeepers who fork over this fee also purchase Guild-guaranteed protection. The amount each merchant pays is modest, but when multiplied by the number of shops, merchants, and bookmakers being skimmed, the total amount of cash flowing into the Guild's coffers quickly becomes impressive.

When someone claims to have had a bad tenday of profit, enforcers check in with their informants to confirm how many customers entered the place of business since their last visit. Enforcers rarely make allowances for anyone. A proprietor who falls behind on payments can seek a loan, legally or from a neighborhood loan shark; accept the Guild as a full business partner; or visit his or her district's kingpin to ask for more time. Holding out on the Guild might not cost in the short term, but it almost always turns out badly in the long run.

When enforcers finish their day's collections at five to ten businesses, they return to whatever shop, office, or home is their current front; pool their coin with other enforcers' takes; pocket their cuts; and then spend the evening gambling, drinking, and making small talk. Most Guild "offices" are in client-owned businesses. Restaurants, taverns, barbershops, bathhouses, pawnshops, moneychangers' establishments, and funeral parlors are favorite locations.

Groups of three to six operators move the enforcers' hauls from neighborhood headquarters to safe houses each night. One day's haul from one collection point might bring in as much as 100 gp. The Outer City

alone has nine districts, and each has a dozen or so collection points. Protection is a lucrative racket.

**Gambling:** Contests and games of chance are rampant in the Outer City, but making a decent profit off gambling in those districts requires grinding through thousands of low-coin bets. The real money in gambling is made in the Upper City, where patriars bet ridiculous sums on formalized games and anything else that catches their fancy, such as which captain's ship will return from sea first or whose glass of wine a fly will settle on. Races and boxing or wrestling matches are hugely popular, as are dice games, spinning wheels, stick drops, card games, and guessing or bluffing games between professional teams. The Guild rigs these contests whenever it can, both to maximize its profit and to reward clients with payoffs that don't need to be concealed.

**Smuggling:** One of the busiest smuggling routes in Baldur's Gate runs between Rivington and Brampton. Anything moving by land to or from Rivington gets taxed at Wyrms Crossing and again at the Basilisk Gate. To avoid paying that double fee, smugglers haul goods by night along the river between Rivington's and Brampton's quays, hiding them in weighted nets dragged behind boats. Near the pier, underwater ropes are hooked to the nets. Other Guild members wait in a waterlogged tunnel that connects to a nearby building's cellar to pull those caches under the pier, through the tunnel, and into the building.

From Brampton, the smuggled cargoes mingle with honest ones and make their way through Baldur's Gate to the Wide. The Guild's river smugglers charge less than the toll collectors and the porters combined, making the smuggling route highly desirable for those bringing goods into Baldur's Gate from the south.

## “Nine-Fingers” Keene

The current master of the Guild disdains flashy garb and appearance-improving magic, so the world sees her as she truly is—an unassuming, brunette woman of middling height and build. Neither plain nor beautiful, Nine-Fingers is completely indistinctive. Her forgettable looks, far from being a drawback, were a great asset during her years as a thief. Nine-Fingers has a knack for avoiding attention. She drifts into and out of rooms, unregarded until she speaks. The guildmaster never forgets a face or a name, and she is a shrewd judge of people. Within minutes of meeting someone, she can correctly assess the person's motives, ambitions, and fears and how far that individual can be trusted.

Few people know her given name. To the Gate, she is simply the notorious “Nine-Fingers.” The story of her nickname and her rise would be a popular tavern tale if it were widely known. When Astele Keene was five years old, a one-eyed elf kidnapped her, sliced off the little

finger of her left hand, and sent the digit to her parents along with an exorbitant ransom demand. Little Astele's parents borrowed the money from family and friends and bought back their daughter, but Nine-Fingers never forgave the elf—and never forgot his coppery hair and single eye.

Years later, when she was a rising Guild operator, she found her kidnapper in a pipe den, where he was feeding his sable moonflower addiction.

Nine-Fingers blinded his remaining eye and cut off all but the little fingers on both of his hands. She then bought the pipe den and instructed its proprietor to make sure the elf always has enough food, drink, and smoke to stay alive and maintain his addiction. The addict's sable moonflower is laced with the dried yolk of cockatrice eggs, which Nine-Fingers procures at great expense, to transform his smoke dreams into nightmares. Because he's an elf, Nine-Fingers expects her kidnapper to outlive her, so she has made advance payments to ensure that his torture endures throughout his natural life.

Nine-Fingers is now patient and calculating; the passion of her youth has faded. She seeks revenge for offenses against the Guild only when doing so will increase the cabal's profits. A meticulous planner, Nine-Fingers anticipates treachery. She pits troublesome Guild members against each other to blunt any internal threats while simultaneously discouraging open bloodshed.

The guildmaster never goes anywhere without her personal bodyguards, whom the kingpins call the Lady's Court. The six women—two wizards and four accomplished warrior-rogues—are utterly devoted to Nine-Fingers, and she lavishly rewards their loyalty. She prefers anonymity, so her bodyguards accompany her invisibly, sometimes in disguise and sometimes at a distance. When Nine-Fingers speaks with a kingpin, a patriar, or an underworld figure, she often appears to be alone, but she almost never is.

Under her guidance, the Guild has become an integral part of the city's businesses and politics. It polices its own activities to minimize interference from the Flaming Fist and the Watch, and Guild enforcers keep unsanctioned crime to a minimum. Nine-Fingers has invested her substantial wealth (or the portion of it left over every month after she pays off politicians, patriars, judges, and officers) in numerous legitimate businesses. In a city full of spies and informants, her intelligence network is unequaled. Nine-Fingers can guarantee a majority of votes in the Parliament of Peers on any



“Nine-Fingers” Keene

subject, including the selection of a new duke. Her tools against the patriars include coercion, manipulation, graft, and the threat of exposing their secrets, both true and false. The last thing Nine-Fingers wants is open confrontation with the Fist or the patriars, which would mean blood in the streets. Blood is hard to control and bad for everyone's profit margins.

## Rilsa Rael

When Rilsa Rael joined the Guild, she had nowhere else to turn. The Flaming Fist had hanged her father for harboring her uncle when the mercenaries were after him. So her beautiful mother had become a patriar's courtesan to support Rael. When the man's wife discovered the trysts, she demanded that Rael's mother be imprisoned in the Seatower of Balduran, where the woman wasted away and died while her lover went unpunished. Left on her own, Rael joined the gang in Norchapel, where her mixed Tethyrian and Calishite parentage and language skills gave her a natural advantage in bringing Little Calimshan fully under the Guild's influence.

Rael's talent at going unnoticed and her skill with a knife earned her a position on the Lady's Court as one of Nine-Fingers' bodyguards—the guildmaster's favorite, in fact. Her loyalty, ruthlessness, and inventiveness in discreetly solving problems fueled her rise. Acknowledging Rael's potential, Nine-Fingers removed her bodyguard from the court and installed her as Little Calimshan's kingpin. Rael's status as Nine-Finger's favorite hasn't changed, making her heir presumptive to the Guild leadership.

Rael learned how to exploit others from Nine-Fingers, but she does not use intermediaries and scapegoats to insulate herself from her affairs as Nine-Fingers does. Instead, she takes a personal hand in most matters. She moves openly through the Outer City, alternating between helping the poor, slinging insults at any Fist patrols moving between Wurm's Rock and the Lower City, and occasionally breaking the nose of a reluctant shopkeeper. She even holds a public audience at her headquarters in the Calim Jewel Emporium to hear the complaints of Outer City residents.

Rael's opinions of the Gate's leaders and institutions were formed during her rough childhood. She thinks the Flaming Fist is cruel and uncaring, and the patriars are hypocritical and self-serving. She sympathizes and identifies wholly with the poor in the Outer City



and blames the Fist and the patriars for the terrible conditions there—and the fact that, in her words, “The people need the Guild to protect them from the city and from themselves.”

## Fruward the Nail

Few members of the Guild know Fruward except by reputation. They know only that “the Nail” works for the Guild, and that you'll know him when you see him because of the nail driven right into his forehead. The three-inch-long spike has a wide, square head, the gleam of which Fruward keeps hidden under a handkerchief he wears beneath his battered hat.

Fruward came by his strange injury due to a disagreement with members of the Builders Guild. What Fruward was told would be a late-night negotiation over work contracts in the dry dock where he worked turned out to be an ambush. He was held down, hammered in the head, splashed with ale, and then laid on his face among his tools so that his death could be called an accident.

Later that night, the young Nine-Fingers entered the dry dock to hide from a pursuing Flaming Fist patrol that had spotted her climbing out of a window. She happened upon Fruward lying facedown and heard him struggling to breathe. She turned him over to find him miraculously alive despite the nail in his head—and then Fruward awoke while his head was cradled in her hands. That's when the doors of the dry dock rattled open, and the Fist patrol entered along with Fruward's would-be murderers. Disoriented but enraged, Fruward leaped forward, incoherently screaming accusations. A battle ensued, and Fruward escaped with his life only due to the aid of the one who would later become master of the Guild.

Returning to a normal life wasn't an option—not after killing some of the Flaming Fist and his enemies in the Builders Guild—and the despondent Fruward began to wish the nail had killed him. But Nine-Fingers helped him again. She set him up with a place to live and provided him what he needed to keep going until he came to terms with his new life—as a secret member of the Guild.

The Nail is unflinchingly loyal to Nine-Fingers and carries out her commands without comment. He acts as a buffer for Nine-Fingers, arranging things when she would prefer that her name or the Guild not be directly involved. Few in the Guild recognize Fruward after meeting him unless he reveals the nail in his forehead to them. His face is otherwise unremarkable, and the nail tends to attract the eye, so that the rest of Fruward's features fall away from memory.

Despite their close association for several years, Fruward and Nine-Fingers now rarely meet. The Nail receives most of his orders by way of message spells cast by a member of the Lady's Court.



# THE GATE'S DEITIES

Baldur's Gate is the site of a large number of temples and dozens of shrines. Some of those shrines, such as the Watchful Shield, have stood for centuries, and others have arrived on the backs of refugees in recent years. Individuals looking for magical services, such as cures or potions, must visit one of the three powerful temple houses within the city. But for those who can pay only with prayer, the Twin Songs district hosts many priests who aspire to increase their followings so they might ascend to grander places of worship.

Most worship in Baldur's Gate centers on three deities—Umberlee, Tymora, and Gond—who have held primacy over the city's prayers for generations. As a port for river and sea traffic, Baldur's Gate has long maintained a temple to Umberlee. The myriad issues that can affect a merchant's fortunes, and the patriars' gambling traditions, made Tymora's worship an important part of city culture. Finally, Gond's priests established themselves as a key cog in city life more than a century ago when they equipped the Gate with the cranes, rail carts, and dry dock facilities that turned this former smugglers' haven into one of the busiest ports on the Sword Coast.

## Gond

Duke Torlin Silvershield is high artificer of the High House of Wonders and leader of the Gondar. Even though Silvershield has his hand in everything, the temple verger, Andar Beech, manages its day-to-day affairs. Beech has misgivings about Silvershield's involvement in politics, but the greatest sacrament to Gond is industrious labor, and Silvershield could never be accused of laziness. When civil unrest disrupts work, Beech, Silvershield, and the rest of the Gondar step up.

Beech is a devout servant of Gond who thinks that many Outer City residents reject the joyful yoke of labor in favor of sinful sloth. He is an outspoken critic of the Guild, who he says "steals the labors of others." He isn't sympathetic to the Upper City's citizens, either. The slender verger believes that many patriars are every bit as parasitic as the Guild, since they contribute nothing while resting on the laurels of their assiduous ancestors. In Beech's opinion, the chief difference between the patriars and the Guild is that the patriars worsen the city's problems while the Guild's members cause them.

## Umberlee

Umberlee's following in Baldur's Gate was established among the pirates and smugglers who first used the bay as a harbor. While many think of Umberlee as an evil goddess who delights in drowning sailors, the

people of Baldur's Gate know her as a mother—an imperious and fickle one, but a mother nonetheless.

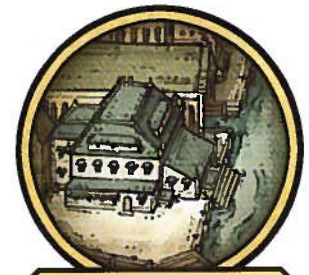
The Water Queen's House stands atop an enormous pier. The Queen's Favor, a huge fountain that rises out of a 6-foot-deep pool, splashes above the harbor near the pier's far end. Its central marble statuary depicts the stern of a life-sized sailing ship, sculpted to appear as if the vessel is sinking. Water spews from holes in its hull, and other streams regularly lash its deck. To power the fountain, Gondar engineers installed pipes between it and the bluffs' reservoirs, such that the downhill descent pressurizes the stream. In public ceremonies, the ship's deck serves as the temple's altar.

Beyond the fountain, the temple crouches on the edge of the pier. The structure's southern portion disappears into the water in a cascade of steps that waveservants (the temple's priestesses) descend when they bring offerings to Umberlee. The Water Queen's House is the city's oldest temple, and segments of it—deep in sodden

halls beneath the harbor's water level—boast the oldest stonework still standing in Baldur's Gate. Only the waveservants have seen these ancient tunnels. Indeed, few Baldurians have even stepped inside the Water Queen's House. When someone rings the temple doorbell, two waveservants answer. One takes any offering inside, while the other delivers a short prayer beside the supplicant. Then the remaining priestess goes inside and shuts the doors once again.

Sailors, anglers, harborhands, merchants, seafarers' relatives, and everyone else who depends on the river or the sea offer up whatever they can spare, such as food, a few coppers, or an old ring. People who can give more usually do so, hoping their lavish gifts meet with Umberlee's favor. The priestesses seemingly must receive a portion of this wealth, but these mournful specters have never been spotted buying extravagant items when they're out shopping. Most Baldurians believe that Umberlee takes away what they give to the temple, and that it's bad luck to look at the water when waveservants descend into it with an offering.

Allandra Grey holds the title of Flood Tide in the temple, leading roughly a score of priestesses and following in the traditions of her mother and grandmother. The temple gains most of its clergy from among widowed females whose husbands were lost at sea or young girls orphaned by water-related tragedies. This practice strikes some observers as odd, but the priestesses (who can sympathize from similar experience) are glad to take in, feed, and clothe individuals who are suddenly rendered homeless.



Water Queen's House

Some waveservants believe that working in the Water Queen's House brings them closer to their lost family, and some worshipers descend the temple's steps to join their drowned loved ones. Grey does not promote this traditional practice; nor does she seek to prevent it.

When civil disorder or enemy attacks endanger Gray Harbor, Flood Tide Grey and her waveservants side with whichever faction promises to best protect sailors and anglers. Then they mobilize to save the lives of those folk, ignoring threats to ships and cargo.

## Tymora

Since it was seafaring traders who founded Baldur's Gate, clergy of the goddess of good fortune and risk-taking found fertile ground for establishing a temple to Tymora in the city's early days. The Lady's Hall, made of local granite, roofed with slate shingles, and featuring a modest spire, rises only slightly above the Upper City's already tall buildings. Unlike the High House of Wonders and the Water Queen's House, this unassuming building blends nicely with the city's other architecture.

Within the Lady's Hall, statuary and artwork depict scenes that tell tales of pluck and luck winning the day at sea. The temple's art has been accused of catering to the passions of seafaring Baldurians. In actuality, the Tymorans inherited both the artwork and the building, which had served as Valkur's temple in the city's earliest years. After Valkur's priests, or wavetamers, established the temple, a series of infamous sailing disasters sparked a riot in which residents demanded that the wavetamers protect ships from Umberlee's wrath. When another ship sank, killing all aboard it, rioters captured Valkur's priests and threw them—bound and weighted—down the steps of the Water Queen's House. The site of Valkur's temple was considered cursed after that episode, but the Tymorans recognized a great opportunity to challenge the rumors of haunting spirits in the place, and Tymora rewarded their gamble.

Tymora's temple might seem underwhelming, but the building is used only for religious ceremonies, which her devoted care little about. To do Tymora's bidding, her priests, or luckbringers, preside over much of the city's gambling. Rather than participate, they impartially judge races, wrestling matches, cock-fights, and other contests of chance and skill.

The priests work in various gambling halls and gaming establishments and run contests at city festivals. Tymora's luckbringers also act as talent agents for people who have exotic or exceptional abilities, and they help supplicants who need anonymous problem solvers. For various reasons, many Baldurians won't confide in or work with the Guild, the Watch, or the Flaming Fist. So the temple fills that niche for them,

accepting requests, and large donations, to broker solutions. Its clergy recognize the danger of stepping on the Guild's toes, but the priests are firm believers in the mantra "Nothing ventured, nothing gained."

Gunnar Thrune, a transplant from Gundarlun Island in the cold northern sea, is the loud-voiced and ever-smiling temple patriarch. Boisterous to a fault, Thrune can be found wherever betting is fast and furious, egging on gamblers with shouts and hearty backslapping. In times of crisis in the Gate, Thrune immediately encourages and presides over bets regarding the involved parties, his actions effectively proclaiming the temple's neutrality.

## Major Shrines

The Upper and Lower cities both contain shrines to particular deities. Unlike the temples, the shrines are single-room buildings or open structures without doors. When a deity's worship is popular, a priest at the favored shrine typically gains the service of numerous acolytes and caretakers, all of whom live near the holy site. But when enthusiasm fades or a priest dies or travels elsewhere, the shrine's upkeep falls to faithful from elsewhere in the city.

**Ilmater:** The shrine to Ilmater, the god of martyrs and patient endurance, stands in a small, quiet square in Heapside. The Shrine of the Suffering is an unremarkable stone structure. Here, the poorest Baldurians can receive free meals and enough coppers to pay their way through the city's gates.

The structure stands on the entrance to a series of crypts. For a small donation, anyone can have a dead friend or loved one interred in the vaults, where corpses fester in the dark and feed the hundreds of sewer rats that enter through wall chinks. When a person's bones are clean, a worshiper of Ilmater takes them into the attached ossuary chambers, where they are stored by type. It might seem an ignoble end, but for many impoverished residents, the shrine offers the only kind of holy-ground burial they can afford.

Kindhearted citizens from all ranks of society donate small amounts to pay for the shrine's upkeep, supplies for its ministries, and the livelihood of its priest and his two acolytes, who are also his children. Even after ten years, Brother Hodges acutely feels the loss of his beloved wife, but he bears it well with the aid of his younglings, Hansen and Sissa, who are not yet old enough to marry. The community treasures all three. The Gate's poorest residents especially enjoy chatting with Brother Hodges or his offspring, even when the priest has no food or coppers left to give.

Whenever discord takes over the streets, Brother Hodges does his best to help anyone in need. If circumstances in the Outer City worsen, the priest

petitions the dukes, the peers, and the Flaming Fist to be merciful in their judgments and actions.

**Lathander:** The city's shrine to Lathander, called the Rose Portal, is a sculpture located in the Wide. An arch of rose-hued stone, it stands on a plinth several steps above the street. By long tradition, no structures are built east of the shrine, so nothing but the city wall and the fog stands between the Rose Portal and the first rays of the rising sun.

A handful of priests of Lathander once presided over the sun god's shrine, which virtually all travelers and entrepreneurs visited. Many folk exchanged marriage vows at the arch as well, passing through it to signify a new beginning in their lives. Since the priests' departure, the Rose Portal has fallen from favor—but Baldurians still believe that climbing the shrine's steps and passing through its arch bring good luck.

**Oghma:** The Unrolling Scroll, Oghma's shrine, stands in stark contrast to the surrounding buildings of yellow stone and slate roofs. Like the High House of Wonders and the Hall of Wonders, its pavilion is made of white marble, but its arched roof is a vibrant red outlined in gold leaf. A wide reflecting pool rests in a deep basin under its roof, and a podium for speeches projects slightly into the water. The shrine's unusual construction efficiently projects the words of a person who speaks from the podium throughout the area.

Foremaster Most High Brevek Faenor, a man in his late forties, officially oversees the shrine. For some time now, he has been lax in his duties, allowing use of the shrine to secular performers and anyone who has news to spread. Oghma is the god of knowledge, inspiration, and ideas, and the shrine was built to be a place to share such things. However, the foremaster has had his eye on the High House of Wonders since he moved to Baldur's Gate. Thwarted in his recent attempt to gain control of Gond's temple, Faenor can now be found studying books in Gond's library or near the Unrolling Scroll glumly listening to Baldurians complain about the shrine's posted speaking schedule. Meanwhile, Faenor keeps his ear to the ground as he awaits another chance to gain the highest seat in the High House of Wonders.

**Helm:** In the past, Watch members, Flaming Fist soldiers, bodyguards, caravan guards, and anyone who felt the weight of a duty to protect people or things often frequented the Watchful Shield, a shrine to Helm. Since the death of the God of Guardians, however, the small chapel and its porch-like, watch-post wings have stood empty as a form of monument to a god who died doing his duty. Rumors persist that ghosts guard the shrine at night, but the Upper City youths who visit the Watchful Shield in search of adventure typically find an angry Watch soldier instead.

## Minor Shrines

A well on Windcobble Street has Eldath's face carved upon it, and folk touch it before drawing water in the morning to bring peace throughout the day. In a graffiti-scrawled dead end that never sees full sun, the destitute take solace in the shadow of a wall on which the black disc of Shar is inscribed. A small oak, one of only a handful of trees in the Lower City, struggles skyward from a crack in a low wall; on Greengrass and Highharvestide, folk string it with bread and fruit for birds in honor of Silvanus. The gauntlets of Torm and Helm are carved above each door in the towers of the city walls. These images flank the city's heraldry and serve as an ever-present reminder of a soldier's duty to protect the city.

Hundreds of these modest, makeshift shrines exist in streets, on buildings, and within homes throughout the Upper, Lower, and Outer cities—as they do in many other Faerûn locales—but a few objects of reverence warrant special mention.

**Siamorphe:** The title and incarnation of Siamorphe, the exarch of nobility and the hereditary right to rule, has passed from one worthy noble to another throughout the history of the entity's worship. Long ago, the patriars of the Gate worshiped Siamorphe's last male incarnation. But the patriars' shift in attitude, wherein they began to believe that their right to rule gave them the right to profit from others rather than the responsibility to lead well, caused a decline in the worship of Siamorphe, whose dogma has as much to do with responsibility as it does with entitlement. Hundreds of years ago, at a time when little real worship of Siamorphe occurred in Baldur's Gate, the exarch reincarnated, becoming a female Waterdeep noble.

Yet even today shrines of Siamorphe remain in many patriarch estates. Statues of Siamorphe as a regal, richly dressed man who has a sharp beard and balding pate reside in neglected corners, dusty attics, and statuary rooms crowded with capering satyrs, nobly fallen warriors, and ships in the grips of krakens. At the Silvershield estate, a statue of Siamorphe gazes out of a cloak of clinging clematis flowers, decorous but forgotten.

**Lurue:** The Knights of the Unicorn began as a lark of romantically minded sons and daughters of patriarch families. They took the goddess Lurue as their mascot and went on various adventures for fun. The reality of the dangers they faced eventually sank in, as did Lurue's tenets, including that life is to be relished and lived with laughter; quests should be taken on a dare; impossible dreams should be pursued for the sheer wonder of their completion; and everyone should be praised for their strengths and comforted in their weaknesses.

Since the days of its formation, before the membership of the Knights of the Unicorn spread far beyond

Baldur's Gate, the Helm and Cloak has been the group's de facto headquarters. The establishment's common room still displays a marble carving of a unicorn head with a bronze horn. Many patrons touch or kiss the horn for good luck, and their attention has kept it gleaming for much of its length.

**Gargauth:** The mysterious Knights of the Shield has long counted many patriars and Gate merchants as members. One long-ago leader of this secret society, Duke Inselm Hhune of Tethyr, married one of his nephews into a patriar family. The duke then bought the family's estate and turned it into a palatial mansion for the local chapter of the Knights. His actions also established the Hhune family as a patriar line.

What few in the Knights of the Shield knew then, or know now, is that Hhune had been consulting with the Hidden Lord of the Shield, a magic shield that would speak to Hhune when he touched it. This shield was not the long-lost *shield of Silvam* from which the group takes its name. Nonetheless, one of Hhune's ancestors proclaimed it as the new totem of the Knights of the Shield, unaware that it was a repository for the spirit of Gargauth, a devil who sought to be worshiped as a god.

As Gargauth began exerting control over Hhune, the duke was compelled to build secret chambers of worship, and sewer entrances to them, beneath his mansion. After Inselm Hhune's death, "the Pit" became an item of dark family lore that most Hhunes preferred to forget about. Its current state is unknown to today's family members.

## Twin Songs

This Outer City neighborhood holds shrines to more gods than most people know of—at least until they pass through the place. Refugees from foreign wars or disasters who come to Baldur's Gate by way of Wyrms Crossing often leave tokens of thanks to their gods upon their safe arrival. Tokens became displays, which then gained signposts, and awnings over the signposts to shelter the contents. In time, it became a Baldur's Gate custom to make certain that one's favored gods are represented among the riot of shrines, booths, idols, altars, and temples that sprawls over the Chionthar's northern bank.

**Church of Last Hope:** This modest Twin Songs chapel professes allegiance to no deity, but it offers the suicidal a reverent end to life through a ritual of reverie. Those who suffer from depression as well as the horribly ill or maimed receive invitations from temple staff, who ascribe their knowledge of those in pain to divine inspiration. The fate of the souls that pass through their hands remains unknown.

## MERCHANTS AND TRADE

Many outlanders think of Baldur's Gate as a noisy, crowded, bustling, stinking, and often fogbound port city that never sleeps. They say it is a place where everyone works hard at trade and craftwork, coins are king, and there's no shortage of muscle and gumption.

And they're right. The Gate is a city of traders through and through, and most Baldurians take to heart the motto "Claw hard, or fail and be forgotten." It's one of the busiest Sword Coast ports. It processes streams of nigh countless goods that constantly flow through it in all but the coldest winters, when the Chionthar ices over and Trade Way travel trickles to a stop.

Most days, though, trade is in full swing. Merchants and couriers in the Wide carry goods in baskets atop tall poles, which they harness to their backs and shoulders, to keep their wares out of the way of bustling crowds. Bulk goods that can't be carried in this fashion, such as coal, firewood, potatoes, and casks of drinkables, are often sold sight unseen from shops in the Wide or the Lower City and delivered in handcarts.

As a way to pinch coppers, some Upper City citizens send servants with carts to fetch items rather than have tradesfolk make deliveries to their doors. Nevertheless, when the gates to the Upper City open at dawn every morning, porters flood in, hastening to Upper City addresses to make the day's first deliveries. The moment the flood of deliveries passes, a reverse flow of Upper City servants converges on the Old Wall gates to run errands in the Lower City.

Citizens of the Gate see themselves as vital to commerce, prosperity, and fulfilling the needs of the wider Realms. New ideas, new technologies, and new wares flow through Baldur's Gate. It is where fashions begin or are anointed and where dreams are dashed or forged into real wealth. Baldurians are proud of being at the heart of it all, and they loudly assert their superiority over their rivals in Waterdeep and Athkatla. Locals sneer at the so-called City of Splendors, calling it a place of leisurely trade, where decadents play at being merchants rather than really working at it. And they deride folk in Athkatla as being too wealthy to know enough about the world, real work, or how to be good traders.

## Professional Guilds

Baldur's Gate is home to almost ninety professional guilds. Most guildhalls are located in the Lower City, even when their members keep shop and live elsewhere. Since the troubles involving the Iron Throne, the Council of Four has required all guilds to acquire and maintain official charters, and it has outlawed unofficial associations. Such charters must be renewed every year.

The three classifications of charters and the divisions within them create a structure among the professional guilds based on their wealth, traditions, and members' social status. Those that provide goods and services to the Upper City have the "Council's Eminent Fellowship" honorific, those belonging to the Lower City use the "Parliament's Distinguished Union" honorific, and those belonging to the Outer City have the "Balduran's Honorable Company" designation. For example, the bakers, millers, and salters were granted their charter in the Outer City, so they are known collectively as Balduran's Honorable Company of Provenderers. Membership in a professional guild is mandatory in the Lower City, strong in the Upper City, and considered entirely optional in the Outer City.

The city's official professional guilds are organized in the structure outlined below. Each guild is grouped according to the classification of its honorific, and the guilds within a united group are arranged in hierarchical order from the top down within each category.

### Council's Eminent Fellowship of . . .

**Seafarers** (includes ship captains, pilots, navigators, and cartographers)

**Traders** (caravaners and guides)

**Financiers** (bankers, moneychangers, and minters)

**Healers** (alchemists, surgeons, apothecaries, botanists, and herbalists)

**Furriers** (furriers and skinners)

**Sages** (sages and wizards)

### Parliament's Distinguished Union of . . .

**Clerks** (barristers, accountants, scribes, bookbinders, and printers)

**Handlers** (butchers, woolers, chandlers, fishmongers, and beekeepers)

**Metalworkers** (blacksmiths, goldsmiths, silversmiths, armorers, and weaponsmiths)

**Shoemakers** (cobblers and cordwainers)

**Master Builders** (architects, engineers, stonemasons, glaziers, and plumbers)

**Clothiers** (tailors, milliners, weavers, dyers, and perfumers)

## Balduran's Honorable Company of . . .

**Brewmasters** (vintners and brewers)

**Publicans** (innkeepers and tavernkeepers)

**Builders** (bricklayers, plasterers, joiners, and roofers)

**Leatherworkers** (tanners, saddlers, and curriers)

**Artisans** (painters, sculptors, poets, jewelers, and mosaicists)

**Vesselmakers** (potters and coopers)

**Tinkers** (tinkers, toolmakers, locksmiths, braziers, glassblowers, and smelters)

**Woodworkers** (shipwrights, carpenters, wainwrights, and woodcarvers)

**Loremasters** (mathematicians, philosophers, astrologers, astronomers, and seers)

**Outfitters** (ropemakers, sailmakers, wagoners, and wheelwrights)

**Provenderers** (salters, bakers, and millers)

**Harborhands** (porters, sailors, harborhands, and couriers)

## SECRET GUILDS

The establishment of laws for professional guilds officially ended the public presence of the Iron Throne in Baldur's Gate, but it didn't spell the end for the organization. Similarly, the Merchant's League was originally based in Baldur's Gate, and even though prominent patriar families such as the Irlentrees, Miyars, and Sashenstars disavowed the group, its influence remains.

**Iron Throne:** The Iron Throne has always focused on control of weapons, armor, and trade in iron. After the trouble in Baldur's Gate many decades ago, a crisis in its leadership led to its decline for a time. But it now secretly maintains a controlling interest in arms and armor made for the Watch and the Flaming Fist.

**Merchant's League:** The Merchant's League was once fully backed by the Council of Four, but its growing control over trade in the city and its failure to effectively counteract the Iron Throne caused the dukes to ban the organization. Although officially dissolved, the Merchant's League continues to do business through its member families, which control the Seafarers, Traders, and Woodworkers guilds.

**Knights of the Shield:** The Knights of the Shield is a vast secret society to which nobles, traders, and shopkeepers belong. Members pass information that seems like it might be economically useful to other members and up the chain of command so all can profit. Its members have kept a low profile throughout the group's existence, and they intend to keep things that way.

## SHOPS AND OTHER BUSINESSES

The Upper City boasts decorous storefronts, chic artisan studios, and the Wide marketplace. Meanwhile, the Lower City is chock-full of shops and workshops, and the area's rapid growth has pushed many other businesses into the Outer City. The first floors of most Lower City buildings contain businesses of some kind or at least maintain street-frontage shops.

Describing the vast variety of Gate establishments could fill its own book, so we encourage you to consult the *Murder in Baldur's Gate* Dungeon Master's Screen when you need to generate a shop name and describe its services or wares. The entries below describe a handful of notable businesses in Baldur's Gate.

### Baldur's Mouth

Baldur's Mouth, the city's news carrier, provides a great service to people at every level of society. Town criers and printed broadsheets are its two methods of spreading news.

The city has used Baldur's Mouth many times to spread word of new laws that the Council of Four passes, to broadcast holidays, and to communicate election results. Criers announce news of the affairs of kingdoms and nations throughout Faerûn, opening every declaration by shouting, "Harken, people of Baldur's Gate, to Baldur's Mouth! The land changes, and Baldur would have his people know!"

Ettvard Needle, the son of a wealthy Lower City tailor, founded the Mouth. After growing up watching Upper City citizens compel his father to bend and grovel, Needle decided to give power to the people in the form of information. So he began paying lamp lads and lamp lasses to shout his stories of various injustices during the day. Since many of his employees were illiterate and had to memorize his news articles, Needle decided to teach them to read so he could give them written copies. As his expenses mounted, Needle sought out sponsors, which led to his attracting advertising and diversifying his criers' stories.

Baldur's Mouth now earns its keep through advertising and is a functioning business. Formerly, to publicize his sponsors, criers would hand out wooden chits that afforded the recipient a discount when redeemed at a particular shop or merchant stall. Now, Needle uses several mechanical scribes that he purchased from the Hall of Wonders to rapidly produce pamphlets and broadsheets that have advertisements in them.

### USING BALDUR'S MOUTH

You can use the Gate's news service to give your players a sense that city happenings are continuing in their absence while their characters are engaged elsewhere. You can also use Baldur's Mouth to express how the heroes' actions make news. For instance, if the characters are successful in aiding or thwarting one of the factions in a public incident, they could hear about the situation when they pass a crier in the streets.

From time to time, the broadsheets of Baldur's Mouth have included caricatures of important citizens, such as dukes or parliament members. As the adventure progresses, this practice of satirizing important people happens more often as the city veers out of control. Characters might even find flattering or unflattering images of themselves in the paper, depending on what they've been up to lately.

Baldur's Mouth also has a darker element to it. Even though Needle dislikes the Guild almost as much as he loathes the patriars, he is a good friend and an admirer of Rilsa Rael. Her commitment to the Outer City's residents impresses him, and the newshound hopes to persuade the Guild kingpin to help transform the Guild from a predatory criminal organization into a mercenary citizens' watch not unlike the Flaming Fist. He continues to support Rael through Baldur's Mouth unless someone persuades him that she is causing more harm than good. That task wouldn't be easy to accomplish, since Needle chooses not to acknowledge the Guild's role in the city's growing instability.

### Candlekeep Chandlery

On the signboard hanging above its door, the Candlekeep Chandlery proudly advertises the "Longest Lasting Lamps and Magically Made Missives in the Lower City." Marcela Idhra, the proprietor of the place and a wizard of some talent, came to Baldur's Gate from Candlekeep when her magical research and experiments became too disruptive for the other scholars there.

Her shop sells candles, soaps, and cosmetics to well-heeled customers in the Upper City. Her claim to fame is her whispering candle. Each such item has a fire mephit magically trapped in its tallow. As the candle burns, the mephit continually voices back whatever sounds it heard while the tallow was being prepared, in the voice of the speaker. Different voices can be recorded in different candles, so that when they are all burned they can make the sound of a conversation or musicians playing together.

Many people find this feature both charming and useful. Whispering candles are popular at patriars' galas; one candle burning at the entrance can welcome guests as they arrive, and many can be placed around

the wings of a ballroom to whisper pleasant reassurances or create an air of mystery. The Watch uses whispering candles with imbedded commands to time its shift changes. It has long been a fashion among patriars to record their wills in whispering candles.

The candles are also appreciated by those who need to communicate discreetly. The Guild, the Flaming Fist, and the patriars use whispering candles to communicate with agents, spies, and secret lovers. The chandlery has a secure room where messages can be whispered through a speaking tube into the boiling tallow. Once a candle is formed, the only way to release the message (and return the mephit to its home plane) is by burning the candle normally. If the candle is destroyed—smashed underfoot, for example, or tossed into a fire—the message can't be recovered, even if the tallow is re-formed into a new candle.

Candles that contain vocal performances by noted bards or readings of epic poems are popular items in the shop. Idhra also carries a small line of novelty candles that unexpectedly utter the roar of an owlbear, for example, or some embarrassing sound. The price of a whispering candle depends on its size, the circumstances of its recording, and the beauty of the candle itself. The smallest and plainest whispering candles, which burn for only a minute, cost 25 gp. Grand and complex arrangements of candles, such as the operatic chandelier employed at the cotillion ball of Duke Silvershield's daughter, cost several thousand gold pieces.

## Counting House

The Counting House has stood as a center of trade and business in the city for centuries. A thick-walled and heavily guarded edifice on the waterfront, it serves as the primary location for exchange of currency and valuation of gems and jewelry.

Its owner, a stern and aloof dwarf named Rakath Glitterbeard, holds the key positions of treasurer for the Council's Eminent Fellowship of Financiers and is also the kingpin in the Steeps for the lawless Guild. Loans and other debt markers, both legal and otherwise, that he holds make certain no one in the city dares to challenge Rakath's positions or attempts to rob the Counting House.

## Danthelon's Dancing Axe

This new but widely known business on Wyrms Crossing is named for its owner, the jovial seller-of-sundries Entharl Danthelon. The blond-bearded dwarf deals in assorted quality secondhand goods, ranging from pots and pans to rope, armor, and weaponry.

A flying, animated, double-bladed axe that obeys only Danthelon is said to guard the shop at night. The proprietor tells anyone willing to listen that a grateful elf princess who was also a peerless sorcerer gifted

the axe to him while he was on a daring adventure. The truth is a lot less romantic. The "dancing axe" is an illusion-cloaked, tamed stirge. Danthelon looses the creature when he closes the shop. Appearing as a double-bladed axe, the stirge can be glimpsed through the cluttered windows of the shop as it flits around the darkened interior.

The two crammed floors of Danthelon's shop contain items that an adventurer might need, including empty barrels and cages of all sizes, just-for-show armor, peddler's carts, folding boats with oars, and large lanterns fitted with candles the shopkeeper guarantees will burn for an entire day and night.

Danthelon's has a third floor and an attic, both of which are occupied by a tenant, Yssra Brackrel. The half-elf is small and gaunt, and looks as if she might be starving. She has glittering eyes, disheveled black hair, and a habit of humming to herself. Fierce "Yes!" and "No!" whispers punctuate her wordless tunes.

Brackrel advertises herself as a makeup artist and hairstylist; a sign dangling from the stairs that run up the front of Danthelon's building says as much. Brackrel has those skills and often uses them to maintain her charade, but she makes her real living as a wizard for hire, and is often in the Guild's employ.

## Felogyr's Fireworks

Avery Sonshal sells pyrotechnics out of the four-story workshop in the Steeps known as Felogyr's Fireworks. The business has been in his family since Felogyr Sonshal founded it and gave it an alliterative name more than a century ago. Customers often call Sonshal by his ancestor's name, and he never bothers to correct them, believing there's no sense in changing a recipe that works—especially when dealing with smokepowder.

Sonshal has a plump, young-looking countenance and shaves his head. If not for his thick, mutton-chop sideburns, he might be considered baby-faced. A wizard and an alchemist who is a member of the Council's Eminent Fellowship of Healers, Sonshal detests the presence of nonmagical hangers-on in the guild, such as botanists and surgeons.

Felogyr's Fireworks has retained a monopoly on smokepowder production in the city since the business's inception. Even the priests of Gond come to Felogyr's to fill their needs. In exchange, Sonshal has never sold smokepowder to anyone not of the temple of Gond or the Council of Four, except in the form of fireworks. The shop does sell other items to a broad clientele, specializing in torches and candle wicks whose flames burn in various hues; smoke and flash effects for stage productions; and various flashfire rubs, which are spread on meats before they're set alight to add distinctive smoky flavors.

Torches that burn a rosy red are Sonshal's top-selling item. Baldurians use them to illuminate a traditional cobble party, or outdoor storytelling session. When passersby see a rose torch lighting a street corner, an alley, or a courtyard, they recognize that the symbol signifies an opportunity to hear and tell tales of all kinds. The stories can be true or fiction. By custom, cobble parties are quiet and polite affairs that do not involve drinking or music.

## Hissing Stones Bathhouse

In Seatower squats a low, stone structure built in the classic Chessentan style. When the High House of Wonders and the Hall of Wonders were erected, an enterprising Baldurian decided to capitalize on the popularity of all things Chessentan and built a bathhouse, complete with hypocaust floors, mosaic tiling, and artfully painted walls. The bathhouse was hugely popular for a time. After changing fortunes and hands over the years, it's now enjoying a renaissance due to Duke Abdel Adrian's practice of visiting the location.

The Hissing Stones Bathhouse is built around a central cloister that encloses its cold baths, which are beautifully decorated. An impressive mosaic in the center of the cold baths dominates the scene. It shows an arresting image of a wizard grappling with a dragon as the two fall through the clouds. The dragon is wrapped around the wizard's body, and the wizard's free arm is pointing a wand into the dragon's roaring mouth. Refracted light and rippling water seem to animate the figures, as though wind were ruffling the wizard's robe and the dragon's wings were moving.

The Hissing Stones offers a number of amenities in addition to its cold baths. Steam rooms are available in its western gallery and hot baths in its eastern gallery. A day at the baths costs 5 sp. For 1 gp, a customer can purchase time with a sinew soother, who relieves knotted muscles. For 2 gp, a patron can soak in a curative salt bath, which is said to help ward off or remove illnesses.

The Hissing Stones has a special niche in city politics as a neutral and safe meeting place. Its proprietor, a moon elf named Marilyn Allaryr, doesn't allow patrons to bring anything inside the baths other than the cotton and silk bathrobes she provides, which lack pockets and folds. All patrons must entrust Allaryr with all the belongings they bring with them, including garments, jewelry, arms, armor, potions, tools, magic items, and anything else they happen to be toting around.

Allaryr won't be bribed, and she makes absolutely no exceptions to this policy. She arranges a lot of important business meetings and knows that the success of the Hissing Stones depends on its reputation as a safe place. Allaryr also pays her stewards and aides well enough that they are unlikely to accept less than

a mound of gold to break the rules. Even if one were persuaded to do so, the attendant still wouldn't allow inside anything that might be used violently, since each acts as the sole custodian over his or her designated chambers and would be instantly implicated in any incident.

## Sorcerous Sundries

The tall, round building currently known as Sorcerous Sundries has the most magnificent roof in the city, a vast dome seemingly made entirely of stained glass. Inside, arched stonework that supports the roof above the uppermost floor compromises the illusion, but its effect is impressive nonetheless.

Over the years, the structure has been employed as a residence, a clothier's shop, a restaurant, a greenhouse, and a flower shop. Its current owner has returned the building to its original purpose, doing business as a magic shop.

The ground floor, the only area into which patrons are permitted, is awash in silk curtains, thick rugs, and luxurious furniture. Magical symbols liberally adorn the Sorcerous Sundries' decor, and a sign inside the entrance assures customers that the symbols are protective in nature. The ceiling is made of multicolored glass, as are the outer rims of the structure's upper floors. When light filters through the stories of the building, moving rays and splotches of multicolored light dance in the shop. Minor enchantments enhance the effect, making for captivating skygazing as patrons wait for the proprietor to fetch ritual components or consult otherworldly entities.

The wizard in residence, an aged human who calls himself Rivalen Blackhand, claims to have come from Halruaa. Blackhand says he was once capable of mighty magic before a battle with a demon blackened and withered his right hand, forcing him to end his adventuring ways.

Now Blackhand earns a large, steady income from the import and sale of components for rituals and spellcasting, dubious fortune-telling, and even more-dubious spells of good luck or greater skill. Blackhand flatly refuses to sell spells, and he denies having magic items for sale. However, he keeps the rumors alive and his prices high, the wizard sends his apprentice, a gnome named Gilligunn, to contact seekers of such items and make transactions "away from the master's eye."





# CAFES, INNS, AND TAVERNS

The Gate's economy relies on and caters to traders and travelers who journey to the city by land and sea. Thus, the city has an expansive array of cafes, inns, and taverns from which to choose. Most such establishments are both inn and tavern, as the tavernkeepers and innkeepers guilds dictate. Cafes remain outside the guild system and sell only alcohol-free beverages, snacks, and other light fare.

## The Blade and Stars

This inn is named for its unusual signboard, an enchanted shield that was looted from a ruined village in Amn following an old trade war. A circular piece of wood painted black, its front displays a curved silver saber and a female's pale, slender arm whose long fingers grip the hilt of the blade. The enchantment on the shield, still strong after decades of hanging out in all weather, causes glimmering motes of light to wink on and off as they travel across the saber. Many local legends have sprung up about the shield's power and the saber depicted on it, but the inn's proprietor insists that the illusion of "stars" is the shield's only magic. Meanwhile, the shield still does what the inn's founder intended it to do when she brought it back and hung it above the door: It draws business.

The interior of the Blade and Stars is an unremarkable yet comfortable inn. Lacking a tavern and a dining room, the long, tall building is filled with bedrooms and small apartments in which travelers can stay for fair prices and have food and drink sent up to them. Many of the rooms have private balconies overhanging the street, providing visitors with a great place to stay while watching the city in full swing.

Because eating requires renting a room, locals avoid the Blade and Stars unless they need space for a private gathering. The inn's current proprietor, a Turmian female named Aurayaun, is happy to rent rooms for a few hours, provided that the renters also place a large order of food and drinks.

## The Blushing Mermaid

The Blushing Mermaid is a noisy establishment whose clientele is known to break into brawls over a spilled mug, a funny look, or an ugly face. It's infamous throughout the Sword Coast as a place to do illicit business. Baldurians often warn travelers against visiting the Blushing Mermaid unless they're well armed, know how to use their weapons, and bring plenty of like-minded, trusted friends.

The Blushing Mermaid consists of a confusing maze of wings and oddly interconnected floors. It

has at least four levels of cellars. Its rooms are low-ceilinged, dingy, and furnished with mismatched, secondhand items. Its windows have iron bars on the outside and heavy wooden shutters with wooden bars on the inside. Patrons are told, "The boards are there to use. Management is not responsible for losses of any kind, including life and limb." Not many people actually sleep in the Blushing Mermaid, since raucous bar fights are liable to erupt at any hour.

The lobby is the only high-ceilinged room in the place. A life-sized, crudely carved, wooden mermaid hangs above the reception desk. A score or more shriveled, blackened hands are nailed to the mermaid's body. According to the staff, "Folk who forgot their coin purses donated 'em."

Most of the Mermaid's patrons are old, scarred sea dogs who whittle away the day and night nursing drinks and swapping tales. Each one is a contact for this or that cabal, thieving brotherhood, smuggler, bandit group, fence, panderer, or some other shady dealer. Some work for the Guild. Negotiations with such contacts begin with a palmful of silver to loosen one's memory. If such a contact pushes a tankard toward a visitor during an interview, the sea dog is looking for a refill, but not of ale.

The fare prepared at the Mermaid is simple and filling. It's all decent except for a vile stew based on pickled fish. Many sailors order crusty nutbread rolls with thick gravy ladled over them or handwheels of cheese. The Mermaid also serves raw fish on wooden platters, a tradition its chef (born in Kara-Tur) brought to the tavern. Its house beer is a thick sea ale that's more bitter than most tongues find enjoyable. The establishment also serves stout, a Mintarn lager, and whiskey strong enough to strip paint from wood.

## Elfsong Tavern

One of the most well-known establishments in Baldur's Gate is located a few blocks from the Basilisk



Elfsong Tavern

Gate in Eastway. The name of this tavern comes from its unearthly tenant—a disembodied elven voice whose song occasionally fills the tavern. The singing isn't loud enough to disrupt conversation, but it is clear, beautiful, and lamenting. The ballad's lyrics make clear that the ghostly lady is lamenting a lover lost at sea,

but no one is sure how she came to haunt the tavern.

The song often moves folk to tears, even when they can't understand the archaic dialect. Many customers frequent the tavern just to hear the melancholy ballad.

During the song's infrequent occurrences, a customary hush overtakes the crowd, and any noisy patrons find dangerous looks leveled at themselves. Customers are expected to be armed, and the known custom is that all patrons need to watch their backs except when the sad lady's singing.

Elves hearing her song for the first time often appear stunned. By tradition, the bartender silently serves a first-time elf customer a free tallglass of elver-quisst. First-time customers of any race who weep upon hearing the song usually find regular patrons putting comforting arms around them. By tradition, music of any sort is not sung or played in the tavern. The ghostly lady has the audience to herself.

The Elfsong Tavern's ground floor is a taproom that serves hearty, salty meals and saltier snacks—to encourage drinking, of course. Blue-glassed lanterns with blue flames (a Felogyr's Fireworks product) light the dark interior. Several cramped, twisting stairways lead from the taproom to upstairs meeting rooms that can be rented by the hour. Staffers politely warn occupants when time is running short.

Alan Alyth, the tavern's handsome, graying proprietor, has run the establishment for decades. His half-elf mother's elven blood has kept him living longer and looking better than full-blooded humans his age. Alyth continues his mother's tradition of offering patrons an informal, secret banking service. He provides an extension of sorts on bar tabs, enabling customers to deposit money or take out loans, if Alyth trusts them enough.

## The Helm and Cloak

Located at the heart of the Upper City, just steps from the High House of Wonders and the High Hall, the Helm and Cloak serves the upper crust and has prices to match. Its food is excellent, and its accommodations are sumptuous. The Helm is a fashionable place to dine and chat. Patriars and Lower City residents who have lofty social ambitions favor it.

Unlike other high-priced establishments, the Helm and Cloak doesn't follow the latest fashions. Its proprietors devote themselves to providing patrons with a warm and comfortable environment in which to stay, conduct business, or have a quiet meal or drink. Traditional good taste, plush furnishings, a quiet atmosphere, and attentive service keep the Helm and Cloak busy.

The upscale inn and tavern consists of two connected buildings. The Helm is an old rooming house that faces Gond's High House of Wonders. A massive iron helmet once worn by a titan (according to the wait staff) shadows its entry. The smaller Cloak, an old house that fronts a courtyard off Windspell Street, faces the High Hall. A cloak hangs over its porch. As the story goes, a priestess of Sune once owned the

house and had lurid pictures painted on its ceilings. The original cloak was hers, but many mantles of different colors and fabrics have been displayed above the Cloak's door since then.

The Helm's common room holds a marble unicorn bust whose bronze horn is touched for luck. The statuary is a symbol of the Knights of the Unicorn (see page 50), a group of chic-younglings-turned-adventurers who used the Helm and Cloak as an informal headquarters.

A Cormyrean husband-and-wife team runs the inn and its large staff with smooth efficiency. Unknown to most, Vedren and Halesta are retired members of the Knights of the Unicorn. The organization has grown far beyond its humble beginnings and now boasts members across Faerûn. After Vedren and Halesta's adventuring party fractured, the two humans came to Baldur's Gate to share a less dangerous life together. The unicorn bust is a reminder of what brought them together. Still, old habits die hard, and the innkeepers keep their ears to the street and their swords sharp.

## Jopalin's

Once a seedy dockside tavern catering to sailors with thin purses, Jopalin's transitioned into a cafe when coffee and tea drinking became fashionable—and as membership fees increased for the tavernkeepers guild. The low-ceilinged eatery and its dockside seating is now an establishment that sailors largely spurn. Merchants and traders frequent Jopalin's when they want to appear fashionable and sophisticated but are too busy to leave the port to take meals elsewhere. Jopalin, the cafe's owner, is the half-elf son of the tavern's founder, after whom he was named.

## The Low Lantern

An aging, three-masted merchant ship rocks gently in the water alongside the Stormshore Street dock on the harbor's east side. Ostensibly a festhall, a tavern, and a gambling house, the Low Lantern also serves as a place for covert meetings in which sensitive and illicit plans can be discussed without fear of eavesdroppers.

The open upper deck is a place of hanging lamps, genteel repartee, smoking, and drinking. All the wilder goings-on at the place normally happen belowdecks, but special parties can be arranged to take place in the rigging and sail booms for those who are willing to brave the heights and able to pay the high fee.

Most patrons arrive armed, and rowdiness is common, but the Low Lantern's ex-pirate "crew" moves quickly to quell large brawls and prevent fires. The "Lady Captain" Laraelra Thundreth—a gambler, a sorcerer, and a secret Guild member—owns the oft-leaking and hastily repaired vessel.

## The Splurging Sturgeon

The Splurging Sturgeon struggled as a threadbare tavern for decades until its most recent owner, Hennut Griot, took its humorous name seriously. Originally from Ormpur, Griot discovered that her traditional fish dishes were too spicy for the local palate, so she hired Baldurian cooks to teach her Sword Coast recipes. After she mastered those and earned a stellar reputation, she expanded her menu to include dishes of her own for locals to try out. That success led Griot to hire a series of cooks from many lands, and from them she learned to prepare exotic fish fare.

Now the Splurging Sturgeon cooks just about anything that's pulled out of the river or sea, and in dozens of ways. The Splurging Sturgeon rotates its dishes based on popularity and availability. It also offers specials for the adventurous eater.

## Three Old Kegs

One of the most cozy, welcoming, and tolerant establishments in Baldur's Gate, Three Old Kegs is named for its sign, featuring three lashed-together barrels hanging from a pole. The place is immensely popular, so much so that regular wayfarers' donations have rebuilt the business after fire gutted it on three separate occasions.

The current Three Old Kegs features a large, central feasting hall whose entrance faces the bar and opens directly into the main common room. The Kegs serves hearty, simple food and good brews and wine. The establishment also rents out two private dining rooms, which are flanked by the kitchen and the pantries. Three of the Kegs' floors are open to patrons, and its small, spartan guest rooms boast individual chimneys. The Kegs is known for the welcome it gives to travelers, and it offers mending, laundering, and weapon and tool repair and sharpening services to guests. The building's two levels of cellars and its attic serve as housing for the staff and as storage and work areas.

The first of the fires toasted the Kegs' original thick rugs and wall hangings, which have for the most part not been replaced, but the beloved inn and tavern offers just as many crowded bookshelves as its predecessors did. The Kegs remains a quiet establishment that patrons seek out as a refuge from revelry and the bustle of the streets. A popular spot for reading, napping, and idle gambling, the Kegs prohibits rowdiness. Patrons may wear weapons only in their rooms and in the arming lobby adjacent to the structure's entrance.



Three Old Kegs

Roisterers are warned that Three Old Kegs has a resident population of more than a dozen full-season renters who are retired from the Flaming Fist. These "weather eyes" won't set foot outside the Kegs on anything called an adventure, but they do defend the inn staff, keep order, and dispense advice and useful contact information to guests who seem in need of it. They make their coin as recruiters and watchers for the Flaming Fist, message holders, and occasional armed escorts for merchants who are transporting goods.

Alstan, Brunkhurn, and Klalbroth Wintersides, known collectively as "the Old Toads," own the Kegs. Kindly but gruff, the three wart-covered brothers work tirelessly and watch over the two-score world-wise widows and middle-aged females who work for the Kegs as maids, cooks, and servers.

Unknown to most patrons, the Old Toads are not wholly strait-laced. Deep inside one of their locked keg cellars is the Big Hollow, a huge empty barrel that sports a concealed door and vent holes. The Wintersides rent it as a hidey-hole for brief periods. Anyone who uses the Big Hollow to imprison or mistreat someone is reported to the authorities.

## The Smilin' Boar

The Smilin' Boar was once a failing tavern, until its new owner, Jentha Allinamuck, took advantage of its Bloomridge locale to convert it into a trendy cafe. The enterprising halfling knocked down a wall to create harbor-view seating. She bought and demolished an adjacent street-front shop and installed a veranda whose comfortable and colorful dinette sets are almost always filled.

Allinamuck kept the old tavern's name and its rude sign of a grinning boar mounting a sow. To play up the silly sign, the proprietor has stocked her cafe with tea and coffee mugs in the shape of pigs' heads and crafted a menu whose light appetizers have names such as sow's delight, three pigs in a blanket, and corkscrew sausage.

## The Undercellar

A cluster of chambers in a warren of storage cellars beneath the city has been used as a seedy tavern and festhall for most of the Gate's history. Archways, some with iron-barred, lockable gates, link the cobbled, vaulted chambers of the Undercellar. At least two dozen ways in and out of the popular establishment exist. About half of them connect to other buildings. Not all are widely known, and a few are purposely kept secret.

The affable Heltur "Ribbons" Ribbond, a gaunt, bearded man, runs the Undercellar. Ribbons is always smiling, has never publicly lost his temper or shown fear, and throws daggers and bottles with deadly

accuracy. His cadre of toughs, which everyone calls “the Cellarers,” guard the festhall.

It’s rumored that Ribbons is actually a front, the fall guy in case something untoward should happen. According to gossip, a shadowy owner known only as “Tallhat” employs Ribbons. Some whisper that Tallhat is really Duke Silvershield, while others say Tallhat is the wizard Lorroakan (see page 63), or is actually Guildmaster Nine-Fingers.

The Watch and the Fist never police the Undercellar. Thus, the underground locale serves many unsavory characters, functioning as a meeting place for the Gate’s underbelly professionals and bottom feeders. Visitors are routine in the festhall’s popular areas, but anyone who wanders farther afield quickly runs afoul of the Cellarers. If Ribbons doesn’t recognize someone, he pointedly questions the patron about his or her business in the Gate’s belly.

Several notorious characters, such as the Fetcher, have put down professional roots in the Undercellar and have created Guild-approved corner offices for themselves. The Fetcher is almost always in. Ribbons directs many patrons to the Fetcher’s private chamber. It’s rumored that he’s a Guild agent whose hands dance as he attends to numerous dirty strings, which happen to be attached to Baldurians in the highest and lowest of places.

The Undercellar is also a place of business for Alfrus Manyblades, a fly-ridden, scarred, rasping old dwarf who sells weapons to anyone; Vug Gorkul, a sophisticated, effete yet monstrously large half-orc herbalist who purveys potent medicaments, exotic liqueurs, and vitiating toxins; and Nasparl Nintanter, a sardonic male half-elf who wears an eye patch and sells disguises ranging from the simple to the elaborate.

As a festhall, the Undercellar isn’t riotous or obviously bawdy. Its public areas function mostly as guarded gambling dens and dining areas in which “sociable friends” lounge, chat, and sip drinks that their suitors buy them. For private liaisons, companions sashay their suitors over to the Cellarers, who escort the participants to secluded quarters. Mistreatment of a sociable friend results in a Cellarer immediately whisking the victim away and deserting the offender in the perilous maze of darkness that is the Undercellar’s undercellar.

## THE FETCHER AND THE TUNNEL

The Fetcher is an unflappable, obese, middle-aged man named Osgur Hallorn. This walrus-mustached puppetmaster runs gangs of street urchins as spies and couriers. The latter fetch and deliver items for the Fetcher’s high-paying clients.

The Fetcher is a man whose big head, hands, and shoulders make his bulging belly not seem so protuberant. He has a large, beaky nose. Half his scalp is covered in messy, dark curls; the other half is naked except for a gnarled, old burn scar. He rarely shows fear or anger, preferring to be jovial; he drawls calmly in the face of danger. The choreographer of urchins spends most hours each day in the Undercellar, where he has a back-corner office. Gangs of waifs and rascals drift about the city doing his bidding, which includes spying on figures both prim and feral and delivering items that range from flowers to rubies.

The Fetcher is always armed and protected. His walking stick fires darts from one end when he triggers certain studs. Shadowing their provider, the man who has kept them fed and clothed when no one else would, are a score of acrobatically vicious street youths who carry knives fashioned from glass shards. While the Fetcher is in his office, a dozen or so devoted cats perch on an unlit lamp wheel above his head and pounce on anyone who menaces him.

The Fetcher is genuinely kind unless he is forced to be ruthless. Usually rumpled and sweating, he drinks a prodigious amount of wine daily without becoming inebriated. Some folk believe that the Undercellar serves him rosewater in wine bottles, so he’s actually sober.

The Fetcher is a Guild kingpin in the Upper City. He maintains his status by squatting on the Guild’s best resource for its actions in the swanky portion of Baldur’s Gate—a secret tunnel beneath the Old Wall, which spans the dividing line between the Lower and Upper cities. The exact path through the cellars and sewers of the passageway is known only to the Fetcher, a handful of his most trusted operators, Nine-Fingers, and (unknown to the Fetcher) Rilsa Rael. The Fetcher or one of his operators brings other Guild members through the tunnel blindfolded and deliberately takes false turns to confuse them.

The Fetcher has no ambition to rise higher in the Guild. He measures his wealth in terms of influence, not coin. He’s addicted to information and needs to be thought of as “in the know,” someone folk listen to and respect. He often orders his gangs to aid a promising prospect on a short-term or long-term basis as an investment in the person’s future and to gain the individual’s good favor. He lives in the cellars of more than a dozen city buildings he owns, rotating between them as he sees fit, and none of his tenants have any idea their landlord has secret rooms beneath their own.

## CITY GATES

The commercial blood of Baldur's Gate is channeled through its guarded gates. Eight gates allow traffic through the city walls. Three face outward from the city, five face inward toward the harbor, and one protects the Watch Citadel. Only the Citadel Gate houses no tax or toll collectors, because its use is restricted to the Watch. The gate toll is a trivial amount for anyone of even modest means—a few coppers at most—but it does curtail the comings and goings of beggars and the very poor. Merchants who pass through a gate pay taxes on the goods they bring to market. All these fees are low individually, but so much commerce moves through Baldur's Gate that transit fees fund much of the city's needs.

**Citadel Gate:** Citadel Gate is the only entrance to the Watch's fortress and barracks, which nestles in a salient of the Upper City's landward wall. The gate has Watch soldiers on duty day and night. The Citadel is one of the few places inside the city walls that has stables. The Watch maintains a small cavalry force, nominally for defense and crowd control, but its chief function is riding in parades and providing honor escorts for aristocrats and visiting dignitaries.

**Black Dragon Gate:** Facing the Outer City neighborhood of Blackgate, Black Dragon Gate is also called the Landward Gate and the Wrist of Baldur's Gate, the latter being a poetic reference to the city's shape curving around the harbor like that of a hand grasping for gold. The great Trade Way to Waterdeep and the north passes through Black Dragon Gate. Outside the Upper City, the road extends through miles of sprawling slums, paddocks, cut-rate inns, and stockyards.

The gate takes its name from the story about a Knight of the Unicorn adventurer who triumphantly displayed a black dragon's head above the structure. As the tale goes, a dragon had threatened the city to gain food and gold. A knight hid among the offered tribute, supposedly covering his scent with pig dung, and ambushed the dragon as it slept. After birds picked clean the creature's head and souvenir hunters snatched most of its teeth, the Council of Four elected to have a sculpted stone black dragon head installed over the gate's inner entrance. Persistent rumors claim that the head can magically spew acid at attackers during a siege, but no one can prove to have seen it do so.

**Baldur's Gate:** Despite being the city's namesake, Baldur's Gate is the oldest and least impressive of its entryways. The gates that lead out of the city are necessary for its defense and thus have been well maintained and bolstered through the years. The Old Wall's other gates were built later, at the behest of wealthy patriars who could afford to lavish them with fine doors and carved stone. In contrast, Baldur's Gate

looks much as it did when the Old Wall was first built, although the tread of millions over the centuries have worn smooth the cobbles running under it.

Public vehemence against taxation at this gate sparked the popular revolution that led to the installation of the first dukes centuries ago. Yet now the gate is a collection point for taxes that help fund the city government, because the original Council of Four instituted taxation at the gate soon after the rebellion. The irony of this situation is not lost on the citizens, but it provokes little bitterness; as the saying goes, "The insult to history is history."

**Old Wall Gates:** Four smaller gates pierce the Old Wall within the city. From west to east, they are the Sea Gate, Manor Gate, Gond Gate, and Heap Gate. During the daytime, small Watch detachments guard these gates to ensure that only those under a patriar's order use them, and to protect the ubiquitous tax and toll collectors. These gates are guarded more closely at night, because no one is allowed into the Upper City after dark unless in a patriar's company or livery or in possession of a patriar's invitation or Watch token.

**Basilisk Gate:** Piercing the city's eastern wall, this gate connects the Lower City to the road that stretches through the Outer City slums and southeast to Wyrms Crossing. The route eventually reaches the great Coast Way that leads south to Amn, Tethyr, and Calimshan.

The many statues inset in the walls and looming from the battlements above earned the gateway its moniker. After an effigy of the first Duke Silvershield was installed near the gate following his death, it became popular among the patriars to place statues of family members at the gate or to fund carvings of heroic historical figures. The display became cluttered, though, and fashion turned against the custom decades ago.

**Cliffgate:** This minor gate gives access to the Tumbledown district and the cliffs overlooking the Chionthar River upstream from the harbor. Long ago, the Szarr family, whose members were merchants and farmers, owned an expansive holding that sprawled over the area. But on a frosty, mist-shrouded night, a rival family crept inside and slew them all, looting and burning as they abandoned the scene. Now tales abound about ghosts of the Szarr family wandering Tumbledown's streets on murky nights to steal folk away. Sheltered from landward winds by the hill, Tumbledown is often fogbound, which would seem an environment conducive to ghosts. But a more likely explanation for those who mysteriously vanish are rough handling, followed by tight bonds, a thick gag, and a brief fall into the river.

## DEATH AND TAXES

Baldur's Gate has become home to vast numbers of refugees who sought to escape a brutal regime, a deadened economy, war, miserable family politics, or any number of other social issues. But just like in the home they left, death and taxes await them in the Gate.

## Cemeteries and Tombs

As in most walled cities, the most valuable commodity inside the walls of Baldur's Gate is space. As such, traditional graveyards are a luxury that the Upper and Lower cities can't afford. The High House of Wonders entombs its greatest leaders and saints in catacombs beneath that edifice. Most smaller temples and some of the large family estates in Manorborn have burial niches in which patriars enshrine the cremated ashes of their revered dead for posterity. Everyone else who dies is left in the paupers' ossuary in the Shrine of the Suffering (see page 49) or buried outside the city.

Small cemeteries dot the crowded neighborhoods of the Outer City. Most are disorganized affairs hemmed in by rough stone walls or encroaching buildings. A shared respect for the dead keeps people from living in or building over cemeteries, but it doesn't stop them from grave robbing. Thus, few Baldurians bury valuables along with their dead.

The largest cemetery is on a sprawling plot of land near the cliffs in Tumbledown. This resting place has grown up around the tomb of the Szarr family, which had claimed the area before the Outer City expanded over it. A few decades ago, some of the cliffs fell away, dropping portions of the family's plots into the water below and revealing crypts embedded in the cliff that were apparent to anyone with a vantage from the river. Tomb robbers have come and gone, so now only bats and cliff-dwelling birds haunt these crypts. Even so, eerie red and green lights are sometimes spotted in the exposed chambers.

**Hauling the Dead:** For as long as anyone can remember, the Candulhallow family has operated the city's dead carts. Bodies of the dearly departed are loaded onto these hand-drawn wagons and carted to the Shrine of the Suffering or outlying cemeteries.

The Candulhallows, meanwhile, have a secret smuggling arrangement with Nine-Fingers to conceal goods in the shrouds and funeral wrappings of corpses in transport. Guards and toll assessors never search the dead, so this scheme has worked flawlessly for years. The discovery of this closely guarded secret would rock the city as well as ruin the Candulhallows.

## Funding the City

Entry into Baldur's Gate comes at a cost—literally. Everyone pays 2 cp to enter the city through either the Basilisk Gate or the Black Dragon Gate. Folk looking to cross through Wurm's Rock must pay 2 cp apiece if they're on foot or horse or 1 sp apiece if they're hauling carts or wagons. Sailors don't pay a landing tax, but ships do pay 1 gp for any day in which they load or unload cargo.

Everyone who leaves the city with a handcart or carrying a litter pays 1 sp—even if the cargo is nightsoil, goldflow, or trash. Or a person can pay 1 cp to exit "unladen" with whatever goods can be carried in hand or on one's back.

People exiting with handcarts or litters pay additional taxes based on the amount and the nature of what they carry or haul. Nightsoil carriers pay the lowest taxes, often amounting only to 1 cp more than the usual exit fee. Goldflow is useful for various manufacturing work, so exiting with it costs an additional 3 cp. Trash is judged based on its potential resale value. Those who can't pay are turned back or have some of what they carry confiscated as payment. Needless to say, many of the Outer City's poorest residents never see inside the city's walls.

Even though tolls apply to the patriars, too, most of them typically give collectors a sizable, one-time bribe and never pay again, simultaneously gaining the right to skip to the head of the queue.

Inside the city, anyone bringing goods to sell in the Wide, through Black Dragon Gate or Baldur's Gate, must pay half of what the cost would be to take the merchandise outside the city as a fee for a stall space in the Wide. Thus, to avoid doubling up on fees, merchants try to sell all their goods in the Wide each day, and the last hours before dusk are a frenzy of deal-making.

**Twice-Yearly Taxes:** The Watch and the dukes provide no law or civic services outside the walls, but that doesn't stop the Council of Four from sending tax collectors to all Outer City building owners on a biannual schedule. The collectors also circulate through the Lower City, but their Flaming Fist guard contingents are much smaller inside the walls. The collectors' take varies by building size.

Upper City citizens and businesses pay biannual taxes, too, but they negotiate their levels of taxation, deferment, and tax forgiveness in private meetings. Patriar families pay the highest taxes in Baldur's Gate. As a way of legally buying power and influence in the city, many wealthy families regularly cover the tax burdens of their servants and favored businesses as well.

# DRAINPIPES, CISTERNS, AND SEWERS

Baldur's Gate is blessed with plenty of rainfall—too much, according to some. The disadvantages of all that rain are that wooden buildings deteriorate faster than they would in a drier climate, many buildings feel perpetually clammy inside, the Outer City's unpaved streets are often rivers of mud, and the Lower City's streets are always slick. Benefits of the abundant rain include the city's beautiful window gardens and the fact that the Upper City can collect plenty of clean drinking water in rain-catching reservoirs instead of carrying or pumping all its water up the hill from the river.

## Above Ground

The roofs of the High Hall, the High House of Wonders, and the Hall of Wonders are all efficient rain-catchers, thanks to the engineering skill of the priests of Gond. Over many years, the system expanded to include most of the Upper City's large buildings. Clean water runs from hundreds of roofs through intricate downspout systems into aqueducts coursing beneath the streets to four separate, underground catch basins. Two are located beneath the streets of Manorborn, one beneath the Temples district, and one beneath the Wide. Atop each cistern is a monumental fountain from which residents draw water. Several of the largest estates in Manorborn have their own similar but separate catch systems built around cisterns fed from slate roofs.

The plentiful rain also provides natural flushing for the Upper City's sewage system. The sewage tunnels are much older than those of the drinking-water system. The two systems are mostly, but not completely, separate. A few underground sites exist where a person can cross from one set of tunnels to the other. Ideally, of course, water flowing through the sewage lines doesn't cross into the aqueducts.

Even with plenty of rain and the expert engineering of Parliament's Distinguished Union of Master Builders, the Upper City's sewage system still depends heavily on physical labor for most of its maintenance. It functions remarkably well, provided that the laborers—all of whom live in the Outer City—stay on the job.

The Lower City's sewage system is comparatively primitive. Most Lower City residents set their garbage and sewage in the streets each night and morning. They depend on, and pay fees to, collectors of nightsoil, goldflow, and refuse. However, rain washes anything that isn't disposed of or collected appropriately down the steep streets. Because the Lower City is built around a crescent's inside arc, everything drains

naturally into the harbor, floats from the harbor to the river, and drifts down the river to the sea. Meanwhile, Lower City citizens catch most of their clean water in rain barrels. The area also boasts a few small wells and fountains, which are replenished by runoff from the Upper City.

Rain barrels are common in the Outer City, too, but the area's topography also allows people to dig wells. Refuse is another matter entirely. Everything ends up tossed into the streets or "gutterbrooks," which are dug haphazardly between buildings to drain standing water.

## Below Ground

The sewers and aqueducts beneath the Upper City are much the same in design. Most pipes and channels are small enough to be a tight squeeze for a cat, while many others are just big enough for a human to crawl through.

In one of the large tunnels, a water channel runs down the center or along one side, and a narrow walkway spans one or both sides. The tunnel's ceiling is arched and about 6 feet high. Such tunnels are never more than 10 feet wide and often are smaller than half of that.

Locked iron gates are meant to bar residents from entering the sewers. But no one worries much about people sneaking into the sewers, so the locks of these barriers are mostly rusted into uselessness and the gates are sometimes lashed open to prevent them from rusting shut.

The aqueducts are a different story. To safeguard the public, the master of drains and underways ensures that the aqueducts' gates and locks are well maintained. Every entrance to the aqueduct system is locked, and iron gates close off the tunnels every 400 to 500 feet. Only the master of drains and underways and the highest-ranking High House of Wonders priests have keys to the system.

The Upper City's four water-storage cisterns are cavernous, brick-lined rooms that house deep, circular, artificial lakes at their hearts. As many as eight water channels enter one of these chambers. Iron gates block the tunnels, and pumps of Gond send cistern water up to street-level fountains.

## MYSTERIOUS LOCATIONS

Baldur's Gate is home to many strange locations, such as Mandorcai's Mansion (page 18), Ramazith's Tower, and Seskergates mansion. A few of its more notorious sites, including the Undercellar (page 58) and Wizard Cave, reside under the city's skin.

### Ramazith's Tower

Ramazith's Tower is a six-story, pagoda-style, cylindrical structure of brick. Its numerous roofs jut from the building every half floor, and a pointed roof tops the structure. Whether the tower is a unique Baldur's Gate landmark or a deplorable eyesore depends on one's opinion.

The tower is named after Ramazith, the sailor-turned-wizard who designed and erected it. During his days as a mariner, Ramazith acquired vast knowledge of the sea. He became a full-fledged wizard to



Ramazith's Tower

further his interest in what lay beneath the waves. He must have discovered something of great value in the watery depths, because he had never been known as a wealthy person before construction began on the tower that would bear his name and whose exotic architecture would

remind him of his home in faraway Durpar.

Eventually, Ramazith disappeared. No one knows where or how, but the most popular rumor is that he met his doom during an ill-advised dalliance with a nymph.

The tower is now home to Lorroakan, a young, short-tempered, red-haired mage known for having expensive taste and being chronically short of funds. He is a recent arrival from Athkatla. Some Baldurians gossip openly that he is the mysterious "Tallhat," reputed owner of the Undercellar. Others whisper cautiously that he is an exiled Cowled Wizard and a fugitive from the arcanist cabal's founders, House Selemchant in Amn.

Even though Lorroakan performs almost any magic service for pay, he most often enchants clothes to make them water- and mildew-repellent, which is quite handy, given the Gate's constant rain and moisture. Lorroakan refuses to sell the ritual to anyone.

### Seskergates

For more than a century, this tall structure adjacent to Mandorcai's Mansion housed the Sesker merchant family. The reclusive Osimund Sesker, the last of his line, died alone in this mansion two winters ago.

Imbralyim Skoond, an aspiring young wizard from Athkatla, bought Seskergates to use as his home and magic workshop. Before doing so, Skoond arranged to be introduced to Torlin Silvershield. The duke immediately saw a use for the man's ambition and amorality and seized the opportunity to gain a completely loyal "personal wizard."

After Skoond purchased the Seskergates mansion, popular gossip held that the gaudy manor was a perfect match for his outlandish, foreign customs. Its garishness was only part of its appeal to Skoond, though, whose real interest lay in the structure's history. Entwhistle Sesker, a successful smuggler who made his home a warren of secret passages, hidden rooms, false walls, and concealed entrances and exits, built the mansion in the Gate's early years. By Skoond's time, all but a few of the house's more whimsical secrets had been generally forgotten. Skoond, however, sought out the manor after reading about it in an old history of Baldur's Gate.

Skoond's tall, narrow mansion is barely furnished. The wizard uses it only for sleeping and storage; he eats his meals out and spends every waking moment running Silvershield's errands and furthering his own plots. The young peer also secretly houses several alchemists and guards in Seskergates, using an alley behind his home to cover their comings and goings.

### Wizard Cave

Rumor has it that a tower of stone, whose origin is unknown, stands on the brink of a vast crevasse somewhere deep beneath the Upper City. A wizard who used it as his home reportedly spoke of it on his infrequent trips to the surface. No one has seen the wizard in thirty years. Now his tower stands empty in the dark, awaiting anyone brave enough to search for the secret sewer-to-cavern path leading to the structure. Baldurians call the tower's location Wizard Cave, and the term has become synonymous with "a fruitless and foolhardy endeavor." For example, "So you're going looking for Wizard Cave?" or "Steal from the Counting House? That's a Wizard Cave!"

Few believe the rumors. But the tower and cavern do exist, and the wizard did die . . . after a fashion. The magic of the tower's mysterious builders has trapped the wizard's spirit in undeath within the structure—to what purpose, no one knows. Perhaps the tower was originally a conqueror's vanguard outpost, or maybe the structure stands in defense over such a location.





AGE 12+



**MURDER** IN **BALDUR'S GATE**<sup>™</sup>  
ADVENTURE FOR CHARACTERS OF 1<sup>ST</sup> - 3<sup>RD</sup> LEVEL

FORGOTTEN REALMS<sup>®</sup>



# A TALE OF THREE CITIES

Baldur's Gate is a city on the verge of war—a simmering stewpot of social tensions where even the smallest drop of unrest might cause it to boil over and turn the city against itself. Walls cut Baldur's Gate into three cities. The rich live atop bluffs protected from the bourgeoisie. Their homes cling to the slopes that literally prevent member of the middle class from rising above their stations. Beyond the protection of the walls, the city's many outcasts live with no law aside from that enforced by the daggers of thieves.

In this powder keg, an old threat flickers to new life. The plot of a murdered deity finally comes to fruition, resurrecting the god of assassins. Bhaal will live again. And in the city that once thwarted his rebirth, three prominent figures unwittingly compete to herald his return.

As the bodies clog the streets, can the heroes keep the city from tearing itself apart? Can they prevent Bhaal from claiming the mind and soul of one of the city's most powerful citizens? Or, as they battle their way to the top of the heap, will Bhaal's favor fall upon one of them?

Only one thing is certain: There will be blood.

## FOR THE DM

*Murder in Baldur's Gate™* is an adventure designed for five 1st-level characters. It doesn't work like a typical adventure in which the heroes stop the villains and save the day. Instead, the adventure is about the experience the players create as the drama of events unfolds. As the adventure plays out, it pushes those events out of the PCs' control. However, not being in control doesn't mean not having something to do. The players should increasingly feel pulled in different directions, with too many fires to put out and too little time. If you or they get stuck for what to do, consider using a neutral party such as Coran (Campaign Guide, page 38) to give the players a hint or an idea of what to do next.

You will need to improvise details as you run various events and encounters. You might need to produce tactical maps on the spur of the moment, create minor nonplayer characters on the fly, or decide what happens when the characters try something unexpected.

*Murder in Baldur's Gate* turns the heroes loose in one of Faerûn's great cities and puts few limitations on what the characters can do—so be ready for anything. When players try outrageous actions, don't stifle their attempts because they complicate your plans. Instead, use the opportunity to complicate their plans right back.

## Game Rules and Statistics

You can use the rules for 3rd Edition (v.3.5), 4th Edition, or D&D Next when playing this adventure. Few game rules and no monster statistics are included in this book. You can find that material online at [DungeonsandDragons.com/Sundering](http://DungeonsandDragons.com/Sundering). You can print out the statistics or copy them into a file for your personal use. Throughout the adventure, a monster name in **bold** indicates a monster that is available in the statistics packet.

In addition, the adventure usually does not specify the number of adversaries the heroes might face. This absence is intended to give you the flexibility to adjust encounters based on what edition you're running, and what is a suitable challenge based on the circumstances and the condition of the party.

This adventure calls for ability checks rather than skill checks. Depending on which edition's rules you're using, replace the ability checks with skill checks that are appropriate for the task being attempted.

## THE SUNDERING

*Murder in Baldur's Gate* is set during the time of the Sundering, a period of years after 1479 when many of the gods designate mortals to be their Chosen. These individuals are granted fragments of their deities' power in order to achieve certain aims before the overgod, Ao, recreates the Tablets of Fate. During the Sundering, gods that were thought lost or dead return, and age-old alliances and hierarchies of the deities are thrown into upheaval. *Murder in Baldur's Gate* tells just one of these stories. Others play out in the *Legacy of the Crystal Shard™* adventure and the Sundering novel series, starting with R. A. Salvatore's *The Companions*.

## BACKGROUND

During the Time of Troubles, the gods walked the world after being forced from the heavens by Ao, the overgod, in punishment for their arrogance. Bhaal, the Lord of Murder and god of assassins, was himself murdered during this time. Yet he had foreseen his demise. In preparation, Bhaal took mortal form and coupled with many mortal creatures, spreading his divine essence ever thinner as each child was born. After his death, the children of Bhaal—the so-called Bhaalspawn—grew up haunted by dreams of death and found themselves imbued with strange powers. Age had little effect upon them once they had grown to maturity, but as each Bhaalspawn was killed—often by a sibling—the divinity of Bhaal became more and more concentrated in his still-living sons and daughters.

One Bhaalspawn named Abdel Adrian resisted the murderous nature imparted to him by his father. When

he grew to adulthood, he set out to right the wrongs committed by his siblings and those who sought to control the rebirth of Bhaal or tap that power. Many of his battles took place in or near Baldur's Gate, and so the city became Adrian's home of sorts, and its citizens looked to him as their hero. Adrian eventually settled down in the city, was inducted as a leader among its mercenary military, the Flaming Fist, and was elected a duke for life. Thanks to his divine heritage, Adrian has lived a long time, but so has his one remaining half-sibling, Viegang. He and Adrian met briefly many years ago when Viegang was a fretful ne'er-do-well. Decades of dodging assassinations and battling enterprising Bhaalspawn honed Viegang's murderous impulses to a razor's edge. Now he has come to Baldur's Gate to end it all, one way or another.

Abdel believes that since he is the last Bhaalspawn alive (to the best of his knowledge) and Bhaal has not arisen, the god of murder is well and truly dead. He's about to find out just how wrong he is.

## STRUCTURE

This adventure starts when Viegang and Adrian face off. Afterward, three prominent locals (one of whom might become the Chosen of Bhaal) separately approach the characters. Each seeks the heroes' aid to further his or her personal objectives. Sadly, there is no good guy among them. Whichever faction the characters associate with is just as violent and corrupt as any other one, as the players will learn in time.

The party's initial decision to ally with one or more of these factions kicks off a series of stages wherein one or more of the events instigated by each of the principal agents takes place.

As the Dungeon Master, you determine how the events of a stage play out and whether it makes sense for the heroes to get involved. To keep the tension high, you might have the characters hear about two events of a stage in quick succession, so they have to run from one location to another without rest. Alternatively, you might have two or more of a stage's events happen simultaneously, so the players have to choose which problem to solve or whether to split the party to tackle more than one issue. If the story arcs become unwieldy, you could space out events over the course of a day or more, or have the heroes hear about certain events after they have occurred, preventing the characters from getting involved. In addition, you could reorder or skip events to account for players' choices.

The players likely will realize before the final stage that all three agents are pushing Baldur's Gate toward ruin. At that point, the characters might attempt to kill one or more of the agents to solve the problem. But that choice puts them in line for Bhaal's favor—they've chosen murder as the solution to their problems, after all. If the characters kill all three antagonists, one of them becomes the Chosen of Bhaal.

## GETTING AROUND

The Gate is a crowded, bustling city, so moving within it is time-consuming. Walking is the only practical option for getting around, since riding animals and draft animals aren't allowed in the Lower and Upper cities.

The inset map on the DM screen identifies the city's districts and neighborhoods. Walking across a district to the next takes 15 minutes under normal circumstances or 10 minutes if characters push. Thus, if the characters need to carry a message from the Harbor-master's Office in Eastway to the High Hall in Temples, the walk through Heapside and the Steeps to Temples would take 30 to 45 minutes.

This is a slow pace, about one mile per hour. But Baldur's Gate packs a lot of people into a small space. On any given day, thick crowds are full of street performers, sticky-fingered urchins, Flaming Fist and Watch patrols, sailors, and travelers and traders. Stacks of cargo clog up intersections, traffic jams halt passage, and steep and drizzle-slick roads put unlucky passersby on their backsides. At night, when the Upper City's streets are clear and the Lower City's crowds have thinned somewhat, the heroes could move faster. But darkness, fog, and patrols might still slow them.

Because of the crowds, the peddlers, the bureaucrats, the toll collectors, and the air of tension over the city, every action and transaction takes longer than it would in a less congested and perilous place. If the characters are at Wyrms Crossing when the High Hall goes up in a fiery blast, they are at least an hour away from the action. Capitalize on your opportunities to describe the tightly packed stalls of the Wide; the steep, narrow streets of Bloomridge; the teeming alleys of Blackgate; and the maze-like, walled environs of Little Calimshan.

### "OFFSTAGE" EVENTS

As you run the adventure, many of the events described in this book will happen without the characters' involvement. Don't think of this as the heroes missing out on something. The elements that characters do not take part in are as important to the story as the intrigues in which they become entangled.

The adventurers should hear news about all events that happen in the city, even those in which they do not take an active hand. Attacks from razor-wielding maniacs and other unexpected sources make for exciting, unsettling news, regardless of their targets.

Also keep in mind that word of mouth is rarely wholly accurate. Have some fun with the news as it circles the city. Just ensure that players understand that whatever is happening is occurring citywide and that their characters aren't the center of it. The upheaval in Baldur's Gate isn't about the adventurers, and it won't wait for them. But if they act, they might prevent a catastrophe and save lives.

# BHAAL'S FAVOR TRACK

The climactic scene of *Murder in Baldur's Gate* will unfold in a certain way, depending on which of the three central characters succeeds in gaining Bhaal's favor. To represent Bhaal's Favor Track, jot down the names of the three antagonists—Rilsa Rael, a kingpin in the Guild; Ulder Ravengard, the marshal of the Flaming Fist; and Torlin Silvershield, a duke on the Council of Four—on a piece of note paper. Each event in the adventure is connected to at least one of these individuals; a small portrait in the text of an event indicates which one is directly associated with that event. If an event occurs more or less as described because the adventurers failed to prevent it or helped it happen, the figure associated with that event rises one rank on Bhaal's Favor Track.

Keep track of the characters' ranks behind your screen, but do not reveal them to the players. The finale of the adventure is tied to whoever has the highest rank.

## IT BEGINS WITH BLOOD

On the day the characters arrive in Baldur's Gate, the city's favorite citizen, Duke Abdel Adrian, is leading the public celebration of Returning Day, the anniversary of Balduran's historic return to Gray Harbor. In moments, Vie kang will attempt to murder Adrian to release the spark of Bhaal's essence that is contained within Adrian. This initial event takes place in the Wide.

### When the players are ready, read:

*The light drizzle isn't dampening the festive mood emanating from the gawkers and the hawkers of wares in the Wide, a marketplace packed with people from all strata of society and stalls selling exotic Faerûn goods. Cheerful citizens tightly wreath a platform erected along the Wide's eastern edge. Someone wearing an official-looking sash is speaking, but the crowd's noise drowns his words.*

*Moments later, the throng erupts in wild cheers as an older, surprisingly muscular man takes center stage. The ovation continues for minutes unabated. A nearby wizened female eyes you with amusement before hollering, "This here's Duke Abdel Adrian," as if that explains everything.*

*The duke, smiling broadly, bows to the crowd and then gestures for quiet. The crowd obeys, except for one person, who shouts, "We love you, Abdell!"*

*The duke responds, "I love you, too, Baldur's Gate," and the assemblage explodes in deafening hurrahs.*

*Another wave of the speaker's hand silences the crowd. For several minutes, the duke heaps civic praise on Balduran, the founder of Baldur's Gate; expounds on the virtues of shared opportunity; and waxes poetic about the future.*

*As he talks, you notice a disturbance to your right. Someone is pushing roughly toward the platform. A cloaked and*

*hooded figure emerges from the crowd, scrambles onto the podium, and strides toward Adrian, short sword in hand.*

The other officials scatter, leaving Adrian alone on the podium with Vie kang, the only other living Bhaal-spawn. Watch guards move toward the stage, but the panicking crowd impedes their progress and prevents them from using their crossbows effectively. The heroes are closer to the stage, and it's up to them to intervene.

As mentioned earlier, the statistics for nonplayer characters and monsters in this adventure can be found online at [DungeonsandDragons.com/Sundering](http://DungeonsandDragons.com/Sundering). But you need not use the rules to play out Adrian and Vie kang's fight if you would prefer to describe it to the players. You can have some of Vie kang's thugs confront the characters if they try to intervene.

Adrian and his assailant are almost perfectly matched in skill, but Vie kang's weapon gives him the advantage. To resolve matters quickly, roll a d6 for Adrian and a d10 for Vie kang each round. When one of them rolls 2 or more higher than his opponent, the winner has struck a killing blow. If the characters intervene, assume Vie kang and Abdel Adrian have half their hit points remaining.

When either Vie kang or Adrian dies, the survivor makes an involuntary, bone-crackling, flesh-tearing transformation as Bhaal's essence concentrates into one being. The victor morphs into the hulking, blood-soaked, corpse-like form of the **Bhaalspawn Slayer**.

The silent onlookers stand transfixed as the Bhaalspawn momentarily exults over its foe's corpse before leaping into the crowd and rending skulls from torsos. Pandemonium and panic reign in the Wide as the adventurers fight the Bhaalspawn Slayer. The Bhaalspawn Slayer fights to the death. After the fiend has fallen, the Watch swiftly sets out to restore order.

The heroes can't know it at this point, but the Bhaalspawn Slayer's death resurrects Bhaal. The god's long slumber and the many years Adrian's good soul encased him has left the Lord of Murder weak. Thus, he cannot yet do more than subtly influence people who harbor murderous intentions. Bhaal swiftly fixates on the three antagonists and begins calculating ways to use them to whip the tendrils of fear drifting through the Gate into a tempest. Already, some Baldurians who remember Adrian's origin are whispering the Lord of Murder's name.

If the adventurers ask about the transformation, most folk are ignorant. But the three antagonists, any sages of city lore, the heroes might meet and long-lived individuals such as Coran (*Murder in Baldur's Gate Campaign Guide*, page 38) can outline the history of the Bhaalspawn. None of them suspect that Bhaal has returned. They assume that a ritual or something grander than the fight in the Wide would be necessary. If he is asked, Duke Silvershield does link the assassin

to the mysterious cults he is concerned about and suggests that the attacker might have been a deranged follower of the dead god Bhaal.

## INTRODUCTORY STAGE

Immediately following the Bhaalspawn Slayer's death, the antagonists separately approach the heroes to ask for aid. They see the adventurers as ambitious go-getters who could be useful to their plans for Baldur's Gate. All three set out to recruit the characters.

The first to reach out is Duke Torlin Silvershield.

### Silvershield's Invitation

A few hearty folk step from the stunned crowd to congratulate and thank the characters for their quick action. Among them is a young man, darkly handsome and graceful, who is dressed in a sumptuous robe. Imbralym Skoond, Silvershield's trusted wizard, smoothly clasps one of the character's hands, leans in to whisper a message, inclines his head, and slips back into the crowd.

**When Skoond whispers to the character, read:**

*"My name is Imbralym Skoond. My master bids me to discover who took Abdel Adrian's life. If you wish to save Baldur's Gate from the rot festering inside it, meet me at the Three Old Kegs. I will be there until four bells."*

### Ravengard's Invitation

After a few more Watch members and citizens speak with the characters, a powerfully built man strides toward them. The crowd parts as he approaches. Emblazoned on his tabard is a clenched gauntlet wreathed in fire—the symbol of the Flaming Fist.

**When he speaks to the heroes, read:**

*"Greetings. I am Ulder Ravengard, commander of Wyrms' Rock and—as of right now—marshal of the Flaming Fist mercenary company. Duke Adrian had been our marshal. The Watch was responsible for his safety here and should have protected him. We are indebted to you."*

*Please meet me at Wyrms' Rock, where we can have a proper introduction. You could be of great service to our city. I hope you do not disprove my good appraisal of you. You'll find I can be a valuable friend."*

*As Ravengard walks away, a dozen hard-bitten, plain-clothes figures melt away from their positions, shadowing the marshal, their eyes prowling the crowd, stalls, and eaves.*

### Rael's Invitation

As the heroes exit the Wide, a bearded young man wearing a deep hood catches one character's eye and beckons him or her to step near. Select a character who is a thief or a rogue, if possible, and mention that

the other person is using hand signals common among underworld types. The figure is helping to straighten a toppled fruit stall.

**When the adventurer draws near, read:**

*The cloaked figure mutters breathily, "You are newcomers here, so you don't know the situation. Don't trust either of those men who spoke to you. If you want to know what is really happening in Baldur's Gate, meet me at the gateway to Little Calimshan at dusk."*

*The figure steps into the crowd and is swiftly out of sight.*

## Decision Time

The requests from the antagonists overlap in time due to the principals' distance from one another, so the characters can't accept all three invitations unless they split up. The whole party could meet two of the individuals, but they would have to cut one meeting short or keep one of their hosts waiting for an hour or more.

Future opportunities to sit down with the agents can occur as the story unfolds. Characters might try to arrange a meeting on their own initiative, or you might decide the timing is right for an antagonist to extend another invitation. Those invitations won't trigger automatically, though, as these ones did. You or the players must set them in motion.

No matter whom the characters meet, they'll need to learn the basic facts about the political structure of Baldur's Gate.

The characters already know that Duke Adrian was a wildly popular figure. As a duke on the Council of Four, he drew a lot of water in the Upper City. He occupied the Flaming Fist's traditional council seat, which made him the middle-class representative of the people. And his lowly beginnings and many charitable works earned him devotion among Outer City dwellers and won him Guild support. Few recall that Adrian was a Bhaalspawn, and most who remember that fact wrongly believed that Adrian was the last of his kind.

The next day, Duke Adrian will receive a somber state funeral. The funeral itself will be cause for some dissension, because the Flaming Fist and the people of the Lower City and the Outer City claim Abdel as their own. They want his burial and monument to be in the Outer City, where all can attend and thereafter visit. But because he was a duke, he is entitled to be placed in the mausoleum of the High Hall. Folk from the Lower City and officers of the Flaming Fist grumble, but in the end, Abdel will repose in the High Hall.

## MEETING SILVERSHIELD

If the heroes meet Imbralym Skoond at the Three Old Kegs, the wizard buys them several rounds of drinks and a delicious meal. Over dinner, he explains the politics of Baldur's Gate, including the dukes, the

Parliament of Peers, and the Watch and the Flaming Fist. He also discusses the criminals of the Guild. Skoond offers a glowing assessment of Duke Torlin Silvershield's vision and leadership in both the council and the temple of Gond. Skoond answers questions fully. In his answers, he always commends Silvershield and the patriars, vilifies the Guild, and guards his own secrets. Finally, he announces, "My lord waits. Please follow me."

Skoond leads the heroes a short distance through the Upper City's well-lit streets to the marble-and-glass structure of the High Hall. Significantly, he nods to the guards as he walks past them unchallenged.

Silvershield awaits the heroes in a meeting chamber.

#### **When the characters arrive, read:**

*A human noble wearing a wooden cog, the holy symbol of Gond, stands in greeting. His black hair has grayed at the temples, and he keeps a well-trimmed salt-and-pepper beard.*

*"Welcome!" he says. "I am sure Imbralyim showed you a pleasant time thus far. Would you care for a beverage?"*

#### **After the characters are made comfortable, read:**

*"I will be forward with you," Silvershield continues. "Our city rots at its core. Who would dare to strike at such a venerated hero as Abdel Adrian but those who swear fealty to dark, evil forces? Many have come to our city seeking refuge, and we have graciously opened our doors. But they brought with them a rotten seed—unholy beliefs and foul gods. I intend to sweep their filth from our city and restore Baldur's Gate to its proper place of esteem.*

*"The people of whom I speak are in league with a cabal of thieves and ruffians known as the Guild, as if they deserve such a name. Their cancerous fingers reach from the gutters all the way to our most vaunted institutions. They manipulate our markets and shipping, worship unsavory deities, and have powerful cronies in the courts and even the Flaming Fist.*

*"To root them out, I must know who they are. I need someone who can trace the Guild's network and identify its leaders. Will you aid me?"*

If the characters decline to help, Silvershield thanks them for coming, and Skoond shows them out. If the heroes agree to help, the "Search and Seizure" event in stage 1 should be their next step.

#### **If the heroes sign on with Silvershield, read:**

*The duke offers you a winning smile and says, "My sources have identified three probable agents—a wool trader named Norold Dlusker; the sorceress Yssra Brackrel; and the Low Lantern's proprietress, Laraelra Thundreth. To move against them, I need proof. I can provide you a writ of search and seizure as High Hall agents.*

*"I am a generous patron. I can reward you well with gold, if you desire, or positions of prominence within the city."*

## Working for Silvershield

Characters who align with Silvershield gain prestige in the Upper City. In return, Silvershield expects complete loyalty. His concern is the betterment of Baldur's Gate, which equates to serving the patriars' best interests and rooting out the disease that is the Guild. Any missions Silvershield assigns the characters are likely to be directed against the Guild.



If the characters are in his service, Silvershield offers to pay their room and board at an inn of their choosing. He recommends the Helm and Cloak. He also offers them 10 gp apiece as a daily stipend. What he pays per job depends on the characters' results.

Silvershield has many closely guarded secrets. If the characters learn sensitive information about his plans and then stop working for him, Silvershield wants to know why, at the least. If he hears that the characters have agreed to work for Ulder Ravengard or Rilsa Rael, Silvershield tries to buy them back into his fold. If that doesn't work, he suggests strongly that they leave the city and pursue their careers elsewhere.

## MEETING RILSA RAE

Before the characters can meet Rilsa Rael, they encounter Nant Thangol, a toll collector.

Thangol is a male dwarf. His face is uncommonly gaunt for one of his race, giving him an unsettling, deathlike visage. Thangol operates the tax concession at the eastern gate between the Lower City and the Outer City, commonly called the Basilisk Gate because of the preponderance of statues erected around it. A tremendous amount of goods passes through this gate every day, making it one of the most lucrative posts in Baldur's Gate.

When the characters leave the city for their rendezvous with Rael, they must pass through the Basilisk Gate. It's the end of the working day, and hundreds of laborers are trudging uphill from the harbor toward their Outer City homes. All that foot traffic is jamming in a knot at the gate. Characters can hear a general hubbub of raised voices there.

Mareak, a blond-bearded dwarf waiting to exit through the gate, recognizes the characters from the encounter in the Wide and grips an adventurer's arm. He explains that "a city shield or something" has disappeared from the Harbormaster's Office. Now, the Basilisk is overseeing an impromptu search for it. Mareak isn't happy about the delay, but he explains, "Them as has nothin' to hide has nothin' to fear, I suppose. But maybe a word from the likes of you could speed things along and hasten these tired, poor folk home to their dinners."

To reach the gate, the heroes must elbow through the crowd. There, they see six Flaming Fist soldiers searching pedestrians. Some pawed-over people are sent on their way, but anyone carrying a bag or a marginally interesting item is led to a table beneath a striped canopy. More Flaming Fist mercenaries (a lieutenant and several privates) stand guard around the table, and Nant Thangol sits behind it. He examines the meager goods the guards place on the table when people are brought forward, scribbles notes in his ledger book, and declares fees ranging from a few copper pieces to a few silver pieces.

The dwarf is arrogant and contemptuous toward the crowd. He's also flagrantly exceeding his authority as a toll collector. Several grumblers defame him, pointing out that he isn't a customs agent. And a few of the Flaming Fist soldiers appear uncomfortable about this detail.

Use this scene to introduce the characters to class injustice in Baldur's Gate. The heroes don't have a good reason to start a brawl with the Flaming Fist, but that doesn't mean they won't.

Thangol is happy to wave "the heroes of the Wide" through the gate without searching them once he knows who they are. But he throws in plenty of comments about "the scum behind you" in the process. The characters can persuade Thangol to lift the roadblock peacefully if they appeal to his arrogance or offer to pay everyone's tolls (at least 25 gp). If they antagonize the dwarf, he might call for the guards to search the characters and levy a fine against them for "going about excessively armed" or some similar trumped-up excuse.

## In Little Calimshan

If the characters reach Little Calimshan's main gate near dusk, the hooded agent they met earlier is loitering outside the wall. The guide uses furtive signals to instruct the heroes to follow, but not too closely. A rogue understands immediately. Any other adventurer must make a DC 10 Wisdom check to sense his intent.

The hooded figure leads them through the gate and up a set of stairs to the walkway built atop the walls that enclose Little Calimshan and divide it into smaller compounds. After slinking through the wall-top passage's twisting obstacle course, the guide drops into a darkened, enclosed yard. The agent produces a key, opens a door that spills warm light into the cool night, and motions the characters to enter first.

### When the heroes enter, read:

*Three flickering oil lamps hang on copper chains. A central fire pit embraces a heap of coals. Multicolored rugs and cushions blanket the floor, surrounding the fire in the Calishite style. Heavy drapes obscure the walls and the ceiling, creating the impression of being inside a tent.*

*A seamed face peers at you from beneath a turban. The man, wrapped in an ornate, brocaded robe, sits beside a low*

*table alongside the fire pit. He motions for you to sit and begins pouring tea.*

*When the door clicks shut, your guide steps forward, pulls away a false beard, and throws back a deep hood, revealing a woman's face.*

*"Thank you for coming," she says as she sits cross-legged on a pillow next to the old man. "I wasn't sure you would, but we had great hope."*

The woman introduces herself as Rilsa Rael. She operates Calim Jewel Emporium, a pawnshop, in the front room of the building they now occupy, she explains. In truth, the shop is a front for Guild business. She introduces the man as "Musayed." He says little but watches, scowls, or nods sagely when appropriate and refills tea cups as needed. He is, in fact, Rael's employee, but she won't talk about him during this meeting.

Convey the following facts in your own words during the meeting, answering the characters' questions as they arise:

- ◆ Rael works with the Guild. The Guild has been declared a criminal organization because it takes money from the wealthy to help and protect the poor. For example, the Calim Jewel Emporium redistributes wealth to the needy by overpaying for the trinkets and trash the poor bring in to sell, nearly going broke several times as a result.
- ◆ The Guild is the people's only protector in the Outer City. The Flaming Fist and the city do nothing for them but take their money in taxes and tolls. The Outer City citizens are even locked out of the city in times of danger and must fend for themselves.
- ◆ Baldur's Gate is a merchants' town, and gold greases its wheels. You have to pay to get in, and you often have to pay to get out. In addition, toll and tax agents frequently demand bribes or confiscate alleged contraband, targeting folk from the Outer City because they know no one listens to their complaints. The poor of the Outer City are being kept poor.
- ◆ The whole system is unjust, but one toll collector in particular has grown rich from stealing from Outer City citizens: Nant Thangol. Being stationed at the highly trafficked Basilisk Gate and having a menacing stare earned him the nickname "the Basilisk."

Rael wants the characters to rob Thangol, so she can use her shop to redistribute the dwarf's gold to the Outer City's poorest residents. She won't directly ask the adventurers to commit robbery, though. She dances around the subject, stressing the people's suffering and assessing the characters' reactions to her tales of injustice. She references Abdel Adrian's charitable work, which earned him the adoration of the Outer City. The Guild kingpin of Little Calimshan discusses how the late duke and the Guild cooperated, despite the wishes of the Council of Four, to ease peasants' lives. She hopes to carry on his work.



If a character mentions the party's recent encounter with Thangol, Rael treats them to far worse stories about the Basilisk. She implies that no action will be taken against the dwarf unless they do something. (This is untrue, though.)

If a hero asks Rael about her connection to the Guild, she replies, "The patriars and the Fist blame the Guild for everything that goes wrong, and yet they sit on their hands in chairs of gold. You've seen the Outer City. No law's out here but for the Guild. I help the Guild give people hope." If the heroes press her on exactly what the Guild does, she admits that the group takes money from the wealthy through various schemes, such as blackmailing patriars with dirty secrets and conning merchants who mistreat their workers.

If the heroes decline Rael's proposal, she thanks them for coming and offers her assistance in the Outer City if they ever need it.

If the characters agree to participate, the "Tax Rebates" event in stage 1 should be their next step.

## Working for Rilsa Rael

Characters who sign on with Rael, the kingpin of Little Calimshan and the lieutenant of the Guild's leader, Nine-Fingers, should not immediately realize how highly placed she is within the Guild. Rael has contacts throughout Baldur's Gate, not just in the Outer City. People show her a level of deference that far exceeds her station as a shop owner.

The block of buildings housing the Calim Jewel Emporium includes a two-room suite, accessible through Rael's back room and a secret door in an adjoining alley. The rooms are clean, and the characters can use them for as long as they work for Rael.

If any characters observe the kingpin's shop, they see Rael and an endless string of visitors sharing tea and talking within a screened-in booth while Musayed watches the counter. They notice that the Calim Jewel Emporium does little pawnshop business. In truth, Rael is conducting Guild business, including meeting with people who seek the Guild's help, doling out favors, and ensuring that no one forgets to whom they're indebted.

As the Guild becomes more violent, characters who have cooperated with Rael might decide they would rather work for someone else or might balk at being involved in the unsavory activities the organization sponsors. If Rael believes she can reel the characters back in, she asserts that the ends justify the means, stressing that she doesn't like the situation either. The Guild kingpin argues that measured, judicious violence now could avert an open revolt by Outer City residents.

If the characters don't buy her line of reasoning, Rael has a problem. By now the heroes either know too much about her operation and the Guild, or Rael



suspects they do. Either way, she can't risk the adventurers reporting her to the Flaming Fist. Rael does her best to part on good terms. She wishes the characters happy, prosperous lives wherever their roads take them. As soon as the adventurers are out of earshot, she orders their assassination through whatever means you devise.

## MEETING RAVENGARD

If the characters have not gone to meet Rael, use the Nant Thangol encounter (see the previous page) as a precursor to their meeting with Ravengard, since they would have to leave the city through the same gate.

After the long trek through the noisy and colorful Outer City slums—passing reeking slaughterhouses, tanneries, and overcrowded pack-animal corrals—the characters reach Wyrms Crossing. Tall buildings shade the crossing's narrow street, which leads to a wooden drawbridge. Once there, white-clad mercenaries hail the adventurers and lead them through a granite tunnel into the fortress, where they see Wyrms Rock and its great, skyscraping slabs of granite up close. Their Flaming Fist escorts lead them to Wyrms Mouth, the highest chamber in the tower.

### When the characters arrive, read:

*The marshal who approached you in the Wide stands at a window, looking out toward the harbor of Baldur's Gate. He motions you over.*

*"Look at Baldur's Gate," he says. "See how it grows unchecked beyond the walls? Those slums and ghettos are breeding grounds for a criminal cabal called the Guild. The Flaming Fist is charged with defending the Gate. Right now, the Guild, not some foreign enemy, is the city's greatest threat. It owns the Outer City.*

*"The Guild has us encircled like a besieging army. Its agents and rot are worming into every nook of Baldur's Gate. These monsters find victims wherever the Fist is not. They grow bolder daily. They infest our politics and businesses.*

*"Abdel Adrian was the Gate's greatest citizen since Balduran. Yet a Guild assassin attacked him in broad daylight. I will crush them for it.*

*"I need people such as you to help me. I can offer gold, of course, but I also offer positions of rank in the Flaming Fist and the honor the company's tabard affords. What say you?"*

If the characters accept this offer, proceed to the "Closing the Vice Dens" event in stage 1. If they decline, Ravengard offers them quarters in the barracks for the night. In fact, he hopes to keep them in Wyrms Rock until morning to keep any hint of his plan (detailed in "Closing the Vice Dens") from leaking out. He won't prevent the heroes from leaving if they want to, but Flaming Fist agents secretly follow them. If their next stop is Little Calimshan, Ravengard assumes they have

betrayed his confidence and won't trust them again unless they prove themselves through deeds.

If the meeting ends on friendly terms, regardless of the heroes' decision, Ravengard gives each of them a silver brooch resembling a flaming fist. If the characters want to speak with Ravengard, they need only show the brooch to a gate guard at the Seatower of Balduran or Wyrms' Rock to gain admittance.

## Working for Ravengard

Ravengard is not a zealot or a fascist—not yet, anyway. But the daily seepage of Guild-wrought corruption and human damage creeping from the Outer City into the Lower and Upper cities festers in Ravengard's heart. The Flaming Fist marshal views the Guild as the Gate's most pressing problem and the patriars' corruption and decadence as a close second, especially given the latter's absolute control over the Watch.

Initially, each task that Ravengard or his lieutenants asks of the characters feeds the Fist's goal of restoring



law and order. The adventurers should know that they are extending the law's protection to people who need it and handing punishment on those who deserve it. Their actions make them heroes to the members of the Lower City's bourgeoisie, most of whom share Ravengard's concerns about what they see as a horde of immigrants and indigents accumulating outside the city's walls. As the heroes' reputation grows, strangers along the Lower City's wharfs and steep streets heartily greet the characters; revelers and patrons treat them to dinners, drinks, and tiresome explanations of what's wrong in Baldur's Gate and how to repair it; and proprietors offer discounts whenever they try to spend their own money.

Ravengard resents the characters only if they leave his service on poor terms or have access to very sensitive information. He releases them from their Flaming Fist duties, provided they plan to leave town. But if the heroes have secret knowledge, the marshal jails them in the Seatower's dungeons. If the characters fight or kill Flaming Fist members, they lose the people's good will and are hunted through the streets.

## UPSETTING THE APPLE CART

The beauty of scenarios such as the one in *Murder in Baldur's Gate* is that players can push events in any direction. The difficulty for the DM is that players can push events in any direction. As the situation in Baldur's Gate worsens, some players might look for ways to shut down all three antagonists and their intrigues.

In such a case, the most likely courses of action are described below, along with advice on how to handle them.

**Set Antagonists Against One Another:** Once the adventurers are privy to one agent's plans, they might pass that information to a rival, either for a sack of gold or as an expedient way to thwart one or both antagonists' plans. The first time the heroes try this, it might work. The second or third time, though, the characters should learn that each of the three agents has informants in the others' camps. These snitches might not be in an enemy's inner circle, but their positions do allow them to report on who visits headquarters and who has private conferences with the enemy commander. And any of the three antagonists would jump to the obvious conclusion if new allies were seen consorting with the enemy.

**Kill One of Them:** Once the characters identify an agent as a villain, the urge to kill that antagonist could be strong. But Baldur's Gate is not some wild frontier town. Despite the rampant corruption in the city, the Flaming Fist and the Watch are effective police forces when they choose to be. Both have extensive networks of spies.

The characters might become convinced that Torlin Silvershield and Ulder Ravengard are involved in dirty deal-

ings. But they are two of the most powerful people in the city, and killing either of them would unleash a firestorm of outrage among the thousands of their supporters among the Watch, the patriars, worshipers of Gond, the Flaming Fist, and the professional guilds, as well as the regular citizenry. Escaping from the city after committing such an act would be nearly impossible—if the killing could be carried out at all. Silvershield and Ravengard don't encase themselves in armed guards, but devoted bodyguards are seldom more than one door away. The characters should realize that fact when they privately meet with either leader.

Similarly, Rilsa Rael is a beloved figure in the Outer City, and thousands would mourn her passing. Given her occupation, though, most would assume that Guild rivals had killed her. But Nine-Fingers, the Guild's leader, would know that was not the case, and she would go to extremes to track down her favorite lieutenant's killers. In this regard, Nine-Fingers's power surpasses that of even the Watch and the Flaming Fist.

**Kill Them All:** If the heroes assassinate one or two of the antagonists, they push the survivor or survivors closer to Bhaal. If the adventurers assassinate all three, they demonstrate great skill at murder—the exact qualification for becoming the Chosen of Bhaal. In that event, whichever character was the most prolific or effective killer becomes the Chosen of Bhaal. The transformation doesn't need to happen all at once but should be complete in time for the adventure's finale.

# STAGE 1

In each stage, the antagonist associated with an event is indicated by the portrait under the event's title. All events play out regardless of the characters' involvement, except in the final stage. If the adventurers are not the actors in an event's plot, the sponsoring antagonist has others do the dirty work.

## Search and Seizure

Duke Silvershield's investigations into dark cults and secret societies in the city target three Baldurians.

**Target 1** is the female half-elf **Yssra Brackrel**, who lives above Danthelon's Dancing Axe. Wyrms' Crossing folk report, "That's a queer one," and "She's skinny as a starvin' eel and has hair as wild as river grass in an eddy." She is known to mutter endlessly to herself, and late-night strollers often see lights on in her attic. Her landlord, Entharl Danthelon, assures neighbors Brackrel is a harmless alchemist, and he sticks to that story if the characters ask.



The young, dark-haired wizard has been known to speak out against the patriars from time to time. Characters interviewing Brackrel notice pigment stains on her hands and face and that she smells of charcoal and essential salts, all signs pointing to alchemy. If the characters demand to search her room, Brackrel refuses to let them in without a writ. Nothing in her apartment links her to the Guild or anything evil. That said, strange alchemy items do fill her shelves.

If the characters take Brackrel into custody, she is released again in a few days. Regardless of whether she's arrested, this incident cements her opposition to the patriars and the adventurers.

The characters might meet the half-elf wizard again when she is performing alchemy for Ravengard (see "Ravengard for Duke" in stage 4) or the Guild (see "Prison Break" in stage 10).

**Target 2** is a middle-aged half-elf named **Laraelra Thundreth**. She operates the Low Lantern, a listing, leaking three-master permanently moored along the quay on the harbor's eastern side. The mothballed ship is a festhall, tavern, and gambling house, but its chief service is providing a covert meeting spot for those who have illicit plans to discuss. Thundreth, who keeps her black hair in an intricate braid, is careful to observe the letter of the law, and she freely passes money under the table to ensure a smooth operation.

If the characters flash their writ and demand to search the Low Lantern, the ship's "crew" intervenes, saying, "Pawin' about in a lady's rooms ain't polite." Thundreth's ex-pirate staffers won't tolerate disrespect toward the "Lady Captain," and they resent any suggestion that Thundreth works for the Guild, even though

most of them suspect it's true. Thundreth allows a search if a character presents the writ and makes a DC 10 Charisma check to persuade or intimidate him—a search that produces nothing incriminating.

The Low Lantern's rough-and-tumble patrons (**half-ling rogues and thugs**) are armed, and they back the **crew members** if any trouble develops. They all know the rules, too; no one pulls a weapon unless a character draws first.

While the characters are either negotiating with Thundreth or brawling with patrons, several Flaming Fist mercenaries (privates) burst down the ladder and start turning the deck upside down. They pour out pitchers of ale, knock over games of chance, and try to herd patrons toward the exit, all while declaring the Low Lantern is being closed by order of the Flaming Fist and its proprietor, Thundreth, is under arrest. If the situation was not already an all-out, chair-throwing brawl, it becomes one now.

Thundreth uses the chaos to flee. If characters move immediately, they can follow the proprietress to her cabin and see her lowering a rope ladder out the case-ment to a dinghy. They can attempt to catch her or escape with her.

If confronted with Silvershield's accusations, the Lady Captain declares she has no idea what the characters are talking about. She continues, "The only 'evil gods' in the Gate are the swine who run it—the Fist, patriars, and Guild. They're all dirty. At least the Guild is truthful about how it operates."

If the characters insist on arresting her, Thundreth offers them a jeweled necklace worth 250 gp to let her go. If they persist, she jumps out the window to the dinghy and tries to escape.

**Target 3** is the patriar Norold Dlusker (Campaign Guide, page 39). He has a stall in the Wide near the Beloved Ranger, a place his status secures for him despite his downturn in fortune. If the characters question him, he sweats rivers of fear. But a search of his stall, his Lower City textile mill, and his Upper City home turns up nothing except a meager supply of bulk cloth. If a character thinks to ask Bailiff of the Wide Jedren Hiller for information, Hiller suggests they check the registry, a ledger he is responsible for that details all official transactions in the Wide. He offers to let the characters peruse it for a monitoring fee of 10 gp. He waives the fee if characters flash their search-and-seizure writ. The paper doesn't impress the bailiff, but Silvershield's signature on it does.

Characters who investigate the registry discover that someone named "Lady Keene" has paid Dlusker's stall fees for the past forty-three months. If the characters ask Dlusker about Keene, he says only that she is his accountant. (In truth, "Lady Keene" is none other than Nine-Fingers, leader of the Guild—a fact that Dlusker does not reveal.)

## Keeping the Writ

If the characters are actively participating in this event, they have the writ that Duke Silvershield gave them. It grants them permission to search for and seize evidence against only Yssra Brackrel, Laraelra Thundreth, or Norold Dlusker, but someone who doesn't read it carefully could easily miss that limitation.

The heroes can hold onto the writ after this event. Clever characters might wring a lot of use from the document, and some shadowy figures would pay handsomely for Silvershield's authentic signature on anything bearing the ducal seal. If the characters are caught abusing the document or can't produce it when asked, Silvershield is displeased.

### KEEPING TRACK

Silvershield gains one rank on Bhaal's Favor Track if the characters investigate Yssra Brackrel, Laraelra Thundreth, and Norold Dlusker, or if they fail to prevent Silvershield's goons from snooping on those individuals.

## Tax Rebates

Rael is targeting toll collectors. Baldur's Gate runs on its taxes and tolls, so disrupting that revenue flow most hurts the Flaming Fist and patriars. The Guild expects a 20 percent cut of the spoils, and Rael plans to take another 15 percent to cover her risk. The robbers' percentage is negotiable, and the remaining coins are to be redistributed to the poor through Rael's Little Calimshan pawnshop, the Calim Jewel Emporium.



The enterprising thief plans to hit Nant Thangol first, unless the characters choose a different target. Thangol habitually stays at his post until shortly before midnight. Then Flaming Fist soldiers and lamp lads escort him to his Lower City apartment next to the Blushing Mermaid. His route never varies. Rael knows it well, including the best place along it for an ambush.

**On Board:** If the "heroes of the Wide" accept the job, Rael insists they don dark cloaks to conceal their clothes and scarves or revelry masks to hide their faces. She cautions them not to kill anyone, explaining that many Lower City folk would delight in the Basilisk being robbed but would resort to mob justice if a Flaming Fist soldier were killed.

If the players propose a different way to carry out this mission, such as breaking into Thangol's home or snatching the cash box while it's still at the Basilisk Gate, Rael goes with it. So be ready to improvise.

Otherwise, the ambush occurs along a steep, narrow Lower City street. Rael recommends that the characters split into two groups: one to halt the procession, and one to cut off its retreat. The 10- to 15-foot-wide street can easily be choked off.

The caravan consists of **Nant Thangol**, two **human bystanders** carrying the locked cash box, two lamp lads (also **bystanders**), and several Flaming Fist soldiers (**privates** and **lieutenants**).

Once the ambush is apparent, the panicked lamp lads drop their lanterns and scramble to safety, leaving the area in darkness. Only the mercenaries fight. Thangol and the cash-box carriers cower. When only two Flaming Fist members remain on their feet, they lay down their weapons.

One minute (10 rounds) after the fight starts, the heroes hear a lamp lad and a patrol consisting of a **Flaming Fist lieutenant** and several **privates** charging up the hill toward the fracas. They arrive 2 rounds later, and a new fight breaks out if the characters are still around. If the adventurers swipe the cash box and dash away, they escape easily. If you want to play up the chase, use opposing ability checks. In the end, though, the soldiers have little chance of catching the characters in the dark, narrow, fog-shrouded streets.

Back in Little Calimshan, Rael takes charge of the cash box. She thanks the characters and assures them their action will relieve much suffering and send the Basilisk a message to rein in his greed. If the heroes seem up for it, the Guild kingpin asks them to rob other toll and tax collectors in scenarios you devise.

**Not on Board:** If the characters don't commit this robbery, Guild agents do. The next day, the city is abuzz about it. The bandits strike repeatedly in the following days and quickly gain reputations as heroes among the poor. Ravengard or Silvershield might ask the characters to catch the group of thieves (**human rogues** and **halfling rogues**). In such a scenario, once half the gang is bested, the other half tries to escape.

### KEEPING TRACK

Rael gains one rank on Bhaal's Favor Track if the characters rob Nant Thangol, or if they fail to prevent Rael's goons from robbing him.

## Closing the Vice Dens

Ravengard wants two gambling dens shut down, the Oasis and the Low Lantern. He requires the establishments be emptied and boarded up, writs of closure be posted outside their entrances, and their owners be brought to the Seatower of Balduran for questioning.

He offers a handful of mercenaries as backup.

**Vice Den 1:** The Oasis is a dingy bungalow in Little Calimshan. Its proprietor, Ibiza, slathers his blotchy face in heavy, pale makeup. The effect is disturbing rather than pleasing to the eye.

The heavy Calishite human greets characters from the establishment's veranda and grandly motions them inside, where he offers cushion seats and tea and



casually probes the newcomers' interest in gambling, poppy dreams, and tender liaisons. When Ibiz realizes that the characters aren't patrons, he smiles nervously, draws a bulging purse from his robe, and extends it, saying, "Ah, I forgot my tenday fees. If you would please deliver this to your superior, I would be most grateful." The purse contains mixed coins and gems worth 75 gp.

Typically, Guild guards protect the premises. At this time, however, because Ibiz recently insulted Nine-Fingers, the muscle and many regulars are staying away. Only a half-dozen old patrons puff listlessly at pipes as they sprawl on cushions beneath dingy curtains draped to hide the ceiling. When the characters reveal that they've come to close the Oasis, Ibiz asks for a moment to "collect my life before you throw me onto the street." The heroes can seal the premises without a fight.

**Vice Den 2:** The Low Lantern is another matter. If the heroes were the actors in "Search and Seizure," this event does not occur since the Flaming Fist has already shut the place down. If the heroes are working for both Silvershield and Ravengard, Silvershield sends Watch soldiers to assist them in the task—but the soldiers start a tavern brawl instead of waiting for the heroes.

The **Watch soldiers**, led by a **Watch sergeant**, battle Laraelra Thundreth's devoted **crew members** and some of the Low Lantern's rough-and-tumble patrons (**halfling rogues** and **thugs**) who throw in with the crew. Three intoxicated revelers swing at everything, and three others continue eating and gaming despite the pandemonium.

Thundreth's crew is pummeling Silvershield's agents when the adventurers arrive. The heroes should be tempted to intervene when they see common ruffians beating on Watch officers. At least one Watch soldier recognizes the characters from their heroics in the Wide and implores them for help. Each of the Watch soldiers has taken 5 damage.

Earlier in the day, Guild informants had described the adventurers and their actions in the Wide to Thundreth. They also had reported seeing the characters speak with Ravengard. That they and the Watch should show up on the same night tells the proprietress that this crackdown is more serious than usual and now would be a good time to disappear for a while. Thundreth slips away as soon as she sees the characters, leaving them to ineffectually jostle through the fray as she escapes down a rope ladder dangling from her cabin's open casement to a dinghy in the harbor below.

#### KEEPING TRACK

Ravengard gains one rank on Bhaal's Favor Track if the characters shut down the Oasis and the Low Lantern, or if they fail to stop Watch soldiers from doing so.

## STAGE 2

### Sumptuary Laws

Baldur's Gate is a prosperous city. Many merchants in the Lower City are as well off as the Upper City's aristocrats. But no amount of money can change one's station in Baldur's Gate, where nobility is a birthright.



Wearing one's wealth is a common way to show off in the Gate. On any given day in the Wide, a person can see rich merchants dressed in furs, colorful silks, and jewels that rival those of lesser kings. The displays of wealth fill Silvershield and other patriars with jealousy, so they resolve to bring the lesser classes to heel.

Public notices go up swiftly, informing Baldurians that the city's old sumptuary laws are again in effect.

#### The notices state:

*By decree of the Council and with concurrence of Parliament:*

*To preserve the decency of citizens and promote the general weal, all citizens of Baldur's Gate must attire themselves in a manner befitting their station. Furs, silks, damask, velvet, samite, and satin are forbidden to all but those numbered among the patriars, as is jewelry incorporating inlaid gems or magical properties. Those who violate these terms are subject to fines or imprisonment.*

### USING CORAN AS A RESOURCE

When the characters need to know about the city's history or current power structure, Coran (*Campaign Guide*, page 38) is an excellent advisor. If they are arrested and get word to him, he can probably arrange their release. He is as good as his word. He helps the characters in any way he can, as long as doing so doesn't endanger him beyond his comfort level. And the elf likes a little danger.

Coran might be most useful as a way to move the story forward if the players get stuck. He can appear out of the fog with a companion on his arm and a bottle of wine in hand, stand up suddenly from a cafe's street-side table, or beckon the adventurers from a curtained palanquin. Coran knows much of what happens in the city and wants to know what the heroes are doing so he can help.

Politically, he is most closely aligned with the patriars. As an old adventurer, he empathizes with and has many contacts among the Flaming Fist. He has almost no influence on or informers within the Guild. In his youth, Coran was a freelance thief in the city, and he has never wanted to alert the Guild to his activities.

As civil servants nail up and read aloud the notices, passersby heartily ridicule their message and the Council of Four's decision to act before a new duke has been elected. Defiant citizens tear down or deface the declarations within an hour of their posting. That same day, however, the characters see Watch patrols ripping jewels from dresses, cutting lace collars, and slashing fine clothing merchants are wearing. These incidents begin in the Wide and spread outward. For the time being, they are confined to the Upper City, where the Flaming Fist lacks authority.

It's likely that one or more of the adventurers is in violation of the decree. If so, a **Watch sergeant** and several **Watch soldiers** confront the heroes and demand proof that the characters' social status befits their attire. The guards order characters who can't provide proof to remove the forbidden items. If the adventurers comply quickly and politely, the soldiers move on. If the heroes resist, the soldiers match push for shove and blade for blade. If the adventurers kill a Watch member, they are labeled murderers and treated accordingly. If the soldiers win a fight, they confiscate any offending items, tie the characters' hands, and lock the group up for the night in the Watch Citadel.

A change is quickly apparent across the city. The normally vibrant attire of Baldurians turns as somber as the weather. Although the Watch strictly enforces the ordinance only in the Upper City, nearly everyone does business there in the course of a day. Upper City residents, in their rich, colorful clothing and glittering jewelry, stand out like never before. Outer City dwellers take on the color of mud and shiver without their heavy fur cloaks.

The heroes can't prevent this event from occurring. If they appeal to Duke Silvershield, he pretends to sympathize with their argument but claims the "will of Parliament" is tying his hands.

The sumptuary laws remain in effect until the end of the adventure. As the city nears its boiling point in future stages, **Watch soldiers** brutally tear from their owners and instantly destroy any illegal items they see.

#### KEEPING TRACK

This event cannot be stopped, so Silvershield automatically gains one rank on Bhaal's Favor Track.

## Vandalism

News about tax collectors being robbed stirs up the Outer City, and a rise in petty vandalism hints at the growing agitation of the poor. As the Guild further fans the commoners' discontent, vandalism becomes increasingly visible and destructive. At first, angry slogans—such as "Down with the Patriars," "Extinguish the Flaming Fist," and "Tear down this wall. Free Bal-dur's Gate!"—appear on fences, Outer City buildings,



and the walls enclosing the Upper and Lower cities. Gradually, the destructive activity spreads inside the walls and escalates as vandals smash windows, break streetlights, set trash afire, and perform similar acts.

This is largely a background event, but the characters could counter its impact by succeeding in apprehending a few groups of the vandals (**thugs** and **tough thugs**).

#### KEEPING TRACK

Rael gains one rank on Bhaal's Favor Track if the characters do not curb the vandalism.

## Flaming Fist Thuggery

Many of the city's shipping houses have warehouses near the Brampton and Eastway docks, and large numbers of harborhands who live in the Outer City are employed there. These rough, mostly foreign workers congregate at taverns and eateries after work. Ravengard, suspecting them of being behind the vandalism and robbery of toll collectors, sends extra Flaming Fist patrols into the districts to encourage workers to move along home. That encouragement comes chiefly from the business end of a club or the flat of a sword.



Characters who spend much time in Brampton or Eastway are bound to witness incidents of Flaming Fist mercenaries (**Flaming Fist privates**, **Flaming Fist sergeants**, **crew members**, **human bystanders**, **thugs**, or **tough thugs**) roughing up Outer City residents. Returning Day and the characters' heroics are still fresh in everyone's memories. So if the adventurers step in to break up a violent encounter, the Flaming Fist soldiers back down as a show of respect. If the characters instead join in the harassment, the mercenaries let them strike most of the blows.

**Summoned:** If the characters take action, their participation is reported to Ravengard, and he summons the heroes to an interview. They aren't compelled to go, but the soldier who delivers the summons—Nordir Samulkin, a human who commands three others—makes it clear they'd be fools not to. He admires their courage and tells the heroes they have nothing to lose and much to gain by impressing the Flaming Fist's new marshal.

The tone of the meeting depends on what the characters did. Ultimately, Ravengard wants the heroes on

### PULLING RANK

If the characters join the Flaming Fist, they can pull rank with subordinates to effectively quash many of Ravengard's plans. Such a situation can't last, though. If the adventurers countermand Ravengard's orders more than once, the marshal sends high-ranking members of the Flaming Fist (**lieutenants** or **sergeants**) to strip them of their rank and, if possible, arrest them.

his side. He offers them the rank of flame, or lieutenant, in the Flaming Fist. They would have all the authority of that rank but none of its usual administrative duties. Instead, the heroes would report directly to Ravengard and carry out missions he assigns.

If the meeting ends on friendly terms, regardless of the heroes' decision, and the characters did not receive Flaming Fist tokens in stage 1, Ravengard gives each of them a silver brooch resembling a flaming fist. If the characters want to speak with Ravengard, they need only show the brooch to a Seatower of Balduran or Wyrms' Rock gate guard to gain admittance.

#### KEEPING TRACK

**Ravengard gains one rank on Bhaal's Favor Track if the heroes do not intervene to help the workers.**

## STAGE 3

This stage features only one event, and which of the antagonists rises in Bhaal's favor depends on what the characters do.

### Hands Off

During a single night, five statues' hands are stolen. The sculptures include Seaserpent Tamed by Umberlee, near the Water Queen's House; Fury of the Fist, outside the Seatower; Balduran Looks Out to Sea, overlooking the river from east of the city; Six Wise Machinists, near the High House of Wonders; and Faithful Shopkeeper Meets the Honest Trader, at the foot of the Counting House pier. Merchants and civic leaders are furious, Upper City and Lower City residents are angry, and Outer City dwellers are largely amused.

The following day, Flaming Fist patrols search gang hideouts and businesses known to be purchasers of stolen goods, including Rael's shop. None of the missing hands are found. That night, the Beloved Ranger in the Wide is hit—it loses Minsc's hands as well as Boo the hamster, whose sculpture is cupped in Minsc's palms. All Baldurians cherish Minsc and Boo, and the defacement of this statue upsets the whole city.

The vandals who struck the Beloved Ranger are not the ones who damaged the other statues. Experienced Guild thieves acting on Rael's orders lifted the hands on the first night, while a half-dozen bored, rebellious patriar youths damaged the Beloved Ranger.

When the young miscreants realize the outrage they have caused, they panic. They take Minsc's hands (and Boo) to the shop of Horgold Hadru, a potter who works near the southern end of Wyrms' Crossing, where they seek refuge. Hadru takes in the adolescents to repay a favor to one of their families, hiding them in the hanging cellar beneath his shop. Hadru, who knows the youths must be guilty of something and suspects the truth, is growing increasingly panicked.

**Involving the Heroes:** For the characters to intervene, at least one of four persons would need to approach them, including Silvershield, Ravengard, Rael, and Esgurl Nurthammas, the master of cobbles.

The master of cobbles is responsible for roads, bridges, and other public stonework. Nurthammas is an up-and-coming scion of a patriar family who is eager to demonstrate that he is ready for bigger duties. He offers 150 gp for the characters to track down and capture the vandals, telling the heroes to "make these devils pay with their souls and save the city the expense of a trial."

This is a reckless statement. Nurthammas doesn't have the legal authority to sanction lethal force or the political clout to back it up. The adventurers might find themselves in deep trouble if they take his words to heart. If the characters kill the noble vandals, both Ravengard and Silvershield are incensed.

Ravengard and Nurthammas want the same thing, but the marshal has the force of law behind his instructions. Ravengard wants the culprits brought in alive for a public trial and punishment. This outcome would anger Silvershield and wrongly implicate the nobles in the defacement of the other statues rather than finger an angry populace, which is what Rael wants.

Silvershield's interest is the opposite. When he heard about vandalism to the Beloved Ranger and about a missing group of youths from various patriar families, he put two and two together. Silvershield wants the vandals quietly brought back to safety before an angry mob finds and lynches them. Because they are local heroes, Silvershield calculates, the characters can likely move around the city without interference from the Watch or the Flaming Fist, which are conducting their own widespread, impassioned searches and interrogations.

Rael, like Silvershield, knows the culprits' identities, having pieced together reports from her spies in patriar households. She doesn't want the youths protected. She wants them exposed and their families humiliated.

**Finding the Culprits:** The characters can track the vandals of the Beloved Ranger, beginning at the Wide. A careful search of the area turns up a brooch and a broken dagger. The youths used the dagger as a hammer and a pry bar to break the statue. Marble flakes are stuck to its pommel, and its blade is severely gouged. The brooch fell from the cloak in which the culprits wrapped the hands. The brooch bears the Ravenshade family crest, and the dagger carries the mark of the Oberon family; both are well-placed patriar households. If the heroes interview those families, they find that each one has young members who have gone missing and receive descriptions of the youths.

From there, the heroes can talk with people who might have noticed the suspects: Guards at Heap Gate recognized the juveniles as patriars and opened the gate to them in the early-morning hours. A lamp lad who waits around Heap Gate for customers took them to Brampton and received a hefty tip. A ferry operator

on the Brampton docks ferried the group to Twin Songs near dawn and thought the adolescents were heading for Wyrms Crossing. A merchant on the bridge's southern side saw them enter Horgold Hadru's pottery shop. Hadru is nervous and evasive. He hands over the youths if the adventurers threaten him or bribe him with 10 gp or more. (The potter had agreed to hide the group because he owed the Durinbold family a favor.)

Once the guilty **patriar youths** are tracked to Hadru's shop, the characters must either deliver them to the Flaming Fist checkpoint at Wyrms Rock or find a way to move the youths through it. Getting past the soldiers is easy if the characters escort the vandals out unobtrusively. The heroes raise suspicions if they are discovered smuggling the youths in barrels or crates or the like.

## THE GRUMPY HALFLING

After the heroes apprehend the guilty youths, they'll have at least a brief encounter with the Flaming Fist guards at the checkpoint. This is your chance to introduce Lotgeir Shortcloak, an unhappy (and very vocal about it) member of the Flaming Fist. While within earshot of the characters, he complains to his fellow guards about having to work so hard. Judging from the other guards' reactions, Shortcloak complains like this a lot, and they don't take him seriously.

Shortcloak might make another appearance in the "Prison Break" event during stage 10.

### KEEPING TRACK

One of the three antagonists will benefit from this event, depending on the characters' actions.

If the heroes kill the vandals on the order of the master of cobbles, Rael gains one rank on Bhaal's Favor Track because no official answer to a controversy that embarrasses both the patriars and the Flaming Fist is presented to the public.

If the characters turn the youths over to Rael, her favor in Bhaal's eyes rises one rank when she gives the vandals to a mob. The mob beats the adolescents, chops off their hands, and ties the other statues' hands, which Guild members covertly provide to onlookers, around the juveniles' necks before dragging them from Norchapel to the Wide, where they are dumped at the Beloved Ranger's feet.

If the adventurers bring the culprits to Ravengard, he rises one rank in Bhaal's favor as the swell of negative opinion, even among the patriars, prevents the youths' parents from intervening to save them from the marshal's sentence of ten years in the Seatower of Balduran.

If the heroes spirit the vandals back to Silvershield, the duke gains one rank in Bhaal's favor because he has evidence planted on some of his personal enemies instead.

If the heroes don't get involved, you decide who finds the culprits and thus determines the youths' fates.

## STAGE 4

### Sanitation Strike

The Guild orchestrates waste-hauling slowdowns in the Upper and Lower cities. Garbage piles up in the Upper City's avenues, and the Lower City's streets glisten beneath a film of sewage that's washing downhill into the harbor. The Outer City is less affected, because garbage and unpleasant smells from tanneries, butcheries, and stables are ubiquitous in that area. As long as the slowdown and the protests last, the Upper and Lower cities are incredibly unpleasant places, making their residents irritable.

The most effective way for the characters to oppose Rael's efforts is to bribe the nightsoil and goldflow carriers. One gp apiece would do it, but the city has about 150 such workers. A few might admit to already taking bribes to slow the work, although none gives a reliable description of who bribed them.

### KEEPING TRACK

Rael gains one rank on Bhaal's Favor Track if the characters do not find a way to negate the shutdown.



### Ravengard for Duke

Abdel Adrian's death leaves a vacancy on the Council of Four. Traditionally, someone who has strong ties to the Lower City in general and the Flaming Fist in particular holds that seat. As Adrian's second in command, Ulder Ravengard has already assumed control of the Fist, and he is the obvious choice to take Adrian's place as duke.

But dukes are not appointed; the Parliament of Peers elects them. And, according to rumor, the peers want to stack the council with a fourth patriar to keep the Fist out. Ravengard is both angry and concerned about this development. The only patriar who has enough Lower City support to stand a chance against Ravengard is Wyllyck Caldwell, an alchemist and lumber baron who is well into his seventies.

**Involving the Heroes:** Ravengard invites the characters to meet him at the Hissing Stones, a Seatower bathhouse. Ravengard visits the bathhouse to relax or engage in sensitive meetings, as did Adrian. Inside the Hissing Stones, patrons can literally hide nothing.

At the meeting, Ravengard launches directly into the matter at hand—Wyllyck Caldwell. Ravengard likes Caldwell, especially because of the patriar's strong anti-Guild views. He doesn't want to discredit the man, but he won't let those feelings get in the way of himself becoming a duke. The marshal instructs the





adventurers to pressure Caldwell to turn down Silvershield's nomination, but without tying Ravengard to the effort.

Ravengard knows an alchemist named Yssra Brackrel, who has no love for the patriars and a fresh grudge against Silvershield; the duke recently had her jailed for several days. Brackrel is willing to sign a statement swearing that Caldwell's alchemically treated lumber, the commodity responsible for his fortune, is dangerous. These accusations won't hold up to scrutiny, but airing the charges publicly would nonetheless damage Caldwell's reputation. Ravengard believes that leveling the threat privately would be enough to persuade the bookish Caldwell to stay out of politics.

To fulfill the task, the characters need to gain an audience with Caldwell, deliver the message "from a concerned citizen," keep Ravengard's involvement secret, and make it clear that Caldwell must decline Silvershield's nomination to ensure that the accusation never becomes public. Caldwell is furious and presses hard to know who is behind the blackmail. Regardless, he ultimately agrees to the proposition in order to avoid a scandal.

## PRELUDE TO DISASTER

During the course of any event, as the characters pass yet another stinking trash heap (preferably in Bloomridge), a hero knowledgeable about magic or alchemy spots a cracked ceramic bowl stained with residue that smells of sulfur and smoke. A wizard or someone skilled in alchemy realizes the substance is characteristic of a batch of smokepowder. The letters "F E L O G Y R / B G" are scratched into the bowl's underside. The bowl is an important clue leading to Silvershield's plot to blow up the High Hall and thus wipe out the Parliament of Peers. (One of Imbralym Skoond's apprentice alchemists tossed it in the trash.)

Smokepowder is well known but not widely manufactured. The only licensed smokepowder producer in Baldur's Gate is Afery Sonshal, who runs Felogyr's Fireworks on Bindle Street in the Steeps. If the characters talk to Sonshal about the bowl, see "Protectionism" in stage 5.

If the characters show the bowl to Sonshal, he scratches his head, scratches his nose, and then explains that it's identical to the mixing bowls he uses, right down to his ancestor's name being scratched into its base. The powder-maker tells the adventurers that a Rivington potter makes the bowls to Sonshal's exact specifications, and he gave the name of that potter, Tacy Sands, as well as two others, to a man who paid him for the information a month ago. (He can describe the individual, who was Imbralym Skoond, but Skoond was using a spell to disguise himself at the time.) Sonshal is quick to add that he doesn't throw his ruined crockery in Bloomridge trash heaps, and any apprentice who ruins a bowl in this way deserves to be beaten like a rented mule.

Performing this job would mar the characters' reputations in Silvershield's eyes, and the duke would need to be convinced of their trustworthiness before offering them work again.

Regardless of the outcome, Duke Silvershield is manipulating Grand Duke Portyr and the Parliament of Peers handily without any other duke getting in the way. So, for now, no new duke is elected.

### KEEPING TRACK

Ravengard gains one rank on Bhaal's Favor Track if the characters blackmail Wyllyck Caldwell without revealing Ravengard's role, or if they fail to thwart Ravengard's hired blackmailers.

## STAGE 5

### Upper City Lockout

The Upper City has always closed to nonresidents at dusk. In response to the growing disturbances, Silvershield convinces the other two dukes to order the Upper City's gates barred at 3 bells.



The chief effect of this restriction is economic. Lower City and Outer City merchants must close their stalls in the Wide hours earlier than Upper City sellers. The residents of Blackgate who work unloading ships in the harbor or in many Lower City shops must leave their jobs hours early to reach the Black Dragon Gate before it is sealed. The alternatives are a long, tiring walk outside the city walls or a long, miserable night in a cold Citadel cell after being caught in the Upper City later than 3 bells.

As a result, ships sit unloaded at the piers while outgoing cargo piles up quayside. And merchants and shippers lose money, a tragedy in Baldur's Gate.

**In the Duke's Employ:** If the characters are working for Silvershield, he tasks them with patrolling the Upper City's well-lit streets for people who don't belong there. Most are regular citizens who either don't know the new law or who were too slow getting out. Silvershield provides the characters with passports to ensure that the Watch doesn't arrest them. Such passports are extremely valuable; an ambitious merchant or Guild member would pay up to 200 gp for one (but an opening offer would be closer to 50 gp).

**Not Working for the Duke:** If the adventurers are not working for Silvershield, the Upper City closes to them, too. The Undercellar connects the Upper City and Lower City through secret, underground passages, making it a good, albeit illegal, route in or out—assuming the characters hear about it. Because they are local celebrities, Silvershield would give them Upper City

passports if they asked, as long as they haven't worked openly for his rivals.

If the characters are in the Upper City after the gates close and do not have passports, they have a couple of options. Hiding and outrunning Watch patrols as they go about their business might be the best choice. They could attempt to pass themselves off as legitimate Upper City residents, but they would have to back up their claim with appropriate dress and behavior. Few patriars walk the streets armed and armored or in spattered traveling clothes, and Watch members pride themselves on knowing all patriars by face and name.

If the heroes want to reverse the curfew decision, they can try appealing to Silvershield. But marshaling the will of the other dukes and the patriars is a better option. The policy is costing people at all levels of society. If the heroes somehow muster enough support for reversing the decision among the other dukes or the Parliament of Peers, Silvershield relents.

**KEEPING TRACK**

**Silvershield gains one rank on Bhaal's Favor Track if the characters fail to get the curfew overturned.**

**JAILED!**

If the Flaming Fist captures the heroes at some point in the adventure, you have options from which to choose.

- ◆ Allow events to proceed without the characters until "Prison Break" in stage 10.
- ◆ If the adventurers are on good terms with Rael or Coran, have one of those people pull strings to secure the characters' release.
- ◆ If the heroes are on good terms with Silvershield, have the duke arrange their trial and exoneration.
- ◆ If the heroes are working for Ravengard, he could arrange for their release in return for some additional service.
- ◆ Allow the characters to stage their own escape. Perhaps they trick the guards, find a loose floor stone with a crawl space beneath it, or offer incriminating evidence to Ravengard against Silvershield or Rael in exchange for their freedom. As always, reward players' creativity.

**Protectionism**

The sumptuary law (stage 2) is a slap in the face to wealthy Lower City citizens who aspire to noble station, and they are incensed about it. Though Ravengard couldn't care less, his officers are grumbling, and that's unacceptable. In response, he uses his friendship with Harbormaster Erl Namorran to raise tariffs on fine goods shipped into the city. The taxes apply to



luxury items popular with the patriars, such as incense, spices, wines, magic supplies, and art objects.

Typically, such taxation is the purview of the harbor-master in consultation with the duke associated with the Flaming Fist. Namorran cooperates even though Ravengard does not yet have the title of duke, because he fully expects Ravengard to gain that post in the near future. So the complaints of patriars aren't enough to move Namorran on this issue, particularly if the "Upper City Lockout" curfew is still in effect. For Harbormaster Namorran to change his stance, he would need to first hear from Ravengard that the marshal had reversed his position. Appointing a new harbormaster would be the only other way to halt the taxation, but a new harbormaster would immediately make many enemies in the Lower City and among the Flaming Fist. "Who would dare take the job?" Silvershield meaningfully asks the heroes if they consult him.

The day before the new luxury taxes go into effect, the characters receive a lamp lass-delivered invitation to "a private soiree" in Bloomridge. If they accept the invitation and show up at the manor, see "Interlude 1: Disaster in the Making."

**KEEPING TRACK**

**Ravengard gains one rank on Bhaal's Favor Track if the characters fail to halt the taxing of luxury goods.**

**Interlude 1:  
Disaster in the Making**

The "private soiree" alluded to in the characters' invitation is a hedonistic revel hosted by the famed citizen-adventurer Coran (*Campaign Guide*, page 38). He invites his guests to take advantage of his manor's sumptuous delicacies "while they're still available."

In the course of the evening, Coran corners the characters for a conversation, during which he hints that they might want to look into who else is stocking up on goods and what they're stockpiling. If the adventurers ask for help or advice, Coran suggests they ask Harbormaster Namorran for permission to examine the Harbor Manifest. If the characters take him up on this suggestion, continue with "Interlude 2: Harbormaster."

Coran is pointing the heroes toward the "Smokepowder Plot" event in stage 10. He knows that someone is importing large amounts of smokepowder ingredients.

Before Coran moves on to mingle with other guests, he offers the adventurers one more message.

**Read:**

*"Baldur's Gate is a viper's nest of schemes and schemers. I wasn't born a rich idler; I started out as a poor adventurer, like you. Adjusting to my new life in this labyrinth of gossip and intrigue was no easy feat. If you find yourselves in trouble or needing help sorting the Gate's heroes from its villains, my door is always open to you. But do me a favor; use the back door."*

## Interlude 2: Harbormaster

In addition to looking after the harbor, the harbormaster is responsible for maintaining the **Harbor Manifest**, a record of everything shipped legally by river into or out of Baldur's Gate. Harbormaster Namoran is a martinet who refuses to let anyone who isn't a civic officer peek at the manifest.

As a result, the characters might decide to sneak into the harbormaster's office at night. The huge, ancient door lock on the place is more ceremonial than practical. It's easy to pick by anyone skilled in thievery.

The manifest is another matter—it is a potent magic item. When the harbormaster dictates to it, his words are magically recorded. Someone who wants to open the book successfully must trace a magic pattern embedded in its cover. The manifest has been opened so many times that the tracing marks are clearly visible, but the pattern is so complex that following it properly requires a DC 15 Intelligence check. If it is opened before the correct pattern is traced, the manifest screeches in a parrot voice, "Thief! Help! Thief! Help!" If triggered, the book's shouts soon attract the attention of nearby Flaming Fist soldiers (**privates and lieutenants**) who patrol the docks. The loud cry repeats endlessly until the symbol is traced correctly.

If the characters open the manifest correctly, they find a copy of every bill of lading for every cargo that has moved legally through the harbor since the manifest has been in use, which is a very long time. With a DC 15 Intelligence check every 30 minutes, a searching character finds something noteworthy. Only one character can read the manifest at a time. But with DC 20 Intelligence checks, another couple of heroes could conceivably discover interesting information while reading over the first one's shoulders.

The characters uncover a few irregularities, but only one jumps out at them. For many years, Felogyr's Fireworks has imported four identical shipments per year of dragon dung, salt of yolk, and charcoal. Anyone knowledgeable about magic or alchemy recognizes the items as key ingredients in the manufacture of smokepowder. A couple of tendays ago, less than a month after the arrival of the most recent regular shipment at Felogyr's Fireworks, another consignment for five times the usual amount was received. Two similar shipments preceded it. The larger shipments were labeled "Deliver to H. Kope, in care of Felogyr's."

Avery Sonshal can be found at Felogyr's Fireworks in the Steeps. He is happy to discuss his shipments, but swears he never made or took possession of the larger orders. Months ago, a man (Imbralym Skoond in disguise) came to the shop and placed a huge order for fireworks. He bought everything Sonshal had in stock, plus all the raw materials the shopkeeper had on hand. The purchaser even paid a finder's fee for the names of Sonshal's suppliers. Sonshal says the purchaser was

named "Horus Kope, or something like that. . . . Say, you don't suppose that was a joke?"

Further investigation among harborhands reveals that the large cargoes were sent to several different harbor-area warehouses. All have already been picked up. The warehouse managers were paid in cash and have no information about where the goods went when they left their care. What they don't know, but Imbralym Skoond does know, is that each of the shipments took a roundabout route to one of three secret entrances into Seskergates, Skoond's mansion in Bloomridge. The characters have no access to that information yet.

## STAGE 6

### Arson

The state of the city spirals further downward as the Guild launches a campaign of targeted destruction on behalf of the Outer City against important Lower City and Upper City locations. The targets are businesses that draw money away from the Outer City, guild halls that exclude Outer City residents from membership or compete with Outer City guilds, and the homes of individuals who are particularly disliked.

Because of the frequent rains, near-constant dampness, and prevalence of stone construction in the city, structure fires seldom rage out of control. If a blaze does take off, it can be difficult to fight from the Lower City's steep streets, and a large fire could readily spread uphill. When a cry of "Fire!" is raised, it's customary for citizens who hear it to drop whatever they're doing and race to the scene to help, because a fire that goes unchecked threatens everyone.

This event's fires burn out the interiors of the targeted buildings but don't threaten to consume more of the city unless you choose otherwise.

**In the Guild's Employ:** If the characters are working for Rael, she might ask them to start some of the fires. She would be more likely to ask the adventurers to scout potential locations, so she could call in professional arsonists when no one is home. At this stage, Rael



### SNEAKING SKOOND

When the characters are in the Upper City one evening, they might spot Imbralym Skoond, Silvershield's wizard, scuttling through the streets and nervously glancing over his shoulder. The duke's right-hand man is heading home after shifting casks of smokepowder from a wine shop's back room, through the sewers, and into the High Hall. His clothing is smeared with mud. For more information, see "Smokepowder Plot" in stage 10.

is interested in sending a message through property damage, not in burning people to death.

If the characters take on Rael's assignment, she introduces them to Othial Burlfist, a member of the Flaming Fist who has approached Rael for a favor. In the company of this female half-elf, the characters can move around the streets of the Lower City easily and accomplish whatever they set out to do. The heroes might come across Burlfist again during the "Prison Break" event in stage 10.

**Fighting a Fire:** Characters who respond to a fire alarm have three options. They can help fight the fire, passing buckets and pitchers of water for 30 to 60 minutes until the fire is extinguished. They can enter the building to rescue anyone trapped inside. Or they can try to spot and catch the arsonists, if the fire-setters are still in the area.

**Fighting the Fire-Setters:** If the heroes try to stop the arsonists, catching or killing the arsonists from two fire-setting teams is sufficient to do so. The Guild members work in five-person teams. Two arsonists (**tough thugs**) set a fire, while three urchins (**human bystanders**) watch for patrols or potential witnesses. If the characters scan the crowd, tell them, "A child is studying you from the street corner, failing to be subtle about it."

If the heroes approach the child, two more urchins materialize and beg for spare coins, or plead for help finding their lost little sister, in an attempt to divert the adventurers' attention from the fire and the escaping arsonists. The children will lead the characters away from the scene if they can.

The fire-setters fight only if they have the benefit of surprise or are cornered. Otherwise, they run in separate directions while the urchins do their best to cover the arsonists' escapes.

A captured arsonist won't crack under interrogation. Rael chose these individuals because they have been toughened against physical and psychological pressure. A bribe of 20 gp, however, loosens an arsonist's tongue. The fire-setter reveals that a shadowy figure known as Fruward the Nail hired the two-person team.

Fruward is not well known outside a small circle of criminals. He works directly for Nine-Fingers, arranging jobs and payments with which she does not want to be directly associated. The characters can ask around the Outer City or talk with a Flaming Fist mercenary to confirm Fruward's association with the Guild. Tracking down Fruward, however, is next to impossible. The Nail goes into deep hiding the moment he suspects the adventurers are after him.

#### KEEPING TRACK

**Rael gains one rank on Bhaal's Favor Track if the characters participate in the arsons, or if they fail to capture or kill the arsonists responsible for at least two attacks.**

## Old-School Dueling

In this stage, Silvershield manipulates the Council of Four into reinstating the dueling laws that date back to the city's rough-and-tumble days as Gray Harbor. According to the old law, any person can demand immediate redress in the form of a one-on-one duel for any perceived wrong another person commits against that individual.



The law was based on the notion that the gods would bless and preserve duelists who were in the right. In contrast to modern dueling rules (see "Patriars," page 39 in the *Campaign Guide*), the old decree does not limit the types of armor and weapons that can be used, because equipment was considered irrelevant when the gods intercede on behalf of justice. In actuality, the law heavily tilts the odds in a duel toward people who have military training or who own magic armor and weapons.

Traditionally, duels are fought to first blood, but the combatant who suffers the first wound can choose not to yield. Against a skilled duelist, first blood could mean a lethal wound. Additionally, a better fighter could allow himself or herself to be lightly wounded and then press the battle to the death.

It is against the law for anyone to intervene in someone else's duel. If a person intrudes on a duel, he or she can be arrested or the original duelists' friends can challenge the intruder.

**Strutting Duelists:** Shortly after the law goes into effect, a handful of patriars and Watch soldiers who believe the new rules give them an edge take to prowling the Lower and Outer cities looking for opportunities to duel with anyone they find a reason to dislike.

The characters can witness such an encounter at any time. In one case, a patriar duelist wearing leather armor and wielding a fine rapier squares off against a lamp lad (human bystander) armed with a dagger. Spectators watch, their expressions revealing disgust or excitement. The noble accuses the lamp lad of disgracing his sister by leading her to vice dens against her will. The lad objects, saying he guided the girl only to places she told him to take her. Unless the heroes intervene, the youth is cut down in the first exchange of blows and dies in the street.

The city becomes an increasingly tense and bloody place. Gate residents, who carry knives for eating or the odd task, begin bearing daggers, meat cleavers, hatchets, billhooks, and clubs as everyone from Guild members to shopkeepers use the law to settle old scores. If the adventurers have made enemies or if they anger a stranger, they could be challenged to duels as well.

**Opposing the Law:** Convincing Parliament of Peers members and Grand Duke Dillard Portyr to oppose the law is the only way to end the slaughter. Impassioned

speeches could do it, but the adventurers might need to defeat more than a few **patriar duelists** to persuade the rest of them to back off.

#### KEEPING TRACK

**Silvershield gains one rank on Bhaal's Favor Track if the characters fail to turn the Parliament of Peers against the reinstatement of the old dueling laws.**

## Kangaroo Courts

The criminal justice system in Baldur's Gate calls on independent judges—dukes or their appointed patriar proxies—to hear cases and pass judgments based on law, tradition, and common sense. For all its quirks, the system functions reasonably well. At least, it did, until the Guild found enough patriars who were susceptible to bribery or blackmail to take control of the system, ensuring that anyone who has an important Guild connection isn't convicted of a crime.

The rarity of convictions for Guild members infuriates Ravengard. In response, he creates the Court of the Fist, an impromptu military tribunal that can convene anywhere, hear evidence, and pass judgment. The presiding officer must be of flame rank or higher.

These trials are illegal. Nothing in the city's laws or the Flaming Fist's charter gives Ravengard the authority to create such a court. Only the peers and the dukes are in a position to stop the marshal. But Silvershield won't object as long as the tribunals stay out of the Upper City, and the patriars are increasingly avoiding travel outside the Upper City or contact with anyone who isn't in their elite circles. The Guild, meanwhile, doesn't have the structure or the strength to challenge the Fist on its own terms.

These kangaroo courts begin operating immediately, with Flaming Fist members capturing suspected Guild members and sympathizers and hearing cases involving everything from theft and libel to confidence games and murder. Sometimes the verdicts are proper and practical, such as when petty thieves are forced to pay restitution or slanderers are forced to publicly recant their lies. Some rulings are barbarous, such as when breakers of verbal contracts have their tongues cut out. And some are fatal, such as when merchants who sell spoiled goods are hanged in their shops' doorways.

#### KEEPING TRACK

**Ravengard gains one rank on Bhaal's Favor Track if the characters fail to unleash the Parliament of Peers on the illegal Court of the Fist.**



## STAGE 7

### Closing Baldur's Mouth

Baldur's Mouth is a one-page broadsheet, printed irregularly three to eight times a tenday, based on when it fills up with articles and advertisements.



Ravengard suspects that the Guild is using Baldur's Mouth for citywide secret communications. If the characters are in his good graces, he tasks them with investigating his suspicion. If the marshal and the adventurers are not on friendly terms, Ravengard sends out Flaming Fist soldiers to rip papers out of folks' hands and tear them off walls.

Indeed, the Guild has been using the news outlet to coordinate actions between its many cells. Information about Guild meetings is coded into some of the broadsheets. When the sheet is folded in a particular way, a person can read the time and place of a gathering. Folded in a different way, it serves as a pass to gain admittance into the meeting.

Not all copies of an edition contain the code. Most of the papers reveal no secret information, even when folded correctly. A few trained mouthers (lamp lads and lamp lasses who distribute broadsheets during the day) hand out special copies to operatives they know and to people who look like Guild recruits—anyone accoutered like a rogue, thief, assassin, or bard. With a DC 10 Wisdom check, a character can spot a paper deliverer handling two separate stacks of papers.

Even with a coded version of the broadsheet in hand, a character still needs to figure out its puzzle. With a DC 15 Intelligence check, someone who is experimenting with ways to fold the broadsheet hits on the secret. Once a character knows the technique, folding the paper into the meeting-pass configuration is simple.

The broadsheet directs those who decode the message to "Gather at the last bell above the ankle of the Sow's Foot." The "last bell" means midnight, and Sow's Foot refers to that district. With a DC 10 Intelligence check, a character recalls hearing that Hamhocks Slaughterhouse is located in that Outer City district and knows that a hamhock is the cut of meat above a pig's ankle. Otherwise, the adventurers can wander around the streets and alleys of Sow's Foot for 30 to 60 minutes and stumble on the answer when they spot the slaughterhouse.

**Getting Inside:** At Hamhocks Slaughterhouse, a **tough thug** guards the door. He demands that the heroes' credentials, or the properly folded broadsheet, be slid through a slot. He gives everyone a thorough visual inspection and is suspicious of anyone who looks like a wizard or a soldier. At the first sign that spies or informants have compromised the meeting, the door

guard bars the entrance, and everyone inside dashes out a side exit and scatters.

If the heroes are admitted and don't arouse suspicion, they hear discussion of Rael's kidnapping plot (see the next event). The discussion relies heavily on slang terms that have meaning to rogues and similar individuals but sound like gibberish to most other people. For example, the plot to kidnap Omdarsh Nyach for ransom is described as "hooking a toddle for rounds."

Ravengard is determined to shut down Baldur's Mouth to prevent the Guild from using the paper for its own purposes—but he might well change his mind if the characters share their discoveries with him and persuade him to let the Guild keep its secret system. Now that Fist soldiers know what to watch for, they have a better chance of identifying Guild collaborators.

### KEEPING TRACK

**Ravengard gains one rank on Bhaal's Favor Track if the characters learn the Guild's scheme and pass the details on to Ravengard, or if they fail to prevent Fist soldiers from doing so.**

## Kidnappings

Kidnappings for ransom are uncommon but not unheard of in Baldur's Gate.

The victims are not city leaders or other figures of importance. Abductors instead target the leaders' family members, snatching them as they venture through the city on routine activities. Typically, kidnapers demand relatively low ransoms, which are paid, and the victims are set free. No kidnapping victims in the Gate have been harmed, beyond the loss of a finger, for at least a generation.

Rael, however, is beginning to feel bloodthirsty. She unleashes kidnapers on a handful of targets, setting high ransoms and offering murky payment instructions that seriously limit the length of time families are given to pay. Rael hopes some families fail to meet her demands so she can order the hostages' deaths.

The adolescent son of Valaith Chadur, a well-known Lower City stonecarver, is the first kidnapping victim to die. Simmur Chadur's strangled body is found near the harbormaster's office. The second slain hostage is Lara Alreven, the wife of Alraner Alreven, the owner of an artistic glassblowing shop. Her bludgeoned body is dumped near Elfsong Tavern. The third murdered victim is Harali Avir, the daughter of Aurayaun, owner of the Blade and Stars. Her body is found in an alley behind Sorcerous Sundries.

**Working for Ravengard:** When the son of Darsh Nyach, a prominent merchant of sailcloth, is snatched, Ravengard might summon the characters. He is certain to if they work for him at the time. He wants these murderers brought to justice—an justice.



Darsh Nyach is one of the few members of the Parliament of Peers who lives outside the Upper City. His son, Omdarsh, is 15 years old and often goes fishing along the docks in Brampton. The lad set out for the docks before dawn yesterday and hasn't been seen since. No one who lives along the most direct route between the Nyach home and the harbor admits to hearing an altercation that morning.

The characters' best chance for catching the kidnapers is to deliver the ransom. The kidnapers' note to Nyach, which was delivered to him while he was in a Parliament of Peers session, instructs him to bring 800 gp to Blind Darcaryn's corner in the Lower City just outside Baldur's Gate. The instructions say to then drop 2 pp into the beggar's coin cup.

### When the characters drop the platinum coins into the beggar's cup, read:

*Hearing the clink of platinum among his copper pieces, the blind man nods in thanks and hands you a note. It reads, "You're the pigeons now. Let's see who's faster, the real pigeon or the volunteer pigeons. Bring the ransom to the roost. Don't be late."*

*As you read, Blind Darcaryn opens the basket next to him. A bird flies out and begins circling in the air.*

The pigeon needs a short time to get its bearings before it can head home. The characters lose sight of the bird as soon as it passes over the nearby rooftops. Within the next minute or two, one of them has to dash to the top of the wall and watch where the pigeon flies. Any delay means losing the bird.

Steep stairs ascend the tower of Baldur's Gate a mere dozen steps from where Blind Darcaryn sits. The Watch guards posted at Baldur's Gate might recognize the characters and let them pass if it's obvious they're in a hurry. But the vigilant on duty will want an explanation when they come back down. If the heroes and the Watch are at odds, the characters might need to force their way through the gate and up the tower.

The top of the wall affords a panoramic view of the Lower City. From there, an observer can easily watch the pigeon's flight. It wings its way to a building four blocks uphill from the harbormaster's office. By noting details about that structure and its surroundings, the heroes should be able to find it from the street.

Blind Darcaryn knows only that someone came to him earlier and gave him 1 gp, the note, the basket, and verbal instructions to hand over the note and open the basket if he heard 2 pp drop into his cup. He was promised he'd be allowed to keep the platinum.

Rael's orders to the kidnapers are to kill the hostage when the pigeon arrives and then clear out. But her flunkies are tired of killing hostages for wages. They want the ransom. The abductors wait 30 minutes after the bird returns. If the heroes haven't arrived by

then, fear of Rael overcomes their greed, and they kill Omdarsh and abandon the hideout.

**Run for It:** To reach the right structure within 30 minutes, the characters need to push hard through the crowded, rain-slick streets. Each adventurer must make a DC 10 Strength check or a DC 10 Dexterity check in each district along the route, including the Steeps, Heapside, and Eastway.

With a successful check in the Steeps, a character crosses the remaining portion of the district in 8 minutes. On a failure, the crowds, cargo handlers, a wedding procession, or Guild agents slow the character, and the trip takes 10 minutes.

With a successful check in Heapside, a character crosses the whole district in 10 minutes. On a failure, the trip takes 12 minutes.

With a successful check in Eastway, a character crosses about a quarter of the way into the district, reaching the correct neighborhood in 4 minutes. On a failure, the character gets lost and takes 8 minutes to reach the right area.

**Kidnappers' Hideout:** The kidnappers are in a dingy residence under a hat-maker's shop. The small home's entrance is located in a narrow, crate-strewn alley and down a short flight of stairs. To enter the structure, an adventurer could pick the door's lock with a DC 12 Dexterity check or smash open the door with a DC 15 Strength check. If a hero knocks on the door and the home is still occupied, one of the kidnappers calls for the visitor to enter.

If the characters enter before the kidnappers leave, they encounter the abductors (**halfling rogues** and **thugs**), as well as a **Flaming Fist corporal** (a friend of one of the thugs who heard about the ransom and switched allegiances). The abductors surround a youth who is lashed to a chair. The heroes can negotiate or fight their way through the situation. The abductors want money, and they want to leave.

If the adventurers ask the kidnappers who hired them, they say "he" didn't offer a name. But their description of their boss reminds the character who spoke with Rael in the Wide of the Guild kingpin's appearance that day. After hearing about the botched job, Rael goes into hiding long before anyone comes looking for her.

**Renegade's Fate:** If Ravengard hears about his soldier turning traitor, he wants to keep the information secret. In contrast, Rael or Silvershield would pay handsomely for that tidbit. The duke would use the information as leverage against Ravengard in the council, and Rael would plaster the news on handbills to turn the city against the Fist.

#### KEEPING TRACK

Rael gains one rank on Bhaal's Favor Track if the characters fail to save the kidnapped youth.

## Massacre

A small crowd of workers kept away from their jobs by the turmoil in the city gather in Norchapel. They intend to march to the High Hall and demand that the Outer City be recognized as part of Baldur's Gate proper.



This is a peaceful assembly concerned about the escalation of violence against Outer City residents. If Guild agitators were to get involved, the group might become hostile.

Ravengard's officers tell the marshal that a group of rabble-rousers is moving through the city, gathering strength as it goes. Ravengard assembles as many mercenaries as he can from the Seatower of Balduran and the Lower City, sends runners to alert the garrison at Wyrms' Rock, and marches toward the Wide.

As the protesters head toward the High Hall, their numbers swell from about two hundred to two thousand. It takes them an hour to reach Baldur's Gate, the entrance that leads into the Wide, and they don't actually get into the High Hall.

When the protesters arrive at the gate, they find three hundred Flaming Fist soldiers blocking the street. In addition, about a hundred retainers from patriarch families and several High House of Wonders priests line the Old Wall along both sides of the gate. Everyone on the wall is holding a crossbow. The streets are otherwise deserted, and all the surrounding buildings' windows are shuttered. The Watch, responsible for guarding the gate, is conspicuously absent. (Silvershield called the soldiers away to prevent any blame from falling on the Watch for what's about to happen.)

If the characters do not intervene to forestall or interrupt this event, it unfolds as follows.

1. **Ulder Ravengard** ascends a platform of barrels and commands the crowd of unarmed commoners to disperse and return home immediately.
  - ◆ With a DC 10 Wisdom check used to spot any weapons among the protesters, an adventurer can see they are unarmed, except for a handful of ruffians who look like typical Guild operatives and informants.
2. A male protester scrambles onto a low building and answers, "We will speak with the Council of Four! We demand recognition for Baldur's forgotten, the Outer City's hardworking people!"
3. Ravengard declares that no one will negotiate with a mob and repeats his demand that crowd members return home. He adds that anyone who does not leave voluntarily will be driven back by force.
  - ◆ With a DC 5 Wisdom check to sense motive, a hero realizes that Ravengard is unhappy about the presence of the retainers and acolytes of Gond. The marshal glances uneasily at the people on the wall

several times and twice dispatches officers in their direction on unknown errands.

4. The crowd breaks out into shouting and chanting, making further communication impossible.
5. Ravengard climbs down from the barrels, speaks a few words to his second-in-command, and then disappears into a press of junior officers.
  - ◆ With a DC 15 Wisdom check, a character spots Imbralym Skoond skulking among the patriars' retainers and speaking angrily to several of their leaders moments before the first bolt is launched.
6. The **patriar retainers** and the **acolytes of Gond** launch a volley of crossbow bolts into the crowd, killing dozens and injuring many more. In moments, screaming protesters run in every direction.
  - ◆ With a DC 10 Intelligence check, an adventurer recalls that Ravengard and the flame he spoke to issued no command before the crossbows were fired. Armed retainers released the first bolts, and the acolytes of Gond followed suit.
7. The Flaming Fist mercenaries (**privates, corporals, sergeants, or lieutenants**) and the armed retainers advance into the panicked mob, striking at unarmed people who are scrambling to get away.

The next five minutes are a wild, scrambling panic of people pressing into packed streets as they try to escape. When it ends, the streets are clear of protesters, except for 120 dead and hundreds of other victims who are too badly wounded to flee.

8. After the initial bloodbath, the Flaming Fist soldiers regroup into their formations, and some patriar retainers walk through the streets murdering wounded "rioters" who are too injured to fight back.

By the end of the day, the count rises to 183 bodies gathered from within a few blocks of Bal-dur's Gate and 36 more collected from the streets of Heapside and Eastway, where they were trampled during the retreat or collapsed from wounds. Many more victims succumb to injuries in the coming days. The number of wounded protesters is impossible to know, but is in the hundreds at least.

On the other side of the ledger, a crossbow bolt killed one retainer. Officially, an armed rioter was responsible, but it's more likely he was the victim of a fellow retainer's badly aimed shot. None of the Flaming Fist soldiers was injured.

- ◆ With a DC 15 Intelligence check, a character determines that in the streets where the Flaming Fist pushed back the crowd, many of the dead appear to have been knocked unconscious with a club or the flat of a blade, which Fist soldiers are trained to do against unarmed foes. Then the victims were fatally stabbed after the protesters who were still standing had fled.

**If the Heroes Take Action:** The characters can try to avert the disaster.

Talking to the mob won't work. The protesters comprise a leaderless mob whose members believe the Flaming Fist won't attack them, and no words can persuade them to disperse.

Ravengard is determined to break up the mob and send it packing. He didn't come here for a massacre, but he didn't come to negotiate either. To try to dissuade him from attacking, the characters must first reach him. They can do so, if they received silver brooches from Ravengard in a previous meeting and flash them now. Otherwise, they can't get past his guards.

The only argument that can persuade Ravengard to back away from this confrontation is the contention that the patriars' retainers are looking for a chance to trigger a bloodbath and, if that happens, the Flaming Fist will be blamed. Ravengard doesn't care that the protesters are unarmed and thus far peaceful. He wants to make a statement that the Guild and the Outer City won't soon forget. He is not, however, willing to lose control of the situation because of provocation from the patriars.

If the heroes convince Ravengard to stand down, he details a third of his force to screen off the retainers and the acolytes of Gond. He then orders the rest of his mercenaries to advance in lockstep down the streets, pushing the protesters ahead of them through the Steeps at sword point. Many people are clubbed and trampled, but no one is killed.

### KEEPING TRACK

**Silvershield gains one rank on Bhaal's Favor Track if the characters fail to convince Ravengard to avert a bloodbath.**

## STAGE 8

This stage features only one event, and all three antagonists rise in Bhaal's favor if the characters do not quell a rioting mob.

### Riot

Tension in the city has been building up like water behind a dam, and it suddenly breaks loose in a riot. Some say a duel got out of hand. Others say an argument between harborhands and a merchant started the problem. Afterward, no one remembers how it began.

If the heroes are in the Upper City or the Lower City when the riot starts, they hear a low roar in the distance. If they are in the Outer City, they eventually see huge plumes of smoke rising from near the harbor.

A riot of enormous proportions has engulfed the port and its surrounding streets. Outer City and Lower City residents are tearing shutters and doors off buildings, smashing objects, and hurling dissenters into the bay.

**Keeping Their Distance:** If the characters stay out of the way, Rael's agents whip the crowd into a fury.



Not only are shops, ships, and warehouses looted, most are torched as well. The full force of the Flaming Fist explodes out of the Seatower of Balduran to quell the riot, using lethal force on resisters. Duke Silvershield sends the Watch down from the Upper City to aid the Flaming Fist. This troop movement traps rioters and those seeking to flee the violence on the western and northern sides of the harbor in a vise. Anyone who flees from the Flaming Fist ends up facing the Watch's swords and vice versa.

**Stepping In:** The characters might oppose the riot or try to calm the rioters. Their efforts could include, but aren't limited to, challenging the mob's leaders or trying to persuade them to go home, convincing Watch and Flaming Fist soldiers to lower their weapons so they don't appear to be thirsting for a fight, wheeling a keg of ale into the street and offering everyone drinks if they agree to sit down and talk, steering rioters down dead-end streets, and protecting shops and goods.

It's vital that players explain how their characters' actions can affect the rioters or the soldiers and that the heroes work together. The adventurers' actions must be coordinated and amplify one another to have an effect on the mob. If everyone tries a different approach—intimidating a few people here, convincing a handful over there—the party won't make a dent in the throng.

If the characters come up with an effective plan, and their players make a few successful checks, the crowd around them settles down, and the resulting calm spreads outward from there. A few ugly incidents might still develop in other areas, and a large number of people are incarcerated, but the day turns out far more peaceful than it would have without the characters' intervention.

#### KEEPING TRACK

If the characters fail to calm the rioters, Rael, Silvershield, and Ravengard all gain one rank on Bhaal's Favor Track.

## STAGE 9

### Weapon Smuggling

As Bhaal's influence on Rael grows, she begins covertly arming the Outer City's residents. Most Outer City dwellers carry only daggers, which even children have, and clubs. Rael is procuring and distributing swords, shields, and crossbows to anyone who promises to use them "when the time is right."

The weapons come from two sources. Trading vessels bring the bulk of the arms into the harbor inside mislabeled crates. From the harbor, the Candulhallows family (see "Death and Taxes," page 61 in the *Campaign Guide*) carts the munitions away alongside the dead. Guild agents steal the rest from the Flaming Fist armory at



Wyrms' Rock. Unlike the smuggling involved in the first source, which the Guild excels at, the latter method of procurement is daring and exceptionally risky.

The armory thefts require the reluctantly given aid of Favil Blanche, Exchequer of the Flaming Fist. As a young man, Blanche was a talented Guild rogue, but he fled following a near-fatal clash with a cohort in crime. He crafted a new identity for himself, joined the Flaming Fist, and gradually climbed in rank and his superiors' estimations. As exchequer, Blanche controls the Fist's bookkeeping and, by extension, its armories.

Rael uncovered the truth of Blanche's past and is using it to blackmail him. So far, she has demanded only an occasional crate of short swords or crossbows from the Fist's abundant stores. As long as the price and the risk remain low, Blanche plays along to protect his position and reputation.

**In the Guild's Employ:** If the characters are working for the Guild, Rael asks them to accompany several Guild members to Wyrms' Rock to pick up more weapons. "Porters" drag a cart to the fort's gates, wave a work order (signed by Blanche), pick up their consignment, and walk out again. Though this is usually a straightforward task, something about the characters might tip off the guards (**Flaming Fist privates** and a **sergeant**), particularly if the characters have already had difficulties with the group.

**Not Working for Rael:** If the characters are not in cahoots with the Guild, they can learn about the weapons smuggling in one of three ways.

- ◆ The two youngest Candulhallows, Resper and his sister Taleene, conclude that the family's longtime smuggling arrangement is leading the family toward disaster. They ask the characters to help them sever ties to the Guild, but they don't reveal the family's past decade of under-the-table dealings.
- ◆ Blanche senses Rael's demands are increasing. He worries he won't be able to conceal the loss of much more inventory, so he approaches the characters and asks for help without exposing his crimes.
- ◆ The characters stumble on one or both smuggling plots when they hear weapons jangle in a passing deadcart or notice the glint of polished blades tucked beneath beggars' and laborers' tunics.

#### KEEPING TRACK

Rael gains one rank on Bhaal's Favor Track if the characters help the Guild steal weapons from the Flaming Fist, or if they fail to discover and reveal to Ravengard at least one of the two weapon-smuggling plots.

## Funeral Procession

As two laborers who work for the Candulhallow family wheel a smokepowder-laden coffin on a two-wheeled pushcart through Bloomridge (see “Smokepowder Plot” in stage 10), one of them thoughtlessly knocks out the contents of his pipe onto the cart. A sprinkling of loose smokepowder blazes up, and the alarmed carters jump back, allowing the coffin to tumble to the cobblestones. It spills open, one of the three casks of smokepowder inside splits—and *kaboom!*



When the smoke clears, seven people are dead, including both carters, and all the surrounding buildings are damaged.

Any of Bhaal’s favored three can ask the characters to look into this incident. Everyone wants to know what happened, including Silvershield, who can make a pretty solid guess, of course. Ravengard and the rest of the city is sure the Guild is responsible. Rael and Nine-Fingers know the Guild had nothing to do with it, but they are itching to know who did.

Surviving witnesses are as puzzled as everyone else and quickly point fingers at the Guild. They describe a typical street scene, mentioning a few Flaming Fist soldiers standing on a corner, a couple of carters slogging alongside their cart, a couple of acolytes of Gond strolling past, a patriar woman berating her servants, children playing, and a few adolescent boys insulting each other. Then suddenly everything was flame and thunder and whistling debris. Persistent questioning reveals that the carters were hauling a coffin, and pressing on that point stirs two people to recall that the last thing they saw was the coffin falling.

The Candulhallows vehemently deny that the explosion had anything to do with the casket, which they claim was empty. The undertakers report the coffin was being delivered to a Manorborn address. (If the characters ask where, they say, “The lives and affairs of patriars are not your business. Nor is our family’s business yours.”) The carters, or so they claim, were taking a detour to avoid a particularly crowded street along their path. The explosion site in Bloomridge near Seskergates does lie along a drastic, but not wholly unbelievable, detour from the most direct route.

### KEEPING TRACK

**Silvershield gains one rank on Bhaal’s Favor Track unless the characters somehow uncover stage 10’s “Smokepowder Plot” during this event.**

## Martial Law

By this point, Ravengard’s declaring martial law is more a formality than a change of affairs. The city has practically been under martial law for days, but the notices that criers shout and nail to walls make it official: Baldur’s Gate is now under the Flaming Fist’s military protection.



Under martial law, an order from any Fist mercenary carries total authority, and anyone who fails to comply can be arrested or executed on the spot. Only Flaming Fist soldiers are allowed to wear armor or carry weapons larger than a table knife. Gatherings with people outside one’s immediate family are forbidden. Everyone must be off the street before the sun falls behind the western wall. No ships are to enter or leave the harbor without clearance from the Seatower of Balduran.

An uneasy truce is drawn between the Upper and Lower cities. According to Ravengard’s declaration, the restrictions of martial law apply to the Upper City, too. But for the time being, he chooses not to challenge the Watch on its home turf. All five gates into the Upper City are closed, though, and no one can get through them without an awfully good story.

Once martial law is declared, it remains in effect until the end of the adventure.

**Armed and Scuttling:** From this point forward, unless the characters are Flaming Fist members or carry Ravengard’s silver tokens, they cannot easily move around the Lower City while wearing armor and carrying weapons.

To move from one district to another requires DC 10 Dexterity checks to sneak past Flaming Fist patrols. If half or more of the characters succeed on such a check, all of them proceed unnoticed. If the party fails by only one check (two successes and three failures, for example), it can retreat in the direction from which it came without being noticed. Otherwise, the patrol spots the adventurers and pursues to arrest them. (If the characters are apprehended, see “Jailed!” on page 17 for ideas on how they might get out.)

Anyone who wears a Watch uniform in the Lower City receives steely-eyed glares from Flaming Fist mercenaries but can travel the streets with minimal hassle.

The Guild relies on sewers, rooftops, and the Undercellar’s secret passages to move around. People who have excellent Guild contacts or 50 gp apiece can also travel through the Undercellar.

### KEEPING TRACK

**This event cannot be stopped, so Ravengard automatically gains one rank on Bhaal’s Favor Track.**

## STAGE 10

The events of this last stage before the finale depend on where the three antagonists are on Bhaal's Favor Track. Play out the events associated with the two highest-ranked agents on the track. If all three are of equal rank, play out all three events.

In addition, these events weigh heavily on whom Bhaal chooses, and they are very difficult to prevent. If the heroes significantly impede one of these events, it not only prevents the associated agent from rising on the track, it sets him or her back five ranks.

### Prison Break

With the Seatower of Balduran filled to bursting following the riot, Rael plans to raid the military structure and release the prisoners locked in its dungeons. The Seatower is a formidable fortress, and attacking it is a thorny problem for any force.



The harassment of Yssra Brackrel in the event "Search and Seizure" (stage 1) pushed the alchemist into Rael's outstretched arms. In the days since, Brackrel has concocted a single smokepowder bomb. It could blast open the structure's front gate if the bomb were placed against it.

A large group of Flaming Fist soldiers (**corporals, lieutenants, privates, or sergeants**) guard each end of the Seatower's causeway. More crossbow-carrying mercenaries (**privates**) are posted atop the gate.

**In League with the Guild:** If the characters are working for Rilsa Rael at this stage, she probably trusts them as far as she trusts anyone. The Guild kingpin tasks them with planning the attack, so the decision for how to breach the Seatower falls to the players.

If the characters decide to run the attack, Rael provides them with a group of well-armed ruffians (**thugs, tough thugs, halfling rogues** and a **bomber**). She explains to them that if the bomber reaches the Seatower gate at the end of the causeway, the dwarf's smokepowder bomb is powerful enough to blow the gate open. The rogues, who know the Seatower's layout, then could use the commotion and confusion to slip inside, dash to the dungeons, and release the prisoners.

If the characters don't have their own plan for getting the strike team close to the gate, Rael offers them the assistance of someone within the Flaming Fist. She provides them with the names of three likely prospects.

◆ Nordir Samulkin, a human, has racked up large gambling debts that he is eager to keep hidden from his brothers, who are also in the Flaming Fist. (The characters might have met Samulkin during stage 2 in "Flaming Fist Thugger.")

◆ Lotgeir Shortcloak joined the Flaming Fist on a lark and now proclaims for all to hear that he would buy out his contract if only he could afford it. (The heroes got a glimpse of Shortcloak at the end of stage 3.) It's all just talk, though. Despite his constant complaining, the halfling enjoys being a Flaming Fist. If someone approaches him with a scheme for betrayal, he reports the incident to his superiors.

◆ Othial Burlfist, a half-elf, fled an arranged marriage and joined the Flaming Fist for the anonymity it provided her—but another mercenary uncovered her past and is now blackmailing her. She approached Rael for the Guild's help, and in return for a promise of assistance Burlfist has agreed to aid the prison break. (The characters might have met Burlfist during the "Arson" event in stage 6.)

If the heroes are working with Samulkin or Burlfist, that person escorts the characters and their team across the causeway under the guise of a supply delivery. When they reach the gate, the bomb is detonated, and the traitor melts into the crowd and disappears.

If the characters approach the tower stealthily or in disguise without the help of a traitor, they must use Charisma checks against the guards' Wisdom to avoid detection. The odds are high that the mercenaries notice the heroes' subterfuge and either halt them or attack outright, depending on what they've spotted.

**Carnage:** Once the prisoners (**thugs**) are released, the escapees turn on the guards (**privates**), and the breakout becomes a bloodbath. The prisoners who survive make a dash along the causeway to the Seatower district, there to disappear into alleys and side streets.

Unless the "Weapon Smuggling" plot in stage 9 was revealed to Ravengard, the Flaming Fist is in worse shape than its members realize. When the mercenaries muster to fight the prisoners, they find weapons and ammunition missing from the armory. When they pursue the criminals into the streets, they find the missing weapons in the hands of Rael's allies and sympathizers (**tough thugs** and **thugs**), who step out from their hiding places to ambush the soldiers.

**Not Working for the Guild:** If the characters are not associated with the Guild, Rael uses other personnel to plan and execute the attack. If the characters are on hand when it happens, they can join either side of the battle, or not, as they see fit. If the adventurers tag along with Rael's strike team, they run into a group of guards (**Flaming Fist corporals, lieutenants, privates, or sergeants**) who heard the blast but have no idea what's **happening** and have received no orders.

#### KEEPING TRACK

Rael gains one rank on Bhaal's Favor Track if the characters arrange a prison break, or if they fail to prevent the Guild from doing so.

## Smokepowder Plot

For months, Silvershield has been secretly stockpiling smokepowder in the Upper City. Its method of manufacture was once a secret of Gond's devotees, but religious doctrine has banned the substance since the secret escaped into the wider world.

As the high artificer of Gond, Duke Silvershield considers it his right to have the stuff made, and the duke has had Imbralym Skoond hard at work making batches of it for some time.

In the early phase of the plan, Silvershield's wizard bought up Avery Sonshal's smokepowder stores and lined up suppliers so he could arrange to produce more. Skoond imported loads of alchemical ingredients and stored them in Lower City warehouses before slowly sneaking them into his mansion, Seskergates, through its many entrances. He then enlisted a few apprentices and hid them away in the mansion's cellars to turn the ingredients into smokepowder.

At first, the duke didn't have any intentions aside from vague thoughts of breaking Sonshal's monopoly on fireworks production and putting on a great show. But as Bhaal's influence continued to twist his thoughts, Silvershield settled on a more insidious idea.



## Silvershield's Plan

It's common knowledge that many members of the Parliament of Peers are beholden to the Guild in one way or another. Debt, blackmail, favors, and questionable or illegal dealings have put them in Nine-Fingers's pocket. Since the peers' main responsibility is electing dukes

to the council, Silvershield believes it's only a matter of time before the whole city dances to the Guild's tune.

So Silvershield decides to cleanse the corruption from Parliament, but he has little control over who gets elected to that body. Since he can't cleanse it judicially, and with his mind turning toward thoughts of elaborate, magnificent murder, he alights on another plan—a shockingly drastic plan.

If Parliament can't be repaired, he reasons, then it must be swept clean. It must be done in a way that blames the Guild and rallies the people to support the dukes. Silvershield resolves to eliminate Parliament in one awe-inspiring crash—by blowing up his smokepowder stash beneath the High Hall while Parliament is in session. If the plot works, Silvershield concludes, the populace would revile the Guild and elect a new parliament. In addition, a new parliament would be much harder for the Guild to subvert, since all its members would believe the Guild had murdered their predecessors.

Silvershield and Skoond alone know all the details of the plan to blow up Parliament. The handful of people they've tapped for help along the way know only their own pieces of the puzzle. Aside from the heroes, no one is in a position to stop Silvershield.

Use the information in the following sections to guide the action, depending on how the characters decide to proceed.

## In the Cellars

If the characters gain access to the poorly ventilated cellars behind and beneath Seskergates, they come upon a few apprentice smokepowder makers in ill health mixing, cooking, and grinding components into

## CLUES TO CRACKING THE CASE

The characters can begin unraveling Silvershield's plot from many different angles. Each thread provides a clue, but every one that's followed individually leads to a dead end. Only by picking up on several of these threads do characters have a chance to forestall the explosion.

The adventure doesn't depend on the characters' preventing the blast. In fact, it might be more interesting if they know that something big is afoot but can't stop it.

The clues can be found in the following places.

- ◆ **"Prelude to Disaster," page 16:** When one of Skoond's alchemists damages a mixing bowl in a smokepowder-manufacturing accident, she dumps it where the characters might find it. This discovery could focus the heroes' attention on Bloomridge.
- ◆ **"Interlude 2: Harbormaster," page 18:** The Harbor Manifest indicates that someone has been importing large quantities of the basic ingredients for smokepowder and stashing them in Lower City warehouses. By the time the
- adventurers get involved, those supplies are gone, and nothing links them to Skoond or Silvershield.
- ◆ **"Sneaking Skoond," page 18:** If in the Upper City one evening, the characters might spot Imbralym Skoond skulking through the streets on his way home after hauling smokepowder from the wine shop's back room to the High Hall. He has Silvershield's clearance to go wherever he wants, but his behavior and his mud-spattered clothing might seem suspect.
- ◆ **"Funeral Procession," page 25:** The explosion of a load of smokepowder in the Upper City raises questions about what happened, who was responsible, and the attack's purpose. This event could inspire the characters to track a coffin delivery.
- ◆ **"X Marks the Spots," page 28:** Characters who prowl through Seskergates might find Skoond's blueprints for placing the smokepowder charges and take them to an expert who can interpret them correctly.

smokepowder. Fifty casks of smokepowder have been produced so far in the cellars. Each wooden cask is 16 inches tall and 12 inches in diameter.

The entire workshop is explosive. If a character brings in a torch or a flame, one alchemist screams at him or her to get out, a second uses a bucket of water to douse the flame, and the remaining ones bolt for the exits in a panic. The alchemists work by magic light.

Stuffed into the apprentices' straw mattresses and beneath a loose workshop floorboard are notes, receipts, and bills of lading that "prove" the apprentices were in league with the Guild. These documents are forgeries, but there's no way to tell that by looking at them. The apprentices know nothing about their existence. With a DC 10 Intelligence check to search the workshop, a character finds the documents. If the characters specifically search the mattresses or floorboards, they find the papers without a check.

Skoond keeps the doors between his home and the cellars locked. If someone discovers the workshop, he denies knowing of the cellars' existence, let alone that someone had set up a smokepowder factory in there. It's an odd claim on its face but not without credibility, considering the maze-like nature of Seskergates' cellars.

## Moving the Goods

The Candulhallow family has been responsible for reverently transporting the dead of Baldur's Gate to their final resting places outside the city for generations. For the past several weeks, however, deadcarts have been

### X MARKS THE SPOTS

If the characters find their way into Seskergates in Skoond's absence and do some exploring, they discover that Skoond's study contains a unique piece of furniture, a tall stool from the High House of Wonders. If the characters toured the High House of Wonders, they recognize where the oddly designed stool came from. Otherwise, it stands out as newer than the mansion's other pieces of furniture. One leg of the stool contains a hollow compartment featuring a clever lock. With a DC 15 Intelligence check, an adventurer who searches the stool notices the hollow leg. With a DC 15 Dexterity check, a character picks the lock. A tightly rolled map is hidden inside the stool's leg.

The map shows the High Hall with numerous red Xs inked onto it. The building is not identified, but characters who have seen the High Hall recognize it instantly.

Nothing immediately indicates what the Xs mean. But an architect or a mason who studies the placement of the Xs realizes they correspond with structural stress points, central columns, arches, beam supports, and load-bearing walls. Not coincidentally, the Xs also mark where smokepowder casks are being placed to destroy the wing of the High Hall that contains the Parliament of Peers' chambers. However, the heroes cannot deduce that fact from the map alone.

hauling more than the dearly departed. As part of a secret arrangement between the Candulhallow family and Skoond, smokepowder casks have been hidden inside supposedly empty coffins being brought into the Upper City for funerals. The Candulhallows have been plying their trade for so long that Watch soldiers never bother to inspect the coffins.

After it passes through Baldur's Gate, a coffin containing smokepowder is taken into a narrow alley near the Three Old Kegs. If anyone follows an "empty" coffin through the Upper City, this route should seem suspicious—there's no good reason why an empty casket on its way to the home of a bereaved family would make a detour up an alley. Skoond isn't concerned about this possibility, since he can't imagine why anyone would pay attention to a coffin delivery.

From the alley, the coffin is carried into a wine shop's back room, and the casks are quickly unloaded before the coffin carters proceed on their way.

The back room contains an accessway to a branch of the Upper City's subterranean aqueducts that connects to the cistern in the High Hall's cellar. Skoond stole the key to it from the office of the master of drains and underways. When several coffin-loads of smokepowder are waiting here, Skoond pops over and moves the smokepowder into position beneath the High Hall.

## Inside the High Hall

Skoond had workers erect new walls in the cellars of the High Hall, enclosing critical support beams directly beneath the parliament's chamber. With a DC 10 Intelligence check, a character who examines the walls can identify them as new construction. Dwarves note this fact automatically. The smokepowder is packed inside the walls, safe from casual observation. The placement of the walls is designed to help direct the force of the blast up into the hall above.

## Skoond Denies it All

The characters might corner and interrogate Skoond as this plot unravels. The wizard knows the price for treason, and he can guess the one for revealing Silver-shield's involvement, so he tells the characters nothing.

If asked where the smokepowder is now, the wizard concludes that they are ignorant of the plot and it's best to keep them that way. If the characters reveal the High Hall diagram from his study, he explains that the map is a study of structural flaws in the High Hall that might need to be magically repaired. Then Skoond threatens to have the characters arrested for burglarizing his home.

Even if the characters drag him to the High Hall after the fuse has been lit and demand to know where the smokepowder is, Skoond refuses to answer. The wizard is doomed either way, and he would rather be blown to bits with his captors than be hanged alone.

## Blown Away!

When **Torlin Silvershield** decides it's time to take out the parliament, he contacts **Imbralym Skoond**. The wizard uses a scroll to summon a fire mephit to ignite the fuse, sending the reluctant creature through the aqueduct. Eight minutes later, the casks explode, demolishing the wing of the High Hall above them and killing everyone in the Parliament of Peers chamber.

Anyone inside the High Hall when the charge detonates takes 10d6 damage, more than enough to kill the peers and their guards. Anyone in the courtyard takes 5d6 damage. Anyone outside that area but within 100 yards of the High Hall takes 3d6 damage.

To observers, the explosion appears as a tidal wave of earth that erupts around the wing of the High Hall and swallows it whole. Burning fragments of the building rain down across the city, causing hundreds of injuries and starting dozens of small fires. Windows facing the High Hall are shattered for blocks around. The wrecked wing burns for hours and smolders for days. About half the structure remains standing.

### KEEPING TRACK

**Silvershield gains one rank on Bhaal's Favor Track if the characters fail to prevent the Parliament of Peers from being blown up.**

## Public Executions

As Ravengard sees it, Baldur's Gate now teeters on a knife's edge between the rule of law and the gulf of chaos. Guild supporters are dragging the city toward the gulf, and none of Ravengard's measures so far has made Baldurians understand the danger. But he can show them a vision of the danger to make them understand.



In the morning, news races through the city that executions are slated to begin at highsun beside the harbor, the Basilisk Gate, and Wyrms Crossing. The names of the condemned are not released.

Between thirty and fifty criminals are lined up at each site. Their crimes range from rioting and murder to trespassing and flouting the sumptuary laws. A few were captured just this morning. In some cases, friends and families learn of a loved one's arrest only when the condemned is marched to the gallows or the executioner's block.

Within an hour, more than a hundred prisoners are beheaded or hanged. Heads are displayed on spikes lining the roadway, and bodies are left dangling from harbor cranes, the city wall at the Basilisk Gate, and beneath the Wyrms Crossing bridge. Depending on how time is passing, these executions might continue daily at highsun through the adventure's end.

Whether the characters witness the executions firsthand or see the remains afterward, they recognize

at least one or two people, such as a lamp lass who had lit their path or brought them a message; Ibiz, the world-weary proprietor of a closed-down vice den in Little Calimshan; a half-elf they had saved from a Fist soldier's beating; the proprietor of a shop they had protected during the riot; or Musayed, the man who had run the Calim Jewel Emporium for Rael.

**In the Guild's Employ:** If the characters are working for Rael, she pleads with them to save Musayed, whom she has heard is among those slated to be executed at Wyrms Crossing.

The prospect of a rescue by main force is slim. Many Flaming Fist soldiers (**corporals, privates, or sergeants**) line the bridge. A tremendous diversion might allow the characters to slip inside Wyrms Rock to free all the prisoners and escape with Musayed into the throng of onlookers. The adventurers are more likely to succeed if they flash an official token—such as Ravengard's silver brooches or Silvershield's search-and-seizure writs—and couple the action with some outrageous bluffing or intimidation (DC 15 Charisma checks). With boldness and a bit of luck, they could escort someone from the jaws of death

### KEEPING TRACK

**Ravengard gains one rank on Bhaal's Favor Track if the characters fail to rescue the majority of the prisoners at Wyrms Rock.**

## IT ENDS WITH BLOOD

The penultimate events are meant to be shocking. "Prison Break," "Smokepowder Plot," and "Public Executions" should horrify everyone in the city except for their perpetrators. After two of those events, the whole of Baldur's Gate reels, inhales, and holds its breath.

Although Rael, Silvershield, and Ravengard are all on the path toward becoming the Chosen of Bhaal, it's likely that one of them has pulled way ahead. The other two are caught up in the power struggle but are more or less sound of mind. Despite the stirrings of Bhaal in their heads, they recognize the horror of what's happening, and they reach out to the Gate's bastions of power—surviving peers, dukes, Flaming Fist officers, and Guild leaders—in a last effort to restore some sanity.

That effort is doomed to fail. All it manages to do is gather a huge crowd for a magnificent murder spectacle.

Regardless of who becomes the Chosen of Bhaal, the lead-in to the climactic event is the same. The city's leaders unite to issue a proclamation. They declare that the situation in Baldur's Gate has gone too far, and the power groups now understand they must work out their differences politically and peacefully. The sumptuary law and the law banning Lower City and Outer City residents from the Upper City after 3 bells are relaxed, and rumor has it that the decrees might be repealed.

To help the city mend, the leaders pour resources into the upcoming Feast of the Moon, a three-day-long fete featuring costumed merriment, entertainment, somber remembrances, and feasting. (If another celebration better fits the timing in your campaign, use it. The Feast of the Moon is ideal, however, because it is in part a mourning and a celebration of the dead.)

The grand event starts the following night when the moon is high in the sky. The Wide, transformed into a festival ground, is laden with tables of food the patriars provide free of charge, and the site swirls with masks and costumes, minstrels and dancing, puppeteers and fireworks, and games of skill and chance. Opportunities abound for highborn and lowborn citizens to mingle as equals and for everyone to play the fool.

After all that's transpired, residents and the adventurers are likely to be wary, but the festival proceeds as it should until the second night. And then it doesn't.

## FINAL STAGE

In the final stage, only one event occurs. Play out the event for the agent who is highest on Bhaal's Favor Track. If two or more of the three antagonists are tied, make a judgment call on who was the more murderous.

Regardless of which finale unfolds, the Chosen of Bhaal is all about murder. He or she wants to slay as many people as possible in the splashiest and most terrifying ways possible. The Chosen of Bhaal doesn't spread terror for terror's sake. He or she intends to facilitate a historic day of murder for which Bhaal is credited.

The climactic encounter between the Chosen of Bhaal and the heroes is also your opportunity to clarify for players what has been happening in Baldur's Gate. During the battle, the Chosen accuses the adventurers of bringing this outcome upon the city, and he tells the heroes that they should know before they die that Bhaal lives. After what happened to Duke Adrian, the

players probably suspected Bhaal was afoot. If they are still confused, the Chosen's remarks can drop plenty of hints, such as "Another slaying for Bhaal!" and "Your skill at murder gratifies the lord."

## Murder Is a Riot

When the market area is crowded with festival-goers, **Rilsa Rael** organizes dozens of her assassins (**tough thugs**) to quietly form a loose ring around the Wide marketplace area. When she gives the command, they draw daggers and begin assassinating their way through the crowd. They wear carnival masks to hide their faces and voluminous cloaks to hide their weapons. The more quietly they kill, the better.

Few revelers had thought to bring weapons to a festival of peace and mourning. So when people notice the attackers, the crowds push away toward the center of the Wide, where Rael transforms into the **Chosen of Bhaal**. She screams Bhaal's praises and laughs hysterically as she lashes out at anyone within reach. The panicked festival-goers trample one another in terror, unsure of where to run.

By the time the heroes reach the Chosen of Bhaal, several of Rael's assassins have joined her. One new assassin arrives at the start of every round as long as the Chosen of Bhaal is alive. All fight until they are slain.



## Feast of Death

During the evening meal, Silvershield rises from the head table to address the crowd. He speaks eloquently of lost loved ones and hope for a better future. As he talks, acolytes of Gond



## A CHARACTER IS CHOSEN

The adventure has one other possible ending. If the heroes eliminate Bhaal's favored three or if the characters' methods throughout the adventure were bloodthirsty, they become more attractive vessels to Bhaal, and the god of murder chooses one of them. (Pick the character whose behavior best exemplifies Bhaal's principles.)

In that case, the remaining dukes still arrange the citywide festival. During the fete, the characters are lauded as heroes. When all attention is focused on them, one transforms into the Chosen of Bhaal and begins trying to kill everyone within reach, especially former friends.

A character who becomes a Chosen retains all his or her normal statistics and also gains the benefits described under Chosen of Bhaal in the conversion guide.

You can play out this event in one of two ways.

Your first option is to instruct the Chosen character's player to mercilessly attack the remaining heroes until the character is killed. Perhaps if the character is later raised from the dead, Bhaal relinquishes his grip.

Your second option is to tell the Chosen character's player to attack the heroes—but at the end of each round in which no one is killed, give the Chosen character a saving throw to regain control. After regaining control, the hero is still the Chosen of Bhaal. Tell the player that with each creature the character kills, Bhaal grows stronger. Bhaal could then visit the hero in dreams to taunt him or her, reveal secrets, or give advice that seems good but leads to deadly encounters.

wheel in wine casks and set up tables atop which they place goblets and tankards.

In closing, Silvershield gestures to the hogsheads and encourages Baldurians to drink deeply of the best vintage of the High House of Wonders to honor the dead and herald a new beginning for Baldur's Gate. The temple's wines are justifiably famous, usually reserved solely for priests. The festival-goers quickly line up.

About thirty minutes after the wine is dispensed, a fight breaks out between two revelers. Watch soldiers quash it. Minutes later, another quarrel starts. And another. Earlier in the day, Silvershield spiked the wine with a poison that makes people irritable and combative. Soon, fights with fists, table knives, and improvised weapons erupt across the Wide.

As Baldurians turn on one another, **Torlin Silvershield**, still seated at the table of honor and holding his wine goblet, transforms into the **Chosen of Bhaal**. Several **acolytes of Gond** who have fallen under Silvershield's sway rush to his side. They attempt to protect the Chosen as he stands and wades into the panicking throng bent on murder. All the acolytes fight to the death.

## Death from Above

Despite everyone's misgivings, the festival reaches its second evening without a hitch.

Then a missile sails into the Wide and disintegrates in a shower of flaming shrapnel. Two more spheres burst within the shrieking crowd before anyone realizes that someone is launching clay shells filled with alchemist's fire from a trebuchet atop the Seatower of Balduran.

Fires spread rapidly, and panicked screams reach a crescendo when people discover that the gates leading into the Lower City have been barred from the outside. Meanwhile, arsonists have turned the Black Dragon Gate, the only other way out of the Upper City, into a roaring inferno. Each new missile lobbed into the crowd kills more innocents and adds its spattering flames to the growing conflagration.

The characters can do nothing from the Upper City. To escape the Upper City, they can use ropes to climb over the Old Wall, or they can access the Undercellar's underground passageways.

To get inside the Seatower of Balduran, the heroes must battle their way past guards (**Flaming Fist privates, corporals, sergeants, or lieutenants**) on the causeway. If they have Ravengard's silver tokens or are wearing Flaming Fist tabards, the guards let them pass unmolested.

On the roof of the Seatower, the heroes confront Ravengard. The marshal has already transformed into the **Chosen of Bhaal**, and a few **Flaming Fist privates** under his sway accompany him, four of whom

operate the trebuchet. Two additional soldiers come up the stairs and join the fight in every even-numbered round until the Chosen of Bhaal dies. All Fist mercenaries fight until slain.

## AFTERMATH

No matter how events transpire, Baldur's Gate emerges from these trying days as a changed city. The Chosen of Bhaal is dead (presumably), offering at least one cause for celebration amid the mourning and loss. Baldur's Gate now faces a crossroads, and the heroes' decisions will point the city in one of two directions.

Since the characters have won influence, they now have the opportunity to become storied heroes in Baldur's Gate. The people of Baldur's Gate aren't about to elect them dukes, but those in power—whoever remains of Silvershield, Ravengard, and Rael plus the surviving dukes, peers, patriars, high-ranking Watch and Fist officers, and other civic and religious leaders—pay great heed to anything the destroyers of Bhaal's Chosen say.

If the characters accept the hearty handshakes and tearful thanks and then depart, Baldur's Gate enters a period of renewed strife as factions seek to pin blame on one another and profit from hard feelings.

If the heroes actively step up and urge residents to shake hands and work together to rebuild their city, the citizenry complies. Destroyed buildings are replaced with sturdier, more modern structures. Chastened by the horrors of recent events, the Parliament of Peers elects a new duke from the citizenry of the Outer City. The new Council of Four begins discussions about how to more equitably govern Baldur's Gate.

## Tell Us What Happened

The history of Baldur's Gate is being written in the thousands of campaigns in which this adventure is playing out. When *Murder in Baldur's Gate* reaches its conclusion in your campaign, we want to know how it turned out. The ending that occurs most often will become part of the official history of the **FORGOTTEN REALMS**® setting. To report your results, visit [DungeonsandDragons.com/Sundering](http://DungeonsandDragons.com/Sundering).



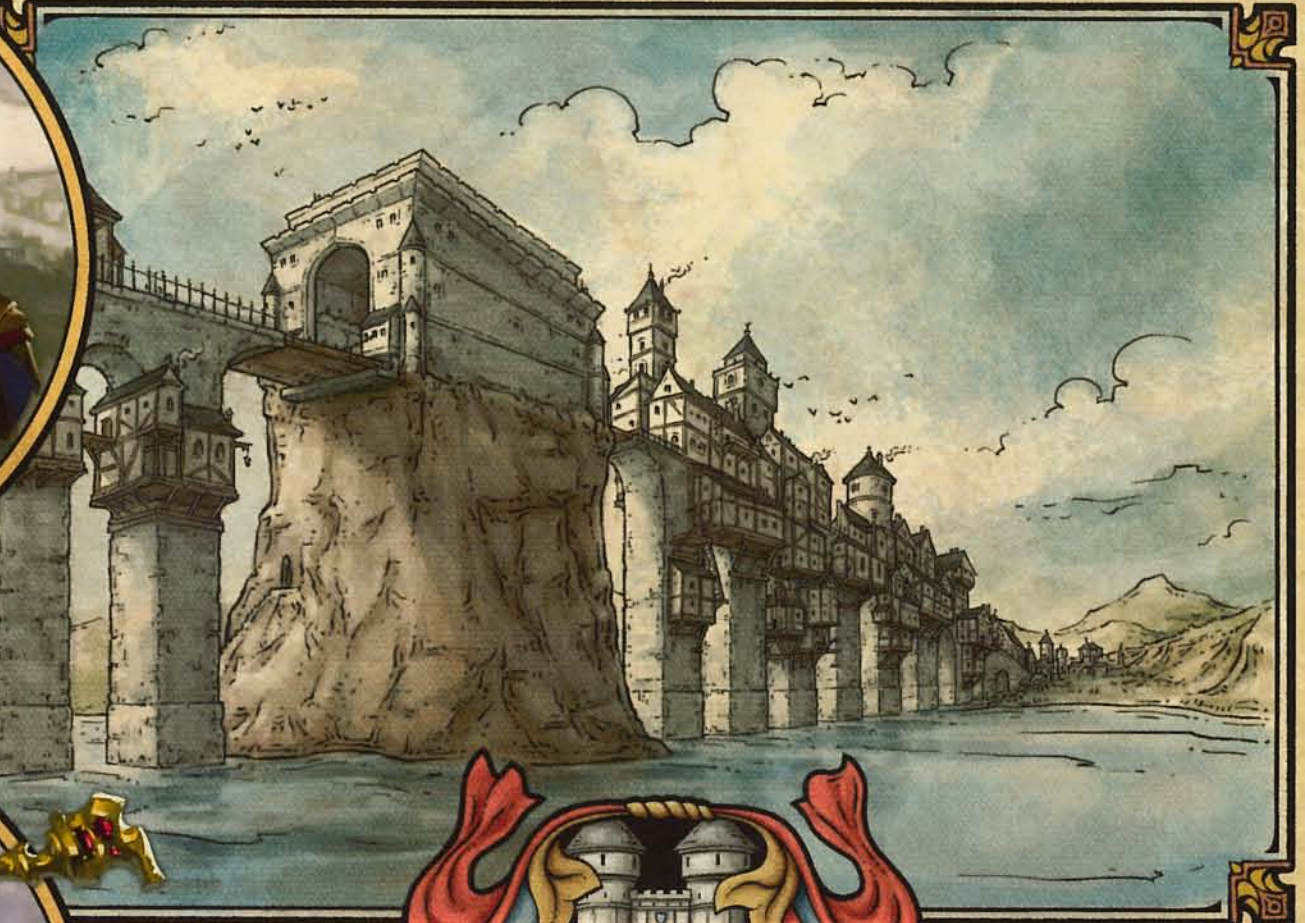




620A4537000001 EN. Dungeons & Dragons, D&D, Forgotten Realms, their respective logos, and character names and distinctive likenesses are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries. ©2013 Wizards of the Coast LLC.



# Baldur's Gate



# Let's Go Shopping!

Baldur's Gate is home to thousands of shops. When characters go exploring in the city, looking for a specific product or service, or when they just duck into the nearest doorway to avoid a Fist patrol or a Guild goon squad, you can quickly turn out the shop's name and function with these tables.

To use the Shop Names table, you can either glance at it quickly to grab two or three words, or roll a d20 as many times as necessary to generate an interesting combination. Don't be constrained by the order of these columns or the order that you come up with words. Throw in an ampersand or a hyphen, change singular to plural, make a term possessive, and add your own words. With very little effort, you can spin out an almost limitless number of locations.

Once your establishment has a name, you might still need to know what's on offer at the sign of the Fabulous Booted Mule. The Shop Functions table can help you determine a shop's business. Use the column for the appropriate area of the city. The area of the city the characters find themselves in determines the column, and a d20 roll determines the row, although again, you can choose anything from the table to suit the situation. Shops are unlikely to be found above their station (there are no smiths in the Upper City or abattoirs in the Lower City), but can certainly be found below their station.

## SHOP NAMES

Adj 1	Adj 2	Creature	Item
1 Fat	Dying/Killing	Goblin	Rod
2 Bent	Wandering	Lady	Sword
3 Green	Hanged	Mule	Noose
4 Silver	Dozing	Boy	Wagon
5 Homely	Fighting	Dwarf	Mug
6 Fabulous	Dancing	Elf	Pie
7 Cormyrean	Pilfering	Lord	Table
8 Dandy	Marauding	Wizard	Throne
9 Hungry	Bantering	Dragon	Boot
10 Blasted	Eating	Ogre	Pot
11 Vermillion	Salty	Giant	Banner
12 Wide	Smoking	Manticore	Cart
13 White	Heavy	Drake	Barrel
14 Black	Icy	Porcupine	Moon
15 Splendid	Striped	Knight	Brazier
16 Silky	Sleepy	Minotaur	Dagger
17 Proud	Hissing	Halfling	Axe
18 Vicious	Defiant	Devil	Lance
19 Screeching	Ugly	Girl	Crown
20 Smiling	Lucky	Treant	Star

## SHOP FUNCTIONS

Upper	Lower	Outer	Citywide
1 Architect	Alchemist	Abattoir	Apothecary
2 Art gallery	Armorer	Brewery	Bakery
3 Artist	Botanist	Cafe	Bakery
4 Astrologer	Cooper	Chandler	Barber
5 Cobbler	Fletcher/bowyer	Festhall	Barber
6 Goldsmith/silversmith	Glass blower	Fortune teller	Barber
7 Herbalist	Inkmaker	Gambling hall	Carpenter
8 Inn	Mapmaker	Laundry	Cobbler
9 Jeweler	Potter	Moneylender	Cobbler
10 Lawyer	Roofer	Pawn shop	Cobbler
11 Magical goods	Ropemaker	Perfumer/dyer	merchant
12 Milliner	Sailmaker	Smith	Food merchant
13 Sage	Scribe	Stable	General goods
14 Salon	Shipwright	Tannery/furrier	Inn
15 Scribe	Stonemason	Wheelwright	Inn
16 Tailor	Furniture maker	Citywide*	Tailor
17 Theater	Weaver	Citywide*	Tailor
18 Wine merchant	Citywide*	Citywide*	Tavern
19 Citywide*	Citywide*	Upper* Lower*	Tavern
20 Lower* Upper*	Lower* Upper*		

## NPC Names

Use these lists when you need names for nonplayer characters quickly. NPC names can also be added to shop names for a bit of personalization.

Male	Female	Surname A	Surname B
1 Acton	Agathe	Dumbeigh	Appledown
2 Allyck	Allayn	Bernstowe	Baird
3 Benson	Chesserie	Fiddle	Talfellow
4 Devlin	Eleasia	Grain	Crofter
5 Ettvard	Elendra	Miller	Warden
6 Federic	Margritte	Mander	Maed
7 Ravek	Prulasyk	Redhatch	Trailbender
8 Sigur	Tilda	Smythe	Vintner
9 Thildon	Skie	Shielder	Duel
10 Wallen	Valena	Waters	Stodge

1. River Chionthar
2. Trade Way to Waterdeep
3. Coast Way to Calimshan
4. To the Sea of Swords
5. To the Heartlands
6. Gray Harbor
7. The Old Wall
8. Upper City
9. Lower City
10. The Wide
11. Wyrms Crossing

- ### GOVERNMENT BUILDINGS
12. Harbormaster's Office
  13. High Hall
  14. Seatower of Balduran
  15. The Watch Citadel
  16. Wyrms Rock

- ### CITY GATES
17. Baldur's Gate
  18. Basilisk Gate
  19. Black Dragon Gate
  20. Citadel Gate
  21. Cliffgate
  22. Gond Gate
  23. Heap Gate
  24. Manor Gate
  25. Sea Gate

- ### SHOPS AND BUSINESSES
26. Baldur's Mouth
  27. The Calim Jewel Emporium
  28. Candlekeep Chandlery
  29. Candulhallows Funeral Arrangements
  30. The Counting House
  31. Danelon's Dancing Axe
  32. Felogy's Fireworks
  33. Garmult's House of Mastery
  34. Hamhocks Slaughterhouse
  35. Harbreeze Bakery
  36. The Hissing Stones
  37. Sorcerous Sundries

- ### TEMPLES AND SHRINES
38. Church of Last Hope
  39. Hall of Wonders (Gond)
  40. High House of Wonder (Gond)
  41. Lady's Hall (Tymora)
  42. Rose Portal (Lathander)
  43. Shrine of the Suffering (Ilmater)
  44. Unrolling Scroll (Oghma)
  45. Watchful Shield (Helm)
  46. Water Queen's House (Umberlee)

- ### Taverns, Inns, Festhalls, and Cafes
47. Blade and Stars
  48. Blushing Mermaid
  49. Elfsong Tavern
  50. Helm and Cloak
  51. Jopalin's
  52. The Low Lantern
  53. The Oasis
  54. The Smilin' Boar
  55. The Splurging Sturgeon
  56. Three Old Keys
  57. Undercellar's Main Entrance

- ### DISTRICTS
58. Bloomridge
  59. Brampton
  60. Blackgate
  61. Citadel Streets
  62. Eastway
  63. Heapside
  64. Little Calimshan
  65. Manorborn
  66. Norchapel
  67. Rivington
  68. Seatower
  69. Sow's Foot
  70. The Steeps
  71. Stonyeyes
  72. Temples
  73. Tumbledown
  74. Twin Songs
  75. Whitkeep
  76. The Wide
  77. Wyrms Crossing

- ### STATUES
78. Balduran Looks out to Sea
  79. The Beloved Ranger
  80. The Faithful Shopkeeper Meets the Honest Trader
  81. Fury of the Fist
  82. The Queen's Favor
  83. Seaserpent Tamed by Umberlee
  84. The Six Wise Machinists

- ### OTHER NOTABLE LOCATIONS
85. Coran's Manor
  86. Kidnappers' Hideout
  87. Mandorcai's Mansion
  88. Ramazith's Tower
  89. Seskergates
  90. Szarr Family Crypts



# Baldur's Gate



## PATRIAR MANORS

- Belt
- Bormul
- Caldwell
- Dlusker
- Durinbold
- Eltan
- Eomane
- Gist
- Guthmere
- Hhune
- Hullhollyn
- Jannath
- Jhasso
- Linnacker
- Miyar
- Nurthammas

## Oathoon

- Oathoon
- Portyr
- Provoss
- Ravensshade
- Redlocks
- Rillyn
- Sashenstar
- Shattersield
- Silvershield
- Stelmane
- Tillerturn
- Vannath
- Vanthampur
- Whitburn

## Wyrms Rock & Wyrms Crossing



- ### Ranks of the Watch
- Shield (private)
  - Sarmar (sergeant)
  - Vigilar (lieutenant)
  - Sword (captain)
  - Havilar (major)
  - Commandal (colonel)
  - Highsword (major general)
  - Oversar (general)

- ### Ranks of the Flaming Fist
- Fist (private)
  - Gauntlet (corporal)
  - Manip (sergeant)
  - Flame (lieutenant)
  - Blaze (major)
  - Marshal (general)

- ### Ranks in the Guild
- Client (indebted to the Guild)
  - Asset (bribed by the Guild)
  - Footpad (street criminal)
  - Enforcer (muscle)
  - Operator (skilled criminal)
  - Kingpin (district crime leader)
  - Guildmaster



## RANDOM STREET ENCOUNTERS

You can use the table below to add color to the characters' wanderings or inspire full encounters. Roll a d20 in the Upper City, a d20 + 10 in the Lower City, and a d20 + 20 in the Outer City.

1. Patriars on their way to the High Hall or a party
2. A Watch patrol
3. A priest of Gond
4. Patriar servants on an errand
5. A visiting merchant on the way to a meeting
6. A courting pair of patriars
7. A guild member lecturing an apprentice
8. A barrister
9. An artist painting a street scene
10. A cook and some assistants rushing to transport a meal somewhere
11. A courier
12. Stray cats
13. Lamp lads and lasses looking for work
14. A cobbler party
15. A nightsoil collector with a heavy load in his cart
16. A marriage procession
17. A Watch or Fist patrol escorting a prisoner
18. A somber funerary procession
19. A pole-carrier heavily laden with a swaying burden
20. A guild apprentice late for work
21. A group of children playing in the street
22. A group of sailors taking offerings to the Water Queen's House
23. A Flaming Fist recruiter looking to enlist tough looking people
24. A tax collector accompanied by Flaming Fist guards
25. A Flaming Fist patrol
26. A merchant marching to the Wide with porters carrying her goods
27. A Flaming Fist patrol pursuing a fleeing criminal
28. Drunken patriar youths out slumming
29. A street performer (roll a d6: 1, juggler; 2, clown; 3, magician; 4, musician; 5, animal handler; or 6, puppeteer)
30. A Guild enforcer
31. A few off-duty and out-of-uniform Flaming Fist members
32. A flock or herd of animals on the move
33. A crier for Baldur's Mouth
34. Stray dogs
35. A group of rowdy, bullying dockhands prowling for trouble
36. A wagon stuck in the mud or with a broken wheel
37. Beggars acting as a distraction for cutpurses
38. People digging through a collapsed building (for survivors or for loot?)
39. A trade caravan loading or unloading
40. A Calishite minstrel playing a flute as his pet monkey dances



AGE 12+



# MURDER <sup>IN</sup> BALDUR'S GATE <sup>TM</sup>

## EVENTS SUPPLEMENT

ED GREENWOOD • MATT SERNETT • ALEXANDER WINTER • STEVE WINTER



Permission is granted to print this document for personal use only.

# CREDITS

Design

**Matt Sernett, Steve Winter**

Editing

**Dawn J. Geluso**

Managing Editor

**Kim Mohan**

D&D Group Manager

**Mike Mearls**

D&D Producer

**Greg Bilsland**

Senior Creative Director

**Jon Schindehette**

Art Director

**Mari Kolkowsky**

Interior Illustrations

**Tyler Jacobson**

D&D Brand Team

**Nathan Stewart, Liz Schuh, Laura Tommervik,  
Shelly Mazzanoble, Chris Lindsay, Hilary Ross**

Publishing Production Manager

**Angie Lokotz**

Organized Play

**Chris Tulach**

D&D, Forgotten Realms, Wizards of the Coast, *Murder in Baldur's Gate*, and their respective logos are trademarks of Wizards of the Coast LLC in the USA and other countries. All Wizards characters and their distinctive likenesses are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental.

Published by Wizards of the Coast LLC. Manufactured by: Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 2 Roundwood Ave, Stockley Park, Uxbridge, Middlesex, UB11 1AZ, UK.

©2013 Wizards of the Coast LLC.

300A4537000001 EN

# EXTRA EVENTS

You can use the following events to supplement the printed version of the *Murder in Baldur's Gate*™ adventure—giving the characters more opportunities to influence the action as the city slides ever closer to catastrophe.

The severity of these events, considered along with the pace of the escalation of the antagonists' murderous tactics, suggests a good location for many of them.

"When Animals Attack," "Planted Evidence," and "Legal Troubles" fit nicely as a separate stage between stages 4 and 5. (They need to be placed after stage 4, since each of them depends on events in that stage having occurred.)

Similarly, "Scuttling the Fleet," "Infiltration," and "Exile" could be a new stage between stages 9 and 10.

"Loose Tiles" is a wild card that you can insert wherever you like.

## When Animals Attack

To intimidate Lower City residents and hamper nighttime commerce, Rael arranges to have rat swarms driven out of cellars and alleys and into the streets. At first, citizens dismiss these incidents as the result of heavy rains or the recent sanitation strike (stage 4). But after a second surge of rat swarm attacks, most people assume that some mastermind is directing the creatures.



Witnesses all describe basically the same scenario. They were in a group walking after dark behind a lamp lad or a lamp lass who suddenly began screaming and thrashing at his or her legs and the ground. The lamp carrier either dropped the lamp or ran off with it in a panic, leaving his or her charges in the dark. Then scratching, biting vermin swarmed the group, and the victims ran for their lives or sought whatever nearby shelter they could find.

To battle the rats, the Flaming Fist adds **hunting hounds** to its nighttime patrols. The dogs, usually illegal to keep within the city walls, were commandeered from Outer City homes and outlying patriar hunting kennels. The act manages to simultaneously anger Outer City residents, patriars, and Lower City residents—who are kept awake by the hounds' baying. To make matters worse, the patrols are seldom effective, and several dogs die from infected rat bites.

A wererat in the Guild's pay is in fact commanding the attacking **rats**. The wererat, a halfling named **Thurgo Songbuckle**, is new to Baldur's Gate and recently met Rael. He has no special attachment to the rats and can command them from the shadows or the fray. If he is captured or killed, the attacks cease.

If you need them, statistics blocks for the hunting hounds, the rats, and Thurgo Songbuckle are provided at the end of this supplement.

## KEEPING TRACK

Rael gains one rank on Bhaal's Favor Track if the characters fail to capture or kill Thurgo Songbuckle.

## Planted Evidence

If the characters performed their "Ravengard for Duke" task well in stage 4, the marshal invites them to his office in the Seatower of Balduran.



### He gets right to the point. Read:

*"If you want to crush evildoers, I can put you in the best position—and give you the best weapons. That is, evil mustn't be fought with evil, but fire must be fought with fire.*

*"The council is too timid to wield the Flaming Fist. We could have wrung out the city's dirty water long ago if we'd been allowed to really squeeze. I know where trouble hides, who foments it, and who profits from it. But the Guild has purchased the Gate's judges, so justice always loses in court.*

*"Their cozy setup is about to end, though, once some well-placed 'evidence' surfaces. I think you can make that happen. Do you understand?"*

If the characters indicate that they understand and don't object to planting evidence, Ravengard snaps his fingers. An assistant steps forward and passes a small bundle to whichever character has done the most talking or appears to be in charge.

In the bundle are a bloodstained dagger, an ornate smoking pipe, and the upper third of a broken walking stick. The name of the patriar "Ariax Rillyn" is etched into the pipe. According to Ravengard, Rillyn often presides over trials of alleged Guild operatives and rules in their favor. The pipe reeks of the highly addictive, illegal sable moonflower. The cane's head and the dagger's pommel bear the Rillyn family crest (a barren tree within a triangle).

Ravengard tells the heroes about the Szarr family crypts located in the cliff face below Tumbledown. The marshal circumspectly instructs the characters to plant these three items in the crypt tonight and leave the rest to him.

If the characters ask about the person they're framing, Ravengard assures them that Rillyn has committed far worse crimes than what this evidence would pin on him.

**Not on Board:** If the heroes refuse to participate, Ravengard shoots them a look of disgust, makes a disparaging remark, and dismisses them with a wave of his hand. The meeting is over, and someone else plants the evidence.

**On Board:** If the adventurers agree to Ravengard's plan and take the items to Tumbledown, they must enter the cemetery at night to avoid being seen. A mausoleum near the cliffs, its locks and seal long broken, provides stairs into the crypts.

Old bones, stone sarcophagi, and bird and bat droppings surround a young woman's body, which several **ghouls** are devouring. (If you need them, statistics blocks for the ghouls are provided at the end of this supplement.)

If the heroes defeat the ghouls, they can examine the body and determine that the woman had sundown fever, an illness common in the Outer City, and that she was struck on the head and stabbed several times. With a DC 10 Wisdom check, an adventurer knows that the bludgeoning and the stabbing were inflicted after the victim's death. (Ravengard hired two grave robbers to dig up the body, dump it here, and inflict the wounds while hired thieves procured the "evidence" from its previous owner. The ghouls finding the corpse wasn't part of the plan.)

If the characters plant the items, Baldur's Gate is abuzz the next day with the news of Rillyn's arrest for committing a ritual, cult murder in Tumbledown. The killing surprises no one, however, in light of the patriar's sable moonflower addiction, which was discovered at the same time.

By afternoon, the rumor mill hits a crescendo when news reaches the streets that Rillyn has implicated Nine-Fingers as his cult accomplice in the killing and claimed that the Guild leader's real name is Astele Keene, leading to that individual's arrest. Now both are locked in the Seatower.

Feeling vindicated despite his role in the proceedings, Ravengard rejoices in Rillyn's losing his judicial post and acting as a credible witness against Nine-Fingers at the same time.

**Double-Crossing Ravengard:** If the characters accept the mission but don't plant the evidence, or they don't accept the mission and instead prevent it, they infuriate Ravengard, who must have the dagger, the cane, and the pipe to proceed with his plan. Stung by this betrayal, Ravengard orders the Flaming Fist to scour the city and capture the heroes, using any means necessary. The characters would be wise to seek Silvershield's protection or disappear into Rael's warren of safe houses. If Ravengard catches them, they are thrown into the Seatower of Balduran's deepest, dankest dungeon.

## KEEPING TRACK

Ravengard gains one rank on Bhaal's Favor Track if the characters plant evidence to frame Ariax Rillyn, or if they fail to prevent Fist agents from doing so. If the heroes accept the terms and then don't deliver, Ravengard imprisons them but does not gain a rank in Bhaal's favor.

## Legal Troubles

Duke Silvershield seethes over the blackmailing of Wyllyck Caldwell (see “Ravengard for Duke” in stage 4) and the frame-up of Ariax Rillyn (see “Planted Evidence” above); the latter has been a longtime Parliament of Peers ally. So Silvershield decides to retaliate against the Fist marshal and turns his considerable legal power against people under Ravengard’s protection. Soon, the characters hear gossip about the Watch dragging people from their homes on “trumped-up charges.”

If Silvershield trusts the characters or wants to give them another chance, he summons them to his estate. He instructs them to locate and bring three Baldurians to him for questioning. The duke subtly implies that the characters can use force if needed. He gives the adventurers “real evidence” (copies of witnesses’ sworn statements against Norold Dlusker, Ellyn Harbreeze, and Stepan Groat). While deputizing the characters, Silvershield expresses exasperation with the Flaming Fist, referring to it as “somehow too busy with other duties to enforce the law.”

Norold Dlusker might be familiar to the characters from “Search and Seizure” in stage 1. The patriar, who works as a cloth merchant, is deeply in debt to Guild loan sharks. These lenders force Dlusker to launder money and perform other services for the Guild. The impoverished patriar also provides the Flaming Fist with inexpensive wool for uniforms. His arrest would please Silvershield on three levels: It would hurt the Guild, remove a Flaming Fist resource, and hide away a patriar who is an embarrassment to his peers. When either the characters or Watch soldiers come for him, Dlusker offers only feeble protests, since he knew his ties to the Guild would eventually lead to trouble.

Ellyn Harbreeze, a plump, freckled, and friendly redhead, operates Harbreeze Bakery, a business she inherited from her mother. Silvershield claims that Harbreeze’s mother never paid the immigrant establishment tax to set up her business. The baker fights her arrest, pounding her fists on whoever tries to grab her, clutching at the door frame, and screaming, “You can’t arrest an innocent woman! I’ll die if you throw me in a dark, damp dungeon! You’ll kill me, you will!”

She’s both wrong and, tragically, right. The characters can arrest an innocent person. And if Harbreeze is locked in a cell, she contracts a wasting disease that kills her within two tendays, unless she receives magic healing. If the characters bring in Harbreeze kicking and screaming, be sure that a Watch soldier tells them in a few days about her illness.

Stepan Groat is a **Flaming Fist lieutenant** who owes a substantial gambling debt to the Guild. Because



of his financial troubles, he lives in a tenement in Norchapel.

When the characters reach his door, Groat opens a viewing slot. When he sees armed strangers, he assumes they’ve been hired to beat his debts out of him. He slams the slot shut, dashes out a back window, and makes tracks along the slate rooftops, jumping from shanty to shanty at breakneck speed. A character can break down the door with a DC 10 Strength check. After that, the chase is on.

Groat’s course begins on relatively flat roofs before reaching pitched rooftops. If the characters follow, describe the steep, rain-slick slates sliding under their boots; the dizzying height and muddy roads far below; Groat’s wild leaps; and the shouts of onlookers watching the soggy, madcap parade from the street below.

Play out the pursuit for as long as you want. Have Groat and the characters make ability checks to jump across alleys and balance on the slippery slate. When he misses a check at some point, Groat falls to the street and dies.

**Opposing the Arrests:** It Silvershield does not ask the heroes to make the arrests, an Upper City friend or someone knowledgeable, such as Coran (*Campaign Guide*, page 38), tips them off. If the characters oppose the detentions, they can challenge the **Watch soldiers** who come for Dlusker, Harbreeze, and Groat. Confronting the Watch alongside Flaming Fist soldiers or as Fist representatives would be the most effective approach. Watch members are within their rights to arrest Upper City folk, such as Dlusker, but their authority in the Lower City is less clear without the grand duke’s express support, which they don’t have.

### KEEPING TRACK

Silvershield gains one rank on Bhaal’s Favor Track if the characters go after Norold Dlusker, Ellyn Harbreeze, and Stepan Groat, or if they fail to prevent Watch soldiers from arresting those individuals.

## Loose Tiles

Most buildings in the Upper and Lower City have steep roofs of gray slate. When those tiles come loose, they skitter down and crash to the street below. Usually the result is nothing more than a good scare for people standing nearby, but sometimes it’s tragic.

“Accidents” don’t always happen accidentally, however. It’s uncommon but not unknown for thugs and assassins in Baldur’s Gate to drop roof tiles on unsuspecting victims. Sometimes the crashing tiles just send a brief message: Watch your step. Other times, they deliver a final sentence: Death.



This event occurs when the Lower City is hit by a spate of roof tile incidents. Tiles mysteriously slip loose and fall into crowds, injuring wealthy merchants, nobles, soldiers of the Flaming Fist who use their fists too freely, and anyone else the Guild might have taken a dislike to. Tragically, tiles falling into crowds also hit innocent bystanders.

These and similar “accidents” escalate quickly. Soon, barrels are careering down steep Lower City streets and ropes are snapping on cranes on the wharves, sending cargo plummeting earthward. Everyone in the Lower City is put on edge. Special lookouts are posted along the wall between the Upper City and Lower City where they can watch for any suspicious activity on all the rooftops below them.

Rilsa Rael is behind these attacks, having hired a few guild **thugs** to carry them out, but she doesn't tip off the characters to this fact even if they are working with her.

The heroes will find it difficult intervene in these events unless they happen to be in the right place at the right time, or unless she makes them the target of such an attack. The best way to help might be to spread out across the city and work out some signal with the Watch on the wall. That way when a Watch member spots something suspicious, a character has a decent chance of getting there in time to confront the culprits. Of course, being spread out might mean that a hero might have to confront the culprits (a couple of **tough thugs**) alone.

If the PCs don't investigate and interfere, an entire building under construction collapses mysteriously. Grathus Mimdur, a builder who always hires laborers from the Outer City and pays good wages, is killed in the collapse. His death stirs angry reactions through the Outer City and brings an end to the “accidents.”

Characters can become the target of an accident if they've angered Rael or another Guild member recently. Or a character might be a target when he or she arrives on the scene. A runaway handcart or barrel can be evaded with a DC 10 Dexterity check. Falling roof tiles require a DC 15 Dexterity check to dodge. Either causes 1d10 damage if it hits.

## KEEPING TRACK

Rael gains one rank on Bhaal's Favor Track if the characters fail to catch or kill some of the culprits.

## Scuttling the Fleet

Rael wants to strike the merchants where it will hurt them the most. In Baldur's Gate, all wealth eventually traces to shipping in the harbor. With one surge of violence, she plans to burn or scuttle as many ships in the harbor as possible. The losses could ruin some of the city's merchant families, in addition to the many deaths that will result.



This event should occur at night, when the attackers can have the cover of darkness. The ideal spot for the characters is in or near the Seatower, but they can get into the action from anywhere in the city.

The plan is for three groups of saboteurs in small boats to row through the harbor, setting ships aflame with hurled pots of alchemist's fire. When their ammo is expended, they will escape by rowing out of the harbor and to a secluded landing spot downriver.

Each boat has a driver at the tiller in the stern (**tough thug**) in charge of six rowers (**thugs**) plus two dwarves at the bow (**bombers**) who fling the alchemist's fire. The clay pots are slung on ropes so they can be launched like slingshot. Each boat is stocked with twelve alchemist's fire pots.

The arsonists begin separated. Their first attacks hit the Bloomridge piers, the Steeps wharf near the Counting House, and along the Heapside quay. The three boats then row in unison for the biggest concentrations of ships at the Eastway and Brampton piers. Thanks to the darkness and the fog, there will be great confusion about where these fires are coming from. It might take some time for ship crews to figure out that the attackers are on the water, not on land.

Unimpeded, this attack will wreak havoc on shipping in Baldur's Gate. Most of the fires will be extinguished by fast-acting crews, but eight ships will be completely consumed, five others crippled, the piers badly damaged, and several fortunes lost. Every merchant in the city will be at the gates to the Seatower, screaming for revenge.

If characters join in this attack, the best places for them will be in the bows of the fireboats, flinging pots of alchemist's fire. If they are on good terms with Rilsa Rael, she offers them the job. The drivers will steer the boats wherever the characters command. The first few attacks will have complete surprise, but by the time the arsonists close in on the Eastway piers, most of the harbor will be awake and on the lookout for trouble. Allow the characters to make Charisma checks (DC 10) to keep their crews quiet. If a rowboat is detected, it comes under a hail of crossbow bolts (from ship crewmen represented by **thugs**). As the boat rows away, each nonplayer character in it is attacked once by this crossbow fire, and each player character is attacked three times.



If the characters are near the harbor when this attack commences, they have many ways to get involved. The most likely are helping to fight the fires on a ship or trying to locate the origin of the fires and then attacking a boatload of arsonists from shore, or even commandeering a small boat and giving chase. The possibilities are nearly endless, so the specifics are left in your hands.

If the characters are in or near the Seatower when this attack commences, they have a unique opportunity. The Seatower is equipped with Gondar-built trebuchets meant specifically for sinking hostile ships in the harbor. Characters might know about these already if they were given a tour by Ravengard. Otherwise, the heroes could be corralled by a low-ranking Flaming Fist officer who recognizes them or whom they've worked with before, or by Ravengard himself, and asked to help crew the siege weapons.

To observers atop the Seatower, the fog drifting across the harbor does a poor job of concealing the outlines of the arsonists' boats. Firelight from burning ships and occasional glows of moonlight through the clouds provide sporadic, dim illumination. Each time another ship flares up, the characters have one chance to spot an attacking rowboat with a DC 15 Wisdom check. If one or two characters spot a boat, it can be attacked by a trebuchet with a -3 penalty to the attack roll. If three or more characters spot a boat, it can be attacked with no penalty. Have a character make the attack roll against AC 9. On a hit, the boat is destroyed in a small explosion of the remaining alchemist's fire. Half of the boat's crew dies, and the other half gets picked off or captured by sailors.

There are trebuchets on each tower, but only three have a good enough view of the situation to attack. Each requires a five-person crew. They can be manned entirely by **Flaming Fist privates**, or characters can step into the crews. Each weapon can attack once when a boat is spotted. It takes about 15 minutes to reload a trebuchet between shots, so it's likely that only three shots can be gotten off before the Guild members flee.

For an added twist, a ship moored at the quay in Eastway becomes a roaring inferno, and the flames threaten to spread to the harbormaster's office. The quickest way to prevent a disaster is to sink the burning ship from the Seatower. Its AC is 12. Two hits are needed to sink it, but they must be scored instead of hitting the Guild boats, or it will be too late.

Ravengard will be highly pleased if the attack is crushed from the Seatower.

### KEEPING TRACK

Rael gains one rank on Bhaal's Favor Track if the heroes fail to catch or kill the members of at least two boats.

## Infiltration

After so many attempts to bring down the Guild, Ravengard concludes that it can't be done by external force. The Guild must be destroyed from the inside, by infiltrators.



If the characters are on decent terms with him, Ravengard calls upon them; and even if the heroes are known to be associates of Rilsa Rael or otherwise seem to be in league with the Guild, Ravengard tries one last time to recruit them to his cause. He summons them not to the Seatower but to the Elfsong Tavern. Ravengard reserves a back room and arrives incognito. Three of his best men (**Flaming Fist sergeants**), also in mufti, are stationed in the common room, with five **Flaming Fist privates** loitering in the streets outside in case of an emergency.

Ravengard offers 150 gp per character, paid up front, plus an equal amount paid after the Guild is brought down. He also promises that the characters will be unconditionally pardoned for any crimes they commit or have committed. When the job is done, they will receive safe passage by ship from Baldur's Gate to anywhere along the Sword Coast they choose, in case they fear retribution from surviving Guild members. Whether they leave or stay in Baldur's Gate, they will have honorary commissions at the rank of blaze in the Flaming Fist, which means they would collect the monthly pay of that rank (75 gp per month) while shouldering none of its duties.

If the characters accept this offer or negotiate a better one, the assignment is simple. Ravengard wants them to assassinate **Rilsa Rael**, the Fetcher (use **tough thug** statistics), and **Nine-Fingers** (if she isn't locked in the Seatower). Key figures inside the Guild probably trust the characters already, and if they don't, characters who offer their services to the Guild should get Rilsa's attention. It should be easy for them to get close to these targets and strike the killing blow—or poison their food, or cause their deaths in any of a dozen other ways. With the Guild decapitated, the Flaming Fist can hit smaller operators hard while there's confusion in the Guild's ranks. All the characters need to do is carry out three efficient murders, and they can retire in style.

What Ravengard asks is almost certainly impossible, and he knows it. Assassins might pick off one of these targets, maybe even two, but the odds of killing all three are next to zero. Nine-Fingers, Rael, and the Fetcher always have bodyguards nearby. Furthermore, all three would need to be hit simultaneously, or the news of one attack would send the others scrambling for their safe houses.

Still, the characters are free to try. Ravengard will reluctantly let himself be negotiated up to almost any price, since he doesn't expect to ever have to pay it.

If the characters refuse, Ravengard is disgusted. He strips them of any rank he has given them and demands they return the brooches that were given to them, if they have them. Ravengard thereafter sends his agents against the one Guild member he's sure he can find—the Fetcher. If the characters fail to warn him or another Guild member of Ravengard's intent, the Fetcher and a number of other people are killed in a bloody battle in the Undercellar.

### KEEPING TRACK

Ravengard gains one rank on Bhaal's Favor Track if the characters succeed in killing any of the three Guild members or fail to warn them of Ravengard's intent.

## Exile

Grumbling by middle-class merchants against the patriars is reaching a fever pitch. A certain amount of class envy has always simmered beneath the surface, but Torlin Silvershield hears something more dangerous in these rumblings. He fears that if certain individuals are allowed to speak freely, their anti-patriar ideas will spread.



Everyone who knows Duke Silvershield understands that once he puts his weight behind an accusation, no one accused of a serious crime has any future in Baldur's Gate. That's what Silvershield counts on when he turns his mind to ridding himself of problems from the Lower City.

The duke summons the heads of four prominent Lower City families to private meetings at his estate. Each of them is offered a simple choice: Pack your families and your fortunes and leave Baldur's Gate forever, or face accusations from the High Hall that will ruin you. All four chose exile.

Their departures are noted by acquaintances and neighbors, but many people are leaving Baldur's Gate these days. Four more families pulling up stakes does not raise too many eyebrows, but then a rumor spreads from the Wide a day later: Merchants traveling north on the Coast Way passed the sites of two massacres along the road. Two entire families, well off by the looks of them, had been robbed and murdered, their bodies dumped beside the road.

The murders were the work of special teams of the Watch that were dispatched specifically to guarantee that the exiles could never break their agreements and return to Baldur's Gate. They took steps to make the attacks look like common highway robberies turned murderous, but characters who are familiar with the gear and the methods of the Watch can pick out the telltale signs automatically with a careful inspection of the bodies or with a DC 15 Intelligence check and a general inspection at either of the massacre scenes.

The evidence consists of crossbow bolt heads, bits of fletching torn off in crossbow wounds, the presence of precise stabbing wounds rather than the more vicious slashing and bludgeoning wounds typical of highway bandits, and the fact that though the victims were apparently robbed, their bodies weren't stripped of fine clothing and shoes, items that always are in high demand among rough-living bandits.

If the characters are working for Silvershield, he might dispatch them to the north or south along the road to retrieve the bodies and return them to Baldur's Gate for interment befitting respected citizens (only Silvershield knows they were threatened with accusations and public disgrace, after all) and destroy any evidence that could incriminate the Watch in the attacks.

If the characters are working for Ulder Ravengard or Rilsa Rael, either of them would like to have evidence that these murders were committed by the Watch, because that fact could implicate the dukes.

Characters who march out the road looking for bodies can find more than that. A band of real highwaymen (**thugs** and **tough thugs**) have followed rumors to the area, hoping to pick the bodies clean.

### KEEPING TRACK

Silvershield gains one rank on Bhaal's Favor Track if the characters fail to tell either Ravengard or Rael about the evidence of Watch involvement.

# D&D NEXT STATISTICS

## Hunting Hound

Medium Beast

Armor Class 12

Hit Points 5 (1d10)

Speed 30 ft.

Senses low-light vision

Str 11 (+0)      Dex 14(+2)      Con 11 (+0)

Int 2 (-4)      Wis 12 (+1)      Cha 8 (-1)

Alignment unaligned

Languages –

### TRAITS

**Scent:** The hound has advantage on checks made to find hidden or invisible creatures.

### ACTIONS

**Melee Attack–Bite:** +4 to hit (reach 5 ft.; one creature). *Hit:* 1d8 piercing damage. If the attack deals 5 or more damage, the target falls prone.

### ENCOUNTER BUILDING

Level 1      XP 10

## Thurgo Songbuckle

Small Humanoid (Halfling, Wererat)

Armor Class 13

Hit Points 16 (3d8 + 3); resistant to weapon damage except that from silver or magical weapons

Speed 35 ft., climb

Senses low-light vision

Str 10 (+0)      Dex 16 (+3)      Con 12 (+1)

Int 12 (+1)      Wis 11 (+0)      Cha 11 (+0)

Alignment neutral

Languages Common (cannot speak in rat form)

### TRAITS

**Climb:** In rat or hybrid form, Thurgo can climb as part of his movement. No ability check is required, but each square he climbs costs him 5 extra feet of movement.

**Cunning:** Thurgo has advantage on ability checks to bluff, listen, sneak, and spot.

**Opportunist:** If Thurgo has advantage on an attack roll, he can give up the advantage to make two attacks.

**Rat Scurry:** In rat form, when Thurgo moves on his turn, his movement does not provoke opportunity attacks.

### ACTIONS

**Melee Attack–Bite (rat and hybrid form only):** +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d4 + 3) piercing damage, and the target must make a DC 9 Constitution saving throw. *Failed Save:* The target is cursed with lycanthropy.

**Melee or Ranged Attack–Dagger (human and hybrid form only):** +5 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage.

**Change Shape:** Thurgo polymorphs from human form into a Medium rat-humanoid hybrid or a Small rat, or back again. Thurgo reverts to human form when killed.

### ENCOUNTER BUILDING

Level 3      XP 70

## Rat

Tiny Beast

Armor Class 11

Hit Points 2 (1d4)

Speed 15 ft., climb 15 ft.

Str 6 (-2)      Dex 11 (+0)      Con 10 (+0)

Int 3 (-4)      Wis 10 (+0)      Cha 4 (-3)

Alignment unaligned

Languages –

### TRAITS

**Mob Tactics:** The rat gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

### ACTIONS

**Melee Attack–Bite:** +4 to hit (reach 5 ft.; one creature). *Hit:* 1 piercing damage.

### ENCOUNTER BUILDING

Level 1      XP 10

## Ghoul

Medium Undead

Armor Class 12

Hit Points 17 (2d12 + 4)

Speed 30 ft.

Senses darkvision 60 ft.

Str 13 (+1)      Dex 15 (+2)      Con 14 (+2)

Int 7 (-2)      Wis 10 (+0)      Cha 6 (-2)

Alignment chaotic evil

Languages Common

### TRAITS

**Immunities:** The ghoul cannot be put to sleep. It is immune to disease and poison.

**Undead:** The ghoul is not a living creature. It does not need to breathe, eat, or sleep.

### ACTIONS

**Melee Attack–Claws:** +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) slashing damage, and the target must make a DC 10 Constitution saving throw (elves are immune). *Failed Save:* The target is paralyzed for 1 minute but can repeat the saving throw at the end of each of its turns to end the paralyzed condition.

**Melee Attack–Bite:** +4 to hit (reach 5 ft.; one paralyzed, restrained, stunned, or unconscious creature). *Hit:* 11 (2d6 + 2) piercing damage.

### ENCOUNTER BUILDING

Level 3      XP 70

# 4TH EDITION STATISTICS

Hunting Hound		Level 1 Minion Skirmisher	
Medium natural beast		XP 25 each	
HP 1; a missed attack never damages a minion.		Initiative +4	
AC 15, Fortitude 12, Reflex 14, Will 13		Perception +6	
Speed 6		Low-light vision	
STANDARD ACTIONS			
⬇ Bite ♦ At-Will			
Attack: Melee 1 (one creature); +6 vs. AC			
Hit: 3 damage, or 6 against a prone target.			
⬇ Predator's Strafe ♦ At-Will			
The hound shifts up to half its speed and makes a melee basic attack at any point during that move.			
Str 10 (+0)	Dex 14 (+2)	Wis 12 (+1)	
Con 11 (+0)	Int 2 (-4)	Cha 8 (-1)	
Alignment unaligned Languages –			

Rat (Swarm)		Level 1 Skirmisher	
Medium natural beast (swarm)		XP 100	
HP 27; Bloodied 13		Initiative +5	
AC 15, Fortitude 13, Reflex 15, Will 11		Perception +4	
Speed 6, climb 2		Low-light vision	
Resist half damage from melee and ranged attacks;			
Vulnerable 5 to close and area attacks			
TRAITS			
☀ Swarm Attack ♦ Aura 1			
Any enemy that ends its turn in the aura takes 4 damage, and the swarm can slide it 1 square as a free action.			
Swarm			
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.			
STANDARD ACTIONS			
⬇ Swarm of Teeth ♦ At-Will			
Attack: Melee 1 (one creature); +6 vs. AC			
Hit: 1d10 + 3 damage, or 1d10 + 8 if the swarm moved at least 2 squares during this turn.			
Effect: The swarm can shift 1 square.			
Str 12 (+1)	Dex 16 (+3)	Wis 9 (-1)	
Con 11 (+0)	Int 1 (-5)	Cha 7 (-2)	
Alignment unaligned Languages –			

Thurgo Songbuckle		Level 3 Skirmisher	
Small natural humanoid (shapechanger), halfling		XP 150	
HP 37; Bloodied 18		Initiative +7	
AC 17, Fortitude 16, Reflex 14, Will 13		Perception +7	
Speed 6, climb 4 (rat or hybrid form only)		Low-light vision	
TRAITS			
Regeneration			
Thurgo regains 5 hit points whenever it starts its turn and has at least 1 hit point. When Thurgo takes damage from a silvered weapon, regeneration does not function on Thurgo's next turn.			
STANDARD ACTIONS			
⬇ Dagger (weapon) ♦ At-Will			
Requirement: Thurgo must be in human or hybrid form.			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 1d6 + 6 damage, or 2d6 + 6 if Thurgo has combat advantage against the target.			
⬇ Bite (disease) ♦ At-Will			
Requirement: Thurgo must be in rat or hybrid form.			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 1d4 + 4 damage. If the target is granting combat advantage to Thurgo, it also takes ongoing 5 damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts wererat filth fever (stage 1).			
MOVE ACTIONS			
Rat Scurry ♦ At-Will			
Requirement: Thurgo must be in rat form.			
Effect: Thurgo shifts up to his speed.			
MINOR ACTIONS			
Change Shape (polymorph) ♦ At-Will			
Effect: Thurgo alters its physical form to appear as a Tiny rat, or a Medium unique human or hybrid.			
Skills Bluff +6, Stealth +10			
Str 10 (+1)	Dex 18 (+5)	Wis 12 (+2)	
Con 15 (+3)	Int 13 (+2)	Cha 11 (+1)	
Alignment evil		Languages Common	
Equipment dagger			

Ghoul		Level 3 Soldier	
Medium natural humanoid (undead)		XP 150	
HP 47; Bloodied 23		Initiative +7	
AC 19, Fortitude 15, Reflex 17, Will 14		Perception +1	
Speed 8, climb 4		Darkvision	
Immune disease, poison; Resist 10 necrotic			
TRAITS			
Weakened Paralysis			
Whenever the ghoul takes radiant damage, one creature immobilized or stunned by the ghoul can make a saving throw against one of those effects.			
STANDARD ACTIONS			
⬇ Claws ♦ At-Will			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 2d6 + 4 damage, and the target is immobilized (save ends).			
⬇ Ghoulish Bite ♦ At-Will			
Attack: Melee 1 (one immobilized, restrained, stunned, or unconscious creature); +8 vs. AC			
Hit: 4d6 + 4 damage, and the target is stunned (save ends).			
Skills Stealth +10			
Str 14 (+3)	Dex 19 (+5)	Wis 11 (+1)	
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)	
Alignment chaotic evil		Languages Common	

# 3RD EDITION (v.3.5)

## STATISTICS

### HUNTING HOUND

CR 1

hp 13 hp (2 HD)

N Medium animal

**Init** +2; **Senses** low-light vision, scent; **Listen** +5, **Spot** +5

**AC** 16, touch 12, flat-footed 14

**Fort** +5, **Ref** +5, **Will** +1

**Speed** 40 ft. (8 squares)

**Melee** bite +3 (1d6+3)

**Base Atk** +1, **Grp** +3

**Abilities** Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

**SQ** scent; a hunting hound has a +4 racial bonus on Survival checks when tracking by scent

**Feats** Alertness, Track<sup>B</sup>

**Skills** Jump +8, Listen +5, Spot +5, Swim +3, Survival +1

### THURGO SONGBUCKLE

CR 5

Male halfling wererat rogue 3

hp 26 (4 HD)

NE Small humanoid (shapechanger)

**Init** +5; **Senses** low-light vision, scent; **Listen** +9, **Spot** +7

**Languages** Common, Halfling

**AC** 21, touch 19, flat-footed 13

**Resist** evasion; **DR** 5/silver

**Fort** +7, **Ref** +14, **Will** +7; +1 to all saving throws, +2 morale bonus against fear

**Speed** 20 ft. (4 squares)

**Melee** dagger +10 (1d3-1), bite +5 (1d4-1)

**Base Atk** +2; **Grp** -4

**Atk Options** Sneak Attack +2d6, Weapon Finesse

**Abilities** Str 8, Dex 27, Con 16, Int 10, Wis 12, Cha 11

**SQ** alternate form, rat empathy, trap sense +1, trapfinding

**Feats** Acrobatic, Alertness, Iron Will, Track, Weapon Finesse

**Skills** Balance +11, Bluff +7, Climb +6, Diplomacy +2, Hide +19, Intimidate +2, Jump +6, Listen +9, Move Silently +17, Spot +7, Tumble +19

**Possessions** dagger

In dire rat form, Thurgo has the following statistics:

**Speed** 40 ft. (8 squares), climb 20 ft., swim 20 ft.

**Melee** bite +10 (1d4-1), no dagger

**Skills** Climb +14, Swim +7

In halfling form, Thurgo has the following statistics:

**AC** 18, touch 16, flat-footed 13

**Ref** +11

**DR** none

**Melee** dagger +7 (1d3-1), no bite attack

**Skills** Balance +9, Bluff +7, Hide +16, Move Silently +14, Tumble +16

**Abilities** Dex 21, Con 14

### RAT SWARM

CR 2

13 hp (4 HD)

N Tiny animal (swarm)

**Init** +2; **Senses** low-light vision, scent; **Listen** +6, **Spot** +7

**AC** 14, touch 14, flat-footed 12

**Resist** half damage from slashing and piercing

**Fort** +4, **Ref** +6, **Will** +2

**Speed** 15 ft. (3 squares), climb 15 ft.

**Melee** swarm (1d6 plus disease)

**Space** 10 ft.; **Reach** 0 ft.

**Base Atk** +3; **Grp** -

**Atk Options** disease, distraction

**Abilities** Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2

**SQ** swarm traits

**Skills** Balance +10, Climb +10, Hide +14 +16, Listen +6, Move

Silently +8, Spot +7, Swim +10

**Feat** Alertness, Stealthy, Weapon Finesse<sup>B</sup>

**Disease (Ex)** Filth fever—swarm attack, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Distraction (Ex)** Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

### GHOUL

CR 1

hp 13 (2 HD)

CE Medium undead

**Init** +2; **Senses** darkvision 60 ft.; **Listen** +2, **Spot** +7

**Languages** Common

**AC** 14, touch 12, flat-footed 12

**Fort** +0, **Ref** +2, **Will** +5

**Immune** undead immunities

**Speed** 30 ft. (6 squares)

**Melee** bite +2 (1d6+1 plus paralysis and ghoul fever), 2 claws +0 (1d3 plus paralysis)

**Base Atk** +1; **Grp** +2

**Abilities** Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12

**Feats** Multiattack

**Skills** Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7

**Ghoul Fever (Su)** Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghouls rises as a ghoul the following midnight. A humanoid of 4 HD or more rises as a ghast, not a ghoul.

**Paralysis (Ex)** Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

AGE 12+



# MURDER <sup>IN</sup> BALDUR'S GATE <sup>TM</sup>

## MONSTER STATISTICS

MATT SERNETT • CHRIS SIMS



Permission is granted to print this document for personal use only.

# CREDITS

Design and Editing  
Matt Sernett, Chris Sims

Additional Design  
Daniel Helmick

Managing Editor  
Kim Mohan

D&D Group Manager  
Mike Mearls

D&D Producer  
Greg Bilsland

Senior Creative Director  
Jon Schindehette

Art Director  
Mari Kolkowsky

Graphic Design  
Emi Tanji

D&D Brand Team  
Nathan Stewart, Liz Schuh, Laura Tommervik,  
Shelly Mazzanoble, Chris Lindsay, Hilary Ross

Publishing Production Manager  
Angie Lokotz

Organized Play  
Chris Tulach

DUNGEONS & DRAGONS, D&D, FORGOTTEN REALMS, their respective logos, and *Murder in Baldur's Gate*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the USA and other countries. All Wizards characters and their distinctive likenesses are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental.

Published by Wizards of the Coast LLC. Manufactured by: Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 2 Roundwood Ave, Stockley Park, Uxbridge, Middlesex, UB11 1AZ, UK.

©2013 Wizards of the Coast LLC.

300A4537000002 EN

# D&D® NEXT STATISTICS

## Abdel Adrian

Medium Humanoid (Human)

Armor Class 18 (plate mail)

Hit Points 22 (3d10 + 6)

Speed 25 ft.

Str 16 (+3)

Dex 14 (+2)

Con 15 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 12 (+1)

Alignment neutral

Languages Common

### ACTIONS

**Melee Attack—Gauntlet:** +5 to hit (reach 5 ft.; one creature).

**Hit:** 1d4 + 3 bludgeoning damage. If the attack deals 6 or more damage, the target falls prone.

### REACTIONS

**Guardian:** If an enemy within 5 feet of Abdel attacks a target other than Abdel, that enemy provokes an opportunity attack from Abdel.

### ENCOUNTER BUILDING

Level 2

XP 60

## Acolyte of Gond

Medium Humanoid (Human)

Armor Class 16 (chain mail)

Hit Points 11 (2d8 + 2)

Speed 25 ft.

Str 13 (+1)

Dex 11 (+0)

Con 13 (+1)

Int 10 (+0)

Wis 15 (+2)

Cha 10 (+0)

Alignment neutral

Languages Common

### ACTIONS

**Melee Attack—Mace:** +2 to hit (reach 5 ft.; one creature). **Hit:** 4 (1d6 + 1) bludgeoning damage.

**Ranged Attack—Light Crossbow:** +1 to hit (range 80 ft./320 ft.; one creature). **Hit:** 4 (1d8) piercing damage.

### ENCOUNTER BUILDING

Level 1

XP 20

## Bhaalspawn Slayer

Medium Humanoid

Armor Class 14

Hit Points 30 (4d10 + 8)

Speed 40 ft.; see Traits below

Senses darkvision 60 ft.

Str 14 (+2)

Dex 17 (+3)

Con 15 (+2)

Int 11 (+0)

Wis 11 (+0)

Cha 13 (+1)

Alignment chaotic evil

Languages Common

### TRAITS

**Climb:** The slayer can climb as part of its movement. No ability check is required.

**Immunities:** The slayer is immune to disease and poison.

**Jump:** The slayer can jump as part of its movement. No ability check is required. Jumping in this way does not provoke opportunity attacks.

### ACTIONS

**Melee Attack—Claws:** +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) slashing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* The target's speed magically drops to 0. Instead of moving on its turn, or as its action, the target can attempt a DC 10 Constitution check, ending the speed reduction if the check succeeds.

**Melee Attack—Bite:** +5 to hit (reach 5 ft.; one creature that has a speed of 0). *Hit:* 11 (2d8 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* The target is stunned for 1 minute but can repeat the saving throw at the end of each of its turns, ending the stunned condition on a successful save.

### ENCOUNTER BUILDING

Level 3

XP 110

## Bomber

Medium Humanoid (Dwarf)

Armor Class 13 (hide)

Hit Points 17 (2d10 + 6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 16 (+3)

Dex 12 (+1)

Con 17 (+3)

Int 10 (+0)

Wis 14 (+2)

Cha 11 (+0)

Alignment neutral

Languages Common, Dwarvish

### TRAITS

**Dwarven Resilience:** Bomber has advantage on saving throws against poison and resistance to poison damage.

### ACTIONS

**Melee Attack—Short Sword:** +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) piercing damage.

**Ranged Attack—Alchemist's Fire:** The ground in a 5-foot radius cloud centered on a point within 30 feet of the bomber is covered in fire for 1 minute. Creatures in the cloud when it appears, as well as creatures that end their turns within the cloud, must succeed on a DC 11 Dexterity saving throw. *Failed Save:* 1d6 + 2 fire damage. *Successful Save:* Half damage.

### ENCOUNTER BUILDING

Level 2 XP 30

## Chosen of Bhaal

When Rilsa Rael, Torlin Silvershield, Ulder Ravengard, or a character becomes the Chosen of Bhaal, he or she gains the following benefits.

### TRAITS

**Climb:** The chosen can climb as part of its movement. No ability check is required.

**Immunities:** The chosen is immune to disease and poison.

**Jump:** The chosen can jump as part of its movement. No ability check is required. Jumping in this way does not provoke opportunity attacks.

**Murder Magic:** A creature hit by the chosen's attack must succeed on a DC 10 Constitution saving throw, or the creature's speed drops to 0. Instead of moving on its turn, or as an action, the target can attempt a DC 10 Constitution check, ending the speed reduction if the check succeeds. If a creature that already has a speed of 0 is hit by the chosen's attack, the creature must succeed on a DC 10 Constitution saving throw or become stunned for 1 minute. A creature stunned in this way can repeat the saving throw at the end of each of its turns, ending the stunned condition on a successful save.

## Coran

Medium Humanoid (Elf)

Armor Class 15 (studded leather)

Hit Points 39 (6d10 + 6)

Speed 35 ft.

Senses low-light vision

Str 13 (+1)

Dex 17 (+3)

Con 12 (+1)

Int 12 (+1)

Wis 14 (+2)

Cha 16 (+3)

Alignment neutral

Languages Common, Elvish

### TRAITS

**Expertise:** Coran has 2d6 expertise dice. If he uses any dice, he regains them when he completes any rest. Coran can spend a die to roll it and add its result to an attack roll as part of the action to make the attack.

**Free Spirit:** Coran is immune to the charmed condition and cannot be put to sleep.

**Keen Senses:** Coran has advantage on Wisdom checks to listen and spot.

### ACTIONS

**Melee Attack—Short Sword:** +6 to hit (reach 5 ft.; one creature). *Hit:* 10 (2d6 + 3) piercing damage.

**Ranged Attack—Longbow:** +6 to hit (range 80 ft./320 ft.; one creature). *Hit:* 12 (2d8 + 3) piercing damage.

**Volley:** Coran can spend an expertise die to make a longbow attack against two creatures within 20 feet of each other.

### REACTIONS

**Nimble Dodge:** If a melee attack would hit Coran, he can roll one of his expertise dice, adding half the result to his AC. If the attack misses, Coran can move up to 10 feet. This movement does not provoke opportunity attacks.

### ENCOUNTER BUILDING

Level 4

XP 250



## Crew Member

Medium Humanoid (Human)

Armor Class 13 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 14 (+2)

Dex 11 (+0)

Con 12 (+1)

Int 10 (+0)

Wis 12 (+1)

Cha 10 (+0)

Alignment neutral

Languages Common

### ACTIONS

**Melee Attack—Short Sword:** +2 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

### ENCOUNTER BUILDING

Level 1

XP 20

## Fire Mephit

Small Elemental (Fire)

Armor Class 14

Hit Points 16 (3d8 + 3); see Traits below

Speed 30 ft., fly 30 ft.

Senses darkvision 60 ft.

Str 8 (-1)

Dex 16 (+3)

Con 12 (+1)

Int 9 (-1)

Wis 10 (+0)

Cha 13 (+1)

Alignment neutral

Languages Common, Ignan

### TRAITS

**Flame Healing:** The mephit is immune to fire damage, and it regains a number of hit points equal to any fire damage dealt to it.

### ACTIONS

**Melee Attack—Claws:** +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) slashing damage and 2 (1d4) fire damage.

**Breath Weapon (recharge 6):** The mephit breathes a 15-foot cone of flame. Creatures in the cone must make a DC 11 Dexterity saving throw. *Failed Save:* 9 (2d8) fire damage. *Successful Save:* Half damage.

**Heat Metal (1/day):** As the spell (save DC 11).

**Scorching Ray (1/hour):** As the spell (save DC 11).

### ENCOUNTER BUILDING

Level 3

XP 90

## Flaming Fist Corporal

Medium Humanoid (Human)

Armor Class 18 (plate mail)

Hit Points 30 (4d10 + 8)

Speed 25 ft.

Str 16 (+3)

Dex 12 (+1)

Con 14 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 12 (+1)

Alignment neutral

Languages Common

### ACTIONS

**Surge (recharge 5-6):** The corporal makes two melee attacks.

**Melee Attack—Heavy Flail:** +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d10 + 3) bludgeoning damage.

### ENCOUNTER BUILDING

Level 4

XP 150

## Flaming Fist Lieutenant

Medium Humanoid (Human)

Armor Class 16 (scale mail)

Hit Points 19 (3d10 + 3)

Speed 30 ft.

Str 16 (+3)

Dex 14 (+2)

Con 13 (+1)

Int 10 (+0)

Wis 11 (+0)

Cha 12 (+1)

Alignment neutral

Languages Common

### ACTIONS

**Melee Attack—Bastard Sword:** +5 to hit (reach 5 ft.; one creature). *Hit:* 1d10 + 3 slashing damage. If the attack deals 9 or more damage, the target falls prone.

### REACTIONS

**Guardian:** If an enemy within 5 feet of the lieutenant attacks a target other than the lieutenant, that enemy provokes an opportunity attack from the lieutenant.

### ENCOUNTER BUILDING

Level 3

XP 80

## Flaming Fist Private

Medium Humanoid (Human)

Armor Class 17 (scale mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 14 (+2)

Dex 12 (+1)

Con 12 (+1)

Int 10 (+0)

Wis 10 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

### ACTIONS

**Melee Attack—Longsword:** +2 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 2 slashing damage. If the private deals 7 or more damage, the private can push the target back 5 feet and move 5 feet to remain within 5 feet of the target. This movement does not provoke opportunity attacks.

**Ranged Attack—Light Crossbow:** +1 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

### ENCOUNTER BUILDING

Level 1

XP 20

## Flaming Fist Sergeant

Medium Humanoid (Human)

Armor Class 20 (plate mail, shield)

Hit Points 37 (5d10 + 10)

Speed 25 ft.

Str 16 (+3)

Dex 10 (+0)

Con 14 (+2)

Int 12 (+1)

Wis 12 (+1)

Cha 12 (+1)

Alignment neutral

Languages Common

### ACTIONS

**Surge** (recharge 4–6): The sergeant makes two melee attacks.

**Melee Attack—Flail:** +5 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 3 bludgeoning damage. If the attack deals 8 or more damage, the target falls prone.

### ENCOUNTER BUILDING

Level 4

XP 200

## Halfling Rogue

Small Humanoid (Halfling)

Armor Class 15 (studded leather)

Hit Points 9 (2d8)

Speed 25 ft.

Str 12 (+1)

Dex 16 (+3)

Con 10 (+0)

Int 10 (+0)

Wis 11 (+0)

Cha 14 (+2)

Alignment neutral

Languages Common

### TRAITS

**Brave** The halfling has advantage on saving throws against being frightened.

**Lucky:** If the halfling rolls a natural 1 on an attack roll, ability check, or saving throw, the halfling can reroll the die but must use the new roll.

**Opportunist:** If the halfling has advantage on an attack roll, the halfling can give up the advantage to make two attacks.

**Sneak:** The halfling has advantage on Dexterity checks to sneak.

### ACTIONS

**Melee or Ranged Attack—Dagger:** +3 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage, and the target cannot make opportunity attacks against the halfling until the halfling's turn ends.

### ENCOUNTER BUILDING

Level 1

XP 20

## Harbor Manifest

Uncommon wondrous item

The leather for this manifest's cover has a faint, intricate pattern on it.

**Property:** To open the manifest, one must trace the magic pattern on its cover. The book has been opened so many times that the tracing marks are clearly visible, but the pattern is so complex that tracing it properly requires a DC 15 Dexterity or Intelligence check. If opened incorrectly, the manifest screeches in a parrot voice, "Thief! Help! Thief! Help!" The cry repeats until the symbol is traced correctly. An individual who has opened it correctly once need not perform the check again.

In addition, while it is open, the manifest records on its pages any words dictated to it.

## Human Bystander

Medium Humanoid (Human)

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

Str 11 (+0)

Dex 11 (+0)

Con 10 (+0)

Int 10 (+0)

Wis 10 (+0)

Cha 11 (+0)

Alignment neutral

Languages Common

### ACTIONS

**Melee Attack—Fist:** +0 to hit (reach 5 ft.; one creature). *Hit:* 1 bludgeoning damage.

**Ranged Attack—Rock:** +0 to hit (range 20 ft./80 ft.; one creature). *Hit:* 1 bludgeoning damage.

### ENCOUNTER BUILDING

Level 1

XP 10

## Imbralym Skoond

Medium Humanoid (Human)

Armor Class 12

Hit Points 18 (4d6 + 4)

Speed 30 ft.

Str 10 (+0)

Dex 14 (+2)

Con 12 (+1)

Int 17 (+3)

Wis 17 (+3)

Cha 12 (+1)

Alignment neutral evil

Languages Common

### TRAITS

**Spellcasting:** Imbralym is a 4th-level spellcaster that uses Intelligence as his magic ability (spell save DC 14). Imbralym has the following spells prepared:

Cantrips—*minor illusion, ray of frost, shocking grasp*

1st level (4/day)—*color spray, magic missile, shield, thunderwave*

2nd level (3/day)—*invisibility*

### ACTIONS

**Melee Attack—Quarterstaff:** +2 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage.

### ENCOUNTER BUILDING

Level 3

XP 110

## Laraelra Thundreth

Medium Humanoid (Half-Elf)

Armor Class 15 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Senses low-light vision

Str 12 (+1)

Dex 16 (+3)

Con 13 (+1)

Int 10 (+0)

Wis 11 (+0)

Cha 12 (+1)

Alignment neutral

Languages Common

### TRAITS

**Focus:** If Laraelra damages a creature, she can choose to gain advantage on her next attack roll made against that creature. Laraelra must rest to regain the use of this trait.

**Opportunist:** If Laraelra has advantage on an attack roll, she can give up the advantage to make two attacks.

**Sneak:** Laraelra has advantage on Dexterity checks to sneak.

### ACTIONS

**Melee or Ranged Attack—Dagger:** +5 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage, and the target cannot make opportunity attacks against Laraelra until her turn ends.

### ENCOUNTER BUILDING

Level 2

XP 30

## Nant Thangol

Medium Humanoid (Dwarf)

Armor Class 14 (studded leather)

Hit Points 13 (2d6 + 6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 16 (+3)

Dex 12 (+1)

Con 17 (+3)

Int 10 (+0)

Wis 17 (+3)

Cha 10 (+0)

Alignment neutral

Languages Common, Dwarvish

### TRAITS

**Dwarven Resilience:** Nant has advantage on saving throws against poison and resistance to poison damage.

**Opportunist:** If Nant has advantage on an attack roll, he can give up the advantage to make two attacks.

**Shift:** If Nant moves no more than 5 feet on his turn, his movement does not provoke opportunity attacks.

### ACTIONS

**Melee or Ranged Attack—Dagger:** +5 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage, and the target cannot make opportunity attacks against Nant until his turn ends.

### ENCOUNTER BUILDING

Level 2

XP 30

## Nine-Fingers

Medium Humanoid (Human)

Armor Class 15 (leather)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

Str 12 (+1)

Dex 18 (+4)

Con 14 (+2)

Int 13 (+1)

Wis 17 (+3)

Cha 14 (+2)

Alignment neutral

Languages Common

### TRAITS

**Acrobatic Escape:** While Nine-Fingers is moving on her turn, her AC is 18.

**Focus:** If Nine-Fingers damages a creature, she can choose to gain advantage on her next attack roll made against that creature. Nine-Fingers must rest to regain the use of this trait.

**Sneak Attack:** If Nine-Fingers has advantage on an attack roll, she can give up the advantage to deal 2d6 + 6 extra damage.

**Thief:** Nine-Fingers has advantage on ability checks to balance, disable a device, hide, pick locks, and sneak.

### ACTIONS

**Multiattack:** Nine-Fingers makes two melee attacks.

**Melee or Ranged Attack—Dagger:** +6 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 6 (1d4 + 4) piercing damage.

### ENCOUNTER BUILDING

Level 5

XP 250

## Patriar Duelist

Medium Humanoid (Human)

Armor Class 14 (leather)

Hit Points 11 (2d8 + 4)

Speed 30 ft.

Str 12 (+1)

Dex 17 (+3)

Con 14 (+2)

Int 10 (+0)

Wis 14 (+2)

Cha 12 (+1)

Alignment neutral

Languages Common

### TRAITS

**Focus:** If the duelist damages a creature, he can choose to gain advantage on his next attack roll made against that creature. The duelist must rest to regain the use of this trait.

**Opportunist:** If the duelist has advantage on an attack roll, he can give up the advantage to make one rapier attack and one short sword attack.

### ACTIONS

**Melee Attack—Rapier:** +4 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d8 + 3) piercing damage.

**Melee Attack—Short Sword:** +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) piercing damage.

### ENCOUNTER BUILDING

Level 2

XP 60

## Patriar Retainer

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 14 (+2)

Dex 12 (+1)

Con 12 (+1)

Int 10 (+0)

Wis 10 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

### ACTIONS

**Melee Attack—Longsword:** +2 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 2 slashing damage. If the retainer deals 7 or more damage, the retainer can push the target back 5 feet and move 5 feet to remain within 5 feet of the target. This movement does not provoke opportunity attacks.

### ENCOUNTER BUILDING

Level 1

XP 20

## Patriar Youth

Medium Humanoid (Human)

Armor Class 10

Hit Points 5 (1d8 + 1)

Speed 30 ft.

Str 11 (+0)

Dex 10 (+0)

Con 12 (+1)

Int 10 (+0)

Wis 11 (+0)

Cha 11 (+0)

Alignment neutral

Languages Common

### ACTIONS

**Melee or Ranged Attack—Improvised Weapon:** +1 to hit (reach 5 ft. or range 20 ft./40 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

### ENCOUNTER BUILDING

Level 1

XP 10

## Rilsa Rael

Medium Humanoid (Human)

Armor Class 15 (leather)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

Str 14 (+2)

Dex 18 (+4)

Con 14 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 15 (+2)

Alignment neutral

Languages Common

### TRAITS

**Focus 2:** If Rilsa damages a creature, she can choose to gain advantage on her next attack roll made against that creature. She has two uses of this trait, and she must rest to regain any use she expends.

**Slick:** Rilsa has advantage on ability checks made to persuade, sense motive, and sneak.

**Sneak Attack:** If Rilsa has advantage on an attack roll, she can give up the advantage to deal 2d6 + 6 extra damage with an attack that hits.

**Tactical Acumen:** If Rilsa moves 15 feet or fewer on her turn, her movement does not provoke opportunity attacks.

**Tactical Commands:** Any friendly creature that can hear Rilsa and is within 30 feet of her can move 15 feet or fewer on its turn, and this movement does not provoke opportunity attacks.

### ACTIONS

**Slash and Dash:** Rilsa makes short sword attack against one creature and then moves using Tactical Acumen. She can then make a dagger attack. Her turn then ends.

**Melee Attack—Short Sword:** +7 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d6 + 4) piercing damage.

**Melee or Ranged Attack—Dagger:** +7 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 6 (1d4 + 4) piercing damage.

### ENCOUNTER BUILDING

Level 5

XP 300

## Smokepowder Maker

Medium Humanoid (Human)

Armor Class 13

Hit Points 22 (4d6 + 8)

Speed 30 ft.

Str 12 (+1)

Dex 16 (+3)

Con 14 (+2)

Int 16 (+3)

Wis 12 (+1)

Cha 11 (+0)

Alignment neutral

Languages Common, Goblin

### ACTIONS

**Melee Attack—Quarterstaff:** +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) bludgeoning damage.

**Ranged Attack—Ray of Frost:** +4 to hit (range 100 ft.; one creature). *Hit:* 4 (1d8) cold damage, and the target's speed drops by 10 feet until the end of the maker's next turn.

**Acid Spray (recharge 5-6):** Each creature in a 15-foot cone originating from the maker must make a DC 11 Dexterity saving throw. *Failed Save:* 13 (3d8) acid damage. *Successful Save:* Half damage.

### ENCOUNTER BUILDING

Level 2

XP 50

## Thug

Medium Humanoid (Human)

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

Str 12 (+1)

Dex 11 (+0)

Con 11 (+0)

Int 10 (+0)

Wis 10 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

### ACTIONS

**Melee Attack—Dagger:** +2 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage.

**Ranged Attack—Light Crossbow:** +1 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d8) piercing damage.

### ENCOUNTER BUILDING

Level 1

XP 10

## Tough Thug

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

Str 14 (+2)

Dex 12 (+1)

Con 14 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

### TRAITS

**Thug Tactics:** The thug has advantage on attack rolls against any enemy that is within 5 feet of one or more of the thug's allies.

### ACTIONS

**Melee Attack—Dagger:** +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

**Ranged Attack—Light Crossbow:** +3 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

### ENCOUNTER BUILDING

Level 2

XP 40

## Torlin Silvershield

Medium Humanoid (Human)

Armor Class 17 (scale mail, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

Str 15 (+2)

Dex 12 (+1)

Con 15 (+2)

Int 11 (+0)

Wis 14 (+2)

Cha 18 (+4)

Alignment neutral

Languages Common

### TRAITS

**Spellcasting:** Torlin is a 6th-level spellcaster that uses Wisdom as his magic ability (spell save DC 14). He has the following spells prepared:

Cantrips—*spare the dying, light, resistance*

1st level (3/day)—*command, cure wounds, shield of faith*

2nd level (2/day)—*hold person, lesser restoration*

3rd level (2/day)—*dispel magic, prayer*

### ACTIONS

**Multiattack:** Torlin makes two melee attacks.

**Melee Attack—Morningstar:** +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

### ENCOUNTER BUILDING

Level 5

XP 350

## Ulder Ravengard

Medium Humanoid (Human)

Armor Class 20 (plate mail, shield)

Hit Points 45 (6d10 + 12)

Speed 25 ft.

Str 17 (+3)

Dex 14 (+2)

Con 14 (+2)

Int 11 (+0)

Wis 10 (+0)

Cha 15 (+2)

Alignment neutral

Languages Common

### ACTIONS

**Multiattack:** Ulder makes two melee attacks, only one of which can be a shield attack.

**Melee Attack—Bastard Sword:** +6 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d10 + 3) slashing damage.

**Melee Attack—Shield (recharge 6):** +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) bludgeoning damage, and Ulder pushes the target up to 10 feet, and then Ulder moves up to 10 feet. This movement does not provoke opportunity attacks. If the target ends the movement within 5 feet of a creature friendly to Ulder, the target provokes an opportunity attack from that creature.

### REACTIONS

**Guardian:** If an enemy within 5 feet of Ulder attacks a target other than Ulder, that enemy provokes an opportunity attack from Ulder.

### ENCOUNTER BUILDING

Level 6

XP 580

## Viekang

**Medium Humanoid (Human)**  
**Armor Class** 15 (leather armor)  
**Hit Points** 26 (4d8 + 8)  
**Speed** 30 ft.  
**Str** 12 (+1)      **Dex** 19 (+4)      **Con** 14 (+2)  
**Int** 13 (+1)      **Wis** 15 (+2)      **Cha** 14 (+2)  
**Alignment** chaotic evil  
**Languages** Common, Elvish

### TRAITS

**Blade in the Dark:** If Viekang hits with a melee attack against a creature from which he is hidden, he deals 2d6 + 4 extra damage with that attack.

### ACTIONS

**Melee Attack—Short Sword:** +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d6 + 4) piercing damage.

**Ranged Attack—Light Crossbow:** +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 8 (1d8 + 4) piercing damage.

**Veil of Shadow (recharge 4–6):** A 10-foot radius sphere centered on Viekang fills with darkness. Darkvision cannot see through this darkness, and no light can illuminate it, but Viekang can see in it. Viekang can then move if he wishes, and he can make a Dexterity check with advantage to become hidden. The darkness lasts until Viekang attacks or until the end of his next turn.

### ENCOUNTER BUILDING

Level 4      XP 230

## Watch Sergeant

**Medium Humanoid (Human)**  
**Armor Class** 16 (chain mail)  
**Hit Points** 19 (3d10 + 3)  
**Speed** 25 ft.  
**Str** 14 (+2)      **Dex** 11 (+0)      **Con** 13 (+1)  
**Int** 10 (+0)      **Wis** 11 (+0)      **Cha** 11 (+0)  
**Alignment** neutral  
**Languages** Common

### ACTIONS

**Melee Attack—Halberd:** +4 to hit (reach 10 ft.; one creature). *Hit:* 1d10 + 2 slashing damage. If the attack deals 8 or more damage, the target falls prone.

**Ranged Attack—Shortbow:** +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

### REACTIONS

**Guardian:** If an enemy within 10 feet of the sergeant attacks a target other than the sergeant, that enemy provokes an opportunity attack from the sergeant.

### ENCOUNTER BUILDING

Level 3      XP 70

## Watch Soldier

**Medium Humanoid (Human)**  
**Armor Class** 17 (scale mail, shield)  
**Hit Points** 11 (2d8 + 2)  
**Speed** 30 ft.  
**Str** 14 (+2)      **Dex** 12 (+1)      **Con** 12 (+1)  
**Int** 10 (+0)      **Wis** 10 (+0)      **Cha** 10 (+0)  
**Alignment** neutral  
**Languages** Common

### ACTIONS

**Melee Attack—Longsword:** +2 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 2 slashing damage. If the attack deals 7 or more damage, the soldier can push the target back 5 feet and move 5 feet to remain within 5 feet of the target. This movement does not provoke opportunity attacks.

**Ranged Attack—Shortbow:** +1 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

### ENCOUNTER BUILDING

Level 1      XP 20

## Yssra Brackrel

**Medium Humanoid (Half-Elf)**  
**Armor Class** 12  
**Hit Points** 18 (4d6 + 4)  
**Speed** 30 ft.  
**Senses** low-light vision  
**Str** 10 (+0)      **Dex** 14 (+2)      **Con** 12 (+1)  
**Int** 17 (+3)      **Wis** 15 (+2)      **Cha** 12 (+1)  
**Alignment** neutral  
**Languages** Common

### TRAITS

**Bluff:** Yssra has advantage on Charisma checks to bluff.

**Spellcasting:** Yssra is a 4th-level spellcaster that uses Intelligence as her magic ability (spell save DC 14). She has the following spells prepared:

**Cantrips—***mage hand, prestidigitation, ray of frost*  
**1st level (4/day)—***burning hands, magic missile, shield*  
**2nd level (3/day)—***flaming sphere, mirror image*

### ACTIONS

**Melee Attack—Quarterstaff:** +2 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage. If the attack deals 5 or more damage, the target falls prone.

### ENCOUNTER BUILDING

Level 2      XP 50

# 4TH EDITION STATISTICS

<b>Abdel Adrian</b>		<b>Level 3 Soldier</b>	
Medium natural humanoid, human		XP 150	
HP 47; Bloodied 23		Initiative +5	
AC 19, Fortitude 16, Reflex 15, Will 14		Perception +6	
Speed 5			
STANDARD ACTIONS			
⚔ <b>Fist</b> ♦ <b>At-Will</b>			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 1d6 + 4 damage, and Abdel marks the target until the end of his next turn.			
⚔ <b>Powerful Strike</b> (weapon) ♦ <b>Encounter</b>			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 2d6 + 5 damage, and the target falls prone.			
Skills Diplomacy +7			
Str 16 (+4)	Dex 14 (+3)	Wis 11 (+1)	
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)	
Alignment unaligned Languages Common			
Equipment plate armor			

<b>Acolyte of Gond</b>		<b>Level 1 Soldier</b>	
Medium natural humanoid, human		XP 100	
HP 31; Bloodied 15		Initiative +2	
AC 17, Fortitude 13, Reflex 12, Will 14		Perception +2	
Speed 5			
STANDARD ACTIONS			
⚔ <b>Warhammer</b> (weapon) ♦ <b>At-Will</b>			
Attack: Melee 1 (one creature); +6 vs. AC			
Hit: 1d8 + 4 damage, or 1d8 + 6 while the acolyte is adjacent to an acolyte ally.			
⚔ <b>Crossbow</b> (weapon) ♦ <b>At-Will</b>			
Attack: Ranged 15/30 (one creature); +6 vs. AC			
Hit: 1d8 + 2 damage.			
Str 13 (+1)	Dex 11 (+0)	Wis 15 (+2)	
Con 15 (+2)	Int 10 (+0)	Cha 10 (+0)	
Alignment unaligned Languages Common			
Equipment chainmail, warhammer, crossbow, 20 bolts			

<b>Bhaalspawn Slayer</b>		<b>Level 3 Elite Soldier</b>	
Medium natural humanoid		XP 300	
HP 94; Bloodied 47		Initiative +6	
AC 19, Fortitude 15, Reflex 16, Will 14		Perception +1	
Speed 8, climb 8		Darkvision	
Immune disease, poison; Resist 10 necrotic			
Saving Throw +2; Action Points 1			
STANDARD ACTIONS			
⚔ <b>Claws</b> ♦ <b>At-Will</b>			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 2d6 + 4 damage, and the target is immobilized (save ends).			
⚔ <b>Double Attack</b> ♦ <b>At-Will</b>			
Effect: The Bhaalspawn slayer uses claws twice.			
⚔ <b>Cruel Bite</b> ♦ <b>At-Will</b>			
Attack: Melee 1 (one immobilized, restrained, stunned, or unconscious creature); +8 vs. AC			
Hit: 4d6 + 4 damage, and the target is stunned (save ends).			
MOVE ACTIONS			
⚔ <b>Prodigious Leap</b> ♦ <b>At-Will</b>			
Effect: The Bhaalspawn slayer jumps 4 squares. This movement does not provoke opportunity attacks.			
TRIGGERED ACTIONS			
⚔ <b>Blood Frenzy</b> ♦ <b>At-Will</b>			
Trigger: A bloodied enemy adjacent to the Bhaalspawn slayer shifts.			
Effect (Opportunity Action): The Bhaalspawn slayer uses claws against the triggering enemy.			
Str 14 (+3)	Dex 17 (+4)	Wis 11 (+1)	
Con 15 (+3)	Int 11 (+1)	Cha 13 (+2)	
Alignment chaotic evil Languages Common			

<b>Bomber</b>		<b>Level 2 Brute</b>	
Medium natural humanoid, dwarf		XP 125	
HP 47; Bloodied 23		Initiative +2	
AC 14, Fortitude 15, Reflex 13, Will 14		Perception +3	
Speed 5		Low-light vision	
Saving Throws +5 against poison effects			
TRAITS			
<b>Stand the Ground</b>			
Whenever the bomber is pulled, pushed, or slid, he can move 1 square less than the effect specifies.			
<b>Steady-Footed</b>			
The bomber can make a saving throw to avoid falling prone when an attack would knock him prone.			
STANDARD ACTIONS			
⚔ <b>Short Sword</b> (weapon) ♦ <b>At-Will</b>			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 2d6 + 5 damage.			
⚔ <b>Alchemist's Fire</b> (weapon) ♦ <b>At-Will</b>			
Attack: Ranged 5 (one creature); +5 vs. Reflex			
Hit: 2d8 + 5 fire damage, and 5 fire damage to all creatures adjacent to target.			
Str 16 (+4)	Dex 12 (+2)	Wis 14 (+3)	
Con 17 (+4)	Int 11 (+1)	Cha 11 (+1)	
Alignment unaligned Languages Common, Dwarven			
Equipment hide armor, short sword, 6 flasks of alchemist's fire			

## Chosen of Bhaal

When Rilsa Rael, Torlin Silvershield, Ulder Ravengard, or a character becomes the Chosen of Bhaal, he or she gains the following benefits.

TRAITS	
<b>Climb</b>	The chosen gains a climb speed of 6.
<b>Immunities</b>	The chosen is immune to disease and poison.
<b>Expert Jumper</b>	The chosen can jump as part of its movement. No ability check is required. Jumping in this way does not provoke opportunity attacks.
<b>Murder Magic</b>	Whenever the chosen hits a target, the chosen makes a secondary attack (+6 vs. Fortitude). On a hit, the target is immobilized (save ends). If the target is already immobilized, it is also stunned until the end of its next turn.

Coran		Level 6 Artillery	
Medium fey humanoid, elf		XP 250	
<b>HP 55; Bloodied 27</b>		<b>Initiative +7</b>	
<b>AC 18, Fortitude 17, Reflex 19, Will 18</b>		<b>Perception +11</b>	
<b>Speed 7</b>		<b>Low-light vision</b>	
TRAITS			
<b>Wild Step</b>			
Coran ignores difficult terrain when he shifts.			
STANDARD ACTIONS			
⊕ <b>Short Sword</b> (weapon) ♦ <b>At-Will</b>			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 2d6 + 5 damage, and Coran shifts 1 square.			
⊗ <b>Longbow</b> (weapon) ♦ <b>At-Will</b>			
Attack: Ranged 20/40 (one creature); +13 vs. AC			
Hit: 2d10 + 5 damage.			
↘ <b>Harrying Shot</b> (weapon) ♦ <b>At-Will</b>			
Attack: Ranged 20/40 (one creature); +13 vs. AC			
Hit: 2d10 + 5 damage, and until the end of Coran's next turn, its allies gain combat advantage against the target while adjacent to the target.			
FREE ACTIONS			
♦ <b>Elven Accuracy</b> ♦ <b>Encounter</b>			
Effect: Coran rerolls one of his attack rolls and uses the second result.			
<b>Skills</b> Athletics +10, Bluff +12, Stealth +12, Thievery +12			
<b>Str 14 (+5)</b>	<b>Dex 19 (+7)</b>	<b>Wis 16 (+6)</b>	
<b>Con 13 (+4)</b>	<b>Int 13 (+4)</b>	<b>Cha 18 (+7)</b>	
<b>Alignment</b> unaligned <b>Languages</b> Common, Elven			
<b>Equipment</b> leather armor, short sword, longbow, 20 arrows			

Crew Member		Level 2 Skirmisher	
Medium natural humanoid, human		XP 125	
<b>HP 36; Bloodied 18</b>		<b>Initiative +3</b>	
<b>AC 15, Fortitude 14, Reflex 12, Will 13</b>		<b>Perception +2</b>	
<b>Speed 6</b>			
TRAITS			
<b>Mob Rule</b>			
While at least two other crew members are within 5 squares of the crew member, it gains a +2 power bonus to all defenses.			
STANDARD ACTIONS			
⊕ <b>Short Sword</b> (weapon) ♦ <b>At-Will</b>			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 2d6 + 3 damage.			
<b>Str 14 (+3)</b>	<b>Dex 11 (+1)</b>	<b>Wis 12 (+2)</b>	
<b>Con 12 (+2)</b>	<b>Int 10 (+1)</b>	<b>Cha 10 (+1)</b>	
<b>Alignment</b> unaligned <b>Languages</b> Common			
<b>Equipment</b> leather armor, short sword			

Fire Mephit		Level 3 Skirmisher	
Small elemental humanoid (fire)		XP 150	
<b>HP 46; Bloodied 23</b>		<b>Initiative +6</b>	
<b>AC 17, Fortitude 14, Reflex 16, Will 15</b>		<b>Perception +0</b>	
<b>Speed 6, fly 6</b>			
<b>Immune</b> fire			
TRAITS			
<b>Regeneration</b>			
The mephit regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the mephit takes cold or psychic damage, its regeneration does not function on its next turn.			
STANDARD ACTIONS			
⊕ <b>Claws</b> (fire) ♦ <b>At-Will</b>			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 1d6 + 3 damage, and ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, it increases by 5 up to a maximum of 10.			
↖ <b>Flame Blast</b> (fire) ♦ <b>Recharge</b> [2] [2]			
Attack: Close blast 3 (creatures in the blast); +6 vs. Reflex			
Hit: 2d8 + 3 fire damage.			
MOVE ACTIONS			
♦ <b>Dancing Flames</b> ♦ <b>At-Will</b>			
Effect: The mephit shifts up to half its speed.			
<b>Skills</b> Bluff +8			
<b>Str 8 (+0)</b>	<b>Dex 17 (+4)</b>	<b>Wis 8 (+0)</b>	
<b>Con 14 (+3)</b>	<b>Int 8 (+0)</b>	<b>Cha 14 (+3)</b>	
<b>Alignment</b> unaligned <b>Languages</b> Common, Primordial			



**Flaming Fist Corporal** **Level 2 Elite Brute**Medium natural humanoid, human XP 250**HP 88; Bloodied 44** **Initiative +2****AC 14, Fortitude 15, Reflex 14, Will 13** **Perception +1****Speed 5****Saving Throws +2; Action Points 1****STANDARD ACTIONS**⚔ **Heavy Flail (weapon) ♦ At-Will***Attack:* Melee 1 (one creature); +7 vs. AC*Hit:* 3d6 + 3 damage.⚔ **Double Attack ♦ At-Will***Effect:* The corporal uses *heavy flail* twice.**TRIGGERED ACTIONS**⚔ **Smash Back (weapon) ♦ Recharge** when first bloodied*Trigger:* An enemy hits the corporal with a melee attack.*Effect (Immediate Reaction):* The corporal uses *heavy flail* against the triggering enemy.**Skills** Athletics +9, Intimidate +7**Str** 17 (+4) **Dex** 12 (+2) **Wis** 10 (+1)**Con** 14 (+3) **Int** 11 (+1) **Cha** 13 (+2)**Alignment** unaligned **Languages** Common**Equipment** plate armor, heavy flail**Flaming Fist Lieutenant** **Level 3 Soldier**Medium natural humanoid, human XP 150**HP 47; Bloodied 23** **Initiative +5****AC 19, Fortitude 16, Reflex 15, Will 14** **Perception +6****Speed 5****STANDARD ACTIONS**⚔ **Bastard Sword (weapon) ♦ At-Will***Attack:* Melee 1 (one creature); +8 vs. AC*Hit:* 1d10 + 6 damage, and the lieutenant marks the target until the end of the lieutenant's next turn.🎯 **Javelin (weapon) ♦ At-Will***Attack:* Ranged 10/20 (one creature); +8 vs. AC*Hit:* 1d8 + 5 damage.⚔ **Powerful Strike (weapon) ♦ Recharge** ☄ ☄*Attack:* Melee 1 (one creature); +8 vs. AC*Hit:* 2d10 + 6 damage, and the target falls prone.**TRIGGERED ACTIONS**⚔ **Interceding Strike (weapon) ♦ At-Will***Trigger:* An enemy marked by the lieutenant makes an attack that doesn't include the lieutenant as a target.*Attack (Immediate Interrupt):* Melee 1 (triggering enemy); +8 vs. AC*Hit:* 1d10 + 5 damage.**Skills** Athletics +9, Intimidate +7**Str** 16 (+4) **Dex** 14 (+3) **Wis** 11 (+1)**Con** 15 (+3) **Int** 10 (+1) **Cha** 12 (+2)**Alignment** unaligned **Languages** Common**Equipment** plate mail, bastard sword, 4 javelins**Flaming Fist Private** **Level 1 Soldier**Medium natural humanoid, human XP 100**HP 28; Bloodied 14** **Initiative +3****AC 17, Fortitude 14, Reflex 13, Will 12** **Perception +0****Speed 5****STANDARD ACTIONS**⚔ **Longsword (weapon) ♦ At-Will***Attack:* Melee 1 (one creature); +6 vs. AC*Hit:* 1d8 + 4 damage.⚔ **Drive Back (weapon) ♦ At-Will***Attack:* Melee 1 (one creature); +6 vs. AC*Hit:* 1d8 + 3 damage, and the private can push the target 1 square and then shift 1 square to a square the target occupied.🏹 **Crossbow (weapon) ♦ At-Will***Attack:* Ranged 15/30 (one creature); +6 vs. AC*Hit:* 1d8 + 1 damage.**Str** 16 (+3) **Dex** 12 (+1) **Wis** 10 (+0)**Con** 12 (+1) **Int** 9 (-1) **Cha** 9 (-1)**Alignment** unaligned **Languages** Common**Equipment** scale armor, light shield, longsword, crossbow, 20 bolts**Flaming Fist Sergeant** **Level 5 Elite Soldier**Medium natural humanoid, human XP 400**HP 126; Bloodied 63** **Initiative +4****AC 21, Fortitude 18, Reflex 16, Will 17** **Perception +3****Speed 5****Saving Throws +2; Action Points 1****STANDARD ACTIONS**⚔ **Flail (weapon) ♦ At-Will***Attack:* Melee 1 (one creature); +10 vs. AC*Hit:* 1d10 + 8 damage.⚔ **Tactical Attack (weapon) ♦ At-Will***Attack:* Melee 1 (one creature); +10 vs. AC*Hit:* 1d10 + 7 damage, and the target grants combat advantage until the end of the sergeant's next turn.*Effect:* One of the sergeant's allies within 5 squares of the target can make a basic attack against the target as a free action.**TRIGGERED ACTIONS**⚔ **Tripping Flail (weapon) ♦ At-Will***Trigger:* An enemy leaves a square adjacent to the sergeant.*Attack (Opportunity Action):* Melee 1 (triggering enemy); +8 vs. Reflex*Hit:* The target falls prone.**Skills** Athletics +11, Intimidate +8**Str** 18 (+6) **Dex** 10 (+2) **Wis** 13 (+3)**Con** 15 (+4) **Int** 12 (+3) **Cha** 12 (+3)**Alignment** unaligned **Languages** Common**Equipment** plate mail, heavy shield, flail

<b>Halfling Rogue</b>		<b>Level 2 Skirmisher</b>	
Small natural humanoid		XP 125	
<b>HP 34; Bloodied 17</b>		<b>Initiative +6</b>	
<b>AC 16, Fortitude 13, Reflex 16, Will 14</b>		<b>Perception +1</b>	
Speed 6			
TRAITS			
<b>Nimble Reaction</b>			
The halfling gains a +2 bonus to AC against opportunity attacks.			
STANDARD ACTIONS			
⊕ <b>Dagger (weapon) ♦ At-Will</b>			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 2d4 + 5 damage, plus 1d6 if the halfling has combat advantage against the target.			
Effect: The halfling can shift 1 square.			
⊗ <b>Sling (weapon) ♦ At-Will</b>			
Attack: Ranged 10/20 (one creature); +7 vs. AC			
Hit: 2d4 + 5 damage, plus 1d6 if the halfling has combat advantage against the target.			
⬇ <b>Mobile Melee Attack ♦ At-Will</b>			
Effect: The halfling moves up to 4 squares, using <i>dagger</i> at any point during the move. This movement does not provoke opportunity attacks from the target of the attack.			
Skills Acrobatics +9, Bluff +8, Stealth +9, Thievery +9			
Str 12 (+2)	Dex 16 (+4)	Wis 11 (+1)	
Con 10 (+1)	Int 10 (+1)	Cha 14 (+3)	
Alignment unaligned Languages Common			
Equipment leather armor, dagger, sling, 20 bullets			

<b>Harbor Manifest</b>		<b>Level 1 Uncommon</b>
The leather for this manifest's cover has a faint, intricate pattern on it.		
<b>Wondrous Item</b>	360 gp	
Property		
To open the manifest, a magic pattern must be traced on its cover. Tracing it properly requires a successful DC 15 Dexterity or Intelligence check. If it is opened incorrectly, the manifest screeches in a parrot voice, "Thief! Help! Thief! Help!" The cry repeats until the symbol is traced correctly. An individual who has opened it correctly once need not perform the check again.		
Property		
While it is opened, the manifest records on its pages any words dictated to it.		

<b>Human Bystander</b>		<b>Level 1 Minion Brute</b>	
Medium natural humanoid, human		XP –	
<b>HP 1; a missed attack never damages a minion.</b>		<b>Initiative +0</b>	
<b>AC 15, Fortitude 13, Reflex 13, Will 13</b>		<b>Perception +0</b>	
Speed 6			
Str 10 (+0)	Dex 10 (+0)	Wis 10 (+0)	
Con 10 (+0)	Int 11 (+0)	Cha 8 (-1)	
Alignment unaligned Languages Common			

<b>Imbralyum Skoond</b>		<b>Level 4 Controller</b>	
Medium natural humanoid, human		XP 175	
<b>HP 52; Bloodied 26</b>		<b>Initiative +4</b>	
<b>AC 17, Fortitude 13, Reflex 14, Will 15</b>		<b>Perception +5</b>	
Speed 6			
STANDARD ACTIONS			
⊕ <b>Quarterstaff (weapon) ♦ At-Will</b>			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 1d8 + 4 damage, and Imbralyum can slide the target 1 square.			
⊗ <b>Magic Missile (force, implement) ♦ At-Will</b>			
Attack: Ranged 20 (one creature)			
Effect: The target takes 5 force damage.			
⚡ <b>Brilliant Chains (implement, lightning) ♦ Encounter</b>			
Primary Attack: Ranged 10 (one creature); +7 vs. Reflex			
Hit: 2d8 + 3 lightning damage, and Imbralyum makes the following secondary attack.			
Secondary Attack: Ranged 10 (two creatures within 5 squares of the primary target); +7 vs. Reflex			
Hit: 3 lightning damage, and the target is slowed (save ends).			
Whenever the target ends its turn more than 5 squares away from the primary target while it is slowed, it takes 5 lightning damage and falls prone.			
⚡ <b>Cacophonous Burst (implement, thunder) ♦ Encounter</b>			
Attack: Area burst 1 within 10 squares (creatures in the burst); +7 vs. Fortitude			
Hit: 2d6 + 5 thunder damage, Imbralyum pushes the target 1 square from the center of the burst, and the target is dazed (save ends).			
TRIGGERED ACTIONS			
<b>Deflecting Shield ♦ Encounter</b>			
Trigger: Imbralyum is the target of a melee or ranged attack.			
Effect (Immediate Interrupt): Imbralyum gains a +4 bonus to the defense targeted by the triggering attack until the end of Imbralyum's next turn.			
Skills Arcana +11			
Str 10 (+2)	Dex 14 (+4)	Wis 17 (+5)	
Con 12 (+3)	Int 18 (+6)	Cha 12 (+3)	
Alignment evil Languages Common			
Equipment robes, quarterstaff, orb			

<b>Laraelra Thundreth</b>		<b>Level 2 Skirmisher</b>	
Medium natural humanoid, half-elf		XP 125	
<b>HP 37; Bloodied 18</b>		<b>Initiative +6</b>	
<b>AC 16, Fortitude 12, Reflex 14, Will 12</b>		<b>Perception +1</b>	
Speed 6			
TRAITS			
<b>Combat Advantage</b>			
If Laraelra hits an enemy that is granting combat advantage to her, the enemy takes 1d6 extra damage.			
STANDARD ACTIONS			
⊕ ⊗ <b>Dagger (weapon) ♦ At-Will</b>			
Attack: Melee 1 or Ranged 5/10 (one creature); +7 vs. AC			
Hit: 1d4 + 5 damage, and Laraelra can shift 1 square.			
⬇ <b>Dazing Strike (weapon) ♦ Recharge</b> when the attack misses			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 1d8 + 5 damage, and the target is dazed until the end of Laraelra's next turn.			
Effect: Laraelra can shift 1 square.			
Skills Stealth +9, Streetwise +7, Thievery +9			
Str 12 (+2)	Dex 17 (+4)	Wis 11 (+1)	
Con 13 (+2)	Int 10 (+1)	Cha 12 (+2)	
Alignment unaligned Languages Common			
Equipment leather armor, 4 daggers			

**Nant Thangol** **Level 1 Skirmisher**Medium natural humanoid, dwarf XP 100

**HP 33; Bloodied 16** **Initiative +3**  
**AC 15, Fortitude 14, Reflex 12, Will 14** **Perception +8**  
**Speed 5** Low-light vision

**TRAITS****Stand the Ground**

Nant can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

**Steady-Footed**

Nant can make a saving throw to avoid falling prone when an attack would knock him prone.

**STANDARD ACTIONS**⬇ **Dagger (weapon) ♦ At-Will**

**Attack:** Melee 1 (one creature); +6 vs. AC  
**Hit:** 2d4 + 3 damage, and Nant can shift 1 square.

⌛ **Throwing Dagger (weapon) ♦ At-Will**

**Attack:** Ranged 5/10 (one creature); +6 vs. AC  
**Hit:** 2d4 + 3 damage, and Nant can shift 1 square.

⬇ ⚡ **Double Dagger Strike (weapon) ♦ Recharge** ⌛ ⌛

**Effect:** Nant makes two basic attacks.

**Str 16 (+3)** **Dex 12 (+1)** **Wis 17 (+3)**

**Con 17 (+3)** **Int 10 (+0)** **Cha 10 (+0)**

**Alignment** unaligned **Languages** Common, Dwarven

**Equipment** leather armor, 8 daggers

**Nine-Fingers** **Level 6 Elite Skirmisher**Medium natural humanoid, human XP 500

**HP 140; Bloodied 70** **Initiative +10**  
**AC 20, Fortitude 17, Reflex 20, Will 18** **Perception +11**  
**Speed 6**  
**Saving Throws +2; Action Points 1**

**TRAITS****Cunning Escape**

If Nine-Fingers starts her turn dazed, immobilized, restrained or stunned, she can immediately make a saving throw to end the effect imposing the condition, even if the effect does not normally end on a save.

**STANDARD ACTIONS**⬇ **Dagger (weapon) ♦ At-Will**

**Attack:** Melee 1 (one creature); +11 vs. AC  
**Hit:** 3d4 + 7 damage, or 6d4 + 7 if Nine-Fingers has combat advantage against the target.

⌛ **Thrown Dagger (weapon) ♦ At-Will**

**Attack:** Ranged 5/10 (one creature); +11 vs. AC  
**Hit:** 3d4 + 7 damage, and the target grants combat advantage (save ends).

⬇ **Darting Blades ♦ At-Will**

**Effect:** Nine-Fingers uses *dagger* twice, and she shifts up to half her speed between the attacks.

**MOVE ACTIONS****Acrobatic Escape ♦ Recharge** when first bloodied

**Effect:** Nine-Fingers shifts up to her speed.

**Skills** Stealth +13, Streetwise +10, Thievery +13

**Str 12 (+4)** **Dex 21 (+8)** **Wis 17 (+6)**

**Con 14 (+5)** **Int 13 (+4)** **Cha 14 (+5)**

**Alignment** unaligned **Languages** Common

**Equipment** leather armor, 10 daggers, thieves' tools

**Patriar Duelist** **Level 2 Skirmisher**Medium natural humanoid, human XP 125

**HP 39; Bloodied 19** **Initiative +7**  
**AC 16, Fortitude 13, Reflex 15, Will 13** **Perception +8**  
**Speed 6**

**TRAITS****Combat Advantage**

If the duelist hits an enemy that is granting combat advantage to the duelist, the enemy takes 1d6 extra damage.

**STANDARD ACTIONS**⬇ **Rapier (weapon) ♦ At-Will**

**Attack:** Melee 1 (one creature); +7 vs. AC  
**Hit:** 1d8 + 6 damage.

⬇ **Short Sword (weapon) ♦ At-Will**

**Attack:** Melee 1 (one creature); +7 vs. AC  
**Hit:** 1d6 + 5 damage.

⬇ **Two-Weapon Rend ♦ Encounter**

**Effect:** The duelist uses *rapier* and *short sword* against the same target. If both attacks hit, the target takes 4 extra damage.

**TRIGGERED ACTIONS****Duelist's Accuracy ♦ Encounter**

**Trigger:** The duelist makes an attack roll.

**Effect (Free Action):** The duelist rerolls the attack roll and uses the second result.

**Skills** Bluff +7, Stealth +10

**Str 12 (+2)** **Dex 18 (+5)** **Wis 14 (+3)**

**Con 15 (+3)** **Int 10 (+1)** **Cha 12 (+2)**

**Alignment** unaligned **Languages** Common, Elven

**Equipment** leather armor, rapier, short sword

**Patriar Retainer** **Level 1 Soldier**Medium natural humanoid, human XP 100

**HP 28; Bloodied 14** **Initiative +3**  
**AC 17, Fortitude 14, Reflex 13, Will 12** **Perception +0**  
**Speed 6**

**STANDARD ACTIONS**⬇ **Longsword (weapon) ♦ At-Will**

**Attack:** Melee 1 (one creature); +6 vs. AC  
**Hit:** 1d8 + 3 damage.

⬇ **Drive Back (weapon) ♦ At-Will**

**Attack:** Melee 1 (one creature); +6 vs. AC  
**Hit:** 1d8 + 3 damage, and the retainer can push the target 1 square and then shift 1 square to a square the target occupied.

**Str 16 (+3)** **Dex 12 (+1)** **Wis 10 (+0)**

**Con 12 (+1)** **Int 10 (+0)** **Cha 11 (+0)**

**Alignment** unaligned **Languages** Common

**Equipment** leather armor, longsword

**Patriar Youth** **Level 1 Minion Brute**Medium natural humanoid, human XP 25

**HP 1; a missed attack never damages a minion.** **Initiative +1**  
**AC 13, Fortitude 13, Reflex 12, Will 13** **Perception +2**  
**Speed 6**

**STANDARD ACTIONS**⬇ **Improvised Weapon (weapon) ♦ At-Will**

**Attack:** Melee 1 (one creature); +7 vs. AC  
**Hit:** 2d6 + 5 damage.

**Str 11 (+0)** **Dex 10 (+0)** **Wis 12 (+1)**

**Con 12 (+1)** **Int 10 (+0)** **Cha 10 (+0)**

**Alignment** unaligned **Languages** Common

<b>Rilsa Rael</b>	<b>Level 6 Skirmisher (Leader)</b>
Medium natural humanoid, human	XP 250
<b>HP 69; Bloodied 34</b>	<b>Initiative +9</b>
<b>AC 20, Fortitude 18, Reflex 19, Will 18</b>	<b>Perception +8</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
⬇ <b>Short Sword (weapon) ♦ At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage, and Rilsa shifts 1 square.	
⬇ ⚔ <b>Dagger (weapon) ♦ At-Will</b>	
Attack: Melee 1 or ranged 5/10 (one creature); +11 vs. AC	
Hit: 2d4 + 7 damage.	
⬇ ⚔ <b>Slash and Dash (weapon) ♦ Recharge</b> ⚡⚡⚡	
Effect: Rilsa uses short sword, shifts 2 squares, and then uses dagger.	
⬇ <b>Triggering Slash (weapon) ♦ Recharge</b> ⚡⚡	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 + 4 damage, and one ally can shift 1 square and make a melee basic attack as a free action.	
<b>Skills</b> Athletics +11, Diplomacy +11, Insight +8, Stealth +12	
<b>Str 16 (+6)</b>	<b>Dex 19 (+7) Wis 11 (+3)</b>
<b>Con 13 (+4)</b>	<b>Int 10 (+3) Cha 16 (+6)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> leather armor, short sword, 6 daggers	

<b>Smokepowder Maker</b>	<b>Level 4 Artillery</b>
Medium natural humanoid, human	XP 200
<b>HP 46; Bloodied 23</b>	<b>Initiative +5</b>
<b>AC 18, Fortitude 15, Reflex 17, Will 16</b>	<b>Perception +6</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
⬇ <b>Staff (weapon) ♦ At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 + 5 damage.	
⚔ <b>Acid Stream (acid, implement) ♦ At-Will</b>	
Attack: Ranged 15 (one creature); +11 vs. Reflex	
Hit: 1d8 + 5 acid damage, and ongoing 5 acid damage (save ends).	
⚔ <b>Icy Stream (cold, implement) ♦ Recharge</b> ⚡⚡	
Attack: Ranged 15 (one creature); +11 vs. Reflex	
Hit: 1d10 + 9 cold damage, and the maker slides the target up to 3 squares.	
<b>Skills</b> Arcana +13	
<b>Str 15 (+5)</b>	<b>Dex 16 (+6) Wis 18 (+7)</b>
<b>Con 16 (+6)</b>	<b>Int 21 (+8) Cha 15 (+5)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common, Goblin	
<b>Equipment</b> staff	

<b>Thug</b>	<b>Level 2 Minion Brute</b>
Medium natural humanoid, human	XP 31
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +1</b>
<b>AC 14, Fortitude 14, Reflex 13, Will 14</b>	<b>Perception +2</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
⬇ <b>Dagger (weapon) ♦ At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 6 damage.	
⚔ <b>Crossbow (weapon) ♦ At-Will</b>	
Attack: Ranged 15/30 (one creature); +7 vs. AC	
Hit: 6 damage.	
<b>Str 11 (+1)</b>	<b>Dex 10 (+1) Wis 12 (+2)</b>
<b>Con 12 (+2)</b>	<b>Int 10 (+1) Cha 10 (+1)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> dagger, crossbow, 20 bolts	

<b>Tough Thug</b>	<b>Level 2 Brute</b>
Medium natural humanoid, human	XP 125
<b>HP 42; Bloodied 21</b>	<b>Initiative +3</b>
<b>AC 11, Fortitude 13, Reflex 11, Will 11</b>	<b>Perception +2</b>
<b>Speed 6</b>	
<b>TRAITS</b>	
<b>Thug Tactics</b>	
While the tough thug is within 5 squares of another tough thug, the thug gains a +4 power bonus to damage rolls.	
<b>STANDARD ACTIONS</b>	
⬇ <b>Dagger (weapon) ♦ At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage.	
⚔ <b>Crossbow (weapon) ♦ At-Will</b>	
Attack: Ranged 15/30 (one creature); +7 vs. AC	
Hit: 2d8 + 1 damage.	
<b>Str 14 (+3)</b>	<b>Dex 11 (+1) Wis 12 (+2)</b>
<b>Con 12 (+2)</b>	<b>Int 9 (+0) Cha 13 (+2)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> dagger, crossbow, 20 bolts	

<b>Torlin Silvershield</b>	<b>Level 5 Controller (Leader)</b>
Medium natural humanoid, human	XP 200
<b>HP 60; Bloodied 30</b>	<b>Initiative +3</b>
<b>AC 19, Fortitude 17, Reflex 17, Will 19</b>	<b>Perception +4</b>
<b>Speed 5</b>	
<b>STANDARD ACTIONS</b>	
⬇ <b>Mace (weapon) ♦ At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 9 damage.	
⬇ <b>Priest's Shield (weapon) ♦ At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 6 damage, and Torlin or one ally adjacent to him gains a +2 power bonus to AC until the end of Torlin's next turn.	
⚔ <b>Command (charm) ♦ Encounter</b>	
Attack: Ranged 10 (one creature); +8 vs. Will	
Hit: The target is dazed until the end of Torlin's next turn. In addition, Torlin can knock the target prone or slide it up to 5 squares.	
<b>MINOR ACTIONS</b>	
↔ <b>Healing Word (healing) ♦ 2/Encounter (1/round)</b>	
Effect: Torlin or one ally within 5 squares of him regains 10 hit points.	
<b>Skills</b> Bluff +10, Diplomacy +10, Insight +9, Religion +9	
<b>Str 12 (+3)</b>	<b>Dex 12 (+3) Wis 14 (+4)</b>
<b>Con 15 (+4)</b>	<b>Int 14 (+4) Cha 16 (+5)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> scale armor, mace	

**Ulder Ravengard** **Level 6 Elite Soldier (Leader)**Medium natural humanoid, human XP 500**HP 140; Bloodied 70** **Initiative +7****AC 22, Fortitude 19, Reflex 17, Will 18** **Perception +8**

Speed 5

Saving Throws +2; Action Points 1

**TRAITS**☀ **Knight's Aura** ♦ Aura 1

Any unmarked enemy that willingly leaves the aura provokes an opportunity attack from Ulder.

**STANDARD ACTIONS**⚔ **Bastard Sword** (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 2d10 + 4 damage.

⚔ **Double Attack** ♦ At-WillEffect: Ulder uses *bastard sword* twice.**MINOR ACTIONS**⚔ **Shield Shove** (weapon) ♦ Recharge when first bloodied

Attack: Melee 1 (one creature); +9 vs. Fortitude

Hit: Ulder pushes the target up to 2 squares, and then shifts up to half his speed. If the target ends the push adjacent to one or more of Ulder's allies, one of those allies can make a melee basic attack against the target as a free action.

Miss: Ulder can push the target 1 square, and then he can shift 1 square.

**TRIGGERED ACTIONS**⚔ **Knightly Riposte** ♦ At-WillTrigger: An unmarked enemy in Ulder's *knight's aura* uses an attack power that doesn't include Ulder as a target.Effect (Immediate Interrupt): Ulder uses *bastard sword* against the triggering enemy.

Skills Athletics +12, Bluff +11, Intimidate +11

Str 19 (+7) **Dex 14 (+5)** **Wis 10 (+3)**Con 14 (+5) **Int 12 (+4)** **Cha 16 (+6)**

Alignment unaligned Languages Common

Equipment plate armor, heavy shield, bastard sword

**Viekang****Level 4 Lurker**

Medium natural humanoid, human

XP 175

**HP 44; Bloodied 22****Initiative +10****AC 18, Fortitude 16, Reflex 18, Will 16****Perception +9**

Speed 6

**STANDARD ACTIONS**⚔ **Short Sword** (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 2d6 + 6 damage.

🏹 **Crossbow** (weapon) ♦ At-Will

Attack: Ranged 15/30 (one creature); +8 vs. AC

Hit: 1d8 + 6 damage.

⚔ **Blade in the Dark** (weapon) ♦ Recharge when Viekang uses *veil of shadows*

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 4d6 + 10 damage.

Miss: Half damage.

**Veil of Shadows** (zone) ♦ Recharge when Viekang uses *blade in the dark*

Effect: Close burst 1. The burst creates a zone that lasts until the end of Viekang's next turn. The zone blocks line of sight for all creatures except Viekang. While entirely within the zone, creatures other than Viekang are blinded.

**TRIGGERED ACTIONS**⚔ 🏹 **Clever Dodge** ♦ At-WillTrigger: An enemy pulls, pushes, or slides Viekang while he is in the zone created by his *veil of shadows*.

Effect (Immediate Interrupt): Viekang makes a basic attack against the triggering enemy and then shifts up to 2 squares to another square in the zone.

Skills Bluff +9, Intimidate +9, Stealth +11

Str 12 (+3) **Dex 18 (+6)** **Wis 15 (+4)**Con 14 (+4) **Int 13 (+3)** **Cha 14 (+4)**

Alignment chaotic evil Languages Common, Elven

Equipment leather armor, short sword, crossbow, 20 bolts, cloak

**Watch Sergeant****Level 3 Soldier**

Medium natural humanoid, human

XP 150

**HP 47; Bloodied 23****Initiative +5****AC 19, Fortitude 16, Reflex 15, Will 14****Perception +6**

Speed 5

**STANDARD ACTIONS**⚔ **Halberd** (weapon) ♦ At-Will

Attack: Melee 2 (one creature); +8 vs. AC

Hit: 1d10 + 5 damage, and the sergeant marks the target until the end of the sergeant's next turn.

🏹 **Shortbow** (weapon) ♦ At-Will

Attack: Ranged 15/30 (one creature); +8 vs. AC

Hit: 1d8 + 5 damage.

⚔ **Powerful Strike** (weapon) ♦ Recharge ☄ ☄ ☄

Attack: Melee 2 (one creature); +8 vs. AC

Hit: 2d10 + 5 damage, and the target falls prone.

**TRIGGERED ACTIONS**⚔ **Interceding Strike** (weapon) ♦ At-Will

Trigger: An enemy marked by the sergeant makes an attack that doesn't include the sergeant as a target.

Attack (Immediate Interrupt): Melee 2 (triggering enemy); +8 vs. AC  
Hit: 1d10 + 5 damage.

Skills Streetwise +7

Str 16 (+4) **Dex 14 (+3)** **Wis 11 (+1)**Con 15 (+3) **Int 10 (+1)** **Cha 12 (+2)**

Alignment unaligned Languages Common

Equipment scale armor, halberd, shortbow, 20 arrows, brass whistle

<b>Watch Soldier</b>		<b>Level 1 Soldier</b>
Medium natural humanoid, human		XP 100
<b>HP 28; Bloodied 14</b>		<b>Initiative +3</b>
<b>AC 17, Fortitude 14, Reflex 13, Will 12</b>		<b>Perception +0</b>
<b>Speed 5</b>		
STANDARD ACTIONS		
⚔ <b>Longsword</b> (weapon) ♦ <b>At-Will</b>		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d8 + 3 damage.		
⚔ <b>Drive Back</b> (weapon) ♦ <b>At-Will</b>		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d8 + 3 damage, and the soldier can push the target 1 square and then shift 1 square to a square the target occupied.		
🏹 <b>Shortbow</b> (weapon) ♦ <b>At-Will</b>		
Attack: Ranged 15/30 (one creature); +6 vs. AC		
Hit: 1d8 + 1 damage.		
<b>Str 16 (+3)</b>	<b>Dex 12 (+1)</b>	<b>Wis 10 (+0)</b>
<b>Con 12 (+1)</b>	<b>Int 9 (-1)</b>	<b>Cha 9 (-1)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common		
<b>Equipment</b> club, scale armor, light shield, longsword, shortbow, 20 arrows, brass whistle		

<b>Yssra Brackrel</b>		<b>Level 4 Controller</b>
Medium natural humanoid, half-elf		XP 175
<b>HP 52; Bloodied 26</b>		<b>Initiative +4</b>
<b>AC 17, Fortitude 13, Reflex 14, Will 15</b>		<b>Perception +5</b>
<b>Speed 6</b>		<b>Low-light vision</b>
STANDARD ACTIONS		
⚔ <b>Quarterstaff</b> (weapon) ♦ <b>At-Will</b>		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 4 damage, and the target falls prone.		
🔮 <b>Magic Missile</b> (force, implement) ♦ <b>At-Will</b>		
Effect: Ranged 20 (one creature). The target takes 6 force damage.		
💣 <b>Iron Bomb</b> (fire) ♦ <b>Recharge</b> ⚡ ⚡		
Attack: Area burst 1 within 10 (creatures in the burst); +9 vs. Reflex		
Hit: 2d6 + 2 fire damage. The target is pushed up to 2 squares from the center of the burst and falls prone.		
TRIGGERED ACTIONS		
<b>Deflecting Shield</b> ♦ <b>Encounter</b>		
Trigger: Yssra is the target of a melee or ranged attack.		
Effect (Immediate Interrupt): Yssra gains a +4 bonus to the defense targeted by the triggering attack until the end of Yssra's next turn.		
<b>Skills</b> Arcana +11, Bluff +8		
<b>Str 10 (+2)</b>	<b>Dex 14 (+4)</b>	<b>Wis 17 (+5)</b>
<b>Con 12 (+3)</b>	<b>Int 18 (+6)</b>	<b>Cha 12 (+3)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common		
<b>Equipment</b> robes, quarterstaff, alchemical supplies, disguise kit		

# 3RD EDITION (v.3.5)

## STATISTICS

### ABDEL ADRIAN

CR 4

Male human fighter 4  
hp 37 (4 HD)

NG Medium humanoid

**Init** +5; **Senses** Listen +4, Spot +6

**Languages** Alzhedo, Common, Chondathan, Dwarven

**AC** 17, touch 10, flat-footed 17

**Fort** +9, **Ref** +2, **Will** +4

**Speed** 20 ft. in half-plate (4 squares), base speed 30 ft.

**Melee** gauntlet +8 (1d3+4)

**Base Atk** +4; **Grp** +8

**Atk Options** Combat Expertise, Power Attack

**Abilities** Str 19, Dex 12, Con 17, Int 14, Wis 16, Cha 14

**Feats** Combat Expertise, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Balance -5, Climb +3, Diplomacy +5, Escape Artist -5, Hide -5, Intimidate +7, Jump -8, Listen +4, Move Silently -5, Ride +6, Sense Motive +6, Spot +6, Swim -8

**Possessions** masterwork half plate, gauntlets

### ACOLYTE OF GOND

CR 1/2

Female or male human warrior 1  
hp 11 (1 HD)

LN Medium humanoid

**Init** +0; **Senses** Listen +1, Spot +1

**Languages** Chondathan, Common

**AC** 15, touch 10, flat-footed 15

**Fort** +2, **Ref** +0, **Will** +3

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** heavy mace +2 (1d8+1)

**Ranged** masterwork light crossbow +0 (1d8)

**Base Atk** +1; **Grp** +2

**Abilities** Str 12, Dex 10, Con 10, Int 10, Wis 13, Cha 9

**Feats** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Iron Will, Martial Weapon Proficiency (all), Shield Proficiency, Simple Weapon Proficiency (all), Toughness, Tower Shield Proficiency

**Skills** Balance -4, Climb -3, Craft (any one) +2, Escape Artist -4, Hide -4, Jump -9, Knowledge (architecture and engineering) +2, Knowledge (religion) +2, Move Silently -4, Swim -7

**Possessions** masterwork chainmail, masterwork light crossbow (20 bolts), heavy mace

### BHAALSPAWN SLAYER

CR 3

hp 33 (6 HD)

CE Medium monstrous humanoid

**Init** +1; **Senses** Listen +6, Spot +6

**AC** 16, touch 11, flat-footed 15

**Resist** DR 5/magic

**Fort** +5, **Ref** +6, **Will** +6

**Speed** 30 ft. (6 squares), climb 30 ft.; **Jump**

**Melee** 2 claws +8 each (1d8+2) and bite +6 (1d6+1)

**Base Atk** +6; **Grp** +8

**Abilities** Str 15, Dex 13, Con 12, Int 14, Wis 13, Cha 9

**SQ** blood mad

**Feats** Multiattack<sup>B</sup>, Great Fortitude

**Skills** Climb +16, Hide +6, Listen +6, Move Silently +6, Sense Motive +6, Spot +6, Survival +6

**Blood Mad (Ex)** If the Bhaalspawn slayer takes combat damage, it is blood mad on its next turn. While blood mad, the Bhaalspawn slayer gains a +1 bonus to melee attack rolls and melee damage rolls, and suffers a -2 penalty to AC.

**Jump (Ex)** The Bhaalspawn slayer can jump as part of its movement. Jumping does not require a check and does not provoke attacks of opportunity.

### BOMBER

CR 2

Female or male dwarf expert 3

hp 28 (3 HD)

CN Medium humanoid

**Init** -1; **Senses** darkvision 60 ft., Listen +0, Spot +0

**Languages** Common, Dwarven

**AC** 11, touch 9, flat-footed 11

**Fort** +5 (+7 against poison), **Ref** +0, **Will** +3; +2 against spells and spell-like effects

**Speed** 20 ft. (4 squares)

**Melee** dagger +4 (1d4+2)

**Base Atk** +2; **Grp** +4

**Combat Options** Quick Draw

**Combat Gear** 4 alchemist's fire

**Abilities** Str 14, Dex 9, Con 18, Int 10, Wis 11, Cha 7

**SQ** stability, stonecunning

**Feats** Quick Draw, Toughness

**Skills** Appraise +5, Craft (alchemy) +5, Disguise +1, Forgery +5, Heal +3, Intimidate +4, Jump -4, Knowledge (architecture and engineering) +6

**Possessions** leather armor, dagger

## CHOSEN OF BHAAL

When Rilsa Rael, Torlin Silvershield, Ulder Ravengard, or a character becomes the Chosen of Bhaal, he or she gains the following benefits.

**Speed** The creature gains a climb speed equal to its base land speed.

In addition, the Chosen can jump as part of its movement. No ability check is required. Jumping in this way does not provoke opportunity attacks.

**Special Qualities** A Chosen retains all the special qualities of the base creature. In addition, the Chosen gains DR 5/magic and is immune to disease and poison.

**Special Attacks** A Chosen has all the special attacks of the base creature, and it gains the following special attack.

**Murder Magic (Su)** Those hit by the Chosen's attack must succeed on a DC 14 Fortitude save or be immobilized for 1d4 rounds. If the target is already immobilized, it is also stunned until the end of its next turn.

## CORAN

hp 27 (7 HD)

Male elf fighter 3/rogue 4

N Medium humanoid

**Init** +4; **Senses** low-light vision; Listen +4, Spot +8

**Languages** Alzhedo, Common, Chondathan, Elven, Dwarven

**AC** 19, touch 14, flat-footed 19

**Resist** evasion

**Immune** sleep

**Fort** +3, **Ref** +9, **Will** +4; +2 against enchantments

**Speed** 30 ft. (6 squares)

**Melee** +1 *dancing longsword* +9/+4 (1d8+3)

**Ranged** masterwork longbow +11/+6 (1d8)

**Base Atk** +6; **Grp** +8

**Atk Options** Combat Expertise, Improved Feint, sneak attack +2d6

**Abilities** Str 14, Dex 18, Con 8, Int 16, Wis 15, Cha 18

**SQ** trapfinding, trap sense +1, uncanny dodge

**Feats** Combat Expertise, Improved Feint, Improved Unarmed Strike, Negotiator, Persuasive

**Skills** Bluff +16, Climb +8, Diplomacy +17, Disguise +10, Forgery +9, Gather Information +14, Hide +12, Intimidate +14, Jump +9, Listen +4, Move Silently +12, Search +5, Sense Motive +14, Sleight of Hand +10, Spot +8

**Possessions** +1 *glamered mithral chain shirt*, +1 *dancing longsword*, masterwork longbow (20 arrows)

## CREW MEMBER

Female or male human warrior 1

hp 11 (1 HD)

N Medium humanoid

**Init** +0; **Senses** Listen +1, Spot -1

**Languages** Chondathan, Common

**AC** 12, touch 10, flat-footed 12

**Fort** +2, **Ref** +0, **Will** -1

**Speed** 30 ft. (6 squares)

**Melee** shortsword +2 (1d6+1)

**Base Atk** +1; **Grp** +2

**Abilities** Str 12, Dex 10, Con 10, Int 10, Wis 9, Cha 10

**Feats** Skill Focus (Gather Information), Toughness

**Skills** Gather Information +5, Listen +1, Swim +5

**Possessions** leather armor, shortsword

## FIRE MEPHIT

CR 3

hp 13 (3 HD); fast healing 2

N Small outsider (extraplanar, fire)

**Init** +5; **Senses** darkvision 60 ft.; Listen +6, Spot +6

**Languages** Common, Ignan

**AC** 16, touch 12, flat-footed 15; Dodge

**Immune** fire

**Resist** DR 5/magic

**Vulnerable** cold

**Fort** +3, **Ref** +4, **Will** +3

**Speed** 30 ft. (6 squares), fly 50 ft. (average)

**Melee** 2 claws +4 melee (1d3 plus 1d4 fire)

**Base Atk** +3; **Grp** -1

**Special Actions** breath weapon, summon mephit

**Spell-Like Abilities** (CL varies):

1/hour—*scorching ray* (DC 14, CL 3rd)

1/day—*heat metal* (DC 14, CL 6th)

**Abilities** Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15

**Feats** Dodge, Improved Initiative

**Skills** Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)

**Fast Healing (Ex)** A fire mephit heals only if it is touching a flame at least as large as a torch.

**Breath Weapon (Su)** 15-foot cone, damage 1d8 fire, Reflex half DC 12. The save DC is Constitution-based and includes a +1 racial adjustment.

**Summon Mephit (Sp)** Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell.

## FLAMING FIST CORPORAL

CR 2

Female or male human fighter 2

hp 17 (2 HD)

LN Medium humanoid

**Init** +1; **Senses** Listen +2, Spot +2

**Languages** Chondathan, Common, Illuskan

**AC** 16, touch 11, flat-footed 15

**Fort** +4, **Ref** +1, **Will** +0

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** heavy flail +5 (1d10+3)

**Base Atk** +2; **Grp** +4

**Atk Options** Combat Expertise, Improved Disarm, Improved Trip

**Abilities** Str 14, Dex 12, Con 12, Int 13, Wis 11, Cha 10

**Feats** Combat Expertise, Improved Disarm, Improved Trip, Weapon Focus (heavy flail)

**Skills** Balance -3, Climb -2, Escape Artist -3, Gather Information +1, Hide -3, Intimidate +5, Jump -8, Listen +2, Move Silently -3, Ride +2, Sense Motive +2, Spot +2, Swim -6

**Possessions** breastplate, heavy flail



## FLAMING FIST LIEUTENANT

CR 3

Female or male human fighter 3  
hp 27 (3 HD)

LN Medium humanoid

**Init** +1; **Senses** Listen +4, Spot +5

**Languages** Chondathan, Common, Illuskan

**AC** 17, touch 10, flat-footed 17

**Fort** +4, **Ref** +2, **Will** +1

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** bastard sword +6 (1d10+3)

**Ranged** javelin +1 (1d6+2)

**Base Atk** +3; **Grp** +5

**Combat Options** Quick Draw

**Abilities** Str 14, Dex 12, Con 12, Int 13, Wis 11, Cha 10

**Feats** Alertness, Exotic Weapon Proficiency (bastard sword), Quick Draw, Toughness, Weapon Focus (bastard sword)

**Skills** Balance -6, Climb -5, Escape Artist -6, Gather Information +1, Hide -6, Intimidate +5, Jump -11, Listen +4, Move Silently -6, Ride +2, Sense Motive +3, Spot +5, Swim -12

**Possessions** half plate, bastard sword, 4 javelins

## FLAMING FIST PRIVATE

CR 1

Female or male human fighter 1  
hp 11 (1 HD)

LN Medium humanoid

**Init** +1; **Senses** Listen +3, Spot +3

**Languages** Chondathan, Common

**AC** 16, touch 11, flat-footed 15

**Fort** +3, **Ref** +1, **Will** +0

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** longsword +3 (1d8+2)

**Ranged** light crossbow +0 (1d8)

**Base Atk** +1; **Grp** +3

**Atk Options** Improved Bull Rush, Power Attack

**Abilities** Str 14, Dex 12, Con 13, Int 10, Wis 10, Cha 9

**Feats** Alertness, Improved Bull Rush, Power Attack

**Skills** Balance -4, Climb -3, Escape Artist -4, Hide -4, Intimidate +3, Jump -9, Listen +3, Move Silently -4, Sense Motive +2, Spot +3, Swim -8

**Possessions** scale mail, light steel shield, light crossbow (20 bolts), longsword

## FLAMING FIST SERGEANT

CR 4

Female or male human fighter 4  
hp 33 (4 HD)

LN Medium humanoid

**Init** +5; **Senses** Listen +3, Spot +4

**Languages** Chondathan, Common, Illuskan

**AC** 21, touch 11, flat-footed 20

**Fort** +5, **Ref** +2, **Will** +4

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** masterwork flail +8 (1d8+4)

**Base Atk** +4; **Grp** +6

**Abilities** Str 15, Dex 12, Con 12, Int 12, Wis 13, Cha 13

**Feats** Improved Initiative, Iron Will, Negotiator, Toughness, Weapon Focus (flail), Weapon Specialization (flail)

**Skills** Balance -7, Climb -6, Diplomacy +5, Escape Artist -7, Gather Information +2, Hide -7, Intimidate +6, Jump -12, Listen +3, Move Silently -7, Ride +2, Sense Motive +6, Spot +4, Swim -14

**Possessions** full plate, heavy steel shield, masterwork flail

## HALFLING ROGUE

CR 2

Female or male halfling rogue 2  
hp 9 (2 HD)

N Small humanoid

**Init** +3; **Senses** Listen +6, Spot +3

**Languages** Common, Halfling

**AC** 16, touch 14, flat-footed 13

**Resist** evasion

**Fort** +1, **Ref** +7, **Will** +2; +1 to all saving throws, +2 morale bonus against fear

**Speed** 20 ft. (4 squares)

**Melee** shortsword +5 (1d4-1)

**Ranged** sling +5 (1d3-1)

**Base Atk** +2; **Grp** -4

**Atk Options** sneak attack +1d6

**Combat Options** Weapon Finesse

**Abilities** Str 8, Dex 16, Con 10, Int 11, Wis 12, Cha 11

**SQ** trapfinding

**Feats** Weapon Finesse

**Skills** Balance +5, Bluff +4, Climb +1, Escape Artist +5, Gather Information +3, Hide +12, Jump -3, Listen +6, Move Silently +10, Open Lock +7, Sense Motive +4, Sleight of Hand +7, Spot +3, Tumble +8

**Possessions** leather armor, shortsword, sling (10 bullets)

## Harbor Manifest

To open this book, a magic pattern must be traced on its cover. It has been opened so many times that the tracing marks are clearly visible, but the pattern is so complex that tracing it properly requires a DC 15 Dexterity or Intelligence (Arcana) check. If it is opened incorrectly, the manifest screeches in a parrot voice, "Thief! Help! Thief! Help!" The cry repeats until the symbol is traced correctly. An individual who has opened it correctly once need not perform the check again. While it is open, the manifest records on its pages any words dictated to it.

Moderate transmutation; CL 5th; Craft Wondrous Item, *alarm*, *amanuensis* (MoF), *clairaudience/clairvoyance*; Price 3,000 gp; Weight 8 lb.

## HUMAN BYSTANDER

CR 1/4

Female or male human commoner 1  
hp 4 (1 HD)

N Medium humanoid

**Init** +0; **Senses** Listen +0, Spot +0

**Languages** Chondathan, Common

**AC** 10, touch 10, flat-footed 10

**Fort** +2, **Ref** +0, **Will** +0

**Speed** 30 ft. (6 squares)

**Melee** unarmed strike +0 (1d3)

**Base Atk** +0; **Grp** +0

**Abilities** Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10

**Feats** Great Fortitude, Negotiator

**Skills** Craft (various) +4, Diplomacy +2, Gather Information +1, Profession (various) +4, Sense Motive +3

## IMBRALYM SKOOND

CR 4

Male human wizard 4  
hp 22 (4 HD)

NE Medium humanoid

**Init** +2; **Senses** Listen +1, Spot +1

**Languages** Chondathan, Common, Dwarven, Elven, Illuskan

**AC** 12, touch 12, flat-footed 10

**Fort** +3, **Ref** +3, **Will** +5

**Speed** 30 ft. (6 squares)

**Melee** dagger +1 (1d4-1)

**Base Atk** +2; **Grp** +1

**Wizard Spells Prepared** (CL 4th):

2nd—*detect thoughts* (DC 15), *invisibility*, *mirror image*

1st—*charm person* (DC 14), *color spray* (DC 14), *mage armor*,  
*shield*

0—*detect magic*, *light*, *message*, *ray of frost* (+4 ranged touch)

**Abilities** Str 8, Dex 14, Con 14, Int 16, Wis 13, Cha 16

**Feats** Combat Casting, Negotiator, Scribe Scroll, Toughness

**Skills** Bluff +6, Concentration +8, Craft (alchemy) +4,

Diplomacy +8, Knowledge (arcana) +6, Knowledge (local) +4,

Knowledge (nobility and royalty) +5, Perform (dance) +5,

Sense Motive +5, Spellcraft +5

**Possessions** noble's outfit, 45 gp

## LARAEIRA TUNDRETH

CR 2

Female half-elf rogue 2  
hp 13 (2 HD)

N Medium humanoid

**Init** +3; **Senses** low-light vision; Listen +6, Spot +5

**Languages** Alzhedo, Common, Elven

**AC** 15, touch 13, flat-footed 12

**Resist** evasion

**Fort** +2, **Ref** +6, **Will** +0; +2 against enchantments

**Speed** 30 ft. (6 squares)

**Melee** masterwork dagger +3 (1d4+1)

**Base Atk** +1; **Grp** +2

**Atk Options** sneak attack +1d6

**Abilities** Str 13, Dex 16, Con 15, Int 13, Wis 10, Cha 12

**SQ** trapfinding

**Feats** Stealthy

**Skills** Diplomacy +10, Gather Information +8, Hide +9,

Listen +6, Move Silently +9, Open Lock +7, Search +6, Sense

Motive +5, Spot +5, Swim +6

**Possessions** leather armor, masterwork dagger

## NANT THANGOL

CR 1/2

Male dwarf expert 1  
hp 10 (1 HD)

N Medium humanoid

**Init** -1; **Senses** darkvision 60 ft.; Listen +1, Spot +1

**Languages** Common, Dwarven

**AC** 11, touch 9, flat-footed 11

**Fort** +4 (+6 against poison), **Ref** -1, **Will** +3; +2 against spells  
and spell-like effects

**Speed** 20 ft. (4 squares)

**Melee** dagger +2 (1d4+2)

**Base Atk** +0; **Grp** +2

**Abilities** Str 14, Dex 9, Con 18, Int 10, Wis 12, Cha 7

**SQ** stability, stonecunning

**Feats** Persuasive

**Skills** Appraise +2, Bluff +4, Forgery +2, Gather Information

+2, Intimidate +4, Jump -4, Knowledge (local) +2, Knowledge  
(nobility and royalty) +4, Sense Motive +3

**Possessions** leather armor, dagger

## NINE-FINGERS

CR 6

Female human rogue 6  
hp 23 (6 HD)

N Medium humanoid

**Init** +8; **Senses** Listen +7, Spot +11

**Languages** Alzhedo, Chondathan, Common, Dwarven, Illuskan

**AC** 18, touch 15, flat-footed 18

**Resist** evasion

**Fort** +2, **Ref** +9, **Will** +4

**Speed** 30 ft. (6 squares)

**Melee** masterwork dagger +9 (1d4+1)

**Base Atk** +4; **Grp** +5

**Atk Options** sneak attack +3d6, Weapon Finesse

**Abilities** Str 12, Dex 18, Con 11, Int 16, Wis 15, Cha 17

**SQ** trap sense +2, trapfinding, uncanny dodge

**Feats** Improved Initiative, Negotiator, Persuasive, Weapon  
Finesse

**Skills** Appraise +7, Bluff +14, Climb +5, Diplomacy +12,

Disable Device +6, Disguise +12, Escape Artist +7, Forgery

+10, Gather Information +12, Hide +13, Intimidate +16,

Listen +7, Move Silently +13, Search +6, Sense Motive +13,

Sleight of Hand +10, Spot +11

**Possessions** *ring of protection* +1, masterwork studded leather,  
masterwork dagger

## PATRIAR DUELIST

CR 2

Female or male human aristocrat 3  
hp 17 (3 HD)

N Medium humanoid

**Init** +2; **Senses** Listen -1, Spot -1

**Languages** Chondathan, Common

**AC** 16, touch 12, flat-footed 14

**Fort** +1, **Ref** +3, **Will** +2

**Speed** 30 ft. (6 squares)

**Melee** masterwork rapier +5 (1d6+1)

**Melee** masterwork rapier +3 (1d6+1), masterwork shortsword +3 (1d6)

**Base Atk** +2; **Grp** +3

**Abilities** Str 12, Dex 15, Con 10, Int 10, Wis 9, Cha 12

**Feats** Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

**Skills** Bluff +3, Diplomacy +6, Gather Information +5, Intimidate +7, Knowledge (history) +3, Knowledge (local) +5, Knowledge (nobility and royalty) +6, Ride +5

**Possessions** masterwork studded leather, masterwork rapier, masterwork shortsword, 50 gp

## PATRIAR RETAINER

CR 1

Female or male human fighter 1  
hp 11 (1 HD)

N Medium humanoid

**Init** +4; **Senses** Listen +0, Spot +2

**Languages** Chondathan, Common

**AC** 13, touch 10, flat-footed 13

**Fort** +3, **Ref** +0, **Will** +0

**Speed** 30 ft. (6 squares)

**Melee** longsword +4 (1d8+2)

**Base Atk** +1; **Grp** +3

**Atk Option** Power Attack

**Abilities** Str 15, Dex 10, Con 12, Int 10, Wis 10, Cha 9

**Feats** Improved Initiative, Power Attack, Weapon Focus (longsword)

**Skills** Balance -1, Climb +1, Escape Artist -1, Handle Animal +1, Heal +1, Hide -1, Intimidate +3, Jump +1, Move Silently -1, Spot +2, Swim +0

**Possessions** studded leather, longsword

## PATRIAR YOUTH

CR 1/4

Female or male human aristocrat 1  
hp 7 (1 HD)

N medium humanoid

**Init** +4; **Senses** Listen -1, Spot -1

**Languages** Chondathan, Common

**AC** 10, touch 10, flat-footed 10

**Fort** -1, **Ref** +0, **Will** +1

**Speed** 30 ft. (6 squares)

**Melee** unarmed strike +1 (1d3+1)

**Base Atk** +0; **Grp** +1

**Abilities** Str 13, Dex 10, Con 9, Int 9, Wis 8, Cha 12

**Feats** Improved Initiative, Persuasive

**Skills** Bluff +4, Diplomacy +2, Intimidate +7, Knowledge (local) +3, Knowledge (nobility and royalty) +3, Ride +2

## RILSA RAEI

CR 6

Female human rogue 6  
hp 35 (6 HD)

N Medium humanoid

**Init** +4; **Senses** Listen +6, Spot +6

**Languages** Alzhedo, Chondathan, Common, Dwarven

**AC** 17, touch 14, flat-footed 17

**Resist** evasion

**Fort** +4, **Ref** +9, **Will** +3

**Speed** 30 ft. (6 squares)

**Melee** dagger +9 (1d4+2)

**Melee** dagger +7 (1d4+2), dagger +7 (1d4+1)

**Ranged** dagger +9 (1d4+2)

**Ranged** dagger +7 (1d4+2), dagger +7 (1d4+1)

**Base Atk** +4; **Grp** +6

**Atk Options** Sneak attack +3d6

**Abilities** Str 14, Dex 19, Con 15, Int 15, Wis 13, Cha 14

**SQ** trap sense +2, trapfinding, uncanny dodge

**Feats** Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

**Skills** Balance +6, Bluff +11, Climb +8, Diplomacy +7,

Disable Device +8, Disguise +11, Escape Artist +7, Gather

Information +7, Hide +13, Intimidate +7, Jump +12, Listen

+6, Move Silently +13, Search +7, Sense Motive +8, Spot +6,

Tumble +15

**Possessions** leather armor, 6 daggers

## SMOKEPOWDER MAKER

CR 2

Female or male human wizard 2  
hp 15 (2 HD)

N Medium humanoid

**Init** +1; **Senses** Listen -1, Spot -1

**Languages** Chondathan, Common, Elven, Illuskan

**AC** 11, touch 11, flat-footed 10

**Fort** +3, **Ref** +1, **Will** +2

**Speed** 30 ft. (6 squares)

**Melee** quarterstaff +1 (1d6)

**Base Atk** +1; **Grp** +1

**Wizard Spells Prepared** (CL 2nd):

1st—*color spray* (DC 14), *mage armor*, *magic missile*

0—*acid splash* ×2 (+2 ranged touch), *ray of frost* ×2 (+2 ranged touch)

**Abilities** Str 10, Dex 12, Con 16, Int 15, Wis 9, Cha 9

**Feats** Scribe Scroll, Spell Focus (Illusion), Toughness

**Skills** Concentration +8, Craft (alchemy) +7, Decipher Script

+7, Knowledge (Arcana) +7, Spellcraft +9

**Possessions** quarterstaff, spellbook

## THUG

CR 1/2

Female or male human warrior 1  
hp 8 (1 HD)

N Medium humanoid

**Init** +2; **Senses** Listen +1, Spot +1

**Languages** Common

**AC** 14, touch 12, flat-footed 12; **Dodge**

**Fort** +2, **Ref** +2, **Will** +1

**Speed** 30 ft. (6 squares)

**Melee** dagger +1 (1d4)

**Ranged** light crossbow +2 (1d8)

**Base Atk** +1; **Grp** +1

**Abilities** Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 13

**Feats** Deft Hands, Dodge

**Skills** Bluff +3, Hide +4, Move Silently +4, Sleight of Hand +6,  
Use Rope +4

**Possessions** leather armor, dagger

## TOUGH THUG

CR 2

Female or male human fighter 1/rogue 1  
hp 15 (2 HD)

N Medium humanoid

**Init** +3; **Senses** Listen +0, Spot +0

**Languages** Chondathan, Common

**AC** 16, touch 13, flat-footed 13; **Dodge**

**Fort** +3, **Ref** +5, **Will** +0

**Speed** 30 ft. (6 squares)

**Melee** dagger +5 (1d4+2)

**Ranged** light crossbow +3 (1d8)

**Base Atk** +1; **Grp** +3

**Atk Options** sneak attack +1d6

**Abilities** Str 14, Dex 16, Con 13, Int 9, Wis 11, Cha 12

**SQ** trapfinding

**Feats** Dodge, Weapon Finesse, Weapon Focus (dagger)

**Skills** Balance +2, Climb +6, Escape Artist +2, Hide +5,  
Intimidate +6, Jump +1, Move Silently +5, Swim +0

**Possessions** studded leather, dagger, light crossbow (10 bolts)

## TORLIN SILVERSHIELD

CR 6

Male human cleric 6 (Gond)  
hp 36 (6 HD)

N Medium humanoid

**Init** -1; **Senses** Listen +4, Spot +4

**Languages** Chondathan, Common, Dwarven, Elven

**AC** 15, touch 9, flat-footed 15

**Fort** +6, **Ref** +1, **Will** +11

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** masterwork heavy mace +5 (1d8)

**Base Atk** +4; **Grp** +4

**Special Actions** rebuke earth creatures 7/day (+7, 2d6+10, 6th), turn air creatures 7/day (+7, 2d6+10, 6th), turn undead 7/day (+7, 2d6+10, 6th), spontaneous cure spells

**Cleric Spells Prepared** (CL 6th; creation 7th):

3rd—*searing light* (+3 ranged touch) ×3, *stone shape*<sup>D</sup>

2nd—*eagle's splendor*, *sound burst* (DC 16) ×2,  
*spiritual weapon*, *soften earth and stone*<sup>D</sup>

1st—*animate rope*<sup>D</sup>, *divine favor*, *doom* (DC 15),  
*entropic shield*, *shield of faith*

0—*detect magic*, *light* ×2, *purify food and drink* ×2

**Abilities** Str 11, Dex 9, Con 12, Int 16, Wis 18, Cha 19

**SQ** Craft and Earth domains

**Feats** Combat Casting, Iron Will, Negotiator, Persuasive, Skill Focus (Craft)

**Skills** Balance -5, Bluff +10, Climb -4, Concentration +9, Craft

(sculpture) +6, Diplomacy +14, Escape Artist -5, Hide -5,

Intimidate +9, Jump -10, Knowledge (local) +4, Knowledge

(nobility and royalty) +7, Knowledge (religion) +8, Move

Silently -5, Sense Motive +10, Swim -8

**Possessions** masterwork scale mail, masterwork heavy steel shield, masterwork heavy mace

## ULDER RAVENGARD

CR 6

Male human fighter 6  
hp 49 (6 HD)

LN Medium humanoid

**Init** +5; **Senses** Listen +1, Spot +1

**Languages** Common

**AC** 21, touch 11, flat-footed 20

**Fort** +7, **Ref** +3, **Will** +5

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** masterwork bastard sword +12/+7 (1d10+6)

**Base Atk** +6; **Grp** +10

**Atk Options** Improved Bull Rush, Power Attack

**Abilities** Str 18, Dex 12, Con 15, Int 10, Wis 12, Cha 16

**Feats** Exotic Weapon Proficiency (bastard sword), Improved

Bull Rush, Improved Initiative, Iron Will, Persuasive,

Power Attack, Weapon Focus (bastard sword), Weapon

Specialization (bastard sword)

**Skills** Balance -7, Bluff +8, Climb -4, Diplomacy +6, Escape

Artist -7, Hide -7, Intimidate +10, Jump -10, Move Silently -7,

Ride +3, Sense Motive +5, Swim -12

**Possessions** full plate, heavy steel shield, masterwork bastard sword

## VIEKANG

CR 4

Male human fighter 1/rogue 3  
hp 24 (4 HD)

CE Medium humanoid

**Init** +7; **Senses** Listen -1, Spot -1

**Languages** Common

**AC** 16, touch 13, flat-footed 13; **Dodge**

**Resist** evasion

**Fort** +4, **Ref** +6, **Will** +0

**Speed** 30 ft. (6 squares)

**Melee** shortsword +7 (1d6+1)

**Ranged** light crossbow +6 (1d8)

**Base Atk** +3; **Grp** +4

**Atk Options** sneak attack +2d6, Weapon Finesse

**Abilities** Str 12, Dex 17, Con 13, Int 9, Wis 8, Cha 14

**SQ** trap sense +1, trapfinding

**Feats** Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (shortsword)

**Skills** Climb +5, Disguise +9, Hide +10, Intimidate +4, Jump +7, Move Silently +6, Open Lock +6

**Possessions** masterwork studded leather, shortsword, light crossbow (20 bolts)

## WATCH SERGEANT

CR 3

Female or male human fighter 3  
hp 30 (3 HD)

LN Medium humanoid

**Init** +4; **Senses** Listen +4, Spot +4

**Languages** Common

**AC** 14, touch 10, flat-footed 14

**Fort** +5, **Ref** +1, **Will** +2

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** halberd +6 (1d10+3)

**Ranged** shortbow +3 (1d6)

**Base Atk** +3; **Grp** +5

**Abilities** Str 15, Dex 10, Con 15, Int 10, Wis 12, Cha 12

**Feats** Alertness, Improved Initiative, Investigator, Toughness, Weapon Focus (halberd)

**Skills** Balance -4, Climb -2, Escape Artist -4, Gather Information +3, Hide -4, Intimidate +5, Jump -8, Knowledge (nobility and royalty) +3, Listen +4, Move Silently -4, Search +2, Sense Motive +3, Spot +4, Swim -6

**Possessions** scale mail, halberd, shortbow (20 arrows), brass whistle

## WATCH SOLDIER

CR 1

Female or male human fighter 1  
hp 15 (1 HD)

LN Medium humanoid

**Init** +4; **Senses** Listen +3, Spot +3

**Languages** Common

**AC** 15, touch 10, flat-footed 15

**Fort** +4, **Ref** +0, **Will** +0

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** longsword +3 (1d8+2)

**Ranged** shortbow +1 (1d6)

**Base Atk** +1; **Grp** +3

**Abilities** Str 14, Dex 10, Con 15, Int 10, Wis 10, Cha 9

**Feats** Alertness, Improved Initiative, Toughness

**Skills** Balance -5, Climb -3, Escape Artist -5, Hide -5, Jump -9, Knowledge (nobility and royalty) +2, Listen +3, Move Silently -5, Sense Motive +2, Spot +3, Swim -8

**Possessions** scale mail, longsword, shortbow (20 arrows), brass whistle

## YSSRA BRACKREL

CR 4

Female half-elf wizard 4

hp 19 (4 HD)

CN Medium humanoid

**Init** +2; **Senses** low-light vision; Listen +2, Spot +2

**Languages** Alzhedo, Chondathan, Common, Dwarven, Elven

**AC** 12, touch 12, flat-footed 10

**Fort** +2, **Ref** +3, **Will** +5; +2 against enchantments

**Speed** 30 ft. (6 squares)

**Melee** quarterstaff +1 (1d6-1)

**Base Atk** +2; **Grp** +1

**Wizard Spells Prepared** (CL 4th):

2nd—*blur*, *glitterdust* (DC 16), *Tasha's hideous laughter* (DC 16)

1st—*mage armor*, *magic missile* ×2, *shield*

0—*acid splash* (+4 ranged touch) ×3, *light*

**Abilities** Str 9, Dex 14, Con 12, Int 18, Wis 12, Cha 8

**Feats** Combat Casting, Deceitful, Scribe Scroll

**Skills** Concentration +8, Craft (alchemy) +11, Diplomacy +1, Disguise +4, Forgery +7, Gather Information +1, Knowledge (arcana) +11, Listen +2, Search +5, Spellcraft +13, Spot +2

**Possessions** quarterstaff, spellbook



# TORLIN SILVERSHIELD



## BACKGROUND

Leader of the greatest patriarch house in Baldur's Gate, head priest of its grandest temple, and one of the four dukes of the city, Torlin Silvershield is arguably the most powerful man in the city. As such, he sees himself as an embodiment of the best of Baldur's Gate, and he takes great pains to present a proud example for others to follow.

## ROLEPLAYING

Silvershield is a natural diplomat and consummate actor. The best interests of Baldur's Gate are foremost in his mind, and he views what's good for him as also good for the city. As a priest of Gond, he believes firmly in being industrious, so he constantly multitasks except when his plans are best served by focus.



Illustrated by Tyler Jacobson.

TM & © 2013 Wizards of the Coast LLC in the USA & other countries.







## BACKGROUND

Formerly a bold thief who scoffed at both the Guild and the law, Coran made his fortunes and currently entertains himself as a merchant, master of information, and famous (or infamous) socialite.

## ROLEPLAYING

Coran no longer conducts daring robberies, but he still craves excitement, and so he likes to goad others into audacious feats. He loves being in the know and playing the sardonic, world-wise observer. He is a witty voice of experience who dispenses advice, and points the clueless toward clues. What some call manipulation, Coran calls guidance.



Illustrated by Tyler Jacobson.

TM & © 2013 Wizards of the Coast LLC in the USA & other countries.

110810976001



# RILSA RAEĻ



## BACKGROUND

Rael's talent at going unnoticed and her skill with a knife earned her a position at the side of Nine-Fingers, leader of the thieves' guild.

First serving as a bodyguard—Nine-Fingers's favorite, in fact—Rael was soon removed from that duty so she could act as the guildmaster's full-time counselor and occasional surrogate.

## ROLEPLAYING

Rael learned to exploit others from an acknowledged expert—Nine-Fingers—but she does not insulate herself from her affairs as Nine-Fingers does. Instead, Rael prefers to take a personal hand in most matters.

Passionate and proud, Rael is devoted to helping the downtrodden.



Illustrated by Tyler Jacobson.

TM & © 2013 Wizards of the Coast LLC in the USA & other countries.



# ULDER RAVENGARD



## BACKGROUND

Ravengard was the fourth son of a lowborn smith in the Lower City. With no hope for inheriting property from his father, he joined the Flaming Fist. With his discipline and meticulous nature, he proved himself both on the field of battle and in handling day-to-day details.

## ROLEPLAYING

Ravengard is the incarnation of militarism; the only beauty he appreciates is precision, and the only thing he values is utility. Ravengard is stolid and terse by nature, slow to speak and make decisions, except when it comes to battle. Once a decision is made, though, he works relentlessly to see it through.



Illustrated by Tyler Jacobson.

TM & © 2013 Wizards of the Coast LLC in the USA & other countries.



# IMBRALYM SKOOND



## BACKGROUND

Imbralyim Skoond was a dancing master in Athkatla until he discovered his aptitude for the magical arts. With his charm, a talent for magic, and no apparent scruples, Imbralyim quickly attracted Duke Silvershield's attention. Duke Silvershield used his influence to have Skoond made a Peer (the most recent appointment to the parliament), and the wizard has been his lapdog ever since.

## ROLEPLAYING

Skoond presents a well-mannered, empathetic, and smiling front, but behind this mask is the mind of an unprincipled schemer. Skoond wants wealth and power, and he will say or do anything to preserve his plans for attaining them.



Illustrated by Tyler Jacobson.

TM & © 2013 Wizards of the Coast LLC in the USA & other countries





# NINE-FINGERS



## BACKGROUND

Nine-Fingers is the unassuming guildmaster of the only thieves' guild in Baldur's Gate. She climbed its ranks with incredible speed and maintains her position by being coolly ruthless.

True to her name, she is missing the littlest finger on her right hand. Few people know how she lost it, and Nine-Fingers never shares secrets unless it profits her.

## ROLEPLAYING

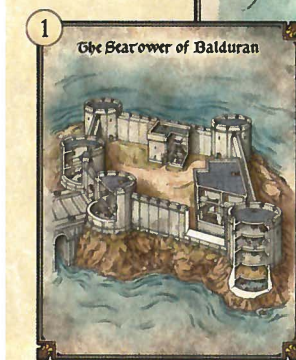
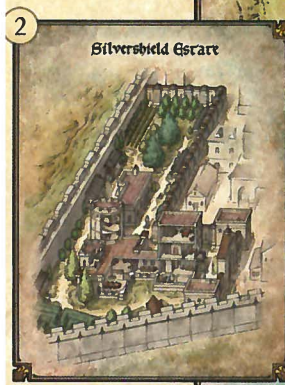
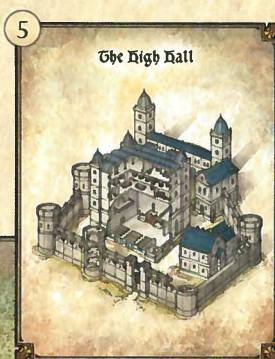
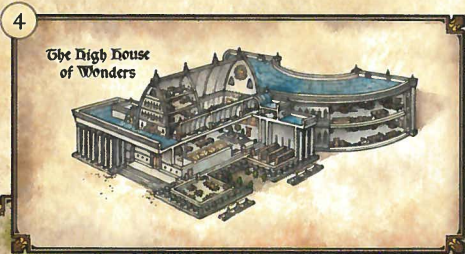
It's said that Nine-Fingers "never gets angry, but always gets even." This saying is only a fragment of the truth. In reality, she is patient, unflappable, and level-headed. Nine-Fingers speaks softly and chooses her words carefully. She doesn't threaten or plead—she doesn't need to. A few words in the right ear can accomplish virtually anything she wants.



Illustrated by Tyler Jacobson.

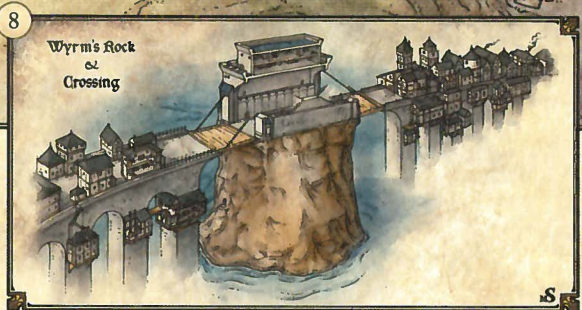
TM & © 2013 Wizards of the Coast LLC in the USA & other countries.

130950076007



During your stay  
be sure to visit  
these fine venues:

- Ⓐ Three Old Kegs
- Ⓑ Helm and Cloak
- Ⓒ The Low Lantern
- Ⓓ Elfsong Tavern
- Ⓔ The Blade and Stars
- Ⓕ The Splurging Sturgeon
- Ⓖ Blushing Mermaid
- Ⓗ Ramazith's Tower
- Ⓢ Sorcerous Sundries



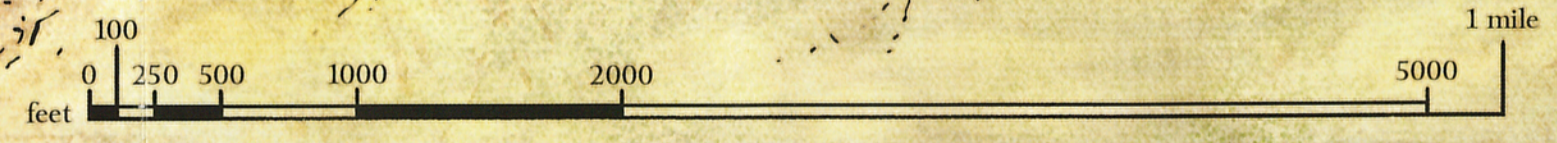
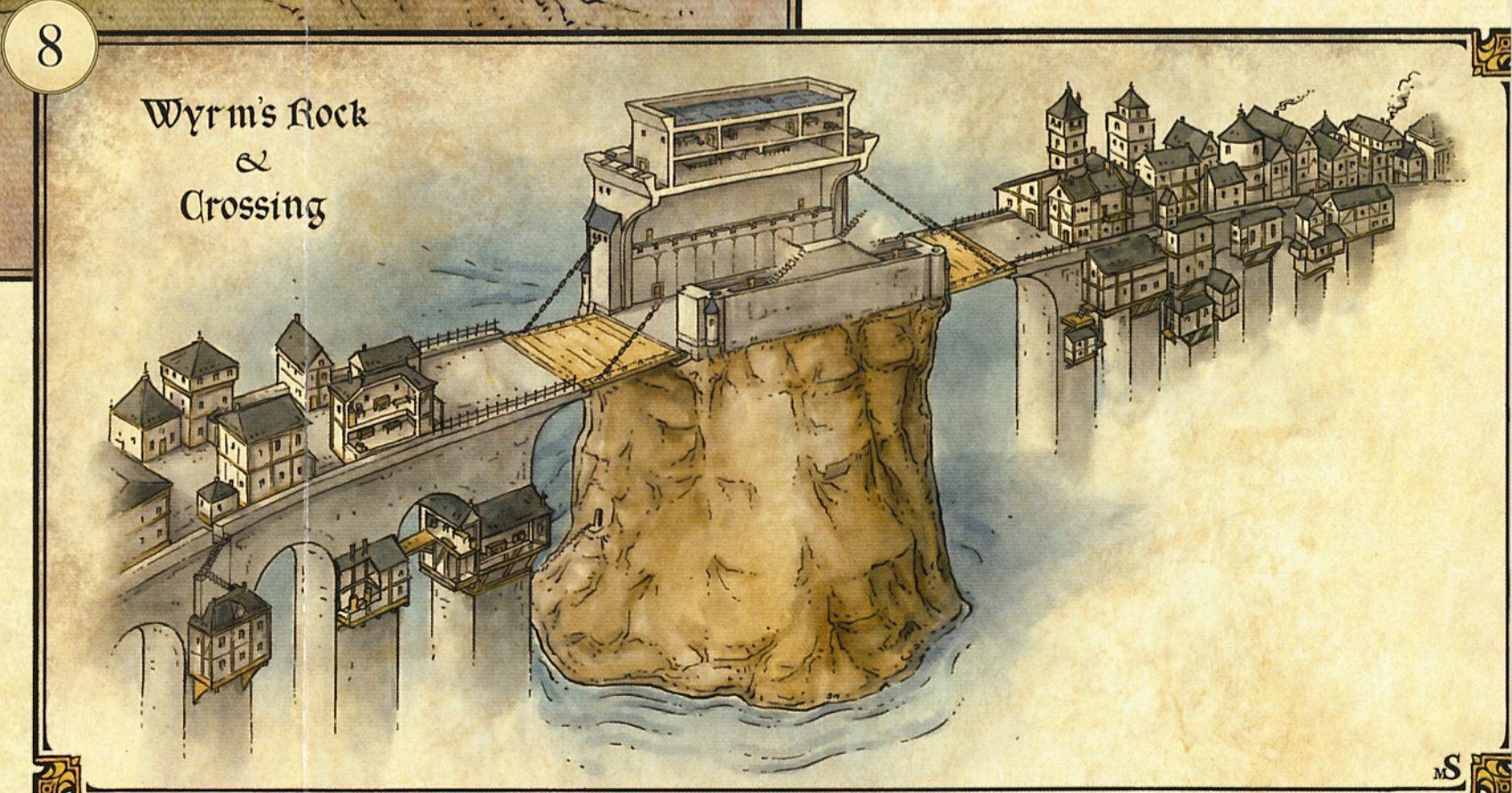
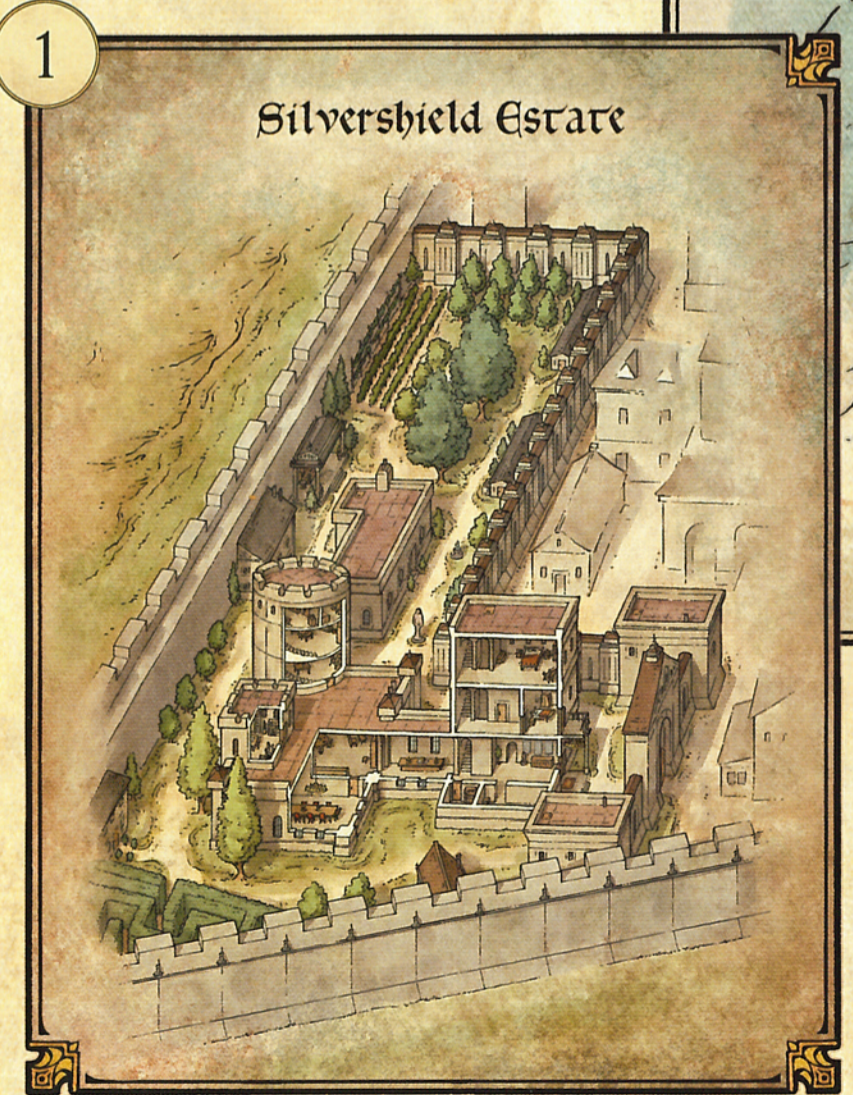
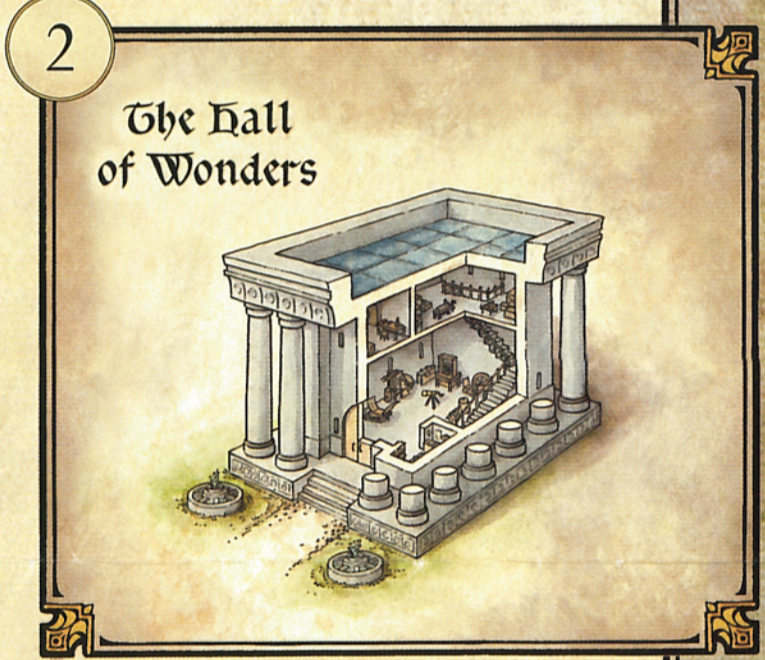
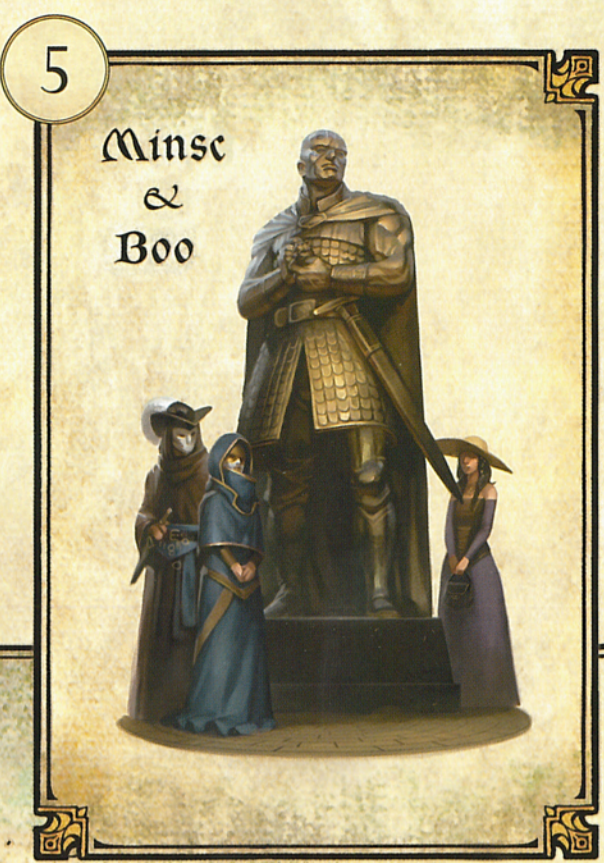
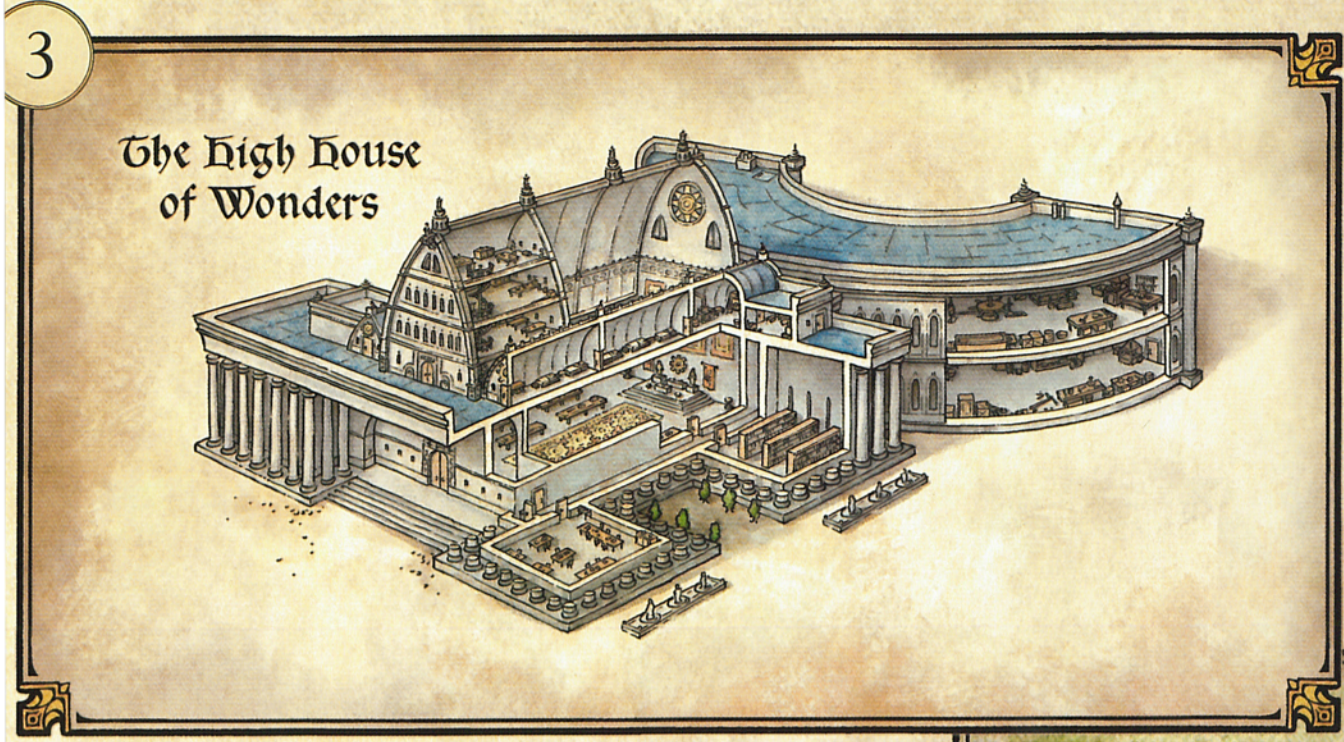
Balduran's Honorable Company of Publicans

PRESENTS

A Visitor's Guide To

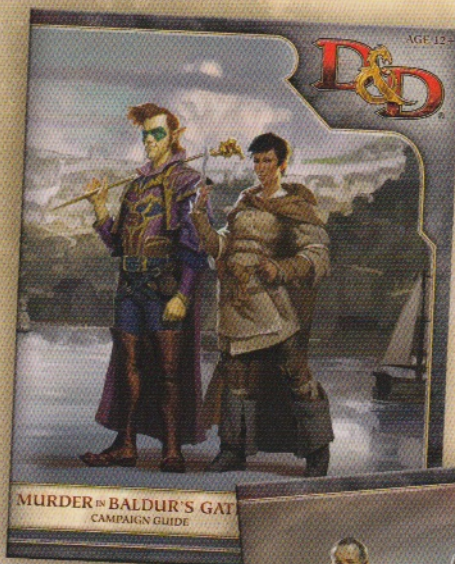
# BALDUR'S GATE





# BALDUR'S GATE





### Components:

- ◆ 64-page campaign guide describing the city of Baldur's Gate and its inhabitants
- ◆ 32-page adventure book describing major plots and encounters
- ◆ Four-panel, deluxe DM screen with maps and information for the Dungeon Master



## BLOOD IN THE STREETS!

Wealth flows into the city of Baldur's Gate like water. As the rich luxuriate in their mansions atop the bluff and artisans ply their trades on the steep streets, masses of poor laborers swell the slums. Money and power beget political scandal, religious fervor, crime . . . and murder. No one feels safe on the rain-darkened streets. Strange, foreign gods are beseeched in secret shrines. The city is rife with corruption. And through it all, the body count keeps rising.

*Murder in Baldur's Gate™* is a DUNGEONS & DRAGONS® Roleplaying Game adventure that can be played using the rules for 3rd Edition (v.3.5), 4th Edition, and the D&D Next playtest. Monster and NPC statistics needed to run the adventure for these editions can be downloaded for free at [DungeonsandDragons.com/sundering](http://DungeonsandDragons.com/sundering)

Play this adventure every Wednesday at D&D ENCOUNTERS™ and help shape the future of the FORGOTTEN REALMS®!



ISBN: 978-0-7869-6463-5



5 3 4 9 5



EAN

9 780786 964635  
Sug. Retail: US \$34.95 CAN \$39.95  
Printed in USA A45370000



© 2013 Wizards of the Coast LLC, PO Box 707, Renton WA 98057-0707, USA.  
Manufactured by: Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH.  
Represented by: Hasbro Europe, 2 Roundwood Ave., Stockley Park, Uxbridge,  
Middlesex, UB11 1AZ UK. DUNGEONS & DRAGONS, Wizards of the Coast, D&D,  
their respective logos, Forgotten Realms, and Murder in Baldur's Gate are  
trademarks of Wizards of the Coast LLC in the USA and other countries.