



HEROES OF BALDUR'S GATE

FIFTH EDITION

Join the legends of the Sword Coast to save Baldur's Gate
in this adventure for the world's greatest roleplaying game

HEROES OF BALDUR'S GATE



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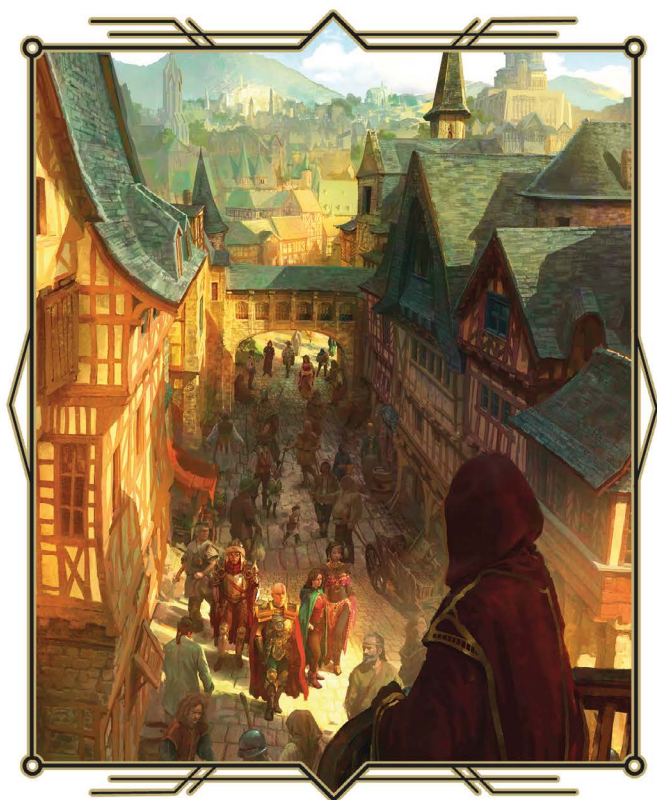
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ON THE COVER

Khalid, Minsc, Imoen, and Dynaheir make their way through the streets of Baldur's Gate, while a certain Red Wizard of Thay secretly watches from a nearby balcony.

FOREWORD

The city of Baldur's Gate holds a special place in my life. In my teenage years, I ran a Forgotten Realms campaign for almost a decade that included 30 different players. Not all at once, of course! This campaign birthed all sorts of heroes and villains that were a result of the cooperative storytelling that is the hallmark of DUNGEON & DRAGONS. Many of these heroes and villains would be used in the story of the first video game I ever worked on: *Baldur's Gate*. *Baldur's Gate* launched a career in video games that has allowed me to meet and work with amazingly talented people, and tell personal stories in some of my favorite fictional worlds.

After working in the video game industry for more than twenty years, I decided that I needed to take a break. When I was working on *Baldur's Gate*, I was doing the hands-on design for the story, the levels, and the mechanics. But as video games became more complicated and I gained more responsibility, I got further away from the hands-on design. The last time I really worked directly on the design and story of a game was *Dragon Age: Origins*. That was more than a decade ago, and I really didn't see an opportunity to go back to what I loved doing in the video game industry. At least, not with the creative control that I wanted.

And then recently, I thought: what if I could return to what I did decades ago, but apply it to the pen-and-paper games that inspired *Baldur's Gate*? It would be a way to give back to the community that inspired video game RPGs, and it would be a way to work on something that gave me the fulfillment I craved.

The first book I started work on was called *Odyssey of the Dragonlords*. I partnered up with another ex-BioWare creative director named Jesse Sky to work on *Odyssey*. While working on that book, an opportunity to revisit *Baldur's Gate* was given to me by two old friends: Cameron Tofer and Trent Oster. These guys run the company called Beamdog, which put out enhanced versions of the DUNGEONS AND DRAGONS video games that BioWare and Black Isle developed all those years ago. Through them, I was put into contact with Wizards of the Coast and the DM's Guild. I decided that I wanted to create something that could be a good introduction to pen-and-paper D&D for those who had only ever played video game RPGs. The book would also provide beautiful artwork, maps, and narratives for Baldur's Gate, along with its characters and creatures, for those who have the same love of the fantasy city that I do. Thus, *Heroes of Baldur's Gate* was born.

James Ohlen
February 2019

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THE LORD OF MURDER SHALL PERISH, BUT
in his doom he shall spawn a score of mortal progeny.
Chaos will be sown from their passage...

—Ancient prophecy

DRAMATIS PERSONAE

THE HEROES

Character	Pronunciation	Description
Coran	Koh-RANN	Flirtatious and adventurous elven rogue who seeks his missing companion, Xan.
Dynaheir	DIE-nah-hair	Rashemi witch (“Wychlaran”) who seeks her missing bodyguard, Minsc.
Imoen	IMM-oh-wen	Thief and apprentice mage from Candlekeep who works as a spy for the Harpers.
Jaheira	Jah-HEE-rah	Headstrong half-elven druid who organizes Harper missions in Baldur’s Gate.
Khalid	Kah-LEED	Cowardly half-elven fighter from Calimshan and loyal husband to Jaheira.
Minsc	MEEN-sk	Fearless Rashemi berserker and loyal bodyguard of Dynaheir. Lost in Cloakwood.
Xan	Zann	Pessimistic elven wizard from Evereska who carries a sentient moonblade.

THE VILLAINS

Character	Pronunciation	Description
Edwin	EDD-win	Arrogant Red Wizard of Thay who is secretly manipulating events in Baldur’s Gate.
Faldorn	Fal-DORN	Shadow Druid who seeks to destroy the city of Baldur’s Gate with Feywild magic.
Kivan	KAI-van	Skilled but taciturn elven ranger who is an unwitting pawn of the Shadow Druids.
Montaron	MON-tah-ron	Murderous halfling assassin who is orchestrating the Zhentarim in Baldur’s Gate.
Viconia	Vih-KOH-nee-ya	Exiled dark elven cleric of Shar who protects a colony of driders in the Cloakwood.
Xzar	Zarr	Charming but insane necromancer who seeks to unlock his Bhaalspawn powers.

GRAND DUKES OF BALDUR’S GATE

Character	Pronunciation	Description
Duke Belt	Belt	Mysterious former adventurer who tracks down threats to the city.
Duke Eltan	ELL-tan	Founder and commander of the Flaming Fist Mercenary Company.
Duke Entar Silvershield	ENN-tarr	Famous warrior and richest man in Baldur’s Gate. Devoted husband and father.
Duchess Liia Jannath	LIE-ya JANN-ath	Powerful but kind-hearted wizard who specializes in divination magic.

KEY FIGURES IN THE IRON CRISIS

Character	Pronunciation	Description
Gorion	Goh-RYE-on	Harper sage and powerful wizard who lived as a monk in Candlekeep.
Gorion’s Ward	Goh-RYE-on	Orphaned Bhaalspawn raised by Gorion in Candlekeep. Defeated Sarevok.
Sarevok Anchev	SAIR-eh-vok	Bhaalspawn leader of the Iron Throne who tried to instigate war in Baldur’s Gate.

THE HAG COVEN OF CLOAKWOOD

Character	Pronunciation	Description
Rotter Eve	ROTT-er Eev	She travels through the Cloakwood, spoiling fruit trees and filling them with worms.
Babbling Fen	BABB-ling Fenn	She haunts the River Chionthar, seizing fishermen’s lines and reeling them in.
Della Toadbreath	DELL-ah Tode-breth	She collects and writes recipe books with advice for cooking and eating children.

INTRODUCTION

THIS BOOK DESCRIBES THE CITY OF BALDUR'S Gate, the surrounding Sword Coast, and the creatures and characters that inhabit these areas. It includes an adventure that has been designed for a party of 4 to 6 heroes of 1st level. By the end of the adventure, the heroes should be 6th level. Dungeon Masters who wish to continue the campaign beyond 6th level can use the extensive descriptions of the city and region as a starting place for future stories and conflicts.

STORY OVERVIEW

An ancient prophecy once predicted that "The God of Murder shall perish, but in his doom he shall spawn a score of mortal children. Chaos will be sown from their passage." This prophecy refers to the god Bhaal.

Bhaal was one of three mortals, including Bane and Myrkul, who ascended to godhood centuries ago by slaying the death god, Jergal. Reveling in his newfound power, Bhaal transformed himself into the Lord of Murder. He was an entirely wicked, evil deity, revered only by assassins and nihilistic, power-hungry sadists.

In 1358 DR, during the Time of Troubles, Bhaal was one of many gods forced to walk Faerûn as mortals. During this time, he was slain by the sword Godsbane, leaving his throne empty. But before his death, Bhaal fathered many children, each possessing a portion of his fractured divinity. These children came to be known as Bhaalspawn—seeds of the Lord of Murder.

The ancient prophecy is now coming to pass, with disastrous consequences for the Sword Coast. It began with the Iron Crisis.

THE IRON CRISIS

One year ago, the great nations of Baldur's Gate and Amn were nearly manipulated into a war by a powerful Bhaalspawn named Sarevok. Sarevok was one of the leaders of a mercantile guild called the Iron Throne. He used the influence of his organization to try and plunge the region into a bloody war. In his mind, the resulting death and slaughter would make him a worthy successor to his malevolent father.

Before his ambitions could be realized, Sarevok was slain by another child of Bhaal, called "Gorion's ward," who was working with an organization known as the Harpers. Gorion's ward gathered a group of companions from across the Sword Coast who stood together to defeat Sarevok and his minions. The Iron Crisis was averted—but Bhaal's throne remains empty.

While many are aware of the role that the Iron Throne played in this conflict, very few are aware of the Bhaalspawn or their prophecy. Tensions between Baldur's Gate and Amn remain high. The Iron Throne has been cast down—its leaders killed, its followers scattered, and its strongholds abandoned.

THE ZHENTARIM PLOT

It is now 1369 DR, and another faction seeks to pick up the pieces left behind by Sarevok. They are called the Zhentarim, or the Black Network—a predatory criminal organization that seeks to spread its influence throughout Faerûn, accumulating power for its own sake. While others celebrate the end of the Iron Crisis, the agents of the Black Network sense opportunity.

The Zhentarim know that the Iron Throne had access to vast amounts of wealth and magic, which are now ripe for plunder. Additionally, one of the Zhentarim, a crazed necromancer named Xzar, has discovered that he is one of the Bhaalspawn—a potential heir to the Lord of Murder. Xzar now seeks to unearth the research of his dead sibling, Sarevok, with the goal of becoming a god himself.

Xzar has discovered that Sarevok kept a hidden cache of items in a stronghold located in the forest of Cloakwood. He has spent months searching for this cache with no success. Increasingly paranoid and hoping to prevent interference, Xzar has put into motion several other plots to distract from his efforts in the Cloakwood. He has reached out to an extremist sect of druids known as the Shadow Druids, providing them with the power they crave—the means by which to bring ruin to all civilization in the Sword Coast.

Deep within the Cloakwood, the Shadow Druids have opened a portal to the Fey Wild. The strange energy from this portal has infused the flora of Cloakwood and caused it to grow at an unnatural pace. The Shadow Druids are doing everything possible to encourage the forest to grow and spread toward the city. If left unchecked, the mutated Cloakwood will eventually consume the city of Baldur's Gate.

Xzar has also partnered with an old companion of his, a dark elf named Viconia. He has furnished her with resources to build a home for herself and other outcasts from drow society in the Cloakwood. Viconia has repaid Xzar by commanding her followers, twisted monstrosities known as driders, to hunt down and eliminate the mad necromancer's enemies.

Opposing the Zhentarim and their allies is the same organization that stood fast against the rise of Sarevok—the Harpers. But they are badly outnumbered in this conflict, which threatens to swallow Baldur's Gate. Who will answer the Harpers' call to save the city?

THE WORLD OF BALDUR'S GATE

The adventure that unfolds within these pages takes place along the western coast of the vast continent of Faerûn on the planet Toril. Faerûn is in turn part of a larger supercontinent that also consists of Zakhara to the south and Kara-Tur to the east. Even this supercontinent is just one of many on Toril, with Maztica and Anchorome in the far west across one of the planet's largest oceans.



SAREVOK WAS THE BHAALSPAWN RESPONSIBLE FOR THE IRON CRISIS.
HE SOUGHT TO INSTIGATE A WAR BETWEEN BALDUR'S GATE AND AMN.

Toril is a land of magic, adventure, and mystery. The planet is home to many sapient races, including humans, elves, dwarves, gnomes, and halflings. It also boasts an astounding variety of magical creatures, including some truly alien aberrations, such as the friendly flumphs and the malevolent beholders.

Below the surface of this world, which in many ways resembles our own, lies a vast complex of subterranean caverns. In this Underdark are the cities of the drow, duergar, and svirfneblin, as well as those of illithids, kuo-toa, and creatures even more bizarre.

Like Earth, Toril is the third of eight worlds orbiting a yellow sun, sometimes called Sol, with a single moon called Selûne. This solar system, known as Realmspace (or the “Sea of Night” to inhabitants of Toril), floats inside an enormous crystal sphere. Many such spheres exist throughout this universe, but Realmspace is believed to be among the oldest. Phlogiston, the primordial matter used to shape the multiverse, still permeates the roiling expanse between crystal spheres.

The gods are an active, everyday part of life on Toril. While some are mysterious and distant, others directly shape the lives of mortals and regularly grant magical abilities to their followers. The spellcasting abilities wielded by the faithful are collectively referred to as divine magic. By contrast, wizards (and other spellcasters who do not borrow their power from a deity) cast spells by drawing energy from a source of raw magic called the Weave.

Each god has a “portfolio” of concepts, creatures, and other things over which they have dominion. Many gods have overlapping portfolios, which usually results in some form of strong relationship, whether it be an amicable alliance or a bitter rivalry. All gods answer to Lord Ao, the Overgod and supreme power of the Realms.

The years in Faerûn are largely marked by Dalereckoning, or “DR.” The Dalereckoning calendar began with the erection of the Standing Stone, a symbol of peace and cooperation between the Cormanthyr elves and the humans of the Dalelands in north Faerûn. The adventure described by this book takes place between 1368 and 1369 DR.

FAERÛN

As one of the largest landmasses on Toril, Faerûn is home to a diverse array of lands, cultures, and climates. This makes it a convenient primary setting for stories set within the Forgotten Realms.

Humans are the dominant and most populous sapient species across Faerûn, with most of their nations having adopted a feudal system. These nations range from mighty empires, such as Calimshan, to smaller city-states, such as Baldur’s Gate. Faerûn largely consists of cosmopolitan cities along the coasts surrounded by stretches of forests and farmland. Great swaths of untamed wilderness remain across the continent.

One of Faerûn’s defining aspects is its many inland seas, most of which are connected by a vast network of waterways, which snake across the continent. These channels aid travel between the western and eastern sections of Faerûn. The most significant of these inland seas is the Sea of Fallen Stars, which is located

near the center of the continent and has shores bordering dozens of prominent nations. The Moonsea in north Faerûn, though smaller, is home to the key city-states of Hillsfar, Mulmaster, and Zhentil Keep. Other prominent nations in interior Faerûn include Cormyr, Chondath, Sembia, and the many city-states of the Shining Plains.

Northwest Faerûn, which is often called “the North,” is generally thought to be a savage land of icy wilderness. Despite its reputation, the North is home to two of Faerûn’s most important cosmopolitan cities: Neverwinter (also known as the City of Skilled Hands, or the Jewel of the North) and Waterdeep (called the City of Splendors, or the Crown of the North). By contrast, Icewind Dale at the arctic northernmost end of the Sword Coast more typifies the North’s infamous reputation, surrounded as it is by frozen wastelands. Likewise, the immense High Forest is a wild and perilous region where elves far outnumber the mere handful of human residents.

In central Faerûn, the rolling hills and verdant forests of the Dalelands comprise more than a dozen small countries, which are known as dales. Consisting mostly of farmlands, the Dalelands represent an important crossroads for trade, despite their reputation as a hopeless backwater. Notably, Shadowdale is the famous home of the legendary archmage Elminster Aumar. Central Faerûn is also the location of the Anauroch, the Great Sand Sea. The Anauroch is a vast desert and the former location of the ancient Netherese Empire.

Northeast Faerûn is dominated by great stretches of icy desolation. The Hordelands, also known as the Endless Wastes, exemplifies this region and is largely populated by nomadic peoples. However, the northeast is also home to powerful nations, such as Damara and the magocracy of Rashemen. Rashemen directly borders its bitterest enemy: Thay, a rival magocracy ruled by the infamous Red Wizards. Also in the east is a long stretch of dense forest known as the Chondalwood, wherein dwell many fey creatures and savage druids.

South Faerûn largely consists of tropical jungles and a vast desert. At this point in Faerûnian history, Chult is not yet an island continent but rather part of an expansive peninsula. Mezro, Chult’s largest and most populous city, recently revealed itself again to the outside world by lowering its magical defenses in 1363 DR. The magocracy of Halruaa, which represents the last vestiges of the Netherese, rests at the continent’s southern tip.

RECENT HISTORY

This adventure is set during the early years of the Era of Upheaval, more than 100 years before the current age of Faerûn. In the year 1368 DR, deities and mortals alike continue to adjust to the major changes brought on during the so-called “Time of Troubles,” a tumultuous event that marked the beginning of the Era of Upheaval a decade ago.

Also called the Godswar and the Avatar Crisis, the Time of Troubles began and ended in 1358 DR, the Year of Shadows. Its catalyst was when Bane, the god of tyranny, and Myrkul, the god of the dead, stole the Tablets of Fate from Lord Ao with the goal of rewriting reality. Enraged at what he considered the culmination

of centuries of shirked godly duties, Ao then stripped the gods of their immortality and forced them from their realms to walk Toril. There, they were tasked to search for and return the Tablets to their proper place. Lord Ao also decreed that any god who perished during their time on Toril would not be resurrected. Although they were now vulnerable to death, these so-called “avatars” of the gods still possessed immense powers, and the impact of their deeds were felt across Faerûn.

The Avatar Crisis instigated the deaths of many major Faerûnian gods and overturned the cosmology of the Realms. Certain ambitious mortals seized the opportunity to steal divine power from the avatars, taking their place in the pantheon as new gods. Bane and Myrkul paid for their crimes as two of the many casualties of the Godswar. Their costly gambit proved their downfall, as the Tablets of Fate gave them no power with which to challenge the dominion of Ao.

Although the demigod Torm died fighting Bane, Lord Ao later resurrected him as a lesser deity. He made this exception because Torm had died in service to his portfolio of duty and loyalty, a shining exemplar of what Ao believed a god should be—and one standing in stark contrast to the negligent, power-hungry behavior for which he had banished the gods.

The sole exception to the gods’ exile was Helm, the god of protection. Instead of stripping him of his divinity, Lord Ao charged Helm with guarding the Celestial Stairway and preventing the other gods from returning to their respective divine realms without the Tablets in tow. Over the course of fulfilling these duties, Helm slew Mystra, the goddess of magic, after she attempted to force her way past him. This act caused a rift between Helm and many other gods, as well as a decline in his worship among mortals.

A number of seers had prophesized the events of the Time of Troubles, either as a whole or in part. The most notable of these was Alaundo the Wise in the first century DR, whose as yet unfulfilled prophesies are continuously chanted in his old home of Candlekeep. Though often vague, these forewarnings spurred some gods into enacting plans that they hoped would preserve their powers and cheat death. To this end, Bhaal, the god of murder, chose to sire countless mortal children in the years leading up to the Avatar Crisis. With a mote of his divine essence in each of these Bhaalspawn, Bhaal hoped to return from death and reclaim his godhood. In the end, the Lord of Murder was slain by the psychopathic mercenary Cyric, who achieved apotheosis, assuming the portfolios of both Bane and Bhaal.

During the Time of Troubles, divine magic mostly vanished. Meanwhile, arcane magic grew wild and unpredictable, as Mystra no longer tended to the Weave. Although she eventually returned, wild and dead magic zones—areas on Toril where magic is erratic or fails to work altogether—still persist a decade later in places where the Weave was damaged or torn apart.

Although the Tablets of Fate were recovered, Lord Ao ultimately made the decision to destroy these artifacts, starting the Era of Upheaval in earnest. Rather than containing the Overgod’s power, as Bane and Myrkul

had believed, the Tablets instead maintained balance within the universe. Through them, Ao had set universal laws and inscribed in them the names and portfolios of all deities. The Tablets’ destruction signaled major changes to both divine and mortal Realms.

The continent of Faerûn, rarely a peaceful land to begin with, has seen increased political conflict and strife over the last decade. The reshuffling of the Faerûnian pantheon resulted in increased factionalism and many bloody wars.

Despite the destruction wrought by the Godswar and the conflicts that followed, the human civilizations of Faerûn have greatly expanded in the time since. In 1361 DR, Amnian explorers made contact with the previously legendary continent of Maztica. Both Amn and a handful of others have since cultivated trade with Maztica, maintaining various port cities along its coast. Such developments have led to a dramatic increase in wealth among the mercantile powers in west Faerûn, particularly the nation of Amn and its main rival, the city-state of Baldur’s Gate.

THE SWORD COAST

The Sword Coast is named for its many dangers, although some have speculated that the moniker derives from the jagged white cliffs that rise along its coastline. It runs along the western shore of Faerûn where the continent meets the Sea of Swords. The Sword Coast is comprised of a wilderness that stretches between the great city of Waterdeep in the north and the nation of Amn in the south. Further inland, the Sword Coast overlaps with the Western Heartlands, and the two regions are often referred to interchangeably.

Although the average Faerûnian still thinks of this region as being the “Empty Lands,” Baldur’s Gate has seen a recent rise in prosperity that is slowly changing this view. Being by far the biggest and most successful city along the Sword Coast, Baldur’s Gate stands as a beacon of civilization and safety from the dangerous wilds. The city has been built up around the port of Gray Harbor, fed by the River Chionthar, which flows from the Far Hills and empties into the Sea of Swords.

LOCATIONS ON THE SWORD COAST

- | | |
|--------------------------|--------------------------------|
| 1. Baldur’s Gate | 18. Lighthouse |
| 2. Bear River | 19. Lower Chionthar Village |
| 3. Beregost | 20. Mutamin’s Garden |
| 4. Candlekeep | 21. Nashkell |
| 5. Cloakwood | 22. Nashkell Mines |
| 6. Cloudpeak Mountains | 23. River, Chionthar |
| 7. Druid Standing Stones | 24. Road, Trade Way |
| 8. Dryad Falls | 25. Road, Coast Way |
| 9. Durlag’s Tower | 26. Road, Lion’s Way |
| 10. Firewine Bridge | 27. Shipwreck Coast |
| 11. Friendly Arm Inn | 28. Song of the Morning Temple |
| 12. Gnoll Stronghold | 29. Upper Chionthar Village |
| 13. Great Lodge | 30. Wood of Sharp Teeth |
| 14. Great Shadow Tree | 31. Wyvern Hills |
| 15. Gullykin | 32. Wyrms’ Crossing Bridge |
| 16. High Hedge | |
| 17. Iron Throne Mines | |





Despite the growth of civilization in the area, myriad dangers remain and continue to dissuade expansion outside of existing strongholds. However, the same dangers that cause most Faerûnians to avoid the Sword Coast have also made it the setting for many grand adventures, including the one that unfolds within this book. Orcs, trolls, goblins, hobgoblins, ogres, kobolds, and gibberlings frequently attack travelers and those who wander off the main roads. The more intelligent and industrious of these monsters occasionally grow bold enough to raid smaller settlements directly. The region's many thick forests, such as the Cloakwood, are ideal hiding spots for humanoid camps and fell creatures. Likewise, the abundant game makes the area an attractive option for outcasts and fugitives looking to live off the land.

The dense Cloakwood Forest rises just south of where the Chionthar meets the Trackless Sea. At its western edge is one of the few sections of shoreline on the Sword Coast without treacherous cliffs—a tempting place for unwary sailors to put ashore. Wandering inland here has spelled doom for many, as the Cloakwood is home to numerous dangers. Malevolent fey creatures and monstrous spiders alike prey upon any brave—or foolish—enough to enter the forest. Hunters should be especially wary, as a Shadow Druid enclave operates within this forest. These militant protectors of nature believe that civilization is a blight that must be eradicated, and they violently rebuke anyone who encroaches into their domain. Unbeknownst to all but a select few, a rich deposit of iron ore hides beneath the Cloakwood. The Iron Throne has recently constructed a secret mine to exploit this resource.

Despite the Sword Coast's many dangers, brave men and women have set out over the years to claim

some part of this wilderness as their own, with middling success and frequent failures. The area is dotted with a number of towns and small settlements, such as Beregost, Nashkel, Candlekeep, and the Friendly Arm Inn, as well as many ruins of varying antiquity.

The lengthy Coast Way trade road runs north and south slightly inland from the Sword Coast, connecting Amn to Baldur's Gate. The respectably sized town of Beregost sits between Amn and Baldur's Gate along the Coast Way, where it serves as a popular rest stop for merchant caravans. Beregost is renowned in the region for its many inns and shops, offering travelers a surprisingly luxurious respite from the road.

The ancient fortress library of Candlekeep has stood near the coast for thousands of years. There, it is maintained by an order of monks dedicated to preserving knowledge within Faerûn. Candlekeep's most famous resident in ages past was Alaundo the Seer. He is now venerated there, and the Candlekeep monks continuously chant his yet unfulfilled prophecies.

RECENT HISTORY

Over the past few years, tensions have mounted between Baldur's Gate and its neighbor to the south, the nation of Amn. Although the two have historically been rivals in trade, the stresses of recent developments nearly led to open war. Prime among these developments was the major iron shortage along the Sword Coast, which was referred to as the Iron Crisis. This crisis came about due to the machinations of the organization known as the Iron Throne.

The Iron Throne is a merchant organization that rapidly rose to prominence across Faerûn some years ago. Greed motivated the Iron Throne in their orchestration

Sarevok was trying to become a god, which is kinda weird when you think about it. Who wants to be a god, anyway? All that responsibility, and for what? Do they even get holidays? I'd much rather be rich. Rich people do whatever they want, and everyone just goes with it. Plus, you get to call people "peasants" and order them to feed you grapes and stuff. Yeah, that's the life! Don't believe me? Just take a look around the upper city in Baldur's Gate.

— Imoen

of the Iron Crisis. Their goal was to drive up the price of iron to exorbitant heights by causing scarcity, increasing demand and creating a monopoly in the region. However, this plan unraveled due to a greater struggle—the bitter conflict between Sarevok and his Bhaalspawn siblings.

Baldur's Gate struggles to recover from the events of the Iron Crisis and the war between the Bhaalspawn. The Iron Throne's power has been shattered. Tensions between Amn and Baldur's Gate remain high.

IMPORTANT FACTIONS

AMN

Also called the Merchant's Domain, the small trade-focused country of Amn is one of the youngest and wealthiest in Faerûn. Amn was unified just a few short decades ago, following the Amnian Trade War, but its capital of Athkatla—poetically known as the City of Coin—has stood for more than a millennium. As the center of trade in West Faerûn, Amn has been pitted against Baldur's Gate, creating a deep-seated rivalry.

Social status in Amn is primarily determined by one's wealth, and ostentatious displays of wealth are widely admired and encouraged by the general populace. As such, merchant companies run by wealthy families—often called "houses"—hold significant political power. Coin is worth far more than pedigree, according to the sentiments of Amnian nobility.

Like most of West Faerûn, Amn is largely populated by humans. However, halflings represent a substantial minority, making up slightly more than one eighth of the country's population. Small groups of wild elves inhabit Amn's forests, while shield dwarves reside in its mountains.

Amn is an oligarchy ruled by the Council of Six. Residing in Athkatla, the Council is organized from the leaders of the most powerful merchant houses in Amn. Their goal is to maintain order via minimal intervention. They take action only when feuds between houses threaten the nation's prosperity. The Council of Six operates anonymously, in order to protect its members from assassination—and to prevent the corrosive influences of bribery. The Council's identities are protected by law, and the promise of execution discourages anyone who might be tempted to divulge such information.

In addition to its mercantile prowess, Amn is also infamous for its strict regulation of arcane spellcasters. These laws are enforced by the Cowled Wizards, an organization based out of Athkatla that predates Amn as a nation. One of its number, Thayze Selemchant, originally founded the Council of Six. The two groups continue to associate closely with one another.

Most of Amn is physically separated from the Western Heartlands by the Cloud Peaks, a treacherous mountain range that stretches west from southern border of the Sword Coast. Beyond these mountains lies the small town of Nashkel, Amn's northernmost outpost. This key supplier of iron ore for the region stands isolated from the rest of the country, especially during the heavy blizzards of its harsh winters.

BALDUR'S GATE

The port city of Baldur's Gate is one of the largest and most powerful in West Faerûn. A city-state that rivals the wealthy mercantile nation of Amn in terms of trade, Baldur's Gate serves as one of the few oases of stability along the otherwise dangerous Sword Coast and inside the untamed Western Heartlands.

A more in-depth description of Baldur's Gate can be found in Chapter 9: The City of Baldur's Gate.

THE HARPERS

The Harpers are a semi-secret society based in the Western Heartlands near Baldur's Gate. They are a network of spies and scholars who struggle to maintain balance between nature and civilization. The Harpers recognize the inherent goodness of humanoids and other sentient races, and they emphasize the power of individuals to effect change. Principle among Harper tenets is the importance of fairness and equality. Their central goal is to undermine tyranny wherever it reigns—and to prevent it from gaining a foothold where it currently has none. As such, the alignment of their members skews toward chaotic good.

Harpers also believe that preserving history is an essential part of building a better future. While many of their scholars choose to protect ancient records and factual history books, others choose to propagate this information through fanciful art, song, and stories.

The Harpers' charity toward the weak, poor, and oppressed has earned them many allies, including most major good- and neutral-aligned temples and druidic circles. They are also known to assist adventurers with quests sympathetic to their tenets, and they frequently recruit bards, druids, and rangers into their ranks. Harpers identify each other by the organization's harp and moon symbol, which is typically worn as a pin.

The Harpers are at odds with all evil-aligned organizations who attempt to control the populace, such as the Red Wizards of Thay and the Zhentarim. However, it is important to note that such groups are not the only ones opposed to the Harpers. Many individuals, including some of good alignment, dislike the group, believing them to be "meddlers."

Those Who Harp are led by the High Harpers. This council is elected by existing High Harpers in a secret ballot. Candidates are selected based on their length of service and by their skill at the discreet execution of

Harper business. Otherwise, the Harpers are a fairly disorganized group consisting of many individuals and autonomous small cells.

Though the Harpers count members of many races among their ranks, the organization has a particular affinity for elves and their gods (the Seldarine). It was within the elven empire, Myth Drannor, that the original Harpers at Twilight were founded in the fourth century DR. These first Harpers were comprised of Myth Drannans and a handful of trusted human allies. Notably, a young Elminster was among their number. This powerful and influential mage still sits on the council of High Harpers to this day.

The 1368 DR incarnation of the Harpers is especially focused on maintaining balance within Faerûn. In order to prevent corruption and tyranny, the group works tirelessly to keep any single faction, whether good or evil, from gaining too much power. In this time period, Those Who Harp have not yet spread across the whole of Faerûn. They are mainly active in the Sword Coast, the Western Heartlands, and the frigid North.

THE IRON THRONE

The Iron Throne is a merchant organization with a major headquarters in Baldur's Gate. It operates under a legitimate façade while dealing largely in weapons, illegal goods, poisons, and other ethically dubious items.

Although its existence is well known among the general populace, the Iron Throne's inner workings, business strategies, and ultimate goals remain mysterious. The organization was responsible for the Iron Crisis and rising tensions between Baldur's Gate and Amn. The aftermath of recent events have left the Iron Throne in chaos and its power shattered.

More details about this faction can be found in Chapter 9: The City of Baldur's Gate.

THE RED WIZARDS OF THAY

The Red Wizards are the ruling class of magic users in a magocracy called Thay, located in eastern Faerûn. They value arcane knowledge and power above all else, dedicating themselves to its ruthless pursuit. The Red Wizards are especially infamous for their embrace of the darker arcane arts, such as necromancy and demonology. They have been known to kidnap, enslave, and experiment upon sapient races across Faerûn. In their quest for increased magical power, anything can be justified.

The original Red Wizards were a sect of magic users in the ancient Faerûnian empire of Mulhorand led by the mage Thayd. The group defected and established the nation of Thay after seizing a number of northern Mulhorand provinces in the 10th century DR. Today, Thay is ruled by a group of exceptionally powerful mages called the Zulkirs. Serving the Zulkirs are the 11 Tharchions, who handle most of the day-to-day responsibilities of running the nation.

Each of the eight Zulkirs represent a different School of Magic, and each is elected by wizards of their respective school. Zulkirs hold their positions for life. Consequently, their rivals frequently hatch murder plots to displace them. The lich Szass Tam, Zulkir of necromancy, is acknowledged to be the most powerful among

them. Recently, Tam has busied himself consolidating his power. He plans to assassinate the other Zulkirs and take complete control of the Red Wizards.

Members of the Red Wizards are found throughout the Realms, serving as spies and agents of the Thayan government. However, most act independently, acquiring arcane knowledge and power to achieve their own ends. Nevertheless, many Red Wizards work to establish Thay as the supreme political power in Faerûn—and, ultimately, Toril as a whole. Although they should never be underestimated, the Red Wizards' boastfulness, pride, and lack of subtlety often spoil their own intricate plots. Their competitive and spiteful nature also generates significant internal strife.

The Red Wizards' habitual aggression has earned Thay no shortage of enemies. Their chief concern of late is the rival magocratic nation of Rashemen, which borders Thay to the north. The formidable Wychlaran ("wise old women") who rule that nation seek to secure their lands by checking the Red Wizards' power.

In fact, Thay is hostile with most other nations, including the Harpers—and even the avaricious Zhentarim. When the Red Wizards deign to forge an alliance, they form contracts with fiends or ally with like-minded drow, who have less vested interest in the surface world.

THE ZHENTARIM

Also known as the Black Network, the Zhentarim are an organized crime syndicate. They are ruled by calculating mages and priests who employ legions of merchants and soldiers as pawns. They present themselves as a legitimate trading company that hires out mercenaries, but they deal in slaves and morally dubious goods, such as illicit weapons and poisons. Their ultimate goal is to gain power by dominating trade throughout the Western Heartlands—and eventually, Faerûn at large.

The Zhentarim were formed in 1261 DR in Zhentil Keep, a powerful city-state on the shores of the Moonsea. Its founder and current leader, the archmage Manshoon, originally created the organization as an outgrowth of his Black Cloaks, a powerful group of spellcasters he had gathered for his own protection. The Zhentarim currently use the Citadel of the Raven as their base of operations. This network of fortresses within the Dragonspine Mountains was conquered after the Zhentarim betrayed an alliance of prominent Moonsea city-states.

Whether setting their sights on influential organizations or entire nations, Zhentarim conquests follow the same pattern. Agents are first sent to quietly infiltrate the target, learn its secrets, and if possible, replace its leadership. If these subtle attempts fail, then they seize control by deploying military might from Zhentil Keep—mercenaries and humanoid war bands, who have been promised a cut of the spoils. If the conquered faction shows signs of rebellion, they are quickly subjugated and, if necessary, annihilated.

Worship of Bane, the god of tyranny, had been a pervasive aspect of the Zhentarim recently thrown into flux by the Time of Troubles. During the Godswar, the mortal avatar of Bane ordered the Zhentarim to attack Shadowdale, a failure that resulted in the god's death. Because Cyric acquired the powers and portfolios of the Dead Three—Bane, Bhaal, and Myrkul—many of

their worshippers have turned to the chaotic Mad God, including those within the Black Network. Many believe this shift towards chaos and away from the lawful devotion of Bane has weakened the Zhentarim's power structure and, consequently, its influence. Fzoul Chembryl, Manshoon's lieutenant, now reluctantly follows Cyric, despite having spent years weaving the Baneite faith into the fabric of the Zhentarim organization. Fzoul secretly plots to slay Manshoon and take complete control of the Zhentarim.

Westward expansion has taken Zhentarim agents to the Sword Coast and the Western Heartlands. Their primary headquarters in this region is a fortress called Darkhold within the Far Hills to the east of Baldur's Gate. The Zhentarim seized this keep from the Lich-Queen Varalla in 1312 DR. It is currently ruled by the wizard Sememmon, Manshoon's apprentice and Fzoul Chembryl's rival.

Zhentarim leaders have recently taken interest in the city of Baldur's Gate, seeing opportunity in the failed machinations of the Iron Throne.

CHARACTER CREATION

The adventure presented in this book is designed for characters starting at 1st level. Players can create new characters using any background, class, or race available in the Forgotten Realms.

This book also offers players the option to choose from a selection of epic backgrounds. Epic backgrounds are a special type of background with stronger connections to this particular story. For more information about these backgrounds, refer to appendix A.

Alternatively, players may wish to use one of the NPCs that are described in appendix D as their player character. These NPCs are well-known characters in the Forgotten Realms and may be the favorite of one of your players. If you allow a player to use one of these NPCs, then follow these guidelines:

- Allow the player to use the class, race, gender and ability scores presented for the NPC. All other aspects of character creation should be handled by the player as if they were creating a new character.
- If you want the player to use the same ability score generation as the other players in your campaign, then feel free to have the player do this instead of using the ability scores presented in the NPC's statistical block.
- Refer to the "Non-Player Character Adjustments" table for replacement NPCs that can substitute for these characters in the story.

CONNECTING BACKGROUNDS

One of the best ways to help players become more invested in the adventure's story is to have each player link their character's background to another character's background. In many fantasy stories, the protagonists have existing relationships that help explain why they stay together during the difficult times of their adventure.

Try having less experienced roleplayers link their characters to more experienced roleplayers. It's

surprising how a player who normally doesn't engage in roleplaying can become much more involved when their background is linked to another more experienced player's background.

Linking backgrounds also helps with the cohesion of an adventuring party. When the party members have existing relationships, they have more reason to work together and less reason to be disruptive.

RUNNING THE ADVENTURE

Heroes of Baldur's Gate has been designed so that a Dungeon Master does not need to read through the entire book before running the adventure. However, it is advised that you read through each chapter before running it. In addition, you should read appendix D in order to better understand the main characters in this story.

This book assumes that you have access to the fifth edition *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*.

ADVENTURE STRUCTURE

Heroes of Baldur's Gate provides an introductory adventure for 1st level characters. The adventure starts at the Friendly Arm Inn, where the heroes are recruited by the Harpers. From there they travel to Baldur's Gate and learn of a scheme hatched by the Zhentarim. This leads them deep into the Cloakwood to face off against several possible adversaries. Finally, they must return to Baldur's Gate for the climax of the adventure.

CHAPTER 1: THE TRADE WAY

The heroes are approached by the Harper Khalid. He is in desperate straits. He was tasked by the Harpers with investigating all of the new problems springing up in Baldur's Gate. These problems include the plots of the Zhentarim, the unnatural growth of the Cloakwood, and the mysterious drider assassins. To compound his troubles, his wife Jaheira was taken captive by a horde of gibberlings. He will first appeal to the hero's desire to do good, but if that fails, he will offer monetary compensation.

CHAPTERS 2–3: BALDUR'S GATE

The Harpers, Jaheira and Khalid, ask the heroes to travel to Baldur's Gate and meet with another Harper named Imoen. Imoen knows that the Zhentarim have been looting the old Iron Throne strongholds. She fears that they have discovered something that can once again destabilize the city. She wants the heroes to break into the Zhentarim headquarters and learn what they can. After defeating the Zhentarim assassin, Montaron, the heroes learn of Xzar's expedition into the Cloakwood.

While in Baldur's Gate, the heroes may come across other adventure hooks that lead into the Cloakwood. The elven rogue, Coran, hires the heroes to find his friend Xan. Xan was investigating the mysterious drider assassins when he went missing. Coran discovered the corpse of one of Xan's abductors—a sword spider from Cloakwood, which Xan must have killed.

A witch named Dynaheir will also reach out to the heroes. She has been investigating the strange behavior of the flora and fauna of Cloakwood. It seems that the forest is growing larger every day. She sent her protector, a

ranger named Minsc, into the Cloakwood to investigate, but he hasn't returned.

CHAPTERS 4–7: THE CLOAKWOOD

The heroes pursue their leads into the Cloakwood. Xzar can be found at the Iron Throne's old mining operations deep in the forest. Xan has become an unwilling servant of the dark elf Viconia. She lairs in a huge nest of giant spiders and driders. Minsc is a prisoner of Faldorn and the Shadow Druids.

CHAPTER 8: RETURN TO BALDUR'S GATE

Upon returning to Baldur's Gate, the heroes must deal with any of the threats that they didn't resolve in Cloakwood. If Xzar wasn't defeated, then he will prepare to complete the ritual to become a god. He is unaware that while the ritual will result in the deaths of thousands, it will not make him a god. If Faldorn wasn't defeated, then the Cloakwood will loose thousands of seeds across the Chionthar river. These seeds will land in the streets of Baldur's Gate and sprout into rapidly-growing trees. The city is suddenly at risk of being consumed by the forest!

If the heroes have dealt with all of the threats, then there is a final villain to face. A Red Wizard named Edwin has been using his magic to spy on the plans of both the Zhentarim and the Harpers. When the heroes arrived in Baldur's Gate, he turned his attention to them. He now moves against the heroes to try and steal what they have worked so hard to earn.

RUNNING THE EPIC BACKGROUNDS

CHILD OF BHAAL

The Child of Bhaal will learn that the leader of the Zhentarim, Xzar, is also a child of Bhaal.

- When the heroes defeat Montaron, they will find letters on his body that reveal that Xzar is a Bhaalspawn, and that he is trying to uncover Sarevok's research. This secret knowledge would allow any child of Bhaal to unlock their latent divine powers—and Xzar intends to do exactly that.
- In the Cloakwood mines, the heroes can discover several secrets about the Bhaalspawn amongst the research that Xzar has gathered.
- When the heroes defeat Xzar, the Child of Bhaal will feel temporarily stronger for one week. They gain the benefits of a *potion of heroism* during this time.
- If the heroes discover Davaeorn's ritual in the Cloakwood mines, the Child of Bhaal can use it to unlock the ability to transform into the Slayer.

THE AWAKENED CLONE

The Awakened Clone will learn that the only way to gain a soul is by finding a sentient weapon.

- When the heroes meet Imoen in Baldur's Gate, she explains that there might be a way for the Awakened Clone to gain a soul. A sentient weapon is imbued with a soul. There are rituals that could transfer that soul into the body of the Awakened Clone without changing their identity.
- If the heroes come into contact with Dynaheir, she

will tell them that she knows of a sentient weapon—a *moonblade*. An elven bladesinger named Xan owns such a blade. Normally he would never part with the weapon, but there are rumors that something has befallen the bladesinger.

- When the heroes meet Coran, he will reveal that he thinks Xan has been taken into the Cloakwood.
- If the heroes rescue Xan, then the bladesinger is willing to give up his *moonblade* to help the Awakened Clone. He even offers to take the Awakened Clone to Evereska where the ritual can take place.
- If Xan is killed, then the Awakened Clone can take the *moonblade*. Dynaheir thinks that the Wychlaran in far off Rashemen can perform a ritual that would transfer the soul from the blade to the Awakened Clone.

THE LAST EMPEROR

The Last Emperor will learn that the Shadow Druids have a base in the Cloakwood, and they have the sarcophagus that he or she seeks.

- When the heroes defeat Montaron they will discover letters that reveal that the Zhentarim broke into the Hall of Wonders and prised open the Last Emperor's sarcophagus. They gave the lid of the sarcophagus to Faldorn, the leader of the Shadow Druids.
- The lid of the sarcophagus can be found in the lair of the hag coven beneath the Shadow Tree. The Last Emperor can read all of the inscriptions upon the lid. Doing so unlocks his or her latent abilities.

REINCARNATED

The Reincarnated learns that the Shadow Druids have a base in the Cloakwood, and they likely know the location of the dragon hoard.

- If the heroes meet Dynaheir, she tasks them with investigating the Shadow Druids and reveals where they can be found.
- At the Shadow Tree, the hoard of the Reincarnated is stored in the bedroom of the hag coven.

CHARACTER ADVANCEMENT

You may use standard XP awards for defeating monsters and challenges. These XP can be distributed among the heroes at the end of every session. You can also give out XP rewards for completing each chapter of the story. This is optional, but a very good way of catching the heroes up to where they need to be.

Below is a breakdown of what level heroes should be at different points in the adventure. It also shows suitable XP awards for accomplishing various tasks.

SUGGESTED CHARACTER LEVELS

Region	Level at Finish	Story XP Award
The Trade Way	2nd	100 XP per hero
Baldur's Gate	3rd	300 XP per hero
Beneath Baldur's Gate	4th	500 XP per hero
The Cloakwood	5th	500 XP per hero
Return to Baldur's Gate	6th	1000 XP per hero

RUNNING THE ADVENTURE IN 1489 DALE RECKONING

This book is written with the assumption that it takes place one year after Sarevok and the Iron Throne were defeated (1369 Dale Reckoning). However, if a Dungeon Master wants to run the adventure during the era in the Forgotten Realms when most 5th edition

adventures take place, then this can be done with a few modifications. In this case, one hundred and twenty years have passed since the Iron Crisis.

Below is a table of all the major NPCs that appear in the adventure. Use this table to determine each character's status in 1489 DR. You can also use this table to determine suitable replacements for each NPC if any of your players have decided to play as them.

NON-PLAYER CHARACTER ADJUSTMENTS

Character	Status in 1489	NPC replacement if this character is used by a player
Coran	As an elf, he is relatively unchanged and can still offer the quest to find Xan.	An elven scout who is Xan's brother.
Dynaheir	Dead. She should be replaced by a Wychlaran mage sent from Rashemen to work with Minsc.	Wychlaran mage sent from Rashemen to find Minsc.
Edwin	Has used magic to extend his life and is obsessed with discovering the secrets of lichdom. He can still be the villain of the chapter <i>Return to Baldur's Gate</i> .	Red Wizard archmage escaping Szass Tam's purges in Thay.
Faldorn	Her connection to the Fey Wild has given her unnatural long life. She can still be the villain of the <i>Shadow Tree</i> chapter.	Another Shadow Druid leader. Use Faldorn's statistics in the appendix.
Imoen	She is a clone of the original Imoen, awakened by the Harpers after being held for a century in stasis.	Faerie dragon who sits invisibly on the shoulder of a young Harper scout .
Jaheira	Other than a few streaks of silver in her hair she is relatively unchanged and can still be one of the main Harper contacts.	Human female knight who is a member of the Harpers.
Kagain	Older and grumpier, but still alive. He can remain one of the villains in Baldur's Gate.	Remove the Baldur's Gate encounter with Kagain.
Khalid	Dead. He should be replaced by a polymorphed coatl that works for the Harpers.	Polymorphed coatl working with the Harpers.
Kivan	As an elf, he is relatively unchanged and can remain a threat in the Cloakwood.	Remove Cloakwood encounter.
Minsc	Was petrified for a century, but is now back and working with another wychlaran.	Rashemen berserker who idolizes the legend of Minsc.
Montaron	Xzar has helped extend his life. He can still be the villain in the chapter <i>Beneath Baldur's Gate</i> .	Zhentarim veteran .
Viconia	As an elf, she is relatively unchanged and can still be the villain in the chapter <i>The Nest</i> .	Replace her with a drider who has made a deal with Xzar.
Xan	As an elf, he is relatively unchanged and can still be a prisoner of Viconia in the chapter <i>The Nest</i> .	Replace him with an elven mage .
Xzar	He has used necromancy to extend his life and can still be the villain of the chapter <i>The Cloakwood Mines</i> .	Replace him with a drow mage who is a Zhentarim agent and also a child of Bhaal.

CHAPTER 1: THE COAST WAY

THE ADVENTURE BEGINS AT THE FRIENDLY ARM Inn. **Khalid** (appendix D) has reached out to the heroes through mutual contacts, postings in town, or whatever method makes sense for the background of each hero. He is looking for people who can help him rescue his wife Jaheira from a gibberling horde that ambushed the two of them near the Cloakwood.

At this point in the story, Khalid is entirely focused upon rescuing Jaheira. Once he has been reunited with his wife, he will reveal that the two of them are working on a secret mission for the Harpers. Khalid and Jaheira will then try to recruit the heroes to travel with them to Baldur's Gate and investigate the dangers that threaten to engulf the city.

One year ago, the Sword Coast was nearly plunged into a war. A mercantile organization known as the Iron Throne manipulated the great nations of Baldur's Gate and Amn toward war, eager for the profits that would come from such a conflict. The plans of the Iron Throne were exposed and undone by a group of intrepid adventurers and wizards known as the Harpers.

Although war was averted, the Iron Throne was merely a front which disguised much greater threats. The leaders of the Iron Throne had unwisely involved themselves with many dangerous entities. They hired unscrupulous wizards to study magical secrets that were better forgotten. They made pacts with power-hungry men who wished to become gods. They hired shapeshifting assassins who could infiltrate the throne rooms of great kingdoms. Although the Iron Throne has been shattered, the evil that they unleashed still lurks within the city of Baldur's Gate.

You know all about this because the Harpers have recently reached out to you for help. One of their agents, a man named Khalid, has sent you an urgent missive requesting that you meet with him at a fortified tavern along the Coast Way called the Friendly Arm Inn.

THE FRIENDLY ARM INN

The Friendly Arm Inn is an establishment run out of an old stone keep at the center of a small hamlet along the Coast Way. It is a stopping point for many caravans coming from the southern nations of Amn, Tethyr, and Calimshan. The fact that the inn is a fortified keep makes it safe from the many dangerous beasts that haunt the Cloakwood and the Wood of Sharp Teeth.

The inn's proprietors are the gnomes Bentley (CG **mage**) and Gellana Mirrorshade (CG **priest**). They have run the inn for nearly a century and are respected by merchants from Amn and Baldur's Gate alike. They keep the peace at their establishment by confiscating the weapons of all travelers who come through their

doors. They also insist that wizards and other spellcasters tie one of their thumbs to their belt.

A shrine to Garl Glittergold (the gnomish god of luck, protection, and trickery) is located outside of the keep. Gellana can often be found here and is willing to help those in need for a small donation.

Due to its importance as a safe stopping point along the Coast Way, a small detachment of 20 Flaming Fist **soldiers** (called "fists") is housed at the Friendly Arm. The detachment is captained by a grizzled sergeant ("manip") named Lusee (LN **veteran**), who wearily follows any order given by Bentley or Gellana.

THE INTERIOR

Heavy wood doors open into a cozy tap room bathed in warm lantern light. The inn is packed with patrons dressed in varying attire both familiar and exotic. Scattered among them stand a handful of well-armored soldiers who all wear a distinctive insignia of a clenched fist wreathed in fire.

As your party crosses the inn's threshold, one such soldier approaches you, holding out a gauntleted arm. He says, "You won't be needing weapons here. Leave them with me, and I'll return them upon your departure."

Several Flaming Fist soldiers stay in the main taproom of the Friendly Arm Inn to ensure that there is never any violence. They will ask for the heroes' weapons and demand that spellcasters tie one thumb to their belt with a string. If the spellcaster doesn't have a string (or a belt), then the soldiers will provide one or both.

The Friendly Arm Inn is always busy with merchants from as far south as Calimport and as far north as Waterdeep. It is a mixture of humans, dwarves, gnomes, halflings, and even a few elves.

Khalid is sitting in a brightly-lit corner, watching for the heroes' arrival. As soon as he sees them, he will motion them over to his table.

KHALID'S PLEA

When the heroes approach Khalid, read the following:

With a grimace, the half-elf stands to greet you. His furrowed brow is slick with sweat, and his sun-tanned skin has blanched to a sickly pallor.

"Th-thank you for joining me! M-my name is Khalid," he stutters. "I wish to hire a group of f-formidable adventurers to aid in the rescue of my wife. She was carried off by gibberlings after our c-camp was overrun less than a tenday ago. It seemed like their horde was traveling towards the Cloakwood—not far from here."

Upon noticing some looks of confusion, Khalid explains, "Gibberlings are a t-type of vicious, feral humanoid. Nobody knows where they come from, but the creatures

have plagued the Sword Coast for the last 10 years or so. They hibernate like bears over the winter, only to return the next year, stronger in the summer's heat."

"Gibberlings usually eat their victims, but for some reason, they've kept my Jaheira alive. Our wedding bands share a magical bond, you see. This will be a dangerous task—but I have gold! Will you help me?"

Khalid offers 50 gp to each of the heroes for their assistance, but he can be badgered into paying an additional 10 gp per hero (his entire purse). If needed, he will offer everything he owns, including his weapons and armor. If the heroes agree, then he wants to set out immediately. He knows that the gibberlings headed west, toward Cloakwood, with their prisoners.

If the heroes ask why they are bothering with a rescue mission rather than the greater task that he alluded to in his message to them, Khalid will explain that his wife knows the details of the Harper mission. Once she is safe, she can explain what comes next.

Khalid wants to accompany the heroes. Due to the injuries he has sustained, Khalid is not at his best. He is sick from a strange illness, and unless he is cured with a *lesser restoration* spell, he will have the poisoned condition for the entire adventure. While poisoned, his maximum hit points is reduced to half.

Khalid doesn't realize that he has been infested with gibberling slugs. Within one month, they will burst from his body and kill him.

RUMORS IN THE FRIENDLY ARM INN

These are rumors that the heroes can learn by talking to the barkeep, listening in on table conversations or just asking around.

- The gibberling infestation is especially bad this season. There have been buried hordes spotted close to the Coast Way, both north and south of the Friendly Arm Inn. They've attacked multiple caravans.
- Some merchants are reporting that they can see the trees of the Cloakwood from the Coast Way road... which is impossible, as the forest is miles away.
- One of the heroes who helped bring down the Iron Throne lost his wife to gibberlings.
- The Zhentarim have been active in the region. Supposedly they have been taking over much of the old Iron Throne's operations.
- No one goes hunting in the Cloakwood forest anymore, what with the rumors of huge spiders and wolves that walk on two legs.
- Baldur's Gate has been getting more dangerous lately—especially in the lower city.

There are two kinds of people in Sword Coast, I think. First, there are those what KICK evil right in its shiny backside. Second, there are those what need their evil butts KICKED! Easy, no? Boo thinks so, too.



CLOAKWOOD

It only takes a few hours to reach the campsite where Khalid and Jaheira were ambushed. It is close to the borders of the Cloakwood.

The stench of rot and buzzing of flies assaults your senses long before the ruined campsite comes into view. Corpses of humanoids and hairy, grotesque creatures litter the ground. Few of the bodies remain in one piece, and most are half eaten. Torn tents and broken gear are scattered amongst the dead and trampled into the earth.

"I s-swear the Cloakwood wasn't nearly so close t-to our camp before," Khalid notes, pointing to the dense forest which looms nearby. It's easy to see how these woods earned their name: so little light can pierce the thick canopy that the entire forest floor remains enveloped in shadow.

The gibberlings are easy to track. A successful DC 10 Wisdom (Survival) check reveals that there must have been several hundred of them. If the heroes bring this up with Khalid, he will explain that gibberlings travel in hordes during the night and then burrow in shallow mounds of dirt during the day. As long as they don't come across the gibberlings at night, they won't have to face the entire horde.

The gibberlings' trail leads along the boundary of the Cloakwood forest.

GIBBERLING BURROWS

A few miles along the trail, the heroes will come across a small band of gibberlings buried beneath the earth.

A dozen mounds of freshly-turned dirt are piled along the forest's edge. Each is roughly the size of a small goat, except for one very large one at the center. The arrangement of these strange mounds is chaotic and haphazard, with no apparent pattern to their construction.

Gibberlings only have a passive Wisdom (Perception) score of 5 when they are buried. However, if the heroes approach within 10 ft. of a mound without trying to be stealthy, then all twelve of the **gibberlings** will emerge and attack. The gibberlings will also emerge if any one of them is attacked or if the large mound is disturbed.

When provoked, the gibberlings will quickly attempt to surround and overwhelm the heroes. If it is daytime, then the gibberlings have disadvantage on their attacks. If the heroes have foolishly disturbed the mounds at night, then they are in for a much tougher battle.

DEAD MERCHANT

The large mound is a dead human merchant bound with rope. His body has several horrible wounds where something was clearly trying to eat its way out of him from the inside. On his body is a small purse with 15 gp and 35 sp.

THE GIBBERLING HORDE

The main gibberling horde is located a few miles north along the Cloakwood from the first gibberling mounds.

Sprawled before you are hundreds of dirt mounds. Although most of them are small and identical to the ones you came across before, four larger piles can be seen scattered among them. The sheer number of mounds makes it difficult to find a clear path without disturbing the sleeping monsters.

There are 250 mounds of dirt, each of which contains a gibberling. If the heroes approach within 10 ft. of a mound without trying to be stealthy, then 3d4 **gibberlings** will emerge and attack. After that, another 1d4 gibberlings will emerge every round.

INFESTED PRISONERS

There are four larger mounds of dirt. Within each of the mounds is a bound prisoner who has been infested with gibberling slugs. These slugs will gestate and burst forth within a month, killing the host. The infant gibberlings will mature to full size within a week of emerging from their host. A *lesser restoration* spell will kill all of the slugs. Jaheira is one of the prisoners, while the other three are human merchants from Amn (LN **commoners**).

The prisoners can be freed by taking one action to dig them out and one action to untie them. Digging them out will awaken the closest 2d4 gibberlings unless the hero doing the digging succeeds on a DC 10 Dexterity (Stealth) check.

If any of the gibberlings begin to awaken, then Khalid will immediately choose the correct mound of dirt and unbury and untie his wife in a single round. He will then scream at the heroes to run. Gibberlings will pursue anyone who runs for 1d4 rounds before giving up and returning to the main horde to rebury themselves.

I have no patience for the meddling of that insufferable Harper, Jaheira. But it seems that she and her simpering husband were compatriots of the sage Gorion, who was a mage of considerable power, despite living in this backwater part of the world. I should keep a close eye on the Harpers. Perhaps they could lead me to some of Gorion's secrets.

It seems that two forces are moving against the city of Baldur's Gate at once: the Zhentarim and the Shadow Druids. The Harpers will surely resist them, and the city will be left in chaos. For someone of my genius, this is a priceless opportunity.

Edwin

HARPER MISSION TO BALDUR'S GATE

Once **Jaheira** (appendix D) is safe, she will use her magic to heal herself, Khalid, and any other merchants who were rescued. She will then thank the heroes and attempt to recruit them to the Harper cause.

Once safe from the gibberling horde, Jaheira immediately sets to work healing herself and the other survivors with her druidic magic. It is not until she finishes this task that she addresses your group directly.

"Thank you for the assistance," she says in a thick Tethyrian accent. "I do not know if my husband has revealed this much, but Khalid and I are a members of a group called the Harpers. It is our sworn duty to protect the people of Faerûn and maintain the Balance in this land. When we were attacked by these monsters, we were on our way to Baldur's Gate to meet with a friend of ours named Imoen. She believes that some growing threat has taken root in the city, and she has requested our help to rout it from the shadows. Your group has proven its skills, and we would be honored if you would join us in our travels.

Jaheira will try to appeal to the party's desire to do good, but failing that, she will offer them 100 gp each. She will also hint that any "salvage" that they come across in their mission will belong to them, possibly including some valuable magic items and treasure.

Traveling to Baldur's Gate takes only one day from the location of the gibberling horde. Jaheira wants to meet Imoen at a place called the Elfsong Tavern.

If the heroes decide to camp for one night before reaching Baldur's Gate, then they will be attacked by 3d4 **gibberlings** in the middle of the night. After three rounds of combat, 1d4 additional gibberlings will begin to arrive every round for the next 10 rounds. Within a few rounds, Jaheira and Khalid will suggest running for the safety of the city.

HARPER ASSISTANCE

Baldur's Gate boasts many unexpected dangers. If you are running the adventure with a party of fewer than 4 heroes, then you might consider bolstering the party's ranks with a few NPCs at this point. Jaheira can summon Harper recruits to the Elfsong Tavern in Baldur's Gate. Each player can take control of one recruit, who acts on their PC's initiative.

- Tharka (CG gnome **acolyte**) is an excitable young priest of Gond who is eager to impress Jaheira.
- Denton (LN halfling **spy**) is a cowardly curmudgeon who complains constantly when given orders.
- Heinrich (NG dwarf **soldier**) is an old friend of Khalid's who has a gambling addiction.

You might also consider awarding the party enough XP to reach 2nd level before they enter the city.

CHAPTER 2: BALDUR'S GATE, SOUTHWEST DISTRICT

THIS DISTRICT IN BALDUR'S GATE IS frequented by those who wish to partake in Baldur's Gate's black market. The two most famous locations in this area include the Sorcerous Sundries and the Elfsong tavern. The Sorcerous Sundries is one of the Sword Coast's premiere shops for buying magical scrolls, items, and other trinkets. The Elfsong Tavern is a favorite haunt for some of the most dangerous pirates and outlaws in the region.

A few months ago, the Zhentarim moved into this part of town and purchased several buildings. Then they started to demand protection money from all of the businesses in the area. Those who resisted have been harassed with violent threats, and some have even had family members kidnapped and held hostage.

IMPORTANT NPCs

This is a summary of the important NPCs in this section of the city. See appendix D for more information.

- Coran is a notorious elven rogue who frequently carouses in the Elfsong Tavern.
- Dynaheir is a witch from the mysterious nation of Rashemen and an ally of the Harpers.
- Edwin is a conniving Red Wizard who has secretly taken control of the Sorcerous Sundries.
- Imoen is a fledgling wizard and a Harper contact, but Edwin is secretly holding her prisoner. He has replaced Imoen with a dread doppelganger.
- Kagain is a grumpy dwarven mercenary who currently works for the Zhentarim.
- Montaron is the psychopathic leader of the Zhentarim "family" that operates in Baldur's Gate.

ENCOUNTERS AND EVENTS

When the heroes first arrive in Baldur's Gate, run the following encounters.

ENCOUNTER: ARRIVING AT THE CITY

Imposing city walls loom before you, encircling the city of Baldur's Gate. The road leads to the only visible break in these impressive stone structures, an equally massive open gate. However, the road through the gate is currently blocked by numerous figures exchanging words and coin. A dozen or so well-armed guards greet a group of exotically dressed merchants, their wagons adorned in vibrant red and yellow silks. One of the guards stands to the side, apparently counting on her fingers as she surveys the caravan.

The **guards** at the city gate will ask for 1 cp for each person and animal. They will ask the heroes why they have come to Baldur's Gate, but they will barely listen to the answers before motioning them to enter the city.

ENCOUNTER: ARRIVING IN THE SOUTHWEST DISTRICT

The crowded streets of the lower city are chaotic and distracting. The smells of smoked meat and fresh bread waft from the many stalls that vie for your attention. But not everyone here is out to make an honest living. Careful eyes will note the city's countless urchins grasping at the coin purses of the unwary, as well as groups of unusually well-coordinated thugs skulking in the alleys.

If Khalid and Jaheira are with the heroes, then they will head straight to the Elfsong Tavern (A1). They will encourage the heroes to accompany them, explaining that this part of the city has been infiltrated by members of the Zhentarim and is not safe. If the heroes insist on going on their own way, Jaheira will let them know that she will be staying at the Elfsong along with her husband and Imoen.

ENCOUNTER: MEETING IMOEN

Imoen (appendix D) is sitting at a corner table in the Elfsong Tavern, practicing a cantrip that she recently learned: *mage hand*. She is using her new-found magical skill to knock over the mugs of some pirates sitting at a table on the opposite side of the tavern's tap room. When she sees Khalid and Jaheira she waves enthusiastically. If the heroes approach Imoen, read the following:

"Heya! The name's Imoen," says the chipper young woman as she jumps from her seat to greet you. "Jaheira and Khalid trust you enough to bring you here, so I'm gonna let you in on a secret." She beckons you closer, and her voice drops to a whisper. "I'm a Harper," she says with mock-seriousness, and then giggles brightly.

"Us Harpers think the Zhentarim are up to no good. Well, that's nothing new, but we think it could be big! Big enough to put the whole city at risk! With the Iron Throne dismantled, the Zhents are picking up the pieces, taking over their old hideouts and unsavory business ventures, both legal and not. Thing is, besides their money, the Iron Throne also had a ton of magic on their side, and the Zhents are tryin' to find it. That's what has us worried. I want you to find a couple of known Zhents, tail them all sneaky like, and learn what you can. I know you can do it!"

Imoen wants the heroes to follow known members of the Zhentarim and learn what they are up to. She says that the Harpers are willing to pay each hero 200 gp for information on what the Zhentarim have been doing in the old bases of the Iron Throne.

After the heroes have finished talking to Imoen, they will be interrupted by the gang of pirates that Imoen was pranking with her magic earlier. Read the following:

Across the room, a group of rough-looking men and women simultaneously stand from their table and walk towards your party. Fuming, one steps forward and says, "I know someone 'ere was messing about with magic, tryin' to ruin our night with spilled ale. Well, me an' the crew are here to show you that we ain't to be made fools of."

There are eight **pirates** and a **pirate captain**. These pirates have been hired by Montaron, a Zhentarim agent, to try and kill Imoen and her Harper friends. They've been waiting for the arrival of Khalid and Jaheira, so it requires some exceptionally persuasive talking (Persuasion DC 20) to get the pirates to stand down. If the pirates can't be dissuaded from a fight, then they will draw their weapons and attack.

If the pirate captain is killed, his crew will turn tail and make a run for it. To keep the combat running quickly, have three of the pirates engage Jaheira, Khalid, and Imoen separately. The fight between the Harpers and the pirates will continue until the heroes have won, whereupon these other pirates will make a run for it.

The Elfsong's hired goons stay out of the way of the fight. A couple of them are ex-sailors who used to sail on the same ship as the pirates. However, they don't like them enough to step in and risk their necks.

IMOEN DOPPELGANGER

The Imoen that the party meets here is actually a **dread doppelganger** working for the Red Wizard **Edwin** (see appendix D). The doppelganger will keep up the ruse over the course of the entire adventure. Only when the heroes have finally defeated the Zhentarim will the doppelganger reveal its true nature. For more information, refer to the Chapter 8: *Return to Baldur's Gate*.

MAIN QUEST: INVESTIGATING THE ZHENTARIM

If the heroes decide to investigate the Zhentarim, then Imoen suggests that they speak with the various shopkeepers in the district. She knows that the Zhentarim have been demanding protection money, and this hasn't made them very popular. Perhaps one of the shopkeepers might know where to find the Zhentarim safe houses. The heroes could also try to follow the thugs who are routinely sent out to gather protection money.

Threatened Shopkeepers. Probably the best way for the party to track down the Zhentarim is to ask the shopkeepers in this district about them. Rumors in the Elfsong Tavern suggest that Zook (A25), Khemed (A16), Seraphina (A13), and Orel (A4) have all been threatened by Zhentarim thugs.

MOTIVATING EPIC BACKGROUNDS

If your players are using epic backgrounds, then you may need to provide them with additional motivation for hunting the Zhentarim. Use the following tips to keep the heroes invested in the story.

Child of Bhaal. If Sarevok's research still exists, then it's almost certainly in the hands of the Zhentarim by now.

The Awakened Clone. It will be much easier for the Harpers to help you find a soul when the city is out of danger.

The Last Emperor. Only the Zhentarim would have the audacity to pull a heist on the High Hall of Wonders. They likely have your sarcophagus.

The Reincarnated. The Harpers suspect that there is some connection between the Zhentarim and the Shadow Druids. Druids have little use for a dragon's hoard.

ENCOUNTER: KAGAIN

When the heroes gain the attention of the Zhentarim by asking too many questions or breaking into one of their safe houses, they will send the mercenary **Kagain** (appendix D) to chase them out of town or kill them.

If the players need direction, then an encounter with Kagain is a good way to point them toward the next step in the adventure. Kagain should not confront the heroes until they have been exploring Baldur's Gate and causing trouble for the Zhentarim for a few days.

As you make your way down the street, you suddenly realize that it is strangely empty. From a side street, a heavily armored dwarf strolls out and places himself directly in your path. He hefts a wicked looking axe and challenges you: "You've been making the wrong enemies. The Zhentarim don't take too kindly to fools who interfere with their business. And they're payin' me well to get rid o' ya. I'll give you one chance to get out of town, otherwise I'm gonna have to end ya!"

Kagain has four **thugs** on the rooftops that will provide him with crossbow support during a fight. If Kagain is reduced to half hit points he will surrender and offer to help the party in exchange for his life.

Kagain was paid 100 gp to confront the party and is happy to share this information. If the party offers him double the pay (200 gp), then he'll gladly change sides. He can show the party where the Zhentarim safe houses are located. Kagain will suggest that the heroes assault the barber shop and explain that it has been taken over by doppelgangers employed by the Zhentarim. The basement of the barber shop has a connection to the dungeon where the Zhentarim leader can be found.

TREASURE

Kagain has a note from Montaron instructing him to kill the heroes. He also has a small journal that describes the jobs that he has taken in the past year. The last entry describes his work for the Zhentarim. It also describes the barber shop, how it has been

infiltrated by doppelgangers, and how it leads to the dungeon where Montaron can be found. Kagain carries a purse with 45 pp and 87 gp.

OPTIONAL ENCOUNTER: DYNAHEIR

Dynaheir approaches the heroes a few days after they arrive.

A finely dressed woman with dark skin and a regal bearing approaches your party. “Thou art the warriors who rescued Jaheira,” she states—or asks. With her strange accent, you cannot be sure. “Thou shalt help me find my dear Minsc.”

It takes a moment before she registers your confusion and introduces herself. “Oh! My apologies. My name is Dynaheir. My companion, Minsc, and I used to travel with Khalid, Jaheira, and Imoen. But Minsc has vanished into the Cloakwood, and I fear the worst. I should not have sent him alone to investigate the strangeness that has come over the woods of late. Wilt thou help me find him?”

Dynaheir has been investigating the strange behavior of the flora and fauna of Cloakwood. She sent her protector, Minsc, into the Cloakwood to investigate, but he hasn’t returned. She is looking for someone who is willing to enter the Cloakwood and find out what has happened to Minsc. She is also seeking assistance with her investigation into the recent strangeness that has affected the forest.

OPTIONAL ENCOUNTER: CORAN

Run this encounter when the heroes visit one of the taverns in the city.

A handsome elf stumbles out of a nearby tavern, slurring the words to an Elvish ballad. Although he pretends to be in good spirits, his melodious voice is tinged with sadness. He takes a pull from the flask on his hip, grimaces, and looks up at you.

“Hey! You’re the group I’ve been looking for,” he shouts before unsteadily walking your way.

Coran (appendix D) is drunk and depressed. His friend and occasional lover, Xan, has gone missing and he needs help finding him. Coran explains that Xan was investigating the mysterious “spider assassins” when he went missing. The only clue left for Coran was the enormous corpse of a sword spider, which had obviously been killed by Xan when he was taken.

Coran knows that sword spiders are native to the Cloakwood. He doesn’t know why the spiders kept Xan alive, but he’s willing to pay good money to anyone willing to enter the Cloakwood and bring him back. It’s obvious that Coran loves Xan dearly, but the elven rogue is deathly afraid of the spiders that lurk within the Cloakwood. Coran’s cowardice has driven him to drink himself into a stupor every night.

Baldur's Gate is much more exciting than Candlekeep. There's always something happening here! Every day there are new ships in the harbor, carrying merchants from faraway lands. You can find all sorts of neat stuff to buy in the market at the Wide, but I'd sure love to get my hands on some of those artifacts in the Hall of Wonders. No shortage of adventures to be had in this city, no sir!

— Imoen

RANDOM MINOR ENCOUNTERS

These encounters are an easy way to add color to the city streets. Roll on the chart below whenever you want something unusual to happen in the city.

MINOR RANDOM ENCOUNTERS

Day (d20)	Night (d20)	Encounter
1–2	1–2	Someone empties a chamberpot on to a hero's head
3–4	–	A near naked Priest of Ilmater flagellates himself in the street
–	3–4	A lady of the Night whistles at the heroes
5–6	–	A juggler entertains a small crowd of children
7–8	5–6	A cat is pursued by a pack of starving dogs
9–10	7–8	A thug tells all that the gambling house is offering great odds
11–12	9–10	A decrepit man begs for money
13–14	11–12	A beggar sits in a box and feigns having no legs
15–16	13–14	The city watch pursues a pick pocket down the street
17–18	–	Children run about the street playing tag jostling the heroes
–	15–16	A Flaming Fist patrol stops the heroes and interrogates them
–	17–18	A knife wielding girl pursues a man accusing him of adultery
–	19–20	A man stumbles out of a building and vomits, then collapses
19–20	–	A boy is being beat up by a gang of older boys

RANDOM COMBAT ENCOUNTERS

The following encounters can be used to add conflict and potential combat to the streets of Baldur's Gate. Feel free to use them whenever you feel it is appropriate. You might choose to roll once per day and once per night spent in the city.

RANDOM COMBAT ENCOUNTERS IN THE SOUTHWEST DISTRICT

Day (d20)	Night (d20)	Encounter
1–10	1–8	No encounter
11–12	9–10	Muggers
–	11–12	Pirates
13–14	–	Swarm of pick pockets
–	13–14	Spider assassins
–	15–16	Thieves
15–16	–	Wife beater
17–18	17–18	Young drunk nobles
19–20	19–20	Zhentarim thugs

MUGGERS (NIGHT)

A woman's screams resound from a nearby alley: "Help me! Please, they'll kill me!" Coarse laughter can be heard at the pause in her cries before she continues, "Somebody help! Has all decency left this city?" Upon investigating, you find a pair of large, brutish men taking turns at pushing a bedraggled woman to the ground each time she stands.

This is a trap set up a gang of **thugs**. The woman (**spy**) is a member of the gang and plays her part as the victim. Two other thugs are hidden around the corner. Once the heroes are engaged with the thugs, the hidden thugs and woman will attack from behind.

PIRATES (NIGHT)

Down the road, a small group of men appear to drag a heavy sack towards the docks. Even in the dim light of evening, you can see that they are covered in tattoos and well-tanned from months at sea. Every so often, the sack begins to squirm, and the pirates are forced to stop and kick it back into submission.

There are six **pirates** and a **pirate captain**. They've captured a young noble who foolishly came to this area of town looking for ladies of the night. The pirates intend to ransom the boy.

SWARM OF PICK POCKETS (DAY)

A gang of urchins run through the streets, laughing and occasionally slapping each other on the back. The group converges on your party, momentarily continuing their games as they jostle you between them. Before you are able to react, the children scatter in all directions.

Each of the heroes will have been targeted by a teenage pickpocket. Use **commoner** statistics for them, with the additional skill of *Sleight of Hand* +3. Each of the pick pockets must make a sleight of hand **Dexterity** check against their target's passive Perception score. Those who succeed obtain a random valuable or the target's coin purse. They then try to escape. Feel free to use the Chase rules in the *Dungeon Master's Guide*.

SPIDER ASSASSINS (NIGHT)

Just ahead, thick strands of a sticky-looking substance has been stretched between two houses, blocking your path. Chittering and clicking noises can be heard from above. It does not take long to find the source of both the sounds and the strange blockage as two enormous spiders scurry down the sides of each building, their many black eyes focused on your party.

The heroes are ambushed by a **giant spider** and four **giant wolf spiders**. These creatures fight to the death.

THIEVES (NIGHT)

As you round a corner, you find a group of burglars making their exit from the window of a nearby house. One stands on the ground as the other two awkwardly rappel down the wall, overburdened with their spoils. The thief on the ground quickly looks your way before turning back to the others.

These are three thieves (**NE spies**) that have just robbed a house. They have no desire to fight, but they will defend themselves if attacked. They carry 250 gp worth of jewelry, silverware, candle holders, and other stolen valuables.

WIFE BEATER (DAY)

"I'm sorry! Please don't—" the woman's words are cut short as a hulking man slaps her, knocking her prone onto the filthy street. The ale on his breath can be smelled from a few feet away and the city crowds pretend not to notice the commotion. Two crying children huddle together a few feet from the pair.

The man caught her cheating on him. He is a retired soldier of the Flaming Fist and a formidable warrior (NE **berserker**). He is also drunk and will turn his rage on anyone who tries to interfere.

YOUNG DRUNK NOBLES (ANY TIME)

A gang of well-dressed young men stumble down the street in the direction of your party. The group emits bouts of raucous laughter, snippets of bawdy tunes, and lewd observations, careless of whose ears they may fall upon. One of them spots you and breaks off from the group towards your party, motioning for his fellows to follow.

"Hail and well met, oh great adventurers!" the leader says with a sarcastic bow.

"You here to save the city from sewer rats, then? Or maybe you'll start with something smaller?" asks another.

"Look at this one's little sword! Do you even know how to use it?" taunts a third.

The nobles are drunk and looking for a fight. If the heroes return their insults, one of the nobles will consider his honor besmirched. There are six **nobles**, all currently drunk (and thus have the poisoned condition).

ZHENTARIM THUGS (ANY TIME)

You notice that the city streets are strangely deserted, save for a pair of imposing hooded figures heading towards you. Heavy footsteps draw your attention to two more behind you. One closes the distance while his partner draws a crossbow, snarling "You've been meddling in the business of the wrong people."

These four **bandits** have been hired by the Zhentarim to kill the heroes. They are aided by two **bugbears** that hide in the shadows of an alleyway. One of the bandits has a note on his body that offers 50 gp for each of the heroes' heads. It is signed by someone named Montaron.

KEY LOCATIONS

1. ELFSONG TAVERN

Your party steps onto the red brick floor of a crowded but unremarkable tavern. The place is strangely quiet, save for the murmur of its patrons. Unlike similar establishments that you've come across, there is not a single note of music in the air. The patrons eye you warily.

The Elfsong Tavern is a fairly average tavern with two stories. The taproom on the ground floor offers food and drink, while private meeting rooms can be rented upstairs for 1 silver piece per day. It is frequented by

mercenaries and those seeking their services. The Elfsong is also frequented by those of ill repute and is well-known as a place to fence stolen goods. The hired watch (four **thugs** who patrol the tavern) turn a blind eye to most illegal activities but step in when fights break out.

The Elfsong is named for the apparition that haunts it. Until recently, a ghostly female voice could be heard periodically singing a mournful song in elvish, lamenting a love lost at sea. However, the specter has not been heard for several months. Despite its absence, all other music remains forbidden.

NOTABLE NPCs

- **"Lady" Alyth Elendara** (CG female half-elf **commoner**) is the owner and occasional bartender of the Elfsong Tavern. She will freely converse with most adventurers and is willing to share some of the more popular rumors circulating around town.
- **Brevlik** (N male gnome bandit **captain**) loves to talk about famous heists. He will tell any who are willing to listen about the theft of the platinum telescope from the High House of Wonder, or the theft of the tablets of taxation in the palace by the Shadow Thieves, or of the golden pantaloons from the Lady's Hall. While he claims to be too old to participate in such exciting heists himself, he is willing to help plan a heist for the small sum of 25 gp.
- **Guleg** (LE male human **mage**) is an exiled Red Wizard from Thay. He is trying to sell the last remaining magical heirlooms that he inherited. These items include: a ring of protection (3,000 gp), goggles of night (750 gp), and a ring of evasion (2,500 gp). He doesn't keep these items on him, but in a secret stash in the sewers. When he is given the gold for an item, he will use the dimension door spell to access the stash. Though there is always a 25% chance that he decides to take the money and run.

RUMORS IN THE ELFSONG TAVERN

These are rumors that the heroes can learn by talking to the barkeep, listening in on table conversations, or just asking around.

- Agents of the Zhentarim have been seen all over town. They are asking many of the same questions, almost always about the recently-abandoned strongholds of the Iron Throne.
- There are strange rumors coming out of the Cloakwood. Travelers describe the forest as if it has grown in size almost overnight.
- There was supposedly a green dragon lairing in the Cloakwood, but no one has seen it for a while now.
- The so called "Spider Assassins" seem to kill anyone who tangles with the Zhentarim.
- Halbazzar Drin, the proprietor of the Sorcerous Sundries, seems to be acting strangely in recent weeks. He only opens his shop a few hours a day and rarely is seen outside of it.
- A witch from Rashemen has been frequenting the Elfsong and other establishments looking for mercenaries.
- The notorious elven rogue, Coran, has been drowning his sorrows in wine recently. It seems that he's lost someone very dear to him.

Southwest Baldur's Gate (Area A)



CITIES TEEM WITH DECADENCE AND FALSE HOSPITALITY. THE OAKFATHER PROVIDES US WITH MORE THAN ANY OF US DESERVES. TO DEMAND MORE IS PITIFUL ARROGANCE.

FALDORN

LOCATIONS IN SOUTHWEST BALDUR'S GATE

- | | |
|-------------------------|----------------------------|
| 1. Elfsong Tavern | 18. Vladistak's Apartments |
| 2. Festhall | 19. Charnel House |
| 3. Mason's Shop | 20. Cheap Inn |
| 4. Carpenter's Shop | 21. Zhentarim Prison House |
| 5. Tailor's Shop | 22. Zhentarim Moneylender |
| 6. Shrine to Ilmater | 23. Brutus's House |
| 7. Zhentarim Safe House | 24. Gambler's Inn |
| 8. Roondar's Smithy | 25. Zook's Shop |
| 9. Gambling Den | 26. Betha's Laundry |
| 10. Khemed's House | 27. Zhentarim Safe House |
| 11. Istivin's Manor | 28. Lara's Bakery |
| 12. Markyl's Apartments | 29. Montaron's Manor |
| 13. Luckyfoot Brewery | 30. Brutus's Stables |
| 14. Helm's Halls | 31. Marketplace |
| 15. Barber's Shop | 32. Orphanage |
| 16. Khemed's Shop | 33. Sorcerous Sundries |
| 17. Bugmug's House | |

A2. FESTHALL

As you enter the dimly lit festhall, you find a vast array of men and women in various states of undress. Some entertain patrons while others watch your party from their posts. Nearby, an especially well-endowed half-orc flutters her lashes in your direction.

Upon noticing your entrance, a sumptuously dressed young halfling woman scurries over from her desk to greet you. "Welcome, welcome!" she says with enthusiasm. "You won't find better companionship than you will here! We've got a selection to satisfy everyone's tastes, from gnomes to elves."

This festhall is one of the fronts for the Zhentarim. The Zhentarim made an alliance with one of the halfling consorts and then murdered the festhall's madam. The halfling girl, named Lavinia (CN **commoner**), is the new madam. Lavinia is young and enamored with the leader of the Zhentarim, Montaron.

HONEY TRAP

If Lavinia recognizes the heroes as antagonists of the Zhentarim, then she will try to convince them to partake in the pleasures of the festhall. She will show them the selection of men and women that are available and will hint at the incomparable pleasures that are to be had in the basement. As soon as the heroes are engaged, Lavinia will send a runner to Montaron so that he can send a gang of 6 **thugs** to ambush the heroes. See areas B50, B51, and B52 in Chapter 3: *Beneath Baldur's Gate* for more details.

A3. MASON'S SHOP

This building stands out from others in the area due to its immaculate facade of perfectly hewn light gray stone. It is obviously washed regularly, as not a block of stone or dollop of mortar can be found out of place in its finely constructed walls. A simple appellation, "Guthrie's," has been carved into the stone block above the doorway.

Guthrie Masonby (LN **commoner**) is an experienced mason who has built and repaired many of the houses in this area of Baldur's Gate. Guthrie knows better than anyone the layout of the houses and basements in this part of the city. However, over the two decades of his career he's learned to keep his mouth shut. Convincing him to divulge what he knows requires threats or magic. If he is convinced, then he can supply the heroes with a map of the sewers and basements.

A4. CARPENTER'S SHOP

One of the better kept buildings in this district, this shop has been constructed of well-stained dark wood. Although it was obviously built some time ago, expert care has kept the building structural sound and aesthetically appealing. A sign above the front door reads "Carpenter."

Orel Carpenter (NG **commoner**) has only recently taken over his father's business. Zhentarim thugs have already shaken him down and demanded a weekly cut of his earnings. They've even taken his elderly father as a hostage. Orel is furious about this and willing to help anyone who comes asking about the Zhentarim.

Orel knows where the main Zhentarim safe house is located (A7), but he'll reveal that his neighbor, Guthrie, could be a lot more helpful against the Zhentarim. Orel and Guthrie used to be on good terms, but Orel now sees Guthrie as a collaborator due to the mason's refusal to stand up to the Zhentarim. He knows that Guthrie has maps of all the houses, basements and sewers and he will suggest that the heroes break in and steal them. The basements of their two shops are connected, and Orel will allow the heroes to use his basement to gain access to Guthrie's basement.

If the party brings back his father alive, Orel will give the heroes 50 gp as a reward.

A5. TAILOR'S SHOP

A gray robe sits prominently in the display window of this establishment. In contrast to the fashionable garments that surround it, the robe is a patchwork of colors with dozens of different clashing pieces of cloth sewn into it. Each brightly colored patch displays a mundane item.

Alvyn Filchbonter (CG **commoner**) is a gnomish tailor of renowned skill. Originally from Tethyr, he moved away from that country when a civil war broke out years ago. Alvyn sells armor and clothes, including the latest fashions favored by nobility in Baldur's Gate and Waterdeep. Someone wearing such clothing could easily pass as a member of nobility. He is also selling his most valuable piece of clothing, a *Robe of Useful Items*. A fake version of this item is displayed at the front of the shop. The real item is stored away in the basement.

CLOTHES FOR SALE

Item	Price
Padded Armor	5 gp
Leather Armor	10 gp
Studded Leather	45 gp
Robe of Useful Items	250 gp
Clothes, Fine	15 gp
Clothes, Fashion	50 gp

A6. SHRINE TO ILMATER

You come across a small temple, decorated with nothing more than a symbol depicting a pair of hands bound by a red thread. In front of the building, a bald man clad in a simple white linen loincloth shouts to a small group gathered before him. The man's entire body is covered in wounds, from fresh scabs to faint scars. The preacher yells loudly enough that passerbys may also hear his frantic words: "Faerûn is doomed! And without the grace of Ilmater, so shall you be! The Bhaalspawn already walk among you, poisoning the hearts of kings and children alike. Belief in the blessed suffering of Ilmater is the only thing that can stave off this corruption!"

This shrine to Ilmater is attended to by a crazed priest named Ander (CN **acolyte**). Although Ander is unbalanced, he is lucid enough to hate what the Zhentarim have been doing in this area of the city. The basement below the shrine connects with the Zhentarim lair. Ander is willing to let anyone who opposes the Zhentarim use this basement entrance.

A7. ZHENTARIM SAFE HOUSE

One of the larger structures on this street, the residents of Baldur's Gate seem to walk quickly by this ugly three-story building—or avoid its shadow altogether. Although it has many windows, each is protected by heavy iron bars, making them impossible to see through from the outside.

This large three-story building is the Zhentarim's primary safe house. All of the windows and doors are locked (DC 15 Dexterity check with lockpicks to

open). The Zhentarim who live here are responsible for shaking down the local tradespeople for protection money. There are eight **bandits** led by a Zhentarim half-orc named Glugg (NE **thug**). Each one of them has a pet **mastiff** that has been trained to attack on command.

In the safe house is a ladder that leads to the basement complex where the Zhentarim keep most of their slaves.

Twice a week, Glugg will go out on patrol with four men (and their mastiffs) to make their rounds and collect money. This takes a couple of hours. When they return, one of the thugs takes the money down to the Zhentarim hideout in the basements.

A8. ROONDAR'S SMITHY

As you enter the smithy, you are greeted by a blast of warm air carrying the acrid scent of soot. A stocky dwarf stands working at the forge, though his eyes seem distant and far away. Closer to the doorway, a nervous-looking gnome dressed in a smithing apron talks with a pair of soldiers. Although he tries his best to project the confidence of an expert smith and salesman, his words have an undercurrent of frightened insecurity.

Roondar Halfshoe (LG **commoner**) is a gnomish blacksmith who has lived in Baldur's Gate his entire life. His smithing skills are rather average and his business has always struggled. His fortunes recently took a turn for the better when he hired on a dwarf named Yeslick Orothiar (LG **veteran**). Yeslick has turned out to be a skilled smith and in the months that he has been working for Roondar, the gnome's clientele has more than tripled.

Yeslick is a somber dwarf. His clan, Orothiar, was killed in a mining flood more than a century ago. This iron mine was located in the Cloakwood. Unfortunately for Yeslick, he became a prisoner of the Iron Throne when they learned of this mine and wanted to reclaim it. Yeslick regained his freedom when the Iron Throne was exposed and destroyed, but he found himself penniless and without friends.

Yeslick intends to work for Roondar until he can earn enough money to start a new life elsewhere. He has been forced to keep a low profile in order to avoid the Zhentarim's probing questions about the Iron Throne. However, he is willing to help anyone who intends to move against the Zhentarim. He can provide maps to the iron mine in the Cloakwood. He also knows the dwarven passwords that will open the secret chambers and compartments located in the mine.

WEAPONS AND ARMOR FOR SALE

All of the common weapons and armor in the *Player's Handbook* are available for sale. In addition, Roondar has had Yeslick craft several suits of armor using mithral and adamantine. Roondar keeps these items locked up in the basement. Roondar financed these items by taking loans from the Zhentarim, which left him deeply indebted. Yeslick is not aware of the debt.

ROONDAR'S SPECIAL ITEMS FOR SALE

Item	Price
Adamantine Armor, Chain Mail	400 gp
Adamantine Armor, Chain Shirt	300 gp
Adamantine Armor, Scale Mail	350 gp
Mithral Chain Mail	300 gp
Mithral Chain Shirt	200 gp
Mithral Breastplate	1000 gp

A9. GAMBLING DEN

The first floor of this seedy establishment is packed with patrons of apparent ill repute. Thick, pungent smoke hangs in the air, obscuring your vision. You are surrounded by the murmuring of gamblers, the shuffling of cards, and the clacking of dice. An occasional incoherent shout can be heard from the rooms above.

This gambling den is run by the Zhentarim. The first floor is where most of the common gambling and card games take place. The second and third floor are where high stakes games are played. Rooms here are by invitation only. The basement is where unusual and often cruel forms of betting contests play out. A half-orc named Blooten Bigear (CE **thug**) runs the den with the assistance of a gang of six **bandits**.

A10. KHEMED'S HOUSE

You come across a house that seems to have once been very fine, but after years of poor maintenance, it shows many signs of wear and tear. Three dark-haired young children play in the street in front of it. The scents of heavily-spiced food waft from the home's windows.

This house is the dwelling place of a family that hails from the southern country of Calimshan. The patriarch of the family, Khemed, runs the shop attached to the house. His wife died years ago, leaving him to take care of a dozen sons and daughters.

A11. ISTIVIN'S MANOR

Although distinguished, the only thing that sets this fine manor house apart from its neighbors is its silence. The muscled, dark-skinned man who stands guard at the gate is the only indication that the estate is occupied at all. The man eyes your group with bored suspicion.

This manor is built on a hill overlooking the houses below. A wealthy grain merchant named Istivin (NG **noble**) lives in the house alone. As a long-lived half-elf, he outlived his human wife and their children.

Istivin employs a Chultan warrior named Drengo (NG **gladiator**) as his guard. Drengo is also Istivin's friend and lover. Istivin has been watching the movements of the Zhentarim in the streets below, and he often sends Drengo to dig up information. Istivin is willing to share information with anyone who plans to move against the Zhentarim.

A12. MARKYL'S APARTMENTS

A tall, multi-storied building occupies the entire city block. From where you stand, you can barely make out its flat roof. A sign with the words "Markyl's Apartments" in gold filigree swings from a post near the building's main entrance.

One of several apartment complexes in Baldur's Gate, this six-story building is able to house several hundred people. The poorest people live on the highest floors, while the ground floor is where the more affluent citizens live. The apartment complex is owned by a dwarf named Markyl (NE **veteran**). After making his fortune in the mines of Citadel Felbarr in the far north, Markyl moved here to become a landlord. He has no patience for those who are late on rent and employs his three brothers as enforcers (NE **thugs**).

A13. LUCKYFOOT BREWERY

The air of the warehouse is filled with the scent of ale and a pleasant, yeasty fragrance. Casks and barrels of all sizes are stacked against the walls. Much of the scattered equipment is smaller than one would expect—apparently fashioned for child-sized hands.

This brewery is run by a family of halflings that only recently moved to the city from the town of Gullykin. Seraphina Luckyfoot (CG **commoner**) is the daughter of the mayor of Gullykin, a halfling who runs one of the most successful breweries on the Sword Coast. When her father decided that he wanted to expand into Baldur's Gate, he chose Seraphina to head up the venture. Seraphina is a proud woman, having succeeded in a city that makes few concessions for the small folk. Consequently, she chafes at the protection money that she has been forced to pay to the Zhentarim. Seraphina will help opponents of the Zhentarim in any way that she can. She knows that there is something strange about the family of halfling barbers in this district. She believes that they are in league with the Zhentarim.

A14. HELM'S HALLS

This is a six-story apartment complex which houses hundreds of the poorest citizens in Baldur's Gate. A shrine to Helm has been erected in the central courtyard. These apartments are watched over by a taciturn woman named Sethra (LN **commoner**). She is employed by the Silvershield family who own the complex.

A15. BARBER'S SHOP

The interior of the barbershop is surprisingly busy, and most of its seats are filled. A network of platforms runs around each chair, just below eye level. Five halfling barbers stand on the platforms, which put their clippers and razors at the correct height for their much-taller patrons. Below them, a sixth halfling busies himself sweeping the floor.

This barbershop has been run by the same family for more than a century. The Gloricklins are a family of halflings that are proud to have influenced the hairstyles in Baldur's Gate for decades. For a single silver piece, customers can get washed, shaved, and trimmed. The Gloricklins have elevated walkways that allow them to easily cut the hair of the Tall Folk.

FAMILY OF DOPPELGANGERS

Since the fall of the Iron Throne, the Gloricklin family is no more. When it was discovered that the Iron Throne had been employing doppelgangers to infiltrate their competitors, a purge was set in motion. The Flaming Fist was able to track down and exterminate almost all of the doppelgangers. However, a few of the shapeshifters were able to hide in the most unlikely of places—a barber shop.

The doppelgangers were careful not to murder all of the halflings at once. First they learned the barbering skills needed to complete their ruse. Then they killed the remaining family members. Now the **doppelgangers** masquerade as a family of six skilled halfling barbers—Osborn the father, Shaena the mother, the sons Reed, Perrin, and Finnan, and Jillian the daughter.

When the Zhentarim arrived, Osborn reached out to them and offered his services. When the Zhentarim identifies one of their customers as troublesome, Osborn's "family" kills them and impersonates them. They play the role for a few days before vanishing, leaving behind evidence that excuses the disappearance.

A16. KHEMED'S SHOP

The abundant merchandise in this humble shop leaves barely enough room for your party to walk through comfortably. One wall is entirely dedicated to a large shelf that holds bottle of various-colored liquids, while another houses books, journals, and writing supplies. Camping gear and spelunking tools hang from hooks at eye level. At the counter, a man with tanned skin and dark circles beneath his bloodshot eyes stands writing in a ledger.

This shop is run by a Calishite merchant named Khemed (LN **commoner**). Khemed pays the Zhentarim protection money without complaint. He has always had to deal with widespread distrust towards those native to the Shining

South. However, the Zhentarim took one of his sons when he couldn't pay his gambling debts. Khemed's son is now a hostage of the Zhentarim.

Khemed sells everything listed on the Adventuring Gear table in the *Player's Handbook*.

A17. BUGMUG'S HOUSE

Inside the home is an eclectic mix of fine furnishings that, although universally expensive, clash enough to create an overwhelming sense of chaos. A thick layer of dust covers the room's many shelves and trinkets. A wizened gnome lounges on a tiny red velvet chair, which is flanked by two rusty human-sized suits of armor. It takes him a moment to notice your party before he shouts in obvious annoyance, "Who's there?!"

Bugmug the Deaf (NE **spy**) is a successful fence and respected member of Baldur's Gate's thieves' guild. An ancient gnome whose hearing is almost entirely gone, Bugmug communicates almost entirely through raspy shouts. However, he is able to buy almost anything and then quickly get rid of it, no matter what the item or circumstance of its theft. Bugmug is smart enough not to advertise his services. He masquerades as an unsuccessful cobbler.

The two suits of rusted armor are **animated armor**.

A18. VLADISTAK'S APARTMENTS

A six-story apartment complex built on a hill overlooking the district. The apartment houses hundreds of the poorer citizens of Baldur's Gate. A balcony on the top floor overlooks the rooftops below.

The apartments are owned by a Rashemi man named Vladistak (CE **gladiator**) who arrived in Baldur's Gate a decade ago. Vladistak was a respected Rashemi warrior until he was charmed by an oni and forced to kidnap women, children, and elderly folk to be eaten by the evil creature. Vladistak slowly went mad from guilt, but the whispering of the Oni convinced him that the people he sacrificed were just cattle. Vladistak now serves the Oni faithfully and continues to help the creature fill its belly with beggars, street urchins, and others. The oni currently runs the stables (A30) and has disguised itself as a large warrior named Brutus.

A19. CHARNEL HOUSE

Although visually spotless, no amount of cleaning can completely hide the stench of death within this establishment. The two women working inside wear scarves that cover their mouths and noses. One of them gently sponges the remains of an elderly gentleman with an aromatic mixture of white flowers and spices while the other mixes vials of unidentifiable liquids. Tables covered in canvas line the back wall. It is noticeably cooler inside—a welcome relief from the heat of summer.

Two women run this charnel house, Umara (CG **noble**) and Fezim (NG **commoner**). They are both originally from Amn, but came to Baldur's Gate a decade ago. Umara was the daughter of a wealthy Amnian lord, while Fezim was a stable hand. When they fell in love, Umara's father tried to have Fezim killed. The two fled for Baldur's Gate.

They are considered the best embalmers in Baldur's Gate and are often requested by the nobility from the Upper city. Both of them hate the Zhentarim, but they pay their protection money without complaint. They run an orphanage out of the house that connects to this one. The Zhentarim recently took one of the young orphan girls as a hostage, demanding a ransom of 500 gp.

A20. CHEAP INN

This building provides cheap rooms for those who are keeping their horses stabled with Brutus.

A21. ZHENTARIM PRISON HOUSE

A gloomy, dilapidated house stands apart from the other buildings on this street, its grounds overgrown with weeds. Thick wooden boards cover up all visible windows and doorways. Despite its abandoned appearance, muffled screams occasionally escape from within.

This is where the Zhentarim keep prisoners. Most of the prisoners are being held here as hostages or as prospective slaves to be sold at the market. Others are citizens who merely ran afoul of the Zhents. The only way to access the building is through the safe house beside it, unless someone is willing to break through the boards on one of the doors or windows.

There are always six **thugs** in the building, each commanding his own **mastiff**.

A22. ZHENTARIM MONEYLENDER

Unlike the other estates in the vicinity, a steady trickle of commoners enter and leave this manor house. The metal bars on all of the structure's windows, as well as the armed guards who patrol the grounds, make it clear that the house has been converted into some sort of business—likely a profitable one.

This is where the Zhentarim do most of their business. One of their primary businesses is moneylending. They also buy and sell mercenary contracts. The chief moneylender is a dwarf named Bickle Goldteeth (LE **noble**). He has four **thugs** protecting him at all times.

A23. BRUTUS'S HOUSE

This is where Brutus lives. It's a chaotic mess with no valuables. However, the attic has a chest where Brutus stores his wealth—more than 1,000 gp in a variety of coinage.

A24. GAMBLER'S INN

This three-story building provides cheap bedrooms for those visiting the gambling den.

A25. ZOOK'S SHOP

This shop is roughly divided down its center into two sections. To the right are rows of glass cases, inside of which rest groups of items that range from fine inks and quills to sturdy hammers and chisels. To the left, musical instruments of all kinds hang from hooks. The gnome proprietor sits on a stool at a desk near the front door, where he meticulously cleans a set of tinker's tools.

This tidy shop is run by a gnome named Zook Ganook (NG **commoner**). Zook sells tools and musical instruments. Everything listed on the tools table in the *Player's Handbook* is available for sale here. Zook initially resisted the Zhentarim demand for protection money, but he became obedient after they took his wife, Donella, captive. He won't help anyone against the Zhentarim, but if someone returns Donella to him, then he will allow them to take 200 gp worth of tools and instruments from his shop for free.

A26. BETHA'S LAUNDRY

You come to a busy four-story building with clean clothing and pristine white linens hanging from lines out front. Contrary to what one might expect from a laundry, the distinct smell of urine wafts out from inside, as well as the acrid scent of bleach.

This four-story building is where most citizens in the lower city get their laundry done. It is run by an obese woman named Betha Jorlun (LG **commoner**). Betha is a jovial woman, who knows the names of all of her customers by heart. She is deathly scared of the Zhentarim and pays her protection money without complaint. While she is unwilling to speak out against the Zhentarim, she will direct anyone who asks to talk with Orel Carpenter.

A27. ZHENTARIM SAFE HOUSE

This four-story building looks similar enough to its neighbors that most would not give it a second glance. However, closer inspection reveals that the building has been heavily fortified with iron bars across all of its windows, and its locks have been outfitted with shielding.

This four-story building is a Zhentarim safe house. All of the windows and doors are locked (DC 15 Dexterity check with lockpicks to open). It's used as a flophouse

for most of the thugs, thieves, and assassins who are employed by the Zhentarim. At any given time there will be a dozen **bandits**, four **thugs** and four **bugbears** sleeping in various rooms throughout the building. Two more thugs guard the entrance. They will run to alert the rest if someone tries to gain entry.

A28. LARA'S BAKERY

This bakery's interior is brightly lit and immaculately clean. From the sharp scent of sourdough to the warm aroma of cinnamon rolls, the shop's wares make up for their lack of visual appeal by smelling absolutely delicious. Observant patrons will note that the man tending the counter does so with hands made from polished wood.

The bakery is run by a man named Froth Lackhands (LN **guard**). Froth was a soldier in the Flaming Fist, but he lost both of his hands in an expedition into the jungles of Chult. He invested his savings in order to start this bakery. His wife, Lara (NG **commoner**), does all of the baking.

A29. MONTARON'S MANOR

At first glance this "manor" can be mistaken for a tavern, and the building likely served as such in a former life. Through the open windows, you can see sumptuously appointed rooms overcrowded with ostentatious wood furniture and velvet draperies, all arranged carelessly. Many of the pieces are in miniature, as if made for a child. Despite the obvious wealth of the home's inhabitants, the estate is in serious need of cleaning and maintenance.

Montaron and Xzar use this house to sleep and to entertain important visitors such as other Zhentarim leaders. The doors are all locked, but the windows aren't barred. Montaron and Xzar are rarely home, but the house is always guarded by a half-dozen **thugs**.

A30. BRUTUS'S STABLES

A courtyard overgrown with weeds channels customers into one of the city's larger stables. Through its wide-open doors, you can see dozens of stalls inside. In addition to horses of many different breeds, the stables also hold donkeys, mules, and several dogs that are large enough for a gnome or halfling to ride. Also housed here are two strange, lanky creatures the size of horses, with hunched backs and toes in place of hooves.

These stables are used by many of ill repute. The man who runs the stables is a large warrior named Brutus. Brutus employs a half-dozen **thugs** to protect

the horses. He knows that his clientele is not very forgiving. If anything happens to one of the stabled horses, Brutus will compensate the owner out of his own pocket.

Brutus is in reality, an **Oni**. He uses his change shape ability to keep his identity hidden. Brutus has found this part of Baldur's Gate to provide a good life. Due to the influx of criminals, pirates and other members of the criminal underground, no one notices when someone goes missing. Brutus uses his basement to access the rooms of the stable inn and Vladistov's apartment complex.

Brutus can sell the party any of the mounts listed in the *Player's Handbook* with the exception of elephants. He also can provide tack, harness, and drawn vehicles.

A31. MARKETPLACE

This open-air market is by far the busiest place you have encountered within the city walls. From shaded stalls and colorful tents, merchants hawk an astounding array of wares. The cart nearest you boasts a bounty of exotic produce, including round, red fruits the size of a man's fist. At one of the more permanent stalls, a fletcher shows off the quality of her goods with the help of a well-worn training dummy. Her neighbor, an elderly robed man in a pointed hat, stands in front of shelves of crystal balls, magic wands, and carved rods.

Everything listed on the Adventuring Gear table in the *Player's Handbook* can be found in this marketplace.

A32. ORPHANAGE

Attached to the charnel house is a much more pleasant sight: A cozy thatched-roof home. In front, a group of half a dozen children play in the house's small yard, with their antics occasionally spilling into the street. The children take obvious care to avoid being a nuisance, especially near the charnel house.

This is the home of Umara and Fezim, the proprietors of the attached charnel house. They run their home as an orphanage, taking in children who have nowhere else to go. There are usually a half-dozen children living at their home ranging in ages from 8 to 16. Umara and Fezim are strict about their rules. If one of the children living at their home is caught stealing or bullying, then they are kicked out and barred from returning.

*There are good people in this part of the city,
even if you have to squint real hard to see
them sometimes.*

— Imoen



A33. SORCEROUS SUNDRIES

The soft glow of magical multicolored lights illuminates the exquisite stone floors and shelves of Sorcerous Sundries. At its center, a towering circular shelf stands filled with bottles containing substances in every color of the rainbow. A counter wraps around the display, protecting the delicate merchandise from clumsy patrons (and vice versa).

Housed in an eye-catching blue-and-orange domed building, Sorcerous Sundries is a popular destination for both tourists and Baldurians interested in the arcane. The owner and proprietor of Sorcerous Sundries, Halbazzar Drin (LN male human **mage**), mans the shop counter, where he sells various wands, scrolls, and potions. He mentions that he is looking to buy locks of dryad, nymph or sirene hair for 500 gp. If asked why, he will explain that these items can be used to create a *nymph cloak*. If someone were to supply the materials for him, then he would also be happy to craft the cloak for a fee of 250 gp.

DOPPELGANGER

The real Halbazzar Drin is actually being held prisoner by a Red Wizard named **Edwin** (see appendix D). Edwin has imprisoned Halbazzar in the basement beneath the shop, and has partnered with a **dread doppelganger** who impersonates Halbazzar in order to keep up appearances.

Ha! Even with my unparalleled intellect, I could never have predicted that doppelgangers would prove to be so useful. Give me a dozen such creatures, and I could conquer this wretched city. Give me a hundred, and I could conquer all of Faerûn!

Edwin

ITEMS FOR SALE

The shop has a small selection of magic items and potions for sale. In addition, there are scrolls for every wizard spell of 1st and 2nd level that are listed in the *Player's Handbook*.

MAGIC ITEMS FOR SALE

Magic Item	Price
Alchemy Jug	200 gp
Bag of Holding	500 gp
Dust of Disappearance	100 gp
Potion of Clairvoyance	150 gp
Potion of Climbing	50 gp
Potion of Fire Breath	150 gp
Potion of Growth	100 gp
Potion of Hill Giant Strength	200 gp
Wizard Scroll, Level 1	100 gp
Wizard Scroll, Level 2	200 gp

CHAPTER 3: BENEATH BALDUR'S GATE

THE SEWERS AND BASEMENTS OF BALDUR'S Gate are amongst the most developed in the world. However, over the decades, they have become infested with disgusting creatures, such as carrion crawlers and giant rats.

Gaining access to the sewers can be done through the basements of homes or through sewer grates on the streets. The illuminated sections of the sewer on the map below correspond with the sewer grates on the map of the streets above.

RANDOM ENCOUNTERS

Whenever the heroes travel through the sewer shafts that connect basements, there is a chance for a random encounter. At night, the sewers become more dangerous.

RANDOM ENCOUNTERS BENEATH BALDUR'S GATE

Day (d20)	Night (d20)	Encounter
1–16	1–10	No Encounter
17	11–12	Bugbears
18	13–14	Carrion Crawlers
19	15–19	Swarm of Rats
20	19–20	Zhentarim Thugs

BUGBEARS

As your party slogs through the sewer, you carefully avoid the worst of the filth. Suddenly, several large, furry humanoids burst from the water: bugbears! One of them snarls and swings his weapon, smashing a section of the brick wall to dust as he narrowly misses his target.

The **bugbears** have surprise if their Stealth roll is higher than the best Passive perception score amongst the heroes. There are three bugbears in the gang. They are in the employ of the Zhentarim.

CARRION CRAWLERS

You come to a spot in the sewer where the stench of filth and decay becomes overwhelming—to the point where you nearly miss the sound of clicking mandibles and bulky bodies dragging through the muck. Several enormous, horse-sized vermin scurry toward you. They look like a cross between an enormous grub and a centipede—and they seem very, very hungry.

There are two **carrion crawlers** hunting the sewers for easy meals.

SWARM OF RATS

Trudging through the sewer, you become accustomed to the frequent squeaks of rodents. Just now, however, these cries have quickly become a symphony centered on a point ahead of you, gradually increasing in volume. Soon, you find yourselves facing down a crashing wave of squirming sewer rats.

There are 1d4 **swarms of rats** in the mass approaching the heroes. Once one of the swarms has been destroyed, the others will flee.

ZHENTARIM THUGS

As your party rounds a bend, a dubious scene unfolds before you: Trudging through the sewers is a group of four thugs, two of whom struggle to drag the unconscious body of a much larger, muscular young man between them. The remaining two bicker, passing a large, unfolded piece of parchment between them as they walk.

There are four Zhentarim **thugs** returning to their base. They have captured a traveler from out of town, and they intend to sell him as a slave. The traveler is a merchant from Amn (LG **commoner**).

STAIRS CONNECTED TO SURFACE BUILDINGS

- B1. Elfsong Tavern* (A1)
- B6. Temple of Ilmater (A6)
- B7. Barber's Shop (A15)
- B8. Roondar's Smithy (A8)
- B9. Gambling Den* (A9)
- B10. Istivin's Manor (A11)
- B11. Carpenter's Shop (A4)
- B13. Mason's Shop (A3)
- B14. Khemed's Shop* (A16)
- B16. Brutus's House (A23)
- B16. Cheap Inn (A20)
- B18. Betha's Laundry (A26)
- B20. Vladistak's Apartments* (A18)
- B21. Tailor's Shop (A5)
- B23. Lara's Bakery (A28)
- B27. Luckyfoot Brewery (A13)
- B28. Bugmug's Shop (A17)
- B29. Zhentarim Safehouse
- B40. Zook's Shop* (A25)
- B41. Brutus's Stables (A30)
- B42. Montaron's Manor* (A29)
- B50. Festhall* (A2)
- B55. Zhentarim Moneylender* (A22)
- B60. Sorcerous Sundries* (A33)

* Denotes rooms accessible via sewer tunnels



KEY LOCATIONS

B1. ELFSONG BASEMENT, ENTRANCE

The entrance to the basement is a jumbled, chaotic mess. Lots of old, broken furniture has been stacked in such a way that makes it difficult to navigate without knocking something over. Nestled within the junk is an interesting prize: the taxidermied remains of a bizarre creature that appears to be a lantern-sized sphere with four eye stalks and a long, lolling tongue.

A captivating, ghostly song can be heard from what appears to be a storage area deeper in the basement.

The stairs in this room lead up to the kitchens of the Elfsong tavern (A1). A single **thug** watches the stairs to prevent trespassers from wandering into the basement.

TREASURE

The small stuffed **spectator** can be sold for 100 gp.

B2. ELFSONG BASEMENT, STORAGE

Brilliant light shines out from this small storage room. A cloud of gently glowing orbs floats near the ceiling. Each of the orbs emits a soft silver glow. The globes illuminate strange, hastily dug indentations along the walls.

The haunting, mournful melody can be heard much more clearly here. Although its lyrics are difficult to decipher, they seem to be an archaic Elvish dialect.

The excavation marks are where Alyth's men dug into the wall with shovels in an attempt to find the remains of the elven ghost.

TREASURE

The drift globes are worth 50 gp each and there are a half-dozen of them.

B3. ELFSONG BASEMENT, CELLAR

Although this room is fairly large, the barrels stacked floor to ceiling make the space feel cramped. Here, the elven woman's song comes into sharp focus. Even those who speak no Elvish can sense the meaning of the lyrics: a lament for a lover lost at sea.

The wine cellar has a broad selection of wines, all of which are labeled. The wine casks include: Baldur's Common, Berduskan Dark, Saerloonian Topaz, and Tehtyrian Tanagluth. Those who search the room will find gouged-out masonry behind the barrels.

TREASURE

Each wine barrel contains wine worth 50 gp. There are four dozen wine barrels, and each weighs 50 kg.

B4. ELFSONG BASEMENT, TOMB

Two identical stone sarcophagi are the sole objects in this room. Surprisingly, they appear to have been recently hewn in a simple, modern style. The ghostly song emanates from within the nearest sarcophagus.

The elven woman's woeful song can now be understood by all: She had a husband who sailed with the Company of the Crescent Blade and promised to always come back to her. One day, he left on a mission to defend Baldur's Gate and was never heard from again. She continues to sing in the hope her voice will one day guide him home.

The proprietor of the Elfsong tavern, Alyth Elendara, excavated parts of the basement and found the remains of the dead elven woman responsible for the haunting song that gives the tavern its name. When she had some of her men try to move the remains, the spirit of the elven woman became furious and killed the men. Alyth had a sarcophagus constructed in the basement and placed the remains within it. Alyth constructed a second, false sarcophagus to store her most valuable possessions.

Anyone opening the sarcophagus will incite the elven spirit into a rage. She manifests as a **banshee** and tries to kill anyone in the basement rooms of the Elfsong. If she is destroyed, her spirit will reform within 24 hours. Only if the ghost of the elven woman's husband is put to rest will she also be able to find peace. The location of the elven woman's husband is beyond the scope of this adventure.

TREASURE

In the false sarcophagus there are 200 gp, 850 sp, and twelve gems worth 50 gp each.

B5. ELFSONG BASEMENT, ENTRANCE TO SEWERS

A ghostly elven song rings clearly within this room, which is damp and smells distinctly of sewage.

An open tunnel leads to the sewers here. There are two **thugs** who guard this room at all times. The men have had their nerves frayed by the singing of the elven spirit and have disadvantage on all saving throws.

The first rule of sneakin' around and stealin' stuff is: cover your tracks. The second rule is: don't get greedy. The third rule is: when you get greedy, forget your tracks and run like you stole it!

—Imoen

B6. TEMPLE OF ILMATER BASEMENT

This basement looks like a chamber of horrors: whips, chains, and other instruments of pain hang from hooks on the walls, while torture devices take up much of the floor. A far cry from the dirty torture chambers found in most dungeons, this place is immaculately clean. The south door is heavily reinforced. It leads to the sewers, and it has been barred shut from the inside.

The door on the south wall looks like someone has tried to batter it in from the other side. It has been reinforced and barred. A ladder leads up to the shrine of Ilmater on the surface.

B7. BARBER'S BASEMENT

A stench far worse than the adjacent sewers permeates this place: the unmistakable scent of rotting meat is paired with a heavy, acrid odor that is much harder to place. The source of the stench is a pile of corpses heaped into a pit next to a large tub filled with fizzing, sickly green liquid. A brief look away from the horrors towards the ceiling reveals that it is covered in a strange, inky darkness.

The doppelgangers from the barbershop (A15) keep the bodies of their victims here until they can be disposed of. It takes about a day for a body to dissolve in the vat of acid. There are four **darkmantles** that hang from the ceiling. They have used their darkness aura ability to create the unnatural darkness. They attack anyone that is not a doppelganger. Any commotion in the basement will bring two **doppelgangers** from above (in the guise of halflings) to investigate.

TREASURE

Buried beneath the earth on the south end of the basement is a chest. Inside is everything that the doppelgangers have looted from their victims. It includes 210 gp, 450 sp, and twelve small pieces of jewelry worth 10 gp each.

B8. BLACKSMITH'S BASEMENT

In this basement, various ores are stacked in carts and barrels, while blunted tools wait for repair upon a solid oak table. The heavy security on the north door—multiple locks and a reinforced metal frame—seem to be much more than is necessary to deter even the most dedicated of thieves.

This room connects to Roondar's Smithy (A8). Roondar the smith knows that something evil haunts the sewers in this region. Several years back he lost an apprentice who was repairing tools down in the basement. Roondar thought he saw a huge, blue-skinned humanoid with red

When evil knocks on your door, don't ask who's there. Let your SWORD do the talking! But when you knock on evil's door, give it a good, hard KICK. And when evil asks, "Who's there?" tell them Boo sent you!



eyes dragging the broken body of his apprentice through the door into the sewers. He has reinforced the door and given it three locks, each requiring a successful DC 15 Dexterity check with thieves' tools to unlock from the other side.

B9. GAMBLING DEN BASEMENT

A thick fog of smoke fills this gambling den. Dozens of rough-looking men and women gather around the two main attractions, each with its own small pit. The first is a cruel if uninspired affair: an enormous hound and a giant rat are locked in combat, apparently battling to the death. The second is much more novel: a line has formed next to what appears to be a pale, bloated caterpillar the size of a horse. Participants in the line each take turns kissing the monster on its many-tentacled face.

A ladder connects this room to the gambling den (A9). This is where the most vile and illegal gambling available in Baldur's Gate takes place. There are two forms that are currently popular. Four **thugs** make sure that no violence between customers breaks out. A man named Garsh (CE **bandit**) collects all the bets and hands out all of the winnings.

The dogfighting involves a **mastiff** released into a small pit with a **giant rat**. The two creatures fight to the death.

The "carriage kissing" involves beggars and street urchins trying to kiss a **carriage crawler** without being paralyzed and consumed. The participating beggars and urchins are lured down into the basement with the promise of gold. Most know what they are getting into but come regardless. Since the carriage crawler is well fed, it kills only 1 in 10 participants.

B10. ISTIVIN'S MANOR, BASEMENT

You find a well-organized, clean storeroom filled with food and quality furniture, neatly stacked. Clearly marked grain barrels predominate, many of which are stamped with an ornate calligraphy that spells out "Istivin." An ornate wooden stairway leads up to the room's only door.

This is the basement of Istivin the grain merchant's manor house (A11). The door requires a successful DC 20 Dexterity check using thieves' tools to open.

TREASURE

There is a large, locked chest hidden behind the furniture. It requires a successful DC 20 Dexterity check using thieves' tools to open. Inside the chest is 100 pp, 300 gp, and 1100 sp.

B11. CARPENTER'S BASEMENT

The pleasant scent of chopped wood fills this modest basement. Stacks of timber are sorted into piles; rough timber predominates on one side of the room while fully cut and sanded wood has been neatly stacked on the other. A complete set of carpentry tools has been stacked along the wall in the center.

This is the basement of Orel the carpenter's house (A4). A stairway leads to the store above. There is also a door that connects his basement to a room that is adjacent to Guthrie the mason's basement. This door is locked and requires a successful DC 15 Dexterity check with thieves' tools to open.

B12. CONNECTING BASEMENT ROOM

This room is a squalid mess with dirt scattered everywhere on its floor. Odd clicking and dragging noises can be heard coming from the shadows on the far side of the storage space.

This room was previously used for food storage by both Orel the carpenter and Guthrie the mason. After a heated argument between the two, Guthrie locked the room. Later, several carrion crawlers broke in through small tunnels in the ceiling. Orel covered the floor in dirt and laid several bear traps. One of the bear traps has recently caught a **carrion crawler**. The creature is alive but restrained. However, since all of the bear traps are attached with chains, the carrion crawler can use a bonus action to drag another creature caught in a bear trap 10 ft. toward it.

The door to Guthrie's basement is locked from the other side. It requires a successful DC 15 Dexterity check with thieves' tools to open.

B13. MASON'S BASEMENT

Fine masonry tools hang from precisely-arranged hooks on this basement's walls. The focal point of the room is its immense central wood table where dozens of architectural drawings are stacked between drafting instruments.

The architectural drawings include maps that show all of the basements and sewer shafts in the area. A stairway leads to Guthrie the mason's shop (A3).

B14. KHEMED'S SHOP, BASEMENT

The basement is empty except for a variety of simple tools. A stairway leads to Khemed's shop (A16).

B15. BRUTUS'S BASEMENT, BEDROOM

This basement chamber is furnished as a fine bedroom, with curtains hanging around a large four-poster bed covered in embroidered silk. It is not until you get closer to one of the many curtains that you realize that they are made from tanned human skin. Likewise, the bold embroidered patterns on the silk bedsheets are of human faces permanently stitched into terrified screams.

Brutus (**oni**) can be found down here at night when he isn't hunting for prey. He will be in his natural form, as he doesn't expect intruders. If the fight is going against him, he will attempt to flee.

A stairway leads to Brutus's house (A23).

TREASURE

There is a shelf that contains potions, scrolls and jewelry. There are three *potions of healing*, a *potion of heroism*, and a *potion of speed*. Brutus will use the potion of speed if his lair is invaded and he has time to prepare. There are a half-dozen scrolls for random wizard spells of 1st and 2nd level. There are twenty pieces of jewelry worth an average of 25 gp each.

B16. BRUTUS'S BASEMENT

This room is nearly empty except for the two large tubs near its center. One tub is filled with fresh, clear water. The other is empty, but a thin layer of blood has dried at its bottom. A strange glow emanates from one of the room's dark corners, but you are unable to make out its source.

Brutus has a pet **displacer beast** that he uses to help hunt prey. The displacer beast will attack trespassers.

A stair leads to the inn above (A20). The door is barred from this side so that none of the guests will accidentally wander down.

B17. BRUTUS'S BASEMENT, FEEDING ROOM

You find a room that seems to serve as both slaughterhouse and torture chamber. There is a meat-hanging rack at the center of the room, inscribed with words such as "shank" and "sirloin." Next to the rack is a wide slab of stone apparently used as a cutting board. A meat cleaver far too large for human hands rests to the side of it. Flies buzz around congealed buckets of offal placed throughout the chamber. You can hear whimpering from a small cage in the corner of the room.

This is where Brutus takes victims to be used for amusement and eventually, food. There is a street urchin named Hersh (CN **commoner**) who is imprisoned in a

cage. He is terrified—he's soiled himself and is unable to speak. Only a *lesser restoration* spell will bring back his wits, which will allow him to describe his captor.

B18. LAUNDRY BASEMENT

This basement is mostly taken up by fresh, clean clothes that have been neatly folded and stacked onto shelves—or bagged and awaiting pickup. A few piles of rumpled clothing sit on long tables next to a number of sturdy wooden bats. Furthest from the clean clothes are vats filled with a liquid that smells strongly of urine.

The basement is mainly used for storing clothing that hasn't been retrieved by clientele yet, but during the busiest times it is used as an extra room to wash and dry clothes. A stairway leads up to Betha's laundry (A26).

B19. LAUNDRY BASEMENT, STORAGE

This room houses more racks of laundry but is otherwise unremarkable.

B20. APARTMENT BASEMENT ROOM

This basement room is filled with the scattered bones of small animals. A stairway leads up to a door that has been heavily barred from this side.

The above apartment complex (A18) is one of Brutus's favorite hunting grounds. Vladistak, the man who runs the apartments, works with Brutus and identifies prey that won't be noticed if they go missing. Brutus often lets his displacer beast hunt the sewers and bring back animals to consume here.

B21. TAILOR'S BASEMENT

Racks of finely tailored suits, gowns, and cloaks hang awaiting pickup from what are clearly a wealthy clientele. Near the center of the room, a tailor's dummy stands beneath large lanterns that point at the dummy from different angles. Half-finished garments lay across racks near the work station.

This is where Alvyn the tailor does much of his work. A stair leads to his shop above ground (A5). If the room is searched, a vault door will be discovered.

Curiously, a full-length vault-like door has been ensconced into a wall that is partially hidden by the tailor's work.

TREASURE

There are a dozen fine clothes that hang in the basement. It would be difficult to sell the clothes, but they could be fenced for 5 gp each.

B22. TAILOR'S VAULT

Inside the vault, you find a treasure trove of high-fashion clothing, much of which appear to be styled from the garbs of distant lands, with a particularly heavy influence from the Shining South. Towards the back, you find a dull gray robe covered in gaudy patches that seems out of place amid the finery.

The door leading into this room is reinforced and locked. It requires a successful DC 20 Dexterity check using thieves' tools to open.

TREASURE

Inside this room hangs Alvyn's *Robe of Useful Items*. There are also twelve expensive-looking outfits in a high fashion style. These clothes would be difficult to sell, but they could be fenced for 20 gp each.

B23. BAKERY BASEMENT

This basement is a storage chamber for a bakery: barrels of flour, sugar, and salt, along with smaller sacks of spices are neatly organized along the floor. However, it also contains a side door that has been reinforced and barred on this side.

Lara, the baker, had the door barred when the room on the other side had a wall collapse into a sewer shaft. She is deathly afraid of the noises that come from the other side and hasn't opened the door in months. A stairway leads up to Lara's bakery (A28).

B24. BAKERY BASEMENT, CARRION DEN

It's suddenly clear why the bakers have barred their basement door shut: What may have once been a large closet has partially collapsed into a sewer shaft on its north side. The sewage is not the only source of foulness in this place: great pale orbs, each the size of a halfling, have been glued to the roof and upper walls by a sticky mucus.

Carrion crawlers managed to collapse a hole into this basement room from the sewer shafts. The creatures have turned the room into a nesting ground. The carrion crawlers lay their eggs along the roof. One carrion crawler is sleeping in a curled-up ball on the roof. Anyone investigating the roof will notice the crawler with a DC 10 Wisdom (Perception) check. However, they may not know what they are looking at without getting closer. The carrion crawler only awakens to attack if provoked—for example, if its eggs are disturbed.

B25. GAMBLER'S INN, BASEMENT

This basement is empty except for rats. A stairway leads up to the inn above (A24).

B26. BREWERY BASEMENT, SHELTER

This basement is lined with shelves, each well stocked with jars, sacks and small barrels.

Seraphina uses this room as an emergency shelter. The door to the adjoining room (B27) is double-locked and can be barred from the inside. There is enough food and water in the room to keep a half-dozen people well-supplied for a month.

Just outside of the room is a stair that leads to a tunnel which extends under the walls of Baldur's Gate. This is a secret escape path for Seraphina and her family. She never uses it to smuggle anything into the city.

B27. BREWERY BASEMENT

This cellar is lined with dozens of large wooden casks.

There are 100 barrels of ale in the basement. A stairway leads to the Luckyfoot brewery (A13). A locked door leads to the tunnels that connect to Seraphina's emergency shelter (B26) and the basement of Lara's bakery (B23).

B28. BUGMUG'S VAULT

This basement is filled wall to wall with trinkets and furniture. Paintings and richly upholstered furniture lean up against the walls, and colorful rugs are rolled up on the floor. On the shelves, there are bottles of fine wine, stacks of silver utensils, and small chests filled with cheap jewelry. Along the north wall, there are three iron chests that look like they are bolted to the floor.

Along the roof are iron chains that run to the wall with the stairwell leading above ground. The chains are attached to a thick wooden lever.

This is where the fence, Bugmug, stores everything that he has bought but hasn't been able to offload. A stairway leads up to Bugmug's house (A17), but the door is locked. It requires a DC 20 Dexterity check using thieves' tools to open.

CRUSHING TRAPS

The basement is trapped in several locations. Pressure plates in four different locations trigger a ceiling block that falls and crushes anyone underneath. Any creature crushed by the block must succeed on a DC 15 Dexterity saving throw or take 55 (10d10) bludgeoning damage on a failed save (or half as much on a successful save).

The vibration of a block falling also alerts Bugmug to intruders in the basement. Bugmug will investigate with his two suits of **animated armor**.

The levers and chains are part of a system that allows Bugmug to easily reset the trap.

TREASURE

These are many valuable items to be found in the vault. It contains clothes, paintings, ornate furniture, rugs, bottles of wine, and other items. It would be difficult to move these items, but if they could all be brought to another fence, then they would fetch 500 gp in total.

There are three locked iron chests that are bolted to the floor. Each chest requires a DC 20 Dexterity check using thieves' tools to open. In addition, each of the chests is trapped with a poison needle coated in carrion crawler mucus. Anyone opening the chest will be stuck with a needle for 1 piercing damage. The creature must succeed on a DC 13 Constitution saving throw or be poisoned for one minute. While poisoned, the creature is also paralyzed. In addition to the needle, the trap releases a dancing mote of light that ascends to the ceiling and vanishes. This alerts Bugmug to intruders in the basement.

The first chest contains 300 gp and 650 sp. The second chest contains 15 gems, each worth 50 gp. The third chest contains an assortment of 10 pieces of fine jewelry, each worth 25 gp.

B29. ZHENTARIM BASEMENT ROOM

A ladder descends into this dimly-lit basement. Lanterns hang on each wall and cast long shadows. At the center of the room is a small table where two thuggish-looking men sit arguing over a game of cards.

A ladder leads up to the main Zhentarim safe house above ground (A7). Two **thugs** and a **bugbear** keep watch in this room. The bugbear keeps to the shadows.

B30. ZHENTARIM BASEMENT, CREATURE STORAGE

At the center of this basement room are four large wooden boxes. The boxes are roughly the height of a man and have dozens of small airholes. One of the boxes suddenly begins to shake.

The bugbears keep several beasts imprisoned in the boxes. Their chief, Gurkle, has been raising this monstrous menagerie for several years. Even though all of the monsters have been raised by Gurkle since they were young, none of them are domesticated. The monsters are just as likely to try and eat a bugbear as they are to eat anyone else.

- The first box has a **carrion crawler** curled up inside. It attacks hungrily if released.

- The second box has five **darkmantles**. If the box is opened, then they use their innate ability to engulf the entire room in magical darkness and then attack.
- The third box is empty.
- The fourth box has six **stirges** inside. The stirges swarm whoever opens the box.

B31. ZHENTARIM BASEMENT, MESS HALL

This basement looks like it is used as a mess hall. A long table stands at the center of the room, surrounded by a dozen chairs. Dirty plates and utensils lay scattered on the table. Most disturbing, however, are a dozen human heads that have been hung from the walls. The heads have been well preserved, and their eyes stare sightlessly.

The mess hall is attended to by two **goblins**, but they are lazy and usually asleep under the table. The heads along the wall are all victims of the bugbears. Anyone coming within 5 ft. of the heads will activate them. All of the heads will begin to scream and wail and beg for mercy. This alerts the entire complex that there are intruders.

B32. ZHENTARIM BASEMENT, STORAGE

This room is stacked with barrels and crates. Hanging on one of the walls are several wicked-looking morning stars. On another wall are several stacks of javelins.

This room is used to store food and weapons.

B33. ZHENTARIM BASEMENT, GUARD ROOM

This room has several tables, each with cards and dice scattered on them. A strange moaning can be heard in the distance.

Two **bugbears** can usually be found playing dice here. However, if the complex has been alerted, then they will hide and attempt to ambush intruders.

B34. ZHENTARIM BASEMENT, SLEEPING QUARTERS

This basement room has been converted into a barracks. Roughly-built bunk beds line the walls. The furs that cover the bunks are dirty and smell incredibly foul.

This darkened room is used by the bugbears as a barracks. There are 1d4 **bugbears** sleeping here at any given time.

B35. ZHENTARIM BASEMENT, CHIEF'S ROOM

This room smells rank. A large pile of furs sits in one corner and appears to be used as a bed. Several large morning stars hang from one wall. Every wall has a single well-preserved human head hanging from a hook.

This is the living quarters of the **bugbear chief**, Gurkle. Gurkle and his gang work for the Zhentarim for a monthly retainer fee. Gurkle is a collector of strange monsters. He captures the babies of monsters that he and his gang have killed. He feeds and raises these monsters, even though they can rarely be domesticated.

Eventually, Gurkle wants to return to his tribe in the High Moor and impress them with his collection. The pride of his menagerie is the caged **cloak** in the pacification room. Given the opportunity, he will brag about his collection to any who will listen.

Much like the heads in the bugbear mess hall, the heads hanging from the walls here will activate if anyone comes within 5 ft. The wails and cries from the heads will alert the entire complex.

TREASURE

The bugbear chief keeps his valuables buried in a sack under his sleeping furs. It contains 70 gp, 120 sp, and a large sapphire worth 300 gp.

B36. ZHENTARIM BASEMENT, SLAVE PACIFICATION

A large stair leads up to a double door that is barred from this side. A half-dozen men and women sit on benches, chained to the wall by their necks. The prisoners are slumped, and every one of them is vacant-eyed and drooling. A large iron cage stands in the middle of the room. Inside the cage hangs a black and grey cloak. A strange unnerving moan can be heard throughout the room.

This room is used to pacify prisoners before they are smuggled out of the city to be sold as slaves. The cage in the center of the room is a prison for a **cloak**. The cloak has been a prisoner of the bugbear chieftain since it was a hatchling. It moans constantly in a futile attempt to reach out to others of its kind. The moan causes humanoids to experience terror, and if they are exposed to it for hours, the terror numbs them into a catatonic state. Anyone entering the room must make a save against the cloak's moan ability.

The three **bugbears** in the room are all wearing ear plugs. This means that they won't be alerted to any alarms. If the cloak is released from its cage, it will first attack any bugbears that it sees. Once it has killed all of the bugbears in the room, it will attack indiscriminately.

Question: What's a hobgoblin's favorite snack?

Answer: Peanut bugbear and jelly.

— Imoen

B37. ZHENTARIM BASEMENT, THRONE ROOM

This room is covered in dirty furs, piles of bones, half-eaten food, and small puddles of ale. The stench is overwhelming. A pair of obese female goblins sit on a pile of furs near the back of the room.

Gurkle, the **bugbear chief**, can usually be found here. He sits at the back of the room on a pile of furs, attended to by a pair of female **goblins**. Gurkle will fight to the death, but the goblins will flee once he is dead.

B38. ZHENTARIM BASEMENT, SLEEPING QUARTERS

This room has a half-dozen piles of furs that look like they are used as sleeping mats.

This darkened room is used by the bugbears as a barracks. There are 1d4 **bugbears** sleeping here at any given time.

B39. ZHENTARIM BASEMENT, REFUSE PIT

A roughly-hewn stone staircase descends along the wall of this natural cavern. The floor of the cavern is covered in foul smelling sewage.

An **otyugh** lives in the refuse pit. It is another one of Gurkle's pet monsters. Unlike all of the other monsters that Gurkle has raised, the otyugh is loyal to the bugbear chief. Gurkle keeps it well fed. Usually the otyugh is hidden under the sewage. If anyone comes within 10 ft. of the sewage pit, it will reach out and grab them with one of its tentacles.

B40. ZOOK'S SHOP, BASEMENT

This is a neatly-kept basement, but it smells quite bad. A staircase leads up to a door to the building above. A small wooden lever protrudes from the wall beside the door. Due to the foul smell, you assume that the tunnel on the south wall likely leads to the sewers.

Zook, the gnome who runs the shop above (A25), has built a trap in the basement that is triggered by a large pressure plate on the floor. The trap is meant to keep vermin and monsters out. It can be disabled by pulling the lever beside the door.

DART TRAP

Anything weighing more than 10 pounds that steps on the pressure plate activates a dozen darts that shoot from tiny holes on each wall. Each creature in the basement is the target of 2 (1d4) darts. Each dart makes a ranged attack with a +7 bonus. A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking an additional 24 (7d6) poison damage on a failed save (or half on a successful save).

B41. BRUTUS'S STABLES, BASEMENT

The basement is filled with hay and other feed for the horses in the stables above ground (A30).

B42. MONTARON'S BASEMENT

This basement room has a set of wooden stairs leading to the surface. There are three doors in the room. One on the north, south and east walls. The door on the east wall is barred.

The stairwell leads up to Montaron's manor (A29). Two Zhentarim (CE **bandits**) can usually be found here playing dice. The door on the east wall is barred and opens up on to a tunnel that leads to the basement of the temple of Ilmater (B6) and the basement of the barbershop (B7).

B43. MONTARON'S BASEMENT, GUARD ROOM

There are two heavily-reinforced and locked doors in this room. An iron trap door has been built into the ceiling with a pull rope attached to it. A pair of large hairy humanoids stand guard here, grousing about their boss.

Montaron doesn't want any of the other Zhentarim to access the rooms beyond the reinforced doors, so he's placed **bugbears** as guards. The human Zhentarim are unnerved by the prospect of having three hulking bugbears in such close proximity, so they avoid this room, no matter what noises they hear from it.

JELLY TRAP

The bugbears have rigged a trap to help protect themselves against intruders. A hole in the ceiling contains an **ochre jelly** that was given to them by their chief. The jelly is prevented from escaping by an iron trapdoor that seals the hole. The bugbears can pull the rope as a bonus action to open the trapdoor and release the jelly onto the heads of intruders. The ochre jelly is hungry and fights to the death.

B44. MONTARON'S BASEMENT, SHRINE TO BHAAL

Upon the far wall of this room hangs a large, circular medallion bearing a carved symbol: a grinning skull, surrounded by a halo of red droplets. This symbol has also been painted upon the wall to your right, along with three other symbols: a black hand, a skull with a scroll in its mouth, and a white skull in a black triangle. Beneath these symbols, words have been scrawled in blood.

The paintings are the symbols of Bane (black hand), Bhaal (skull surrounded by blood drops), Jergal (skull with scroll in mouth), and Myrkul (white skull in black triangle). Beneath these painted symbols is the story of how Bhaal became the Lord of Murder. It has been written in fresh blood (only a few days old).

THE LEGEND OF THE DEAD THREE

In order to become divine, Bhaal and his companions, Bane and Myrkul, sought out the god Jergal. Upon defeating the last of the seven lost gods, they entered Jergal's realm, intending to steal the dark god's powers. To their surprise, Jergal offered his powers to them willingly. The three decided to play a game of knucklebones to see how they would divide Jergal's powers. Bane won the game and chose the portfolio of hatred, strife, and tyranny. Myrkul chose to rule over the dead. That left only the power of death for Bhaal. But this pleased him. He said: "I can destroy your kingdom, Bane, by murdering your subjects. I can starve your kingdom, Myrkul, by staying my hand."

B45. MONTARON'S BASEMENT, MAP ROOM

This room is dominated by a large table covered in dozens of maps. Some of the maps have been rolled out, and there are notes pinned to them. Hanging from one of the walls is a large map of what looks to be the forest of Cloakwood. There are five notes pinned to the map that seem to indicate important locations.

This room contains maps for all of the sewers and basements in this district of Baldur's Gate. There are notes pinned to the map that describe who owns each basement and who are currently paying protection money to the Zhentarim.

There is another map of Cloakwood with all of the major points of interest marked and annotated. The notes for each point of interest are listed here:

- **Shadow Tree.** "Faldorn and her Shadow Druids have made a deal with a hag coven."
- **Iron Mines.** "Xzar is convinced that the mines hold the secret to his heritage."

- **The Nest.** "Viconia continues to sink valuable resources into her foolish charity venture. At least she has proven useful to us."
- **Standing Stones.** "Faldorn probably knows the history and import of these stones, but she is unwilling to share their secrets."
- **Hunting Lodge.** "It's been abandoned and looted. The forest is taking it, so it is of no value to us."

B46. MONTARON'S BASEMENT, STORAGE

This basement is stacked floor to ceiling with wooden crates. Some crates sit in the center of the room, empty and surrounded by straw. On the east side of the basement are a dozen larger crates that have small air holes on each side.

This is where much of the Zhentarim's illicit goods are stored when they are first brought into the city. The stores include illegal drugs, such as luiren spring cheese, silkroot, and ziran. All of these drugs can be highly addictive if taken for an extended period of time. There are also rare wines which have been smuggled out of Evereska, Evermeet, Thay, and other places that normally do not sell their wine to outsiders.

ANIMAL CRATES

These crates contain animals that are to be used for the pit fights in the gambling den (B9). One crate holds four **giant rats** that are being starved and have killed and eaten two of their own kind. Next to this are four separate crates, each with a rabid **mastiff dog**. There is also a crate that holds a **carrion crawler**. All of the creatures can be easily dispatched by thrusting weapons through the bars of their cages. If the creatures are released, then they will attack whoever is closest to them.

B47. MONTARON'S BASEMENT, SECRET ROUTE

Water drips from the low ceiling of this dank cellar. A tunnel has been dug into the north wall, and a foul smell drifts from from this direction.

The tunnel connects to the sewers and to a tunnel that leads under the city walls. The Zhentarim use the tunnel when they want to smuggle things in and out of the city without using the docks. Two **thugs** guard the secret tunnel at all times.

B48. STABLES, BASEMENT ROOM

Another storage room for the stables above (A30). The room is filled with hay and horse feed.

B49. CHARNEL HOUSE, BASEMENT

This basement is as cold as winter. Snow and ice has been piled into each of the corners of the chamber. Four slabs of stone are at the center, each covered by a white shroud. Guessing by the silhouette of the forms beneath the shrouds, it seems that the bodies of human men and women have been laid upon the stone slabs.

This is where dead bodies are stored before Umara and Fezim have had a chance to work on them. The snow and ice are shipped in from the Cloudpeaks mountains at great expense. A stairway leads to the charnel house above (A19).

B50. FESTHALL BASEMENT, POOL

This steam-filled room is dominated by a beautiful marble pool. Lounging inside the pool are a half-dozen naked men and women. Other scantily clad men and women sit at the edges of pool, some smoking from pipes while others drink wine or ale.

The pool is usually occupied by a half-dozen men and women (CN **commoners**), and a half-dozen scantily clad men and women who sit and watch. These are courtesans waiting for Lavinia to bring them customers. If Lavinia has recognized the heroes as antagonists of the Zhentarim, then she will bring them down here and have them choose one of the courtesans before ushering them into one of the adjoining bedrooms. A stairway leads up to the festhall (A2).

B51. FESTHALL BASEMENT, BEDROOM

A large bed sits at the center of this room. Hanging from the walls are whips, chains, manacles, and other instruments of pain.

This room is used by clientele who enjoy sadism and masochism. If Lavinia is trying to trap the heroes, then any courtesan present here will attempt to seduce and restrain the heroes with manacles while Lavinia contacts the Zhentarim (see “Honey Trap” in area A2).

B52. FESTHALL BASEMENT, BEDROOM

This room is covered in lush carpet and lit by dozens of scented candles. A large canopied bed sits at the center.

This room is used by the wealthiest clientele.

B53. FESTHALL BASEMENT, GUARD ROOM

A heavily-reinforced wooden door is set into the west wall of this room. A pair of scowling half-orcs sit at a table, quietly playing cards.

Two **thugs** guard this room and keep the door leading to the sewer shaft barred at all times. Angry at the interruption to their card game, they will order any intruder to leave immediately. If the party lingers, then they will attack.

B54. ORPHANAGE BASEMENT ROOM

The basement is unused and covered in cobwebs and junk. Sometimes the children from upstairs (A32) will play games of hide-and-seek in the basement.

B55. ZHENTARIM BASEMENT, MEETING ROOM

Maps have been hung on every wall in this room. The maps look to be representations of the city of Baldur's Gate, the Sword Coast, and the nation of Amn. A table at the center of the room has several open ledgers, along with recently-used ink pots and writing quills. There are locked doors on the north and west walls.

This room has maps of the city of Baldur's Gate, the Sword Coast, and Amn. There are also documents describing who the Zhentarim have paid off in the city watch and which store owners are paying the Zhentarim protection money. A stairway leads up to the Zhentarim moneylender (A22).

Montaron (see appendix D) can usually be found in this room. If he is alerted to intruders by the sound of combat coming from the guard room, then he will prepare an ambush.

MONTARON'S AMBUSH

Montaron will pour highly flammable *Zhakaran Oil of Stars* over all of the maps, documents, and furniture. He will then retreat to this bedroom, where he drinks a *potion of fire resistance* and a *potion of fire breath*. Roll on the potion mixture table in the *Dungeon Master's Guide* to see if there are any additional effects on Montaron. When intruders enter the map room, he will stay hidden until most of them have entered or until they have determined that the room is a trap. He will then breathe fire as a bonus action to ignite the room and attack from stealth.

While the room is burning, anyone entering it or ending their turn inside of it must make a DC 12 Dexterity saving throw. Anyone already in the room when Montaron ignites it must also make a saving throw. On a failed save, a creature takes 4d8 fire damage (or half as much damage on a successful save). The flames and smoke from the fire make it easy for Montaron to hide in plain sight.

LETTERS FROM XZAR

Montaron has two letters from Xzar in scroll cases on his person (they are thereby protected from the fire).

The Lost Research. One letter describes how Xzar has successfully refurbished the lowest level of the Cloakwood iron mines. He goes on to say that he intends to find the research conducted by the previous foreman of the mines, a wizard named Davaeorn. Xzar explains that Davaeorn has been studying the Bhaalspawn and may have discovered a method by which their divine power could be unlocked.

The Feywild Ritual. The second letter describes how the heist on the Hall of Wonders was successful. The lid of a sarcophagus made entirely out of mithral turned out to have an ancient ritual inscribed upon it. From what Xzar can determine, the ritual will open a portal to the Feywild. Xzar has given the lid to Faldorn and the Shadow Druids, as he believes that the druids can use it to cause a major disruption to the Coast Way. Xzar hopes that this will distract the Harpers from the Zhentarim's activities in the Cloakwood mines.

B56. ZHENTARIM BASEMENT, GUARD ROOM

Four half-orcs sit at a circular table in this room. They look bored and seem to be entertaining themselves by playing a game of "five finger fillet" with wicked-looking knives.

These are four of Montaron's most loyal **thugs**. They are alert for intruders and will fight to the death.

B57. ZHENTARIM BASEMENT, MONTARON'S BEDROOM

This spartan bedroom is filled with child sized furniture, including a bed, a writing desk, and an iron chest.

This is where Montaron sleeps and composes letters to the rest of his organization.

TREASURE

There is a small chest here that normally contains two *potions of fire resistance* and two *potions of fire breath*. Montaron may have used one of each of these potions in an ambush against intruders.

Letter to Xzar. There is also a writing desk in the bedroom with a letter that Montaron has only recently written. The letter is addressed to his business partner, Xzar, whom the halfling seems to dislike. The letter contains a status report on the city. Most notably, Montaron expresses derision and disbelief at the necromancer's most recent missive. The unsent letter reads:

"Xzar—Business is good, but those damn Harpers be nosin' about the city. Family's gettin' antsy; had to knife one. What's this nonsense about ye being Bhaalspawn? If yer a child o' the murder god then I'm a gnome. Did ye find anythin' magic-like in the mines, or need I come put ye out of yer damn fool misery?—Montaron"

B58. ZHENTARIM BASEMENT, MONTARON'S VAULT

This room is dominated by five iron chests that have been bolted to the floor.

The door to this room is locked. In addition, Xzar has placed an *arcane lock* spell on the door. Unlocking the door requires a successful DC 25 Dexterity check with thieves' tools. The door is constructed from wood reinforced with iron bands. It has an AC of 17 and can sustain 50 hit points of damage before shattering.

There are five chests in this room. Montaron likes to spend much of his time in this room counting and re-counting the money.

TREASURE

All of the chests are locked and require a successful DC 15 Dexterity check with thieves' tools to open. The needle traps on each chest can be spotted with a successful DC 15 Wisdom (Perception) check.

Chest #1. This chest contains 12,000 cp. Opening it triggers a needle trap coated in serpent venom. A creature that triggers the trap takes 1 piercing damage and must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save (or half as much on a successful save).

Chest #2. This chest contains 8,000 sp. Opening it triggers a needle trap coated in serpent venom.

Chest #3. This chest contains 3,000 ep. Opening it triggers a needle trap coated in wyvern venom. A creature that triggers the trap takes 1 piercing damage and must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save (or half as much on a successful save).

Chest #4. This chest contains 700 gp. Opening it triggers a needle trap coated in wyvern venom.

Chest #5. This chest contains a **black pudding**. The pudding will burst out to attack anyone in the room.

There is much that can be learned from the Zhentarim. What they lack in sophistication and individual brainpower, they more than make up for with uncompromising brute force. Montaron in particular is a model of efficiency. I have watched him win many an argument by sticking a dagger through his opponent's ribs with surgical precision. However, I cannot fathom what use he sees in that lunatic, Xzar. It defies reason. Even my own considerable deductive powers are insufficient to explain it.

Edwin

B59. SORCEROUS SUNDRIES BASEMENT

A twisting tunnel opens up into a cave. At the north side of the cave is an iron door that has runes inscribed upon it. An electric tingle makes you think that some sort of powerful magic must be located nearby.

This is the entry to the Sorcerous Sundries basement. Currently, the Red Wizard, **Edwin** (appendix D) lives here. He has been protecting the entire area with the spell *guards and wards* every evening before he sleeps. He hopes to make the spell permanent by the end of the year. The effects of *guards and wards* are considered to be in place for all of the room descriptions. This includes:

- Fog that heavily obscures every room. Since there are no corridors, there is no chance of intruders going down the wrong path.
- Webbing that blocks the staircase to the upper level.
- Arcane locks on all of the doors, increasing the DC of picking those locks by 10. This is included in the lock descriptions.
- A couple of *magic mouth* spells to mock intruders and alert Edwin to the presence of trespassers.

The door that enters into the basement is made from iron and protected by *arcane lock*, so picking the lock requires a successful DC 25 Dexterity check with thieves' tools. The door has an AC of 18 and can sustain 75 hit points of damage before shattering. Trying to batter the door down generates a huge amount of noise.

B60. SORCEROUS SUNDRIES BASEMENT, STAIRS

This large, circular chamber is dominated by a beautiful spiral staircase that leads to the surface. Thick webbing covers the entire staircase. Five doors lead from the room. One is an iron door that most likely leads to the sewers beyond. Another is a double door that is bound in a dark metal. The other three doors are sturdy oak.

The staircase is covered in thick sticky webbing from the *guards and wards* spell.

MAGIC MOUTHS

There are two *magic mouth* spells in this room—one at the base of the stairs and one on the floor in front of the door that leads to the sewers. The mouths activate when an intruder comes within 5 ft. of them. A loud booming voice announces:

"You simian idiots have trespassed in the domain of Edwin Odesseiron! I am sure that your mongrel minds have convinced you that this was a brilliant idea, but all that you have brought upon yourselves is DOOM!"

B61. SORCEROUS SUNDRIES, EDWIN'S BEDROOM

This beautifully-decorated room is dominated by a huge bed covered in crimson silk sheets. Paintings are hung on the west wall that feature the city of Baldur's Gate. On the east wall is a rough painting featuring a white star with eight red spheres orbiting it. A set of hooks have also been hammered into that wall with a half-dozen identical red robes hanging from them. A writing desk along the southern wall has books and scrolls laying open upon it, along with a strangely-shaped crystal jar.

The double doors to this room are locked. Picking the lock requires a successful DC 20 Dexterity check with thieves' tools.

Edwin can usually be found in his bedroom, having philosophical arguments with a *simulacrum* of himself. His arrogance is so great that he only feels comfortable being intellectually challenged by a copy of himself. If Edwin knows intruders have invaded his basement, then he will use *teleportation circle* to return to Thay and have his *simulacrum* face off against the intruders. The *simulacrum* will summon **hell hounds**, cast *greater invisibility* on himself, and then seek out the trespassers.

TREASURE

The red robes are Thayvian robes worth 5 gp each. The crystal jar is the main component for the *magic jar* spell and is worth 500 gp. One of the books is a spell book with three high level spells inscribed inside: *guards and wards*, *magic jar*, and *simulacrum*. A DC 15 Intelligence (Arcana) check will reveal that one of the scrolls is a *simulacrum* spell that has already been used. While Edwin is not powerful enough to memorize the *simulacrum* spell, he was able to use this scroll to create a copy of himself.

B62. SORCEROUS SUNDRIES, LABORATORY AND LIBRARY

Against the walls of this room stand tall oak bookcases. Hundreds of well-preserved books are contained on their shelves. In the center of the room is a massive stone table filled with smoking beakers, bubbling potions, and small iron cauldrons. A large locked adamantine chest stands in one corner, bolted to the floor.

The laboratory is where Edwin has been busy brewing potions. It is also where most of the potions and scrolls that are sold upstairs are stored.

TREASURE

The adamantine chest is where the magical items sold at the Sorcerous Sundries are stored. It is very difficult to gain access to. Normally, the complex lock would require a successful DC 20 Dexterity check with thieves'

tools, but the DC has been increased to 30 by the *arcane lock* spell. The chest has AC 23 and 50 hit points. Breaking the chest will destroy 50% of the potions contained within. Inside the chest are the following:

- *Alchemy Jug*
- *Bag of Holding*
- *Dust of disappearance* ×3
- *Potion of climbing* ×4
- *Potion of fire breath* ×2
- *Potion of growth* ×2
- *Potion of hill giant strength* ×2

Halbdazzler Din's spell book can be found on the shelves. It contains all of his spells (use **mage** spell list). A copy of Edwin's spellbook is also here (use **Edwin's** spell list). In addition there are books that describe the process for potion brewing. This includes the formula for brewing *potions of clairvoyance, gaseous form, growth, mind reading, and water breathing*.

Resting on the stone table are a half-dozen finished potions—including one *potion of mind reading*, two *potions of gaseous form*, one *potion of water breathing*, and two *potions of clairvoyance*.

B63. SORCEROUS SUNDRIES BASEMENT, PRISON

This room looks like it has been recently emptied out. The floor is covered in straw and refuse. A small bowl of gruel sits uneaten in the center of the room. An iron chamber pot sits in a corner. A man and a woman are manacled to the far wall, wearing only their undergarments. The man looks beaten and malnourished while the woman is alert and angry.

The door to this room is made from iron, and picking the lock requires a successful DC 25 Dexterity check with thieves' tools. The door has an AC of 18 and 75 hit points. Halbdazzler Din (LG **mage**) has been Edwin's prisoner for six months. He has no spells memorized, and so he is unable to assist the party.

Imoen (appendix D) has only been a prisoner for a few weeks. If rescued, she will join the party, but she needs a weapon before she can fight.

So I was sneakin' around the sewers doin' Harper stuff when suddenly I stumbled on somethin' suspicious. Edwin had taken over the Sorcerous Sundries! But there were two Edwin's! And then suddenly, I was lookin' at myself—only it wasn't me! Things got real confusing and I ended up gettin' caught. But I gave the old wizard an earful, let me tell you. He oughta know better than to go summonin' devils and consortin' with doppelgangers. Plus the food down there was terrible, and I said so. Guess they don't teach you proper manners at the academy in Thay. Maybe that's why he's gotta conjure up all his friends with magic.

—Imoen

Capturing that girl was a mistake. I cannot hear myself THINK with her endlessly prattling on! Every attempt I've made to extract useful information has gone the same way. I start with a simple question, and before long, she's rambling about some insipid children's tale or the consistency of pie fillings in Candlekeep. Even as a doppelganger, she refuses to shut up! Truly, it is tragic that my gifted mind must be wasted on such inanity.

Edwin

Edwin's Familiar. The two prisoners are attended by a depressed **imp** that Edwin has bound into his service as a familiar. The imp is usually invisible. It has been ordered to bring food and empty the chamber pot twice per day. It won't resist the party.

B64. SORCEROUS SUNDRIES, CONJURING ROOM

A pentagram has been traced out in black salt in the center of the room. A circle of sweet-smelling candles has been arranged around the pentagram. Sitting open on a desk against the east wall is a large, leather-bound tome.

The wooden door to this room is locked, and picking the lock requires a successful DC 20 Dexterity check with thieves' tools.

Standing within the pentagram is a **barbed devil**. The devil was conjured here from the Nine Hells by Edwin, and it has been a prisoner in the pentagram for more than a month. Edwin plans to use a *planar binding* spell on the devil, if he ever has need of it. The devil is unable to leave the pentagram unless the salt line is broken.

If the pentagram is broken and the devil is freed, then it will ignore anyone in the room and seek out Edwin in order to extract vengeance. The devil uses telepathy to try to convince the party to free it.

TOME OF SUMMONING

The tome contains instructions on how to make protection circles when summoning infernal creatures. It also contains the true names of several demons, devils, and yugoloths.

SECRET DOOR

A one-way secret door on the north wall leads to the sewers. It can be spotted by any character within 5 ft. of it who has a passive Wisdom (Perception) score of 15 or higher. The secret door is magical in nature and cannot be opened from the sewers.

CHAPTER 4: CLOAKWOOD FOREST

THE CLOAKWOOD IS ANCIENT FOREST THAT some think used to be a part of the High Forest. It consists primarily of beech, birch, elm, and oak trees. Many streams run through the forest from the rugged east to the coastal west, emptying into the Trackless Sea.

The forest is a dangerous place, and only the most foolhardy travelers attempt to penetrate its depths. Many different monstrous spiders call the forest home. Wyverns roost in the rugged eastern end of the forest. Stirges are common throughout. One of the largest wolf-were packs in Faerun calls the Cloakwood home.

An infestation of goblinoid tasloi has taken root here in the past few decades. The creatures were introduced by a merchant ship that went to ground close to Cloakwood three decades ago. A tribe of tasloi were kept on the ship as a cargo of slaves, and they escaped into the forest. They have multiplied quickly, and they've exterminated the other goblinoid races that once flourished in the Cloakwood.

ENCOUNTERS AND EVENTS

When the heroes have explored Cloakwood for a few days, you may choose to run the following encounter.

ENCOUNTER: KIVAN THE HUNTER

Your progress through the thick undergrowth of the Cloakwood is interrupted as an arrow whistles through the air and plunges into a tree trunk right in front of you. You breathe a momentary sigh of relief, thinking that your assailant has missed, but then three more arrows arrive in rapid succession, forming a triangle around the first.

Kivan (appendix D) has been contacted by a band of druids and told to scare off anyone trying to make their way deep into the forest. The druids explained that something is wrong with the Cloakwood and that no one must be allowed to trespass, for fear of making the problem worse. Kivan is unaware that the druids who gave him this mission are Shadow Druids. He has no knowledge of Faldorn's plot or of the Shadow Tree. Kivan has never trusted outsiders, so he follows his mission with unquestioning zeal.

Kivan will shout at the party in the elven tongue, demanding that they leave Cloakwood or suffer the consequences. If the heroes attack, cast a spell, or continue forward, then he will interpret it as a hostile act and initiate battle. If Kivan manages to defeat the heroes, then he will do his best to bind the wounds of anyone who is dying or badly injured. He will then carry their unconscious bodies to the borders of the forest.

PERSUADING KIVAN

If the heroes are able to demonstrate their good intentions, then Kivan will reveal himself and ask the party to elaborate on their purpose in the Cloakwood.

This requires the party to make a successful DC 15 Charisma (Persuasion) check. If Kivan can be convinced of the party's noble purpose, then he will offer his assistance. He will lead the party to the iron mines, the Nest, and even the Shadow Tree.

Additionally, if Kivan can be convinced of the Shadow Druids' foul purpose, then he will be furious at having been deceived. He will follow the party to the Shadow Tree and provide covering fire from the surrounding woods with his longbow. If the battle at the Shadow Tree takes a turn for the worse, then you might have Kivan provide a powerful volley of arrows, turning the tide in the party's favor.

RANDOM ENCOUNTERS

Roll on the chart once during the day and twice at night.

CLOAKWOOD RANDOM ENCOUNTERS

Day (d20)	Night (d20)	Encounter
1 – 14	1 – 10	No encounter
15	11	Ankheg
–	12	Gibberlings
16	13	Hamadryads
17	14 – 15	Spiders
18	16	Stirges
19	17 – 18	Tasloi
20	19	Wolfwere
–	20	Wyvern

ANKHEG

The forest floor beneath you suddenly quakes with violent tremors, frightening away a flock of shrieking birds. After a few moments, the shaking stops, and the woods are silent. Then, a huge insectoid creature bursts from the ground ahead of you in an explosion of dirt. It's the size of a horse, and its gleaming mandibles drip with hissing black acid.

Two **ankhegs** attack the heroes and fight to the death. There is a 50% chance that the shell of a dead ankheg remains in good condition. In this case, clever heroes will note that the shell would make excellent armor. The shell can be taken to the famous blacksmith, Taerom Fuiruim in Beregost, who can forge the salvaged shell into *ankheg armor*.

Is hard not to have soft spot in heart for Kivan. Sad story, losing wife to ogres. Even Boo sheds little hamster tears, and he is made of sterner stuff than I. Minsc MUST protect Dynaheir! But first, he must find a hankie and blow his nose.



Cloakwood Forest

(Area C)

0 3 6 9 12 miles



There ain't a lot of good reasons to go into Cloakwood, unless you like spiders, or stirges, or tasloi, or wolfweres, or gibberlings, or wyverns. But hey, whatever floats yer boat!

—Imoen

GIBBERLINGS

As night falls, the silence of the woods is interrupted by eerie shrieks and bizarre chattering. The noises seem to form words in a twisted, unrecognizable language. The source of the sounds soon emerges from the trees: a slavering horde of hunched and feral humanoids crashes out of the foliage, charging in your direction!

A horde of fifty **gibberlings** comes shrieking through the forest. They attack for three rounds before abruptly running away. The gibberlings hate being in the forest, and they are simply looking for a way out.

HAMADRYADS

The trees around you appear twisted and unnatural. You notice that the forest has become deathly quiet. There is something wrong here.

A pair of maddened **hamadryads** will hunt and try to kill the heroes. These fey creatures are the result of Faldorn's experimentation with the power granted to her by the rift to the Fey Wild. She has corrupted the home trees of many dryads in the forest, and in the process, she has created twisted hamadryads that obey her commands. Faldorn has been careful to keep this power secret from the other Shadow Druids, who would likely scorn her if they knew. Her initial experiments were failures, resulting in a number of insane, uncontrollable hamadryads that stalk the woods seeking vengeance.

SPIDERS

A rustling in the branches above draws your attention upward. You can tell that something larger than any natural arboreal creature stalks you, but its form remains concealed. You eventually spot a cluster of eight points of light shining through a break in the foliage. With a growing sense of dread, you realize that you are being watched by something with eight hungry black eyes.

Four **giant spiders** attack from above. They use their web-spitting ability to restrain their prey from a height of 30 ft. before descending on web strands. They fight to the death.

STIRGES

A tree up ahead seems to be wrapped in strangely-textured, lumpy bark. A closer look reveals that the leathery wings of countless tiny batlike creatures are what give the tree its unusual appearance. Suddenly, the creatures awaken all at once, coalescing into a grotesque, needle-toothed swarm that shrieks and rushes at you, thirsty for blood!

A dozen **stirges** swarm the heroes and try to drink their blood. They fight to the death, popping like balloons filled with hot, red liquid when killed.

TASLOI

Trampling through the dense forest, you become aware of a sudden silence. Moments later, a strange birdcall rings out from the canopy directly in front of you. Then another identical birdcall answers from behind you. Before long, you are surrounded by a chorus of birdsong, but you have a creeping suspicion that these sounds are not coming from birds.

Four **tasloi** emerge from the woods mounted on **giant rats**. After a single round of combat, another four **tasloi snipers** attack from stealth from up in the tree tops. If half of them are killed, then they will retreat back to the iron mine.

WOLFWERE

An enormous wolf leaps out from the bushes, blocking the path ahead of you. Blood and saliva dribble from its snarling maw. The creature gnashes its teeth and bellows at you, releasing an unearthly howl. Its bones begin to shift, grow, and mutate beneath its skin. Within moments, the wolf has transformed into a horrifying lupine monster with long, muscular limbs and grasping, razor-sharp claws.

A single **wolfwere** attacks. Two **dire wolves** are hunting with it but have approached with stealth. When half of its hitpoints are gone, the wolfwere flees the battle and tries to make its way back to the Shadow Tree.

WYVERN

The moon shines brightly on this cloudless night—but for a split second, the silvery disc is eclipsed by a serpentine shadow. Moments later, you hear something directly above you—it sounds like broad sails flapping in a strong wind.

The **wyvern** will try to grapple a single target and then fly off to its aerie in the Wyvern Hills (C12).



LOCATIONS IN CLOAKWOOD

Navigating the forest is dangerous, but there are a few places that can be reached without much difficulty. Roads lead to both the Iron Mines and the Hunting Lodge, which makes these locations relatively easy to find. While the roads have been overgrown in many places, navigating the rough patches only requires a successful DC 10 Wisdom (Survival) check.

The Wyvern Hills can be found by climbing to the top of the trees to see above the canopy. This allows the party to determine their relative position within the forest. Once the Wyvern Hills have been spotted, the party can blaze a trail through the woods by making a successful DC 10 Wisdom (Survival) check.

The Shadow Tree, Spider Nest, and Standing Stones are more difficult to locate. The woods surrounding the Spider Nest are covered in webbing which grows thicker as the party draws closer to the nest. A DC 10 Wisdom (Survival) check will reveal the direction of the Nest—the direction in which the webs grow thicker.

Kivan can find both the Shadow Tree and the Standing Stones. Tracking an injured wolfwere will also reveal the Shadow Tree. A DC 10 Wisdom (Survival) check is required to track an injured wolfwere.

C1. BALDUR'S GATE

Baldur's Gate lies north of the Cloakwood, across the River Chionthar. For more information about the city, refer to Chapter 9: *The City of Baldur's Gate*.

I bet Faldorn knows what those standing stones are all about. Could be somethin' neat.

— Imoen

C2. SPIDER NEST

The few rays of sunlight that filter through the forest canopy begin to dim. Looking upward, you see a dense network of spider webs that teem with tiny arachnids. Farther ahead, the webs grow thicker and all trace of light vanishes. The forest has grown eerily quiet. You notice strands of spider silk as thick as ropes hanging from the surrounding trees.

For more information about the Spider Nest, refer to Chapter 7: *The Nest*.

C3. STANDING STONES

Just ahead, immense rough-hewn columns of rock form a circle around the perimeter of a clearing. Curiously, the sunlight casts long shadows from the vertical stones that converge at the center. It is difficult to tell whether the phenomenon is the result of magic or simply clever rock placement.

These ancient stones are sacred to druids. Dedicated to the god Silvanus, the stones have stood in the forest for more than fifteen centuries. A small tribe of **sirenes** uses the standing stones as their lair. There are usually three of the fey creatures at the stones, with another three frolicking in the waters of the river just 100 ft. to the south. They will warn intruders to stay away, and they will attack if their threats are ignored.

TREASURE

Buried beneath one of the stones is the treasure of the sirene tribe—twelve pearls (each worth 100 gp), a *pearl of power*, and a *trident of fish command*.

C4. THE HUNTING LODGE

Ahead of you stands a once-stately hunting lodge which is now overgrown to the point that adjacent trees have broken through its crumbling walls. However, judging by how little weathering has occurred, it seems that the lodge was abandoned sometime within the last year—far too short a time for the amount of growth surrounding it.

This lodge is owned by the powerful Sashenstar mercantile family, who are based in Baldur's Gate. It has only been abandoned for about a year, but the woods have rapidly swallowed it, because of the unnatural energies emanating from the Shadow Tree.

Living at the lodge is a **wolfwere** and a Shadow Druid named Beldor (NE **druid**). Beldor wields a strange club called *Blackthorn*. He is enamored with the wolfwere and will fight to the death to defend him. The wolfwere is usually outside of the lodge in his human form, strumming a harp. He will banter with visitors, lulling them with his *lethargic song* to buy time before transforming into his hybrid form and attacking.

When reduced to half of his hitpoints, the wolfwere will attempt to flee to the Shadow Tree. The wolfwere has no love for Beldor and will leave him to die.

C5. THE SHADOW TREE

From a break in the thick foliage of Cloakwood you spot a colossal oak tree far in the distance. Its massive size creates the illusion that it is the lone tree in a clearing with the canopy below being merely a dense thicket of shrubs. Despite growing far above the forest's treeline, the entire oak seems wreathed in shadow.

For more information about the Shadow Tree, refer to Chapter 6: *The Shadow Druids*.

C6. CLOAKWOOD IRON MINES

An abandoned fort looms ahead of you. Through the open gate in its high, circular wooden walls, you can see several buildings, including a small barracks and a large warehouse. The yard is overgrown, but the fort itself appears to be in good condition. A simple yet sturdy log bridge is the only visible way to cross the moat that surrounds the fort.

For more information about the Cloakwood iron mines, refer to Chapter 5: *The Cloakwood Mines*.

C7. WYRM'S CROSSING BRIDGE

A sturdy, wide stone bridge spans the surging river before you. A small group of well-armored men and women patrol the length of the impressive structure. Their body language betrays a distinct sense of unease, and they appear to be on high alert in anticipation of some unknown threat.

Wyrms Crossing Bridge is the only way to enter the city of Baldur's Gate by land. The strong currents of the River Chionthar are likely to prove deadly to anyone foolish enough to attempt swimming across.

The bridge is an engineering marvel. Its exceptional stonework gives it the size and strength necessary to support heavy traffic, including the large trade caravans that regularly stream in and out of Baldur's Gate.

The bridge is guarded by a band of Flaming Fist mercenaries, including twelve “fists” (**soldiers**), four “manips” (**veterans**), and two “flames” (**knights**). They are on edge due to the strange happenings in the woods.

C8. RIVER CHIONTHAR

The River Chionthar begins in the Far Hills to the east. It flows through the Western Heartlands and empties into the Trackless Sea on the Sword Coast. The river connects many great cities, including Baldur's Gate, Berdusk, Elturel, Iriaebor, and Scornubel.

C9. NORTHERN TRADEWAY

This section of the famed Tradeway continues north all the way to Waterdeep.

C10. SOUTHERN TRADEWAY

This section of the Tradeway goes south to Beregost and the continues more than a thousand miles to the city of Calimport.

C11. UPPER CHIONTHAR VILLAGE

This is a small farming village, just north of the Wyrms Crossing bridge. At the center of the village is an inn called the Skipover which offers services to merchant caravans that don't wish to stop at Baldur's Gate.

C12. WYVERN HILLS

The forest ahead of you gives way to a series of rocky hills that rise up from the dense woods. You hear a thunderous roar behind you, followed by the snapping of branches. Moments later, a large, winged creature soars through the sky overhead, casting a shadow over your party. It makes its way toward a cave entrance high up in the hills.

These hills are the nesting grounds for more than a dozen mated pairs of **wyverns**. The wyverns sleep in their aeries during the day and then hunt for prey in the Cloakwood at night.

CHAPTER 5: THE CLOAKWOOD MINES

THE CLOAKWOOD MINES ARE A NETWORK OF OLD iron mines that used to be the home to the Orothair dwarven clan. The Orothair clan supplied iron ore to Baldur's Gate and Beregost for decades. A century ago, most of the clan was wiped out when they dug into an underground river and flooded the mine. The few survivors abandoned their home.

A few years ago, the mercantile guild known as the Iron Throne repaired and retrofitted the mine. They had learned of its existence from one of the surviving dwarves. The mine was operated by a member of the Iron Throne named Davaeorn. Davaeorn built a wooden fort around the mine entrance to protect against tasloi and other dangers from within Cloakwood. He built a well-furnished laboratory for himself in the lowest level of the mine. From there he conducted research for the Bhaalspawn known as Sarevok.

When the Iron Throne fell, Davaeorn and everyone within the mine were killed as the mine flooded again. However, it did not remain abandoned for long. The Zhentarim agent Xzar arrived a few months ago in search of Davaeorn and Sarevok's secrets. Xzar has learned that he is also a Bhaalspawn, and he seeks to unlock the power that lies dormant within his divine blood. He's repaired Davaeorn's laboratory, but he has yet to find the secrets that he has been searching for. When the mine flooded again, the water swept away much of Davaeorn's laboratory through a pit that led to a network of tunnels in the Underdark.

Since arriving, Xzar has made an alliance with a tribe of tasloi. He managed to convince the goblinoid creatures to serve him through a mixture of gold and intimidation. The tasloi guard the fort and the upper level of the mines. Meanwhile, Xzar commands his undead minions to search the Underdark for Davaeorn's research.

THE FORT

The fort consists of two islands surrounded by a moat, with a single bridge being the only entry. The first island includes a stables, barracks, and storehouse. The second island is where the entrance to the mines is located.

APPROACHING THE FORT

Numerous mining carts and other equipment lay scattered across the overgrown yard of the fort. On one side of the fort is a small empty stable, as well as a storehouse and barracks. Next to the barracks, the walls of the fort narrow, leading towards a tunnel entrance. From the reinforced scaffolding, you deduce that this is the entrance to a mine.

The fort is abandoned and looted. The skeletal remains of dead Iron Throne mercenaries and mining slaves can be found scattered about.

A small band of **tasloi** has been assigned by Xzar to guard the fort. When they spot intruders, they send a band of three tasloi mounted on **giant rats** to attack

them. Another three tasloi approach with stealth from behind and try to net any stragglers. Two **tasloi snipers** attack from the roof of one of the abandoned buildings. If things are going against the tasloi, then one of the snipers will flee to the mines to raise the alarm.

THE MINES

The mines have 7 ft. tall ceilings and are unlit. There used to be four levels to the Cloakwood mines, but many areas of levels two and three collapsed in the latest flood. Anyone exploring those levels would have to do a lot of digging and would only discover bodies.

M1. MINE ENTRANCE

Like the fort, the mine also appears abandoned. The rains have long since washed away the footprints of whoever used to work these tunnels. However, a set of damaged metal cart tracks stretches down from the entrance and into the depths of the mines.

The tracks for the ore carts are damaged and unusable.

M2. CENTRAL CHAMBER

Before you is a wide-open chamber where multiple tunnels and cart tracks converge. Your feet sink slightly into the mud that pervades this section of the mines.

The tracks of the central chamber have been kept in good condition by the tasloi.

Four **tasloi** hide amongst a stack of barrels in this chamber. When they notice intruders, they will let out an animal whistle to alert the tasloi in the southern side tunnels (M6). Then they attack with nets. Within one round, a mining cart comes rolling down the tracks and through the chamber. Within the mining cart are two **tasloi snipers** that have prepared actions to shoot their blowguns at intruders.

The mining cart rolls through the chamber at initiative count 10 and stops at the end of the tracks, close to the elevator. The tasloi snipers will then leap out of the cart to join the battle. On the next round, another mining cart rolls down from the other track with an additional two **tasloi snipers**.

M3. FLOODED TUNNEL

Water seems to have flooded down this dark tunnel at some point. You think it may have pooled further down. The tunnel floor is filled with sticky mud.

The last 20 ft. of this tunnel is quicksand. There is a soggy scroll of *control water* stuck to the wall at the rear

Cloakwood Mines Upper Level (Area M)

1 square = 5 feet



of the tunnel. The scroll is difficult to see, but like any spell scroll, it faintly radiates magic.

M4. SIDE TUNNEL

Moving through this tunnel, your feet start to sink deeper and deeper into the mud. Forward progress is going to be difficult in the wet, sticky earth. On the far side of the tunnel, you can see a human body hanging from the ceiling.

The last 30 ft. of the tunnel is quicksand. The quicksand is considered difficult terrain and any creature entering the area must succeed on a DC 10 Strength saving throw or become restrained. Creatures restrained by the quicksand can use their action to make a DC 10 Strength check. On a success, the creature frees itself. On a failure, they sink further into the quicksand and have disadvantage on subsequent Strength checks made to escape it.

The human body that hangs at the back of the mine shaft is meant to lure victims into risking the quicksand. An overturned mine cart has been sunk into the mud at the end of the tunnel. Three tasloi snipers wait underneath the mud and breathe through straws. A DC 15 Perception check is required to notice the breathing straws. Once someone has wandered at least 10 ft. into the quicksand, the tasloi attack.

Hanging Corpse. The hanging corpse seems to have been preserved beneath a layer of mud until recently. It has no identifying markers. A golden necklace around its neck is worth 100 gp.

M5. SIDE TUNNEL

The cart tracks leads to a tunnel that is noticeably drier than the main chamber. Ahead are scattered piles of fallen rubble and several overturned mine carts.

These tunnels are guarded by four **tasloi snipers**. The snipers hide inside of two functional iron ore carts that are kept from rolling down the tracks by brakes. If alerted by the tasloi in area M2, then they will release the brakes and roll the iron ore carts down the tracks to join the battle.

M6. SIDE TUNNEL

Down this tunnel, you can see numerous tracks left by tiny, bare humanoid feet. Judging by the damp consistency of the tunnel floor, these footprints were made recently.

The tasloi use this side tunnel as their lair. Four **tasloi** females guard the area. Dried meat and barrels of water provide food and drink for the tribe.

TREASURE

A sack contains the treasure that Xzar used to bribe the tasloi into serving him. It contains 170 gp and four bloodstones worth 50 gp each.

M7. STEEL DOOR

A massive circular steel door separates this north tunnel from the rest of the mine. Although it was obviously constructed some time ago, the door's aperture mechanism appears to be in good working condition. However, the door has been left slightly ajar, allowing a small but steady stream of water to trickle through.

The tunnel beyond the door leads to an underground river. A small stream of water comes from the open tunnel. Anyone descending through the tunnel will encounter the river after 100 ft. Xzar used magic to change the shape of the tunnel so that the river wouldn't divert into the mines. The river flows for several miles before surfacing deeper within the Cloakwood. Most of the length of this underground river has no room for breathable air, making it very difficult to swim.

M8. ELEVATOR

At the end of this tunnel, you find a sturdy mining elevator. In contrast to most of the mine and the surrounding fort, its equipment is well lubricated and appears to have been used recently. It seems that the machine can be operated by pulling a single lever.

The elevator has been modified so that it only descends to the lowest level of the mines. Pulling the lever down will activate the machinery and cause the elevator to descend, whereas pulling the lever up will cause the elevator to ascend. The elevator makes a great deal of noise when it moves, alerting the entire mine.

THE LOWER MINES

The lower mines have been completely refurbished by Xzar's undead minions. New furniture has been installed to make the place comfortable. Xzar has dressed the zombies and ghouls that serve him in fine clothes. To make the illusion more convincing, Xzar casts the *seeming* spell every morning to make the zombies look alive. Xzar talks to his undead minions to stave off loneliness. They are not intelligent enough to talk back, but he doesn't mind.

The ceilings on this level are 10 ft. high. Most rooms are lit by lanterns that have been enchanted with permanent *continual flame* spells.

M9. THE ELEVATOR

The mechanical doors of the elevator slide away to reveal a subterranean hideaway. Even from the entrance corridor, you find signs of habitation and careful maintenance. The scent of fresh food wafts from deeper inside.

The noise made from the elevator alerts everything on this level to intruders. Only Xzar will respond to this warning. See area M19 for more information about how Xzar responds to the party's arrival.

M10. STORAGE

At the end of this short hallway is a small storeroom. Many kinds of weapons and armor hang from the walls, as well as a few sets of well-made clothing. Two large chests have been arranged at the room's center.

Each chest contains a single **ghoul** that will burst out like a jack-in-the-box when the chest is opened. Xzar has manacled their feet to the bottom of the chest, so the ghouls have a movement rate of 5 ft. (as they hop with the chest). The ghouls are dressed like jesters. When one chest is opened, both ghouls will pop out at the same time. If Xzar's *seeming* spell is active, then the ghouls look like living jesters with claw-like fingernails.

TREASURE

Hanging on the walls are two suits of chain mail, two breast plates, three long swords, and six javelins.

M11. BEDROOM

Multiple colorful rugs decorate the stone floor of this central room. A small but comfortable-looking bed has been pushed into one corner. The chamber has also been adorned with a handful of vases and two shelves lined with books.

In this bedroom are three **zombies** dressed up to look like a noble family. One older female zombie rests on the bed, while two teenage zombies sit in chairs. If Xzar has cast the *seeming* spell, then all three of them look alive and healthy. Xzar likes to pretend that these zombies are his family. He sometimes sits down to eat with them, ranting about his failure to find Davaeorn's research on Bhaal. If attacked, the zombies will defend themselves, but otherwise, they will maintain their charade of performing domestic duties.

M12. TEMPLE TO BHAAL

A series of steps leads up to a modest altar. Upon the far wall hangs a large circular medallion bearing a macabre carved symbol: a grinning skull surrounded by a halo of red droplets. The carving is illuminated by two lit torches, which create the appearance of an ember-like glow from within the skull's baleful eye sockets.

Xzar comes to this room to pay homage to his father, the god of murder. One **zombie** is dressed like a priest and makes sure that the flames in the temple are kept lit. This zombie is all that remains of the wizard Davaeorn.

Four **ghouls** are dressed in the sacred vestments of Bhaal. They hang from the ceiling on meat hooks in each corner of the room. If Xzar's *seeming* spell is active, then the priestly zombie looks alive and well, while the ghouls appear to be innocent villagers writhing on the meat hooks in pain.

The zombie will point at the symbol of Bhaal and pantomime kneeling. If intruders kneel before the altar and say a prayer to Bhaal, then they will be left alone. If they haven't done this within three rounds, then the ghouls will pull themselves off of the meat hooks and attack alongside the zombie. If anyone tries to rescue the ghouls, then the ghouls will attack with surprise.

M13. SIDE ROOM

This small room is largely unadorned, save for a heavy wooden table surrounded by six matching chairs. Both the table and the chairs have recently been polished to a sheen.

This room is unoccupied. A note on the table reads:

"Xzar— How goes your research? I have received your gift. You truly believe that the ritual inscribed on this sarcophagus could create a portal to the Feywild? Somehow I suspect one of your Zhentarim plots. Even so, I will make good use of it.—Faldorn"

Another note reads:

"Xzar—You have my eternal gratitude for your aid. I pray you find what you seek.—Shar's blessings, Viconia"

M14. DINING ROOM

You discover the source of the tantalizing smells on this level: A grand feast has been laid out on a central dinner table. Various starch and vegetable dishes surround a centerpiece consisting of a large cut of rare red meat. Six chairs surround the table.

This is where Xzar eats meals with his undead 'family.' The room is empty. A note on the table reads:

"Note to self—Mummy doesn't like peas and carrots. Need groceries soon. Send to Monty for more pork. Extra, EXTRA bloody. Must make daddy proud!"

M15. BATHING ROOM

A wide rectangular pool built into the stone floor takes up most of the room in this small chamber. Steam steadily drifts from its clean, clear water.

Xzar's **skeleton warrior** sits in the bathing pool. It doesn't attack except to defend itself. If Xzar's *seeming* spell is active, then the skeleton warrior looks like a well-muscled naked man. His sword lies ready beside him. The skeleton warrior is unable to talk, but it does angrily glare at the intruders and wave them off.

Cloakwood Mines Lower Level (Area M)

1 square = 5 feet



M16. STUDY

Full bookshelves line the walls of this large chamber with a sturdy writing desk pushed to one corner.

This is where Xzar keeps all of the research that he has collected so far. It includes waterlogged books and scrolls that Xzar has painstakingly repaired. The information here reveals a great deal about the Bhaalspawn. One of the key things that the writings make clear is that when there is only one child of Bhaal left alive, that person will ascend to godhood and become the new Lord of Murder.

TREASURE

Davaeorn's spell book is on one of the bookshelves. It was badly damaged in the flood, so only a few spells are still intact. The spells *fireball*, *greater invisibility*, *haste*, and *rope trick* are inscribed in the book.

M17. THE PIT

A square-shaped shadowy pit is this room's most notable feature. Wherever it may lead, the pit's bottom is not visible from this chamber. All that can be seen is endless inky blackness. A small desk littered with maps rests against a nearby wall.

The pit descends 100 ft. into a small cavern. Iron ladder rungs have been built into the side of the pit, so that it is easy to climb up and down. The cavern at the bottom has multiple tunnels leading from it. It is one of the shallower parts of the Underdark.

When the heroes first arrive in the room, an undead search party will be returning from the Underdark to report to Xzar. The search party consists of four **zombies** and a **ghoul**. If the *seeming* spell is active, then they look like four dwarves and the Harper, Jaheira. The ghoul will proclaim herself as a Harper and ask what they are doing. If the heroes are suspicious, then the ghoul will quickly end the charade and attack with the zombies.

TREASURE

The undead search party finally found what Xzar has been looking for the past few months. It's a scroll in a sealed case. The scroll is a letter from Davaeorn to Sarevok that describes a ritual which would allow a Bhaalspawn to unlock the power of their divine heritage. The ritual requires a wizard capable of casting a 5th level spell. It only works on a Bhaalspawn.

If Xzar is truly a Child of Bhaal, then perhaps this city has more to fear from him than I realized. What powers might that madman unlock with Sarevok's research? Better if it were me.

Edwin

M18. FOYER

More colorful rugs cover the stone floor. A clean writing desk with a matching chair sits on top of the rugs.

A lever at the back of the room can be used to disable the elevator. There are three **ghouls** in this room unless Xzar has sent them off to cause mischief. If Xzar has cast the *seeming* spell, then all of the ghouls look like him. They lounge about waiting for instructions from their master. They attack any intruders who enter the room. One of the ghouls has a *wand of magic missiles*, while another has a *wand of fear*. They use these wands to help complete the disguise that they are spellcasters. The third ghoul has no wand.

M19. MASTER BEDROOM

In this room you find a large bed fitted with blood-red sheets. A small desk sits next to the bed.

Xzar (see appendix D) is not quite sane. He plans to defend himself in the most theatrical way possible. Every morning, Xzar gathers all of his undead and casts the *seeming* spell on them before sending them back to their locations. The *seeming* spell makes all of the undead look alive, though they are still unable to speak.

When Xzar hears the elevator descending, he casts the spell *arcane eye* in front of the elevator doors. When the elevator arrives, he will disable it using the lever in the foyer. He then spies on the heroes as they explore. He will send the ghouls in the foyer one at a time to cause trouble. If they have the *seeming* spell on them, then they will interact with the heroes in erratic ways:

- When the heroes enter the bedroom (M12), a Xzar ghoul (with a wand of magic missiles) will burst in and demand that they get away from his family.
- One of the Xzar ghouls (the one with no wand) will wait in the dining room (M16) naked. When the heroes enter, the Xzar ghoul stands up and asks them to join him for a bath (M17). If the heroes don't join him for a bath, then he will become angry and both he and the skeleton warrior will attack.
- Xzar will remain with the last ghoul in the foyer. When the heroes arrive, the two lookalikes will accuse the other of being the real Xzar. Each will claim to be one of the Grand Dukes of Baldur's Gate who has been polymorphed by the insane wizard.
- Once Xzar engages in combat, he fights to the death.

TREASURE

A secret compartment in Xzar's desk contains the shortsword *Spider's Bane*, wrapped in a note that reads:

"Another assassin came today, wielding this blade. It unnerves my compatriots. Keep it hidden.—Viconia"

CHAPTER 6: THE SHADOW DRUIDS

THE SHADOW DRUIDS ARE A SECRET SOCIETY that exist within the druidic order. They believe that nature cannot live in harmony with civilization and that the comforts of civilization have corrupted humans and demi-humans. They seek to eradicate or push back civilization whenever they can. Their methods are extreme: ruining roads, razing farms, and even destroying small villages. Because of this, other druids actively oppose the Shadow Druids and try to purge them whenever they are discovered.

Shadow Druids are recruited when they show an especially violent disposition toward civilization. Once recruited, a Shadow Druid keeps their identity secret and communicates with other Shadow Druids only during the dark of the new moon. Shadow Druids try to influence other druids to use increasingly violent methods when dealing with civilization. Sometimes Shadow Druids gather together when they have a great purpose to achieve. The Shadow Druid enclave within the Cloakwood is one such instance.

The Shadow Druid, Faldorn, recently came into possession of an ancient mithral slate inscribed with elvish writings that had long been displayed in the Hall of Wonder in Baldur's Gate. Her old friend, the Zhentarim agent Xzar, had managed to steal the mithral slate with the intention of giving it over to her. He explained that the writings described how to create a 'mythal'—a powerful elven ritual that could rip open a portal to the Feywild. Faldorn knew that Xzar wasn't giving it to her for altruistic reasons, but more likely to cover whatever the Zhentarim were up to in Cloakwood. However, she couldn't pass up the opportunity to harness such power.

Faldorn lacked the knowledge and skill necessary to prepare the ritual. Accordingly, she sought out a coven of hags located deep in the Cloakwood. The coven lairs beneath an ancient oak tree near the center of the forest and are served and protected by a pack of vicious wolfweres. The hags were all too willing to make a pact with Faldorn and help her perform the ritual.

Faldorn knows that the energies released from the portal to the Feywild will accelerate the growth of the Cloakwood. Faldorn hopes that the Cloakwood will swallow up the Coast Way road, the town of Bereghost, and eventually even the city of Baldur's Gate. While the initial casting of the mythal was a success, it needs magical fuel to remain open. Such fuel is best provided by the ritual sacrifice of men, women, and children.

Faldorn has gathered Shadow Druids from across the Sword Coast to make sure that her plan comes to fruition.

THE SHADOW TREE

The Shadow Tree is the largest tree in the Cloakwood, with a circumference of 40 ft. and a height of 150 ft. It is an ancient oak tree, more than five centuries old, and it has become the center of power for the Shadow Druids on the Sword Coast. The Shadow Druids have constructed platforms into the largest branches of the tree. Beneath the tree, there are ancient tunnels

that existed before the Shadow Druids arrived. It is within these tunnels that one of the allies of the Shadow Druids, a hag coven, has its residence. The hag coven has used the magic ritual provided to them by Faldorn to tear open an unstable portal to the Feywild. The energies from this portal have flowed into the surrounding vegetation of the Cloakwood and caused the forest to grow and change. The portal needs life energy to remain open, and so the Shadow Druids have provided the hags with a constant stream of sacrifices.

The wolfwere tribe that serves the hag coven dwells in the branches of the tree and in the tunnels beneath. These foul creatures were created by the hags centuries ago and are unwaveringly loyal to them.

T1. TREE STAIR

An immense, ancient oak tree dominates the grove. The tree's branches reach higher into the sky than do most castle towers. A stairway of wooden beams, bound together by thick rope, winds from the lower branches, leading down around its trunk and to the forest floor below.

A stairway wraps around the outer part of the tree, starting at the forest floor and ending at 100 ft. up.

T2. WOLFWERE FEEDING

You reach a platform that appears to serve as a monstrous abattoir. Eviscerated human corpses hang from the branches above, while a mound of carcasses—both human and animal—have been piled below. The pile is a twisted mass of limbs and organs, most of which have already been gnawed into ragged scraps and clean-picked bones.

This platform hangs off one of the tree's largest branches, 50 ft. above the forest floor. It is where the wolfweres take their prey to feed. Partially eaten animal and human bodies are hung from the branches.

T3. WOLFWERE DEN

On this platform branches and leaves have been gathered and pressed together to create a set of soft sleeping mats.

This platform is one of the dens for the wolfwere tribe. There are two **wolfweres** and two **direwolves** sleeping here. A third wolfwere lays in one of the beds but remains awake and alert. Unless intruders are very stealthy, the wolfwere will catch their scent as soon as they enter the feeding area and will awaken the rest.

T4. SHADOW TREE CORE

This section of the oak has been hollowed out to create a wide circular room. In its center, a hole no bigger than a well has been bored down into the inky blackness of the trunk below. The far wall is strangely smooth, save for the odd branches that protrude from the wood. Upon closer inspection, these “branches” are revealed to be grasping human hands immobilized by a layer of a translucent yellow ichor. The hands are attached to arms that disappear into the wall behind.

This is a 20 ft. diameter chamber carved out of the center of the tree. A 5 ft. hole sits in the center of the room. This hole descends 100 feet into the root tunnels below the tree (T10). It has handholds that make climbing down relatively easy. Anyone who jumps down the hole will take 21 (5d6) bludgeoning damage.

The northwest wall is a corrupted part of the tree created by the hag coven. Prisoners are pressed against the wall and subsumed by the tree. Once subsumed, they are transformed into minions of the hags. They look like they did in life, except that they have bark-like skin. They have the statistics of **vine blights**.

The prisoners’ souls are trapped within these forms, but they have no free will. If they are destroyed, then their souls are released and they can be raised with a *resurrection*, *true resurrection* or *wish* spell. The Shadow Druids use these corrupted minions as sacrifices to be burned in the wicker man at the top of the tree.

The corrupted wall feels spongy and smells rotten. The arms protruding from the tree have a bark-like quality to them. Anyone who touches the wall becomes stuck. The tree begins to draw the victim into it; a process that takes three rounds. A victim can escape by succeeding on a DC 15 Strength check. On the third round, the victim is subsumed and transformed into a minion of the hags.

The tree doesn’t like anyone trying to save its victims. If anyone tries to help someone who is stuck in the wall or tries to pull out one of the existing limbs, then the tree reacts by sending several of the trapped minions to attack. The tree releases one minion per intruder. Once these are destroyed, the tree will stop.

T5. SHADOW DRUID ENCLAVE

Towards the top of the winding staircase, you come across a platform that has been fashioned into a living space suitable for humanoid. The chairs, tables, shelves, and other furniture here are constructed from still-living twigs that have been coaxed to curl into sturdy frames.

This platform sits on a branch, 80 ft. above the forest floor. One shadow druid (NE **druid**) keeps watch here. If she notices intruders, then she will run to the sleeping platform and awaken the other two shadow druids.

T6. DRUID SLEEPING PLATFORM

Here, six long burlap sheets have been slung between the oak’s smaller branches, creating a spartan sleeping area.

There are two shadow druids (NE **druids**) sleeping here at any given time.

T7. FALDORN’S PLATFORM

A single, wide burlap hammock has been hung from the branches at the center of this platform. Underneath are two large chests.

This is where the leader of the Shadow Druids, Faldorn, usually sleeps during the day, but she is not present. There is a single hammock and two chests.

TREASURE

Within the first chest is 100 gp, and 350 sp. The second chest has two *potions of healing*, two *potions of heroism* and a single *potion of invulnerability*. These were all brewed by the hag coven and given to Faldorn.

T8. NURSERY

Separated from the winding staircase, this small platform, nestled in the oak’s taller branches, remains hidden away. Living wicker cribs have been grown from the branches and lined with soft blankets. Most are occupied by sleeping human infants.

This small platform can only be accessed by climbing up tree branches or flying. It is a nursery for young children who have been stolen by the Shadow Druids—either to be initiated into their order or to be given to the hags in the chambers below the tree.

A single shadow druid (NE **druid**) keeps watch over the children, softly singing to them in Druidic.

T9. THE WICKER MAN

At the top of the oak tree is a wide platform dominated by a large humanoid statue made from woven wicker. Stuffed into the wicker statue are men, women, and children. The prisoners seem lethargic and their skin is the color of bark. The statue is surrounded by gathered twigs that are dead and dry.

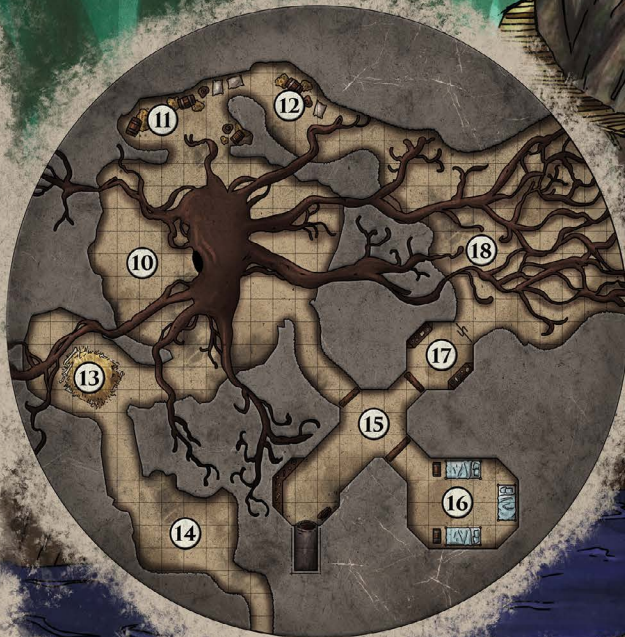
This is the largest and highest platform on the tree. The wicker man is filled with a half-dozen men, women, and children with bark-like skin. All of them have the statistics of **vine blights**. If released before they are lit on fire, then they will defend Faldorn.

Faldorn (see appendix D) is here with two other shadow druids (NE **druids**). They have finished pouring

The Shadow Tree

Cloakwood (Area T)

1 square = 5 feet



sacred oils over the wicker man and all of its prisoners.

Faldorn will first try to convince the party to leave by threatening to burn the prisoners. However, she cannot stall for too long, as the portal to the Feywild urgently needs new fuel or it will close. While she delays the party, one of the shadow druids will cast the spell *flame blade* and use it to light the wicker man on fire.

When this happens, all of the prisoners will start to scream in pain. It takes them three rounds to burn to death. If they are released at this point, then they will run around in pain, often throwing themselves off of the tree to their deaths. The ritual is spoiled if the prisoners are released before they burn to death.

Faldorn begins combat by transforming into a **cave bear**. She focuses on preventing the party from releasing the prisoners. If they are released, then the ritual is spoiled, and Faldorn will become enraged and fight to the death. She gains advantage on her attacks while enraged, but attacks against her also have advantage.

If the ritual is completed successfully, then the souls of the burned prisoners can be seen screaming as they are drawn inside the tree and down into the roots that lead to the Feywild. Once this is achieved, Faldorn will transform into a **giant vulture** and fly away.

TREASURE

Faldorn wields the *staff of the woodlands*.

In the official timeline of the Forgotten Realms, Faldorn lives for another year and travels to Amn. If she perishes here and you want her to appear in Amn, then the Shadowmaster (the highest member of Shadow Druids) will use *reincarnate* to return Faldorn to life.

THE ROOTS

The roots of the Shadow Tree are the domain of a coven of three hags. It also where the portal to the Feywild is located. The ceilings within the root tunnels are roughly 5 ft. in height. This makes it difficult for anyone taller than that to fight effectively. Anyone shorter than 5 ft. gains advantage on attacks against those who are taller. This penalty doesn't apply to the wolfweres.

T10. ROOT TUNNELS

The dark well opens into a large cavern below the oak. The great tree's gnarled roots twist and wrap around the earth here, creating a solid scaffolding above you. The white root caps of the tree work their way deeper still. The air here is cool but thick with humidity.

This large underground chamber is dominated by the major roots of the tree. A hole in the ceiling 100 ft. up leads to the core of the Shadow Tree (T4). There are handholds that make climbing easy.

T11. FOOD CELLARS

This small cave has been stuffed full of wooden barrels, crates, chests, and sacks. Although most of the containers are sealed, the scents of a variety of foodstuffs fill the room.

This underground chamber is where the Shadow Druids store all of their food and drink. There are barrels of ale and wine and sacks of potatoes and turnips.

TREASURE

Hidden amongst the sacks is the stash of several shadow druids who intend to quit the order. It is a smaller sack, filled with 70 gp and 135 sp.

T12. WINE CELLARS

This cave is a larder lined with barrels and burlap sacks. Inky red wine oozes from a crack in one of the barrels, soaking into the bare dirt floor. The stores are noticeably bereft of any sign of vermin.

This chamber is a continuation of the cellars. Three shadow druids (NE **druids**) are drunk and oblivious to intruders. They are horrified by Faldorn and the hag coven, and they have turned to liquor to drown out the memories of burning men, women, and children. They have the poisoned condition if engaged in combat.

However, these druids are preparing to desert Faldorn, and they can be convinced to help the party. A successful DC 15 Charisma (Persuasion) check will prompt them to reveal everything they know about the hags, Faldorn, and the Mythal. They know all of the information provided in the chapter overview. They are particularly frightened by the hags.

T13. WOLFWERE DEN

A large bed crafted from stacked white and brown branches covers most of the floor in this chamber. A closer look reveals that what first appeared to be bleached wood are in fact the bones of animals and humanoids. A glance upward reveals an even more gruesome sight: human carcasses hang from the ceiling on meathooks and chains.

As the heroes approach this chamber they will hear gentle singing and music from a harp. This is where the **wolfwere alpha** has his den. He has a bed built from the bones of his victims. He is currently asleep in direwolf form while his mate, another **wolfwere** in the guise of an elven maiden, softly plays music from her harp. She smiles at the party and holds her finger to her lips to urge them to silence. Then she uses *lethargic song*. The change in music awakens the wolfwere alpha, and both creatures hungrily attack the party.

T14. SECRET TUNNEL

The floor of this narrow, winding tunnel gently slopes upward.

This chamber has a tunnel that connects to the surface. It is used exclusively by the wolfweres, and it exits about 100 ft. from the tree trunk. The exit is concealed by bushes and vines.

T15. HAGS' KITCHEN

A black metal pot the size of a bathtub sits in the center of this room. Although the pot's contents maintain a roiling boil, there is no apparent heat source at its base. However, flames dance at the far side of the chamber, where an equally-impressive oven has been built into the wall.

The kitchen is where the hag coven can be found. The coven consists of three **green hags**. Their names are Rotter Eve, Babbling Fen, and Della Toadbreath. They are sisters who have lived within the Cloakwood for more than a millennium. Many of the green hags that live on the Sword Coast are daughters of these foul trio.

For centuries, these hags have been stealing children from Baldur's Gate and consuming them. They then give birth to normal-looking children and return them to their families. Occasionally, the family discovers the horrific nature of their returned child before it's too late. But usually, the child reaches adolescence, transforms into her true nature, and celebrates her coming-of-age by messily devouring her family.

The alliance with Faldorn and the Shadow Druids has provided the hags with many new victims. The oven is currently being heated up in preparation for a new meal. Two children, both 5 years old, are trussed up on the table with apples in their mouths. In addition, the ranger **Minsc** (appendix D) is trussed up next to them, with a much larger apple in his mouth.

If the hags are engaged in battle, then a **hamster** will reveal itself from underneath a pile of vegetables and begin to chew at Minsc's bonds. You can have the hamster free Minsc whenever it's convenient—perhaps when the battle is going poorly for the heroes and they need help.

As a hag coven, the green hags have access to the full list of coven spells as presented in the *Monster Manual*. In addition, the kitchen has many items that the hags can use against intruders. Each of these items can be used by anyone and requires an action to do so.

- A broom can be mounted to grant the *fly* spell.
- A smoking potion grants *gaseous form*.
- A hanging mirror can be spun around its mounting on the wall to create a *hypnotic pattern*.
- The cauldron can be tipped over and becomes the center of a *stinking cloud* spell.
- A stuffed monkey can be squeezed to create a silly squeaking noise in the direction of one target, with the effects of *tasha's hideous laughter*.

Minsc and Boo. Once the hags are defeated, Minsc will introduce himself—and his hamster, Boo. He will wish to seek out Dynaheir as soon as possible. If she is already traveling with the party (or if the party offers to escort him to her), then Minsc will happily join.

T16. HAGS' BEDROOM

In this room, three identical beds are arranged in parallel, each with its headboard against the far wall. Shelves have been dug into the walls throughout the room and hold trinkets and curios that range from the exotic to the grotesque. Finely-crafted dolls and statuettes share space with shriveled human hands and pickled animals.

This is where the three hags sleep.

TREASURE

The shelves here store a large assortment of valuable items, which have been collected by the coven over the centuries. There are six potions, including an *elixir of health*, *potion of poison*, *oil of sharpness*, *oil of slipperiness*, *philter of love*, and *potion of clairvoyance*. There is also a *ring of animal influence*, a *bag of beans*, and an *alchemy jug*.

Ancient Sarcophagus. In addition to these items, there is a large mithral tablet, 6 ft. tall, that leans against the wall. It looks like the lid of a sarcophagus, and ancient elven writings have been inscribed on it. This is the tablet that Xzar stole from the Hall of Wonders and gifted to Faldorn. Its origins are unknown, but the ritual it describes can open a rift to the Feywild. Doing so requires three spellcasters to work in unison. This is likely beyond the abilities of the party, but you might choose to make this ritual the focus of a future adventure.

If one of the heroes is using the Last Emperor epic background, then they instantly recognize this sarcophagus as the one that they spent millennia sleeping in.

Stolen Dragon's Hoard. If one of the heroes is using the Reincarnated epic background, then their stolen dragon hoard is located here. They can sense it from as far away as the root tunnels (T10). One of the storage chests holds a mass of coins and other valuables. Refer to appendix A for more information.

T17. HAGS' RITUAL CHAMBER

Shelves filled with vials and jars containing strange liquids of varying colors line the walls of this room. Bottles and jars stand chaotically arranged on a wood table near the entrance. At the room's center, a circle of runes and strange glyphs has been drawn on the floor. The faint metallic scent of dried blood fills the air.

This is where the hags perform their rituals. It is filled with vials, beakers, and other magical components. At the center of the room is a 5 ft. diameter summoning circle that currently holds a **mezzoloth**. The hags have

been using the mezzoloth to negotiate with an ultroloth in Hades. It is through the ultroloth that the coven was able to decipher the ancient elven mythal. The mezzoloth cannot leave the summoning circle, but if someone is foolish enough to damage the circle, then the mezzoloth will be free to attack the party.

A secret tunnel leads to the Feywild chamber and requires a DC 15 Wisdom (Perception) check to notice.

T18. FEYWILD

In this large cavern, the network of roots from the Shadow Tree starts to converge, growing closer together. The floor gradually slopes upwards, and the warm glow of daylight can be seen in the distance.

This large cave is filled with the roots of the Shadow Tree. The eastern side of the cave opens up on to another plane of existence—the Feywild. Anyone climbing through the roots will gradually realize that they have emerged into a beautiful forest with trees towering hundreds of feet above.

The cavern opens up into a forest. However, you don't emerge into the Cloakwood that you remember. Magic permeates this place. Silver-barked trees sporting crystal-line emerald leaves grow densely here, and sunlight filters in through the translucent leaves, casting dancing lights onto the verdant moss below. A captivating melody drifts through the air on the wings of a gentle breeze. But there is something strange about the shadows...

The forest is beautiful beyond anything on Faerun. It is a dangerous place, however, for the hags have opened the portal to a part of the Feywild that suits their malevolent nature. **Displacer beasts** hunt here. Within 10 minutes of emerging into the Feywild, the heroes will become the prey of a pack of four displacer beasts. The displacer beasts will not pursue the party through the portal.

Further exploration of the Feywild is beyond the scope of this adventure. If you want to dissuade the heroes, they might encounter a band of mischievous pixies who use their magic to chase the heroes away.

The rift to the Feywild only remains open for as long as it is fed souls. If the heroes disrupt Faldorn's ritual, then the rift will close within three nights.

TREASURE

If the party makes a thorough search of the area after defeating the displacer beasts, they will discover an abandoned *Mac-Fuirmidh cittern* hidden amongst the leaves. Anyone who attunes this instrument will discover that it is sentient. It once belonged to a fey creature who was killed by the hags. The instrument's alignment is chaotic neutral, and because of its tragic history, it can only play sad melodies.

If one of the heroes is using the Awakened Clone epic background, then they may use this instrument's soul for their ritual (instead of Xan's moonblade), but they must first learn how to play it. Coran at the Elfsong Tavern (A1) will happily teach them to do so, in order to spare Xan from losing his most prized possession.

Dynaheir says Minsc must go into woods to find evil things. She is my witch, so I listen! But we search for three days, and Boo is getting very cranky. Boo says, who can fight on empty stomach? So, we stop for small bite and hamster nap in shade of giant oak tree. Big mistake! Tree is home for EVIL hags and stinking bad guys with twigs in hair. I leap up, sword in hand...! But suddenly I am not feeling so good. Snacking on giant acorns was maybe bad idea, but don't tell Boo I said that.



CHAPTER 7: THE NEST

THE NEST IS A HUGE SPHERE CONSTRUCTED from spider webbing that sits amongst the treetops of the Cloakwood forest. The dark elf, Viconia, rules over the Nest and offers it as a place of refuge for others of her kind who are fleeing persecution from Menzoberranzan.

All of the dark elfen refugees that she takes in are those who failed Lolth's tests and were transformed into hideous half-drow monstrosities called driders. Viconia is sympathetic to the plight of driders, for her brother, Valas, was a victim of Lolth's wrath. He was transformed into a drider and later killed. This caused Viconia to abandon her faith in Lolth, flee to the surface, and become a follower of the midnight goddess, Shar.

Viconia was only able to create this refuge with the assistance of a former compatriot of hers: the Zhentarim agent, Xzar. Xzar gave her a magical item known as the *circlet of the arachnid*. It grants Viconia the ability to control spiders of all kinds, and she has used this power to gather a formidable swarm of giant spiders, phase spiders, and sword spiders. These spiders built the Nest and now protect it, along with its refugees.

Being indebted to Xzar, Viconia has used her spider minions to help the Zhentarim whenever they call upon her. For the most part, she has been called upon to eliminate rivals within the city of Baldur's Gate. Her most recent target was the elven bladesinger named Xan. However, Viconia didn't kill Xan, because she thought he might be useful to her. She plans to use a *geas* spell to compel Xan to break into his native city of Evereska and steal magical secrets from the elves, so that she can return her drider refugees back into their original forms.

SPIDERS OF CLOAKWOOD

Cloakwood has been haunted by a multitude of spider species for centuries. Giant spiders build nests amongst the upper branches. Giant wolfspiders lurk in hidden burrows on the forest floor, emerging from trap doors to consume their prey. Phase spiders lurk in the border ethereal, attracted by the presence of so many of their kind. The most dangerous of all are the sword spiders. These massive spiders are native to the jungles of Chult, but they have recently spread to forests across Faerûn.

APPROACHING THE NEST

Before you hangs a gargantuan grey globe of spider webs. Thick cables of webbing stretch from the top of the orb and anchor themselves to nearby trees, giving the entire structure the appearance of a massive spider. Many sections of the orb pulse arrhythmically, as if something squirms just below its surface. The reassuring, familiar chorus of bird-song is noticeably absent here.

A half-dozen **giant wolf spiders** hide in their burrows on the forest floor beneath the Nest. They attack anyone

who approaches on foot. Three **giant spiders** hide in the branches of the trees surrounding the Nest. They attack anyone who approaches from above.

THE NEST

The Nest is a huge orb spun from the webs of dozens of giant spiders. The orb is 70 feet in diameter and hangs within a ravine in Cloakwood. The nest hangs from tethers of webbing, which anchor the orb to the trees.

The webbing used to build the entire nest is sticky and thus difficult to traverse. Movement speed is reduced by 10 ft. for anyone walking within the Nest. In addition, there are sections of the Nest that are blocked by webbing. The webs lightly obscure the area and make it difficult terrain. The difficult terrain feature replaces the reduced movement speed of the Nest. Creatures who try to enter a webbed area become restrained unless they succeed on a DC 10 Dexterity saving throw. Creatures stuck in the web can use an action to make a DC 10 Strength check, breaking free on a success. The webs are flammable, and if set alight, a 5-foot cube burns away in a single round. Any creature caught in the fire takes 2d4 fire damage at the beginning of its turn.

N1. NEST ENTRANCE

You find your way to the colossal nest's only visible opening, a circular break in the wall where one of the sticky support tethers connects. Bloodstained bones lay scattered among the webbing here. As gloomy as the rest of the Cloakwood may be, the inside of the nest is magnitudes darker.

This is the only entrance to the spider nest. One of the huge webbing strands that supports the nest acts as a bridge into the room. There are three secret trap doors that **giant wolf spiders** use to surprise prey. The trap doors are well hidden, and a DC 15 Wisdom (Perception) check is required to notice them. The three giant wolf spiders wait until intruders have left the room and then attack whoever is last to leave. They will also attack any stragglers if someone gets stuck in the webbing that lines the hallway beyond.

N2. SPIDER TRAP DENS

The trapdoor blends almost seamlessly into the walls of webbing. Behind the trapdoor, a narrow tunnel leads to an empty chamber.

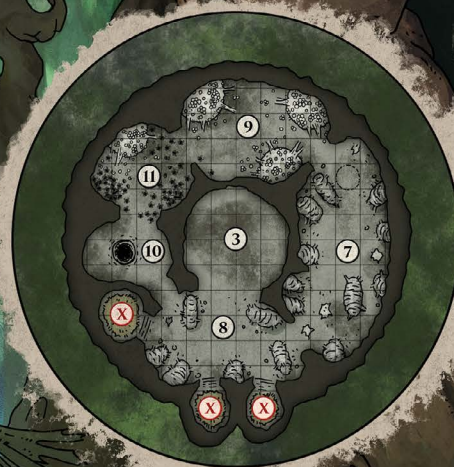
There are many spider trap dens throughout the nest. These spider trap dens are concealed by well-hidden trap doors that can only be spotted with a DC 15 Wisdom (Perception) check. Each of the trap doors leads to a small den where a **giant wolf spider** lairs. When a giant wolf spider is able to paralyze its prey, it will drag the victim back into its den so that it can feed.

The Nest

Cloakwood (Area M)

1 square = 5 feet

X = spider trap den



N3. CENTRAL WEB

At the nest's center, you find a grand, hollow hall dominated by a network of spider webs that reach all points in the nest. What little light penetrates the intense darkness of the hall reflects off the wet strands of sticky spider silk.

This room connects all three levels and is 50 ft high. Webs connect the walls and allow spiders and other creatures with *spider climb* to quickly move up and down between levels.

This central chamber is protected by three **phase spiders**. The phase spiders hide in the border ethereal and attack any intruder that enters the chamber.

N4. WEBBED HALL

Unlike the other halls in the nest, this hall is obscured by thick strands of webbing that have been draped from wall to wall and from floor to ceiling.

This hall is covered in webbing that obscures much of the room and makes it difficult to traverse.

N5. FEEDING CHAMBER

The stench of death clings to this musty chamber. A pile of what appears to be dry tinder has been arranged in the room's center. However, taking a closer look, you find the source of the noxious odor: The pile is composed of desiccated humanoid corpses. The features on the corpses are so warped that telling man from elf is impossible—twisted husks are all that remain.

The desiccated corpses in the center of the room are all that is left of hapless hunters who fell prey to the spiders. There are three secret entrances here that lead to spider trap dens. The **giant wolf spiders** within the dens wait to attack once an intruder has made their way halfway through the chamber.

N6. PASSAGE DOWN

The floors of this circular room gently slope down towards its center, creating a shallow funnel. A shadowy hole at its bottom seems to lead to another level below. The thick ropes of silk that cover every surface within the nest appear to provide ideal handholds for climbing.

This chamber has a large hole in the floor that leads to area N7 on the floor below.

There are two hidden trap doors that lead to giant wolf spider dens. A successful DC 15 Wisdom (Perception) check is required to notice them.

N7. FOOD COCOONS

A strong odor of filth assails your senses as you enter this chamber. Dozens of cocoons of various sizes line its floor and walls. Many of the victims inside still writhe, and some thrash violently, but all of them remain stuck in place. Desperate, unintelligible moans echo all around you.

This large chamber is filled with living animals and humanoids that have been wrapped in cocoons. The cocoons are mostly attached to walls, but some are attached to the floor. The animals include a **black bear**, several **deer**, and an **elk**. If released, these animals are mad with fear and attack the closest creature.

Three of the humanoid cocoons are enemies of the Zhentarim that have been brought back to the Nest to be fed on later. They are three men named Davos, Henry, and Bluto. All of them are members of Baldur's Gate's city watch (LG **guards**) that had been investigating the Zhentarim's protection racket. They are groggy and frightened and want to escape the Nest as soon as possible. They have seen the shadowy shapes of the spiders passing by their cocoons and will reveal that some of the spiders have the upper body of a human or elf.

One of the humanoid cocoons is a **gibberling**. Having been separated from its horde for so long, the creature has become unhinged in an unusual way. If released, it bonds with its rescuer. It follows its rescuer around gibbering and drooling and defends them to the death.

N8. MORE FOOD COCOONS

The putrid stink subsides somewhat in the next room, which is also filled with cocoons. However, most of these cocoons are entirely still, and only a few of the victims appear to still be living. Some of the cocoons appear to be shrunken, as if partially deflated... or drained.

This is another cocoon chamber with living animals wrapped in spider web. Two of the cocoons contain **tasloi** that attack as soon as they are freed.

There are also three secret entrances to spider cocoon dens. The **giant wolf spiders** inside the dens only attack if someone disturbs one of the cocoons.

N9. SPIDER EGGS

Clusters of pale, translucent orbs the size of cannonballs cover nearly every inch of the floor here, save for the small paths that run around them. Glistening mucus envelopes the objects, wobbling ever so slightly with each of your footsteps. An odd, strangely-sweet scent hangs in the humid air.

The spider sacks within this chamber contain the eggs of giant spiders, giant wolf spiders, and sword spiders. The sacks aren't close to hatching and can be destroyed

by inflicting at least 5 damage. They are vulnerable to fire damage. Destroying the sacks brings the attention of the giant spiders guarding the hatchery (N11).

N10. DRIDER ENTRANCE

You come to another funnel-like room leading downward, this one with a much sharper incline into the darkness below. Many of the silk strands woven into the walls here feel strangely slick to the touch.

There is a large hole in the floor that leads to the drider lair on the floor below (N12). There are dozens of small mounds of webbing located on the walls. Within each of these mounds is the preserved head of a dark elf. These heads belonged to dark elves from Menzoberranzan who hunted the driders and failed. Viconia has the driders keep them as trophies—tokens of pride in their ability to survive the wrath of Lolth.

N11. HATCHERY

You find another humid room, filled with piles of translucent, mucus-covered orbs. Many of these orbs contain the clear, eight-legged outlines of growing arachnid embryos. Suddenly, you notice something strange. The darkness that covers the floor seems to ripple around your feet. It's a teeming mass of rat-sized spiders.

Many of the spider eggs in this room have hatched, and the room is filled with hundreds of baby giant spiders the size of tarantulas. These baby spiders are hungry and attack intruders as two **swarms of spiders**. Three **giant spiders** hide in the webbing of the ceiling and attack anyone who enters the room.

N12. DRIDER LAIR

A handful of cocoons hang ten feet off the ground, tethered to the ceiling by thick silk cables. A closer inspection reveals that these objects look more like chests or trunks than swaddled bodies. Although largely made of webbing, these caches appear to have been crafted by intelligent hands, complete with ornate patterns that converge into obvious latches.

There are five **driders** that live under the protection of Viconia. All of them lair here, but only one of them is currently in the chamber. He is a drider named Huzzas, and he was once a member of House Baenre in the dark elven city of Menzoberranzan. When he failed his test and was transformed into a drider, it was a great embarrassment for the city's most powerful noble family. He was hunted more aggressively than other driders and eventually fled to the surface, where he befriended Viconia.

Huzzas will attack anyone who enters the chamber. If reduced to below 50 hit points, he will flee the Nest and try to find the other driders. The other driders are hunting in the Cloakwood forest and helping the Zhentarim in Baldur's Gate. Huzzas takes a week to gather the four other driders. Any drider killed by the heroes in Baldur's Gate or Cloakwood are counted against this number. Once Huzzas has gathered the other driders, they will hunt down the heroes (unless they have made a deal with Viconia).

TREASURE

The alien-looking chests hanging from the ceiling are used by the driders to store their treasure. Within the chests are 70 pp, 135 gp, 350 sp, and three *potions of healing*.

N13. XAN

Silk cocoons line the circular wall, parallel to each other. Unlike the cocoons found in other chambers, these are nearly uniform and roughly human sized. This room is also noticeably cleaner and free of bones and other debris compared to the rest of the nest.

This chamber has several cocoons along the walls where the juiciest meals have been trapped, to be eaten by the sword spider in the next room. One of the cocoons contains a Zhentarim agent who tried to steal from Xzar. He's a dwarf named Garli (NE **veteran**). Another cocoon contains a Shadow Druid named Leyla (NE **druid**) who strayed too far from the Shadow Tree. Both of them are desperate to escape the Nest.

Another of the cocoons contains the elven wizard **Xan** (appendix D). Xan is under the influence of a *geas* spell cast by Viconia. The *geas* stipulates that Xan must do his outmost to kill any intruders that enter the Nest. Xan will attack anyone who frees him from his webbing, but he is clearly struggling to resist the *geas* and will actively warn the party that he intends to kill them.

If the intruders seem good-aligned and the battle seems to be going against them, then Xan will fight to resist his *geas* by either attacking spiders or by casting a beneficial spell on one of the heroes. Xan will take 28 (5d10) psychic damage when he does this.

There are five secret spider trap dens in this chamber. The **giant wolf spiders** within the dens only attack if the cocoons are disturbed.

N14. ANTECHAMBER

Sticky webs stretch across your path, impeding your progress. However, you find that the strands can be torn down with moderate force. Once inside the chamber, you can make out a faint glow coming from an entrance on its opposite side, the first light you have found since entering this dark place.

This chamber has many webs going from wall to wall that makes traversing it difficult. A **female sword spider** clings to the ceiling. She attacks any intruders. If fighting breaks out in the cocoon chamber beside this room, then the female sword spider will emerge to join the fight within one round.

N15. VICONIA'S LAIR

Magical lamps embedded into the walls of webbing bathe this room in an eerie purple light. Instead of cocoons, eggs, and corpses, this room is filled with elegant furnishings, comprising a comfortable living space. There is a matching set of onyx and purple velvet furniture, including a bed, a desk, a table, several chairs, a wardrobe, and a chest.

This room is the dwelling place of the dark elf, **Viconia** (appendix D). She will attempt to bargain with any intruders who make it this far into her Nest. She will explain that she only wants to use the Nest as a refuge for driders who have fled from their homes in the Underdark. She will be forthcoming about why she is helping the Zhentarim and why she kidnapped Xan.

She promises to release Xan from his *geas* and to stop helping the Zhentarim if the heroes promise to leave and never return.

If combat ensues, Viconia will fight until reduced to fewer than 40 hitpoints. At this point, she will use the *dimension door* spell to teleport to the forest floor and make her escape.

In the official timeline of the Forgotten Realms, Viconia lives for another year and travels to Amn. If she perishes here and you want her to appear in Amn, then her body will be retrieved by one of her loyal driders and taken to a temple of Shar to be revived.

TREASURE

The chest is filled with 22 gems. It is an assortment of jasper gems, moonstones, onyx, and peridot. Each is worth 50 gp. The wardrobe is locked and requires a successful DC 20 Dexterity check with thieves' tools to open, or it can be smashed open with weapons. The wardrobe contains a *cloak of elvenkind*. Smashing open the wardrobe has a 50% chance to destroy the cloak.

It must be hard leavin' your home like Viconia did. I guess she don't seem too beat up about it, but still. It's nice knowin' that I could go back to Candlekeep if I wanted, even though I never plan to. To be exiled, though... it's like takin' away some part of you that you can never get back. It makes sense that Viconia wants to build a home for other exiles like herself, but it's never gonna be the way it was before. Maybe that's what they mean when they say you can't go home again.

— Imoen

CHAPTER 8: RETURN TO BALDUR'S GATE



WHEN THE HEROES HAVE FINISHED IN Cloakwood and decide to return to Baldur's Gate, the climax of the story will take place. How the climax unfolds depends upon what the heroes accomplished while they were in Cloakwood.

EVENTS

This is a breakdown of how the climax of the adventure unfolds. Each event occurs in the order presented, if its conditions are met. If the heroes defeated both Faldorn and Xzar in Cloakwood, then only Edwin will remain as a threat to the city.

Event	Event happens if...
The March of Cloakwood	If the Feywild ritual at the Shadow Tree succeeded, and Faldorn still lives.
The New Lord of Murder	If Xzar still lives.
The Red Wizard	If Edwin lives.

THE MARCH OF CLOAKWOOD

When Faldorn completes her sacrifice by burning the wicker man, the connection of the portal to the Fey Wild reaches its zenith. Faldorn uses the energy that flows from the Fey to complete a ritual that she hopes will bring about the end of the city of Baldur's Gate. Her magic corrupts all of the birch trees within a mile of the Shadow Tree. Several of these trees are the home trees of dryads. These unfortunate fey creatures quickly devolve into hamadryads. Faldorn intends to use them as the vanguard for her attack upon the city. She will then use her magic to have the trees release winged seeds into the air, where they carried by wind currents to the north. Crossing the Chionthar river, the seeds settle in the streets of Baldur's Gate.

When the seeds descend upon Baldur's Gate, they sink into the cracks of the streets and quickly begin to grow. A few of the trees grow with such unnatural speed that they become fully grown within a few minutes. The hamadryads are then able to use *treestride* to step from the trees of Cloakwood to the trees on the streets of Baldur's Gate.

The hamadryads move from street to street, using their magic to accelerate the growth of the seedlings into full trees. These trees burst from the ground, destroying buildings. When the city watch and the Flaming Fists fight back, the hamadryads enchant the newly-grown trees, transforming them into **awakened trees** that attack humanoids indiscriminately.

FIGHTING THE HAMADRYADS

You hear screaming and shouting out on the streets. Joining the commotion, you encounter something both wondrous and frightening to behold. Thousands of winged tree seeds float across the sky and descend on the city. When the seeds touch the cobble streets, they quickly sink between the cracks and into the earth. Moments later, small green chutes erupt and begin to grow. You notice a strange grey woman walking down the street. Her skin is like bark and her eyes are black. She points at one of the green saplings and its growth accelerates so that, within just a few moments, it has grown to an astounding size. The tree woman meets your gaze and recognition slowly dawns upon her face. She begins to shriek.

The heroes are caught in the middle of this chaos and are forced to fight for their lives. The hamadryads recognize the heroes as dangerous foes that must be eliminated. There should be one **hamadryad** and one **awakened tree** for each of the heroes. By defeating these twisted fey, the heroes will draw the attention of **Faldorn**.

FALDORN

Suddenly, thorn-covered vines erupt from the ground all around you and grow into towering walls of thick brambles. The brambles part, allowing a woman to step toward you. "You have murdered my daughters!" Her eyes blaze with hatred. "You will not stop me from bringing ruin and death upon this city. The wrath of the mother goddess has been earned, and she will have vengeance!" Her flesh contorts as she transforms from a human woman into a towering cave bear. With a terrifying roar, she charges at you!

Faldorn has used her *staff of the woodlands* to erect a wall of thorns to encircle as many of the heroes as possible. She transforms into a **cave bear** and fights to the death.

If Faldorn is killed, then the Feywild magic that she has summoned will dissipate. The awakened trees will become inert, and the remaining hamadryads will use their *treestride* to return to Cloakwood. The city of Baldur's Gate is saved from destruction!

If the heroes are defeated or they don't fight Faldorn, then the Shadow Druid will eventually be defeated by a force of the Flaming Fist led by the Grand Dukes. However, considerable damage will have been done to the city, which may limit the party's exploration.

TREASURE

Faldorn carries a written copy of the runes that were inscribed upon the lid of the adamantite sarcophagus. She also carries her *staff of the woodlands*.

THE NEW LORD OF MURDER

Xzar has carefully studied Davaeorn's research on how to transform a Bhaalspawn into a god. The wizard believed that if enough murders could be committed in the name of a singular Bhaalspawn, then divinity could be achieved. Xzar has carefully followed Davaeorn's ritual. He has chosen 333 men, women, and children to be murdered. He has organized a group of Zhentarim assassins to carry out the murders in a single night of bloodshed. He keeps track of his assassins by using the spell *rary's telepathic bond* to keep in contact with the leader of each group of killers.

Unfortunately for Xzar, Davaeorn was wrong about the ritual. His mistake was never discovered, as Sarevok was killed before the ritual could ever be completed. Instead of turning into a god, the Bhaalspawn will be transformed into a mindless version of the **Slayer**.

Xzar has inscribed magical tattoos all over his body, with one tattoo for every murder that must be completed. When the murder is done, the tattoo begins to bleed. When Xzar is bleeding from more than 50 murders, he will transform into the Slayer.

ASSASSINS!

You dream of murder. Four robed men with long daggers and cruel smiles climb through a window and into a bedroom where a family sleeps. A man and woman cling to one other in bed while their two young children toss and turn in a small bunk opposite. Each killer stands beside their intended victim. Their upraised daggers gleam in the moonlight...

You awaken with a start. Cold sweat covers your body, and you immediately sense that something is wrong. Someone or something is in your room that should not be.

The party is ambushed by one half-orc **assassin** and one half-orc **spy** for every hero. If **Viconia** is still alive, then replace the half-orcs with her and a single **drider**.

The assassins fight to the death, except for Viconia, who will attempt to flee into the night when reduced to fewer than 40 hitpoints.

XZAR

The bodies of the assassins lay all about you. You survived this attempt upon your life. But you still feel uneasy. Your skin crawls as if you are being watched. Then a voice cackles inside your head, "Those the gods wish to destroy, they first make mad, MAD, MAHAHAHAHAAD!"

Xzar has used *clairvoyance* to spy upon the heroes. Once he realizes that they have survived the assassination attempt, he uses *sending* to whisper into the party's minds. His sanity has always been questionable, and it now teeters on the precipice.

Xzar tracks down the heroes with a band of four **zombies**, all disguised with the *seeming* spell to look like

dead villains. The zombies might appear as Montaron, Sarevok, Viconia, Faldorn, or some other villain who is significant to the party. Xzar will be bleeding from dozens of tattoos on his body.

When he engages in combat, Xzar will scream out in pain on each of his turns, as another murder occurs and a new tattoo begins to bleed. On the third round of combat, the 50th murder occurs.

At this point, Xzar becomes completely unhinged as he violently transforms into the **Slayer** and fights to the death. Once Xzar is dead, his telepathic bond with the other assassins ends. Having no reason to risk their lives, the remaining assassins flee the city.

If the heroes are defeated or they don't fight Xzar, then he will transform into the Slayer and go on a murderous rampage across the city. Eventually the Grand Dukes will order the Flaming Fists to track him down and kill him, but not before he murders hundreds of innocents.

TREASURE

Xzar is carrying all of Davaeorn's writings and research. He is also carrying his spellbook.

THE RED WIZARD

Edwin's current scheme has been to use his control of the Sorcerous Sundries to identify potential victims amongst the wealthy and powerful shoppers. Those who frequent the Sorcerous Sundries include merchant lords, nobility, the Grand Dukes, the Harpers, and the Zhentarim. Edwin's attention was drawn to the Zhentarim as they were unearthing magical secrets left over from the collapse of the Iron Throne. These were secrets that he wanted for himself.

Edwin has used *arcane eye* and *clairvoyance* to spy on both the Zhentarim and the Harpers. One of his dread doppelganger allies has been impersonating the Harper, Imoen. She is being held in the same cell as Halbazzar Din, in the basement of the Sorcerous Sundries.

Because of his divination magic and doppelganger allies, Edwin is likely aware of everything that the heroes have been up to. He spied on them while they went about dismantling the Zhentarim's operations. Now that the heroes have emerged victorious, Edwin has decided that it's time to strike.

Red Wizards are always causing troubles in Rashemen. You might think Baldur's Gate would be safe from evil mages that talk too much, but NO! During iron crisis, Edwin tried to kill my witch! Minsc gets angry just thinking about it. Dynaheir says we must stay calm, but if that ring-faced coward is up to old tricks again, Minsc and Boo will be forced to take extreme measures! That's right, Boo - put on your little hamster boots. We will kick his big, stupid brain right up his backside!



You have been summoned to the famed magical shop known as the Sorcerous Sundries by the Harper, Imoen. She wants to congratulate you for helping to save the city of Baldur's Gate. She intends to present each of you with a gift provided by the proprietor of the Sorcerous Sundries and paid for by the Harpers and Grand Dukes.

When the heroes arrive at the Sorcerous Sundries, Imoen and Halbazzar Din greet them. Both are actually **dread doppelgangers**.

Imoen is as chipper as usual when you arrive at the Sorcerous Sundries. She smiles broadly at you and motions for you to sit down. "Halbazzar Din has a magical gift for each of you! He was just going to hand them out to you, but I decided it would be much more fun if the gifts were all wrapped up like presents." Imoen giggles.

The stern looking wizard, Halbazzar, steps forward and hands each of you a small object that has been wrapped in colorful paper. Imoen is practically vibrating with excitement. "Come on! Open the presents, I want to see what you think of them!"

This entire scenario is a trap set up by Edwin. He has prepared the *magic jar* spell in his summoning chamber in the basement and will attempt to possess one of the heroes before they begin opening their presents.

Each present contains a small ivory tablet with a *glyph of warding* spell inscribed upon it. Each of the glyphs will target the person who opened the present with the *blindness/deafness* spell, blinding the target on a failed saving throw. Then the two dread doppelgangers will transform and attack. Whoever Edwin has possessed will also attack. If the hero possessed by Edwin is reduced to half hit points, Edwin will leave the body and return to his body in the basement below.

If the heroes are able to defeat the two dread doppelgangers and Edwin is forced out of the body of a possessed hero, then the Red Wizard will be furious. He will use two *sending* spells to threaten the heroes.

A voice speaks into your minds with barely-contained fury: "I am Edwin Odesseiron, and I will give you simian *fools* one last chance to give me what I want! Leave the magical secrets that you stole from the Zhentarim and flee the city. Then, I shall allow you to live..."

Edwin is true to his word, though it is unlikely that the heroes will obey his instructions. There is only one door that leads to the basement of the Sorcerous Sundries. It has an *arcane lock*, and opening it requires a successful DC 20 Dexterity check with thieves' tools. It can also be battered down.

Edwin has already used a *planar binding* spell to gain control of the **barbed devil** in his summoning chamber. Edwin will cast *darkness* spells to allow the devil to use its *devil sight* to its advantage. Edwin will only engage the heroes once they have defeated the barbed devil. The Edwin that faces the heroes is actually a *simulacrum* of the real wizard. If they defeat him, read the following:

The Red Wizard screams at you in rage. "You have made an enemy for life, you blithering cretins!" Edwin's face begins to melt away like wax, along with the rest of his body. Soon, all that remains of him is a puddle of ice and water.

TREASURE

The display cabinets of the Sorcerous Sundries include one of each of the following: *dust of disappearance*, *potion of climbing*, *potion of fire breath*, *potion of growth* and a *potion of hill giant strength*. There is also a rack of scrolls that includes one scroll for each of the following spells: *alarm*, *false life*, *illusory script*, *unseen servant*, *arcane lock*, *magic mouth* and *rope trick*.

AFTERMATH

The city of Baldur's Gate will have suffered grievously from the damage done by the machinations of the wizards Xzar and Edwin. The party's achievements determine how badly the city has suffered.

The Grand Dukes will have learned of the role that the heroes played in defeating the enemies of the city through the Harpers, Imoen, Halbazzar Din, or one of their spies. They will call the party to the High Hall Palace for an audience. All four of the dukes will be present—Belt, Eltan, Entar Silvershield, and Liia Jannath. They will thank the party for their heroism, and Eltan will explain that the Flaming Fist has decided to throw a parade in their honor.

The heroes are asked to come to the palace in one week's time to claim their full reward. The dukes plan to make the Red Wizards and Zhentarim assist with the cost of the parade. Thanks to the heroes, the two organizations are now desperately eager to repair their relationship with the city—they won't be causing trouble again anytime soon.

CONTINUING THE ADVENTURE

If you'd like to continue the adventure past this point, then consider some of the following ideas.

- If the heroes are using epic backgrounds, then your first priority should be to offer them leads for their epic goals. For example, the Awakened Clone might be summoned by his legendary archmage creator for a quest that benefits all the other epic backgrounds.
- The Harpers are always in need of more assistance in the struggle against tyranny across Faerûn.
- For those with a taste for thievery, there are multiple high-value targets for a heist in Baldur's Gate, including two banks and the Hall of Wonders.
- Reading Chapters 9 and 10 may provide you with many more ideas for new adventure hooks!

AFTERMATH RESULTS

Achievement	Civilians Dead	Parade	Reward
None	+2000	Candles are lit throughout the city to mourn those who perished in the rampant destruction and murder that the party failed to prevent.	When the party walks through the streets, people look their way and shake their heads in obvious disappointment.
Defeated Faldorn in Cloakwood	+0	One hundred Flaming Fist soldiers line the street for each hero. Priests of Gond take the flying machine from the Hall of Wonders and fly over the parade, shooting off fireworks. Floats with illusions showing the heroes defeating hags, shadow druids, and wolfweres roll through the streets, applauded by cheering crowds. Marble statues of the heroes are erected in the Wide.	Each of the heroes is granted the Flaming Fist medal of valor. This is a beautiful gold medallion fitted with rubies. It is worth 250 gp. The party is also granted the deed to the Iron Throne tower.
Defeated Faldorn in Baldur's Gate	+300	Five hundred Flaming Fist soldiers line the streets for each hero. Floats with illusions showing the heroes defeating hags, shadow druids, and wolfweres roll through the streets, surrounded by cheering crowds.	Each of the heroes is granted the Flaming Fist medal of valor. This is a beautiful gold medallion fitted with rubies. It is worth 250 gp.
Defeated Xzar in Cloakwood	+0	Duke Eltan, commander of the Flaming Fists, hails the heroes as saviors of the city, to wild cheering and screams of "I love you!" from the crowd. A chastised delegation from the Zhentarim bows to the heroes and presents them with their reward.	Each hero is given a <i>warhorse</i> . Each of the warhorses is equipped with a <i>saddle of the cavalier</i> . Each hero is given a <i>potion of greater healing</i> . The party is given the choice of one <i>elemental gem</i> .
Defeated Xzar in Baldur's Gate	+300	A coalition of merchants hails the heroes as saviors of the city. The crowd dutifully applauds, though many are still in mourning. A chastised delegation from the Zhentarim bows to the heroes and presents them with their reward.	Each hero is given a <i>warhorse</i> . Each hero is given a <i>potion of greater healing</i> . The party is given the choice of one <i>elemental gem</i> .
Defeated Edwin	N/A	An embarrassed delegation of Red Wizards disowns Edwin and bows to the heroes, begging for their forgiveness. They present a reward to the heroes.	The party is given a <i>bag of holding</i> , a <i>lantern of revealing</i> , and 1000 gp.

Dear simians,

I see that you've made quite a mess of things at the Sorcerous Sundries. So what? Your primitive minds would naturally assume that I intended to prevail in my plot to obtain the Zhentarim's secrets. But this failure was merely an ingenious distraction from my true plan! What plan, you may ask? That is none of your concern, you NITTING, MONKEY-BRAINED FOOLS! You MOUTH-BREATHERS. You CUD-CHEWING VERMIN. If I could be granted just one fleeting wish, it would be to grant you the necessary reading comprehension to decipher these words, so that my EXTREME INDIFFERENCE toward your misguided MEDDLING should become clear to you. Unfortunately, I am quite sure that you lack the neurons to grasp even the simplest consequences of your own blithering idiocy, and so I must content myself with the knowledge that no matter where you go, no matter where you hide, I will have not the slightest trouble finding you.

Edwin

CHAPTER 9: THE CITY OF BALDUR'S GATE



SITUATED WHERE THE WESTERN HEARTLANDS meet the Sword Coast, the city-state of Baldur's Gate is a beacon of civilization in a largely untamed frontier land. Although somewhat small in terms of the physical space it occupies, Baldur's Gate's population rivals that of the highly regarded and influential

Waterdeep to the north.

Because Baldur's Gate is first and foremost a city of trade built around its harbor, the docks remain the true heart of the city. This busy area is the base of operations for many key trade organizations in Faerûn, including the Iron Throne, the Merchant's League, and the Seven Suns. Even the role of the Gate's leaders, the Council of Four (or the "Grand Dukes"), has mercantile origins and still draws many of its members from the ranks of successful merchants.

Baldur's Gate was founded over 300 years ago. It is often simply referred to as "the Gate," especially by its residents, who are called Baldurians. When it was founded, the city was little more than a port with a surrounding shanty town. A combination of key historical figures and rapidly changing economic factors did much to shape the city within a relatively short amount of time.

Baldur's Gate is named for the legendary explorer, Balduran, who is perhaps its most famous citizen. With his ship, the *Wandering Eye*, Balduran and his crew became the first Faerûnians to reach the once-mythical continent of Anchorome after sailing west across the Trackless Sea. After many years, Balduran returned to his home harbor and invested his accumulated wealth into the growth of the settlement.

In this way, Balduran used the great fortune he amassed during his travels to help the small town that would someday bear his name, and it eventually grew into a major metropolis. His most famous project was the construction of the impressive city walls, which made Baldur's Gate an island of security within the otherwise dangerous and unpredictable Sword Coast.

After the walls were completed, Balduran set sail one final time with the intention of returning to and further exploring Anchorome. However, he and his crew were never heard from again, their ultimate fates still unknown to this day.

Since its transformation into a significant power in the region, the city of Baldur's Gate has earned a reputation for political neutrality. Both its leaders and its citizens prefer to avoid meddling in the affairs of other cities and nations. As such, the Gate is a popular neutral ground for meetings between foreign diplomats, which are frequently held within the grand halls of the Ducal Palace.

As the years went by, the Gate's rapid growth and increasing prosperity have caught the attention and resentment from wealthy nobles and merchants in Waterdeep and Amn. Although their relationships are strained at times—with Amn in particular, during the Iron Crisis—this conflict remains a trade rivalry that has thankfully never escalated into open war.

Baldur's Gate is surrounded by walls on three sides, and the rushing River Chionthar to the south, making

the city relatively secure from outside threats. For threats within the city, the Flaming Fists do their best to enforce law and order. However, the city's dense population and thriving economy have made it an ideal place for rogues and thieves to ply their trade. Facilitating such illicit activities is an extensive sewer system and a network of subterranean structures. Such hidden passageways allow secretive individuals to move throughout the city, away from the prying eyes of upstanding citizens—and Flaming Fist patrols.

Topside, a system of magically-powered lanterns keep the city well-lit throughout the night. These lights are at their densest near the city's major temples, around the Ducal Palace, and by the docks, where they promote both safety and round-the-clock productivity.

Buildings in the Gate generally get newer as one moves farther away from the harbor, though exceptions can be found where previous structures were torn down for more recent construction in the same lot. The typical style for buildings in the city is tall and narrow, reflecting the fixed amount of area available for development within the walls. However, the Gate is not without urban decay, which is especially common in the Northeast Outskirts. These are largely considered the slums of the city, where only the most destitute make their homes. The northwest represents the opposite side of this coin, containing most of the finer estates belonging to wealthy Baldurians.

FACTIONS OF BALDUR'S GATE

Like most aspects of life in Baldur's Gate, its balance of power largely revolves around what the city is mainly known for: commerce. The many trade organizations within the Gate have formed a symbiotic relationship with the Grand Dukes. The Dukes' approval can mean lucrative trade agreements, while strong trade organization support is often necessary for their election. Hired by the Dukes and paid through tariffs and taxes, the Flaming Fist mercenary company enforces the law, while the city's highly-organized and equally-sizable Thieves' Guild works hard to ply their own trade without attracting attention.

THE DUKES

Also known as the Council of Four, the Grand Dukes of Baldur's Gate rule the city and are entrusted with making political decisions for the benefit its citizens. Each Duke is democratically elected by landowners within the Gate, serving for life or until resignation. Rarely, a Duke who has committed an egregious offense may be stripped of their title. Although anyone can theoretically become a Grand Duke with enough support, they are usually appointed from the ranks of wealthy merchants, renowned military leaders, and famous adventurers. The current Dukes consist of Belt, Eltan, Entar Silvershield, and Liia Jannath.

The first Dukes were directly linked to the port city's nautical past and were entirely made up of retired sea captains. Despite the importance of its port, Baldur's Gate was originally ruled by wealthy farmers. Sailors



resented having to pay hefty fees and taxes to use the gates built by their lost compatriot, Balduran. They eventually overthrew the farmers, installing the four oldest sea captains as rulers of the Gate. The four were originally called “Grand Dukes” in jest, but the title—now used unironically—has stuck to this day.

The Grand Dukes operate out of the Ducal Palace, also known as the High Hall. One of the tallest buildings in Baldur's Gate, the Ducal Palace acts as an office for everyday decisions, a venue for regal ceremonies, and a suitably-luxurious place to entertain politically important individuals visiting the city. The palace also provides sleeping quarters for temporarily displaced nobles and those whose main estates lie outside the city walls. As its name suggests, the Ducal Palace has been built to emulate the residences of more conventional royalty, complete with heavily-fortified walls and high towers.

NOTABLE NPCs

- Duke Belt (LN human male **veteran**) is a fighter and former adventurer. Tight-lipped about his past, he prefers to go by this simple pseudonym and very few (if any) still-living individuals know Belt's birth name. Although not a cleric, Belt is a religious man. However, like his name, the identity of his deity remains a mystery. His faith appears to grant him some minor divination abilities, which he uses to track down hidden threats within the Gate.
- Duke Eltan is a native of Baldur's Gate and commander of the Flaming Fist (see the main Flaming Fist section for more on Eltan).
- Duke Entar Silvershield (LG human male **knight**) is a famous warrior, well known as the richest man in Baldur's Gate. Silvershield lives in a grand estate in the city's northwest. He is married to a woman named Brilla and is the father of two children. The couple's

son was killed recently, a victim of bandit attacks on a trade caravan that he was traveling with. This experience has left Entar even more vigilant against threats to the Gate, and he has become overprotective of his sole remaining child, Skie.

- Duchess Liia Jannath (CG human female **mage**) is a kind-hearted and powerful wizard that shows great concern for her people. Jannath is an expert in divination and evocation magic. Although she avoids violence, her spells make her a formidable opponent when she sees no diplomatic option.

THE FLAMING FIST

Founded in 1345 by Duke Eltan in Baldur's Gate, the Flaming Fist Mercenary Company continues to maintain both its headquarters and a strong presence within the city. What began as a consolidation of multiple local mercenary groups has quickly grown over the decades into a force of more than one thousand soldiers. Through the leadership of Duke Eltan and his close compatriot Scar, the Flaming Fist has attracted both seasoned veterans and plenty of new recruits hoping to train under such heroes.

After Eltan was elected to the Council of Four, tax funds were used to hire the Flaming Fist with the goal of establishing law and order in the city. The rise of the Flaming Fist indeed resulted in reduced crime in Baldur's Gate and had the unexpected consequence of the city becoming a significant military power. The company continues to receive regular payment from the Dukes, as well as a portion of taxes collected from the harbor and at Wyrms Crossing.

In addition to the city itself, Flaming Fist patrols enforce law in the immediate area surrounding Baldur's Gate, particularly in larger settlements like Bereghost

and the Friendly Arm Inn. However, their reach largely ends before Nashkel, which hosts an increasingly strong Amnian military presence.

One of the Flaming Fist's most notable accomplishments was the defeat of Akbet-Khrul, a brutal pirate lord who had terrorized the coast. In this campaign, they aided the Golden Legion, a similar mercenary company located in Amn. However, despite working with Amnian mercenaries, the Flaming Fist's rivalry with Amn as a whole is partly responsible for the rising tension between Baldur's Gate and its southern neighbor.

While the Gate prides itself in remaining politically neutral in external conflicts, its de facto army and police force does not have the same policy. For enough coin, the Flaming Fist is occasionally hired out as muscle for a foreign power. One recent example was to aid Sembia in its defense against the Grand Army of Tuigan. Another is their increased activity in Tethyr, an unstable nation currently embroiled in a long civil war. Eltan has been known to offer his forces at a discount to certain Tethyrians. As a result, Tethyr has become a major source of many new Flaming Fist recruits.

Although its headquarters in Baldur's Gate remains its most impressive, the Flaming Fist has built other forts throughout Toril. In 1364, the group established the settlement of Fort Flame on the coast of the newly discovered far-west continent of Maztica. Similar outposts were also created in Anchorome and Chult during roughly the same period of time. Whether this expansion proves to be a wise investment remains to be seen.

The Flaming Fist is run like an army. Every group of five fists is led by a "manip" and a "flame." Manip is veteran **soldiers** who have risen through the ranks, while flames are trained **knights** recruited from noble or mercantile families. "Blazes" are commanders of forts or important missions. The marshal commands the entire Flaming Fist.

FLAMING FIST MILITARY RANKS

Rank	Role
Fist	Private
Manip	Sergeant
Flame	Lieutenant
Blaze	Major
Marshal	General

NOTABLE NPCs

- Duke Eltan (LN human male **general**) is both the founder and current commander of the Flaming Fist. Born in Baldur's Gate, Eltan spent years as an accomplished adventurer before creating the organization. Not long after, he was able to leverage his success and new-found popularity into a place on the Council of Four. Eltan usually wears full plate armor, even when he does not expect to need it. In battle, he favors longswords and warhammers, and he eschews the use of shields. Although he rarely reveals his motivations, Eltan is dedicated to maintaining the balance of power in Faerûn, preventing what he sees as the inherent tyranny of empires. Inspired

by Balduran's final voyage, Eltan financed the Flaming Fist's expedition to Maztica shortly after the continent's discovery in 1361.

- Eltan's closest friend, Harold "Scar" Loggerson (LN human male **veteran**), is a physically imposing lieutenant in the Flaming Fist. Scar took part in the Maztica expedition and only recently returned to Baldur's Gate.

THE IRON THRONE

The Iron Throne is a ruthless merchant organization that was founded some decades ago. Highly secretive, little is known about its members and less still of its mysterious backers. Wild rumors fill the information vacuum among the general populace, who guess that the Iron Throne might be a front for a Zhentarim conspiracy—or agents of some dead god. In fact, the group is at odds with the Zhentarim, as their disreputable portfolios often overlap, making the Black Network one of their primary competitors.

Although the Iron Throne previously went to great lengths to maintain its thin facade of respectability, in more recent years the organization has been frequently accused of many unsavory business practices, from extortion to attempted assassination. Such recent actions have resulted in their being banned from working in the nation of Cormyr for a year.

The Iron Throne's mercenary nature knows no bounds, and the organization frequently sells to both sides of military conflicts—provided, of course, that both sides can afford their extortionary prices. Most of the goods the Iron Throne trades in are unsavory in one way or another and include dealing in weapons, gunpowder, poisons, and illicit substances.

The Iron Throne's main headquarters is situated in southern Baldur's Gate, close to both the city's docks and many competing merchant companies. In contrast to the simple offices of its neighbors, the Iron Throne building is an imposing tower that looks more like a fortress than a place of business. Burnt orange banners bearing a highly-stylized, iron-gray throne are the only splashes of color on the building's dark stone walls.

With the exposure of the Iron Throne's role in the iron crisis—and the death of most of its leadership—the Iron Throne is now in chaos.

NOTABLE NPCs

- Thaldorn (NE human male **thug**) is the last surviving leader of the Iron Throne in the Western Heartlands. Like most of the higher ups in the Iron Throne, Thaldorn is ruthless to the point of cruelty. Though a talented thief in a former life, Thaldorn is ultimately a weak-willed coward—he would sell out the Iron Throne without hesitation if his life was threatened. He is currently working with the Zhentarim.

THIEVES' GUILD

Like most major cities in Faerûn, Baldur's Gate is home to a number of criminal organizations made up of thieves, assassins, fences, and their unsavory allies. The largest and most influential of these is known simply as the Thieves' Guild. Although its covert nature makes

it impossible to accurately tally its members, they are estimated to be at least as numerous as the Flaming Fist. Activities of these members range from petty thievery to political espionage.

The headquarters of the Thieves' Guild is hidden in the northeast slums of Baldur's Gate. The building's façade mimics a row of ramshackle houses, which largely disguises its true purpose, despite the constant stream of less-than-reputable individuals who pass through its lopsided doors. The Guild hall frequently hosts visiting bards, who pay for the privilege of incorporating the more interesting exploits of Guild members into their songs, albeit in a pseudonymous and often highly-embellished form. The Thieves' Guild headquarters is also rumored to have a labyrinthine lower level connecting to the ruins of Old Baldur's Gate, now called the Undercity.

Although not affiliated with the Shadow Thieves of Amn, the Thieves' Guild has agents operating within the other organization, a fact which is known and supported by Guild leaders.

NOTABLE NPCs

- Originally hailing from Tethyr, Alatos "Ravenscar" Thuibuld (CN human male **master thief**) is the current head of the Baldur's Gate Thieves' Guild. Unlike most Guild members, Alatos eschews the use of thieves' cant while conducting business. Instead, he affects a high-class accent that only occasionally reverts to cant when he is surprised or angered. Such instances are rare, however, as he does his best to maintain a calm, collected persona. Alatos handles most of the Guild's higher-profile clients and is currently in contact with a mage from the secretive country of Halruaa. He is also responsible for ensuring that the Thieves' Guild avoids attracting the ire of the Grand Dukes, who are quite aware of the open secret of its existence. Like many rogues in Faerûn, Alatos is a follower of the god Mask, Lord of Shadows and Master of All Thieves.
- Black Lily (CN human female **thief**) works as the Guild's main fence. She is also a skilled saleswoman who only turned to less legitimate trade to sate her desire for intrigue. Her small, exclusive shop is proud to offer Guild members and guests a wide range of exotic magic items, though typically at a premium. While within the Guild's halls, she never slips from thieves' cant and may refuse to speak to anyone who does not do the same.
- Narlen Darkwalk (NE human male **thief**) is a prominent member whom Alatos holds in high regard. One of Narlen's main duties is recruitment, seeking out talented rogues and testing their skills—and loyalties—through a series of tasks. Although far from trustworthy in any conventional sense, Narlen goes out of his way to protect anyone who has proven to be an ally. However, this loyalty is difficult to obtain—Narlen has won many a duel to the death with former potential Guild members who failed to live up to his expectations.

GODS OF BALDUR'S GATE

TEMPLE SERVICES

Most of the temples located in Baldur's Gate offer services for a donation.

Service	Donation
<i>Cure wounds</i>	50 gp
<i>Cure poison</i>	50 gp
<i>Divination</i>	200 gp
<i>Gentle repose</i>	100 gp
<i>Raise dead</i>	1000 gp
<i>Remove curse</i>	500 gp
<i>Speak with dead</i>	250 gp

GOND

- **Symbol:** A toothed cog with four spokes
- **Portfolio:** Construction, craft, creativity, and smithing

Usually depicted as a burly red-haired man, Gond is best known as the Wonderbringer and the Lord of All Smiths. He is a font of boundless energy and inspiration who seeks only to create and refine. Gond favors the colors red and yellow, which represent both the power of the forge and the endless possibilities of the glowing hot metal it produces.

In general, Gondite clerics wander in perpetuity, stopping at various settlements for a time, where they practice their chosen craft and teach the populace about their faith. More importantly, they learn what they can to improve both their own skills and to help spread new ideas and inventions. They believe remaining stationary leads to stagnation, a grave sin to those who dedicate themselves to ingenuity. On the other hand, amassing wealth through selling their talents and products is encouraged, as it most clearly displayed Gond's power and the benefits of following him.

Exceptions to this nomadic lifestyle are made for major cities that provide enough intersection of cultures and ideas compatible with innovation. Baldur's Gate is one such city and has become the center of the Gondite religion in western Faerûn. Dedicated to Gond, the massive High House of Wonders is the largest of the three temples in Baldur's Gate. The equally-impressive, adjacent Hall of Wonders serves as a museum intended to educate and inspire craftsmen and inventors, regardless of whether they worship Gond directly.

Although the god of craft certainly values creativity and intellect, followers of Gond are doers, not thinkers. As such, they hold actions and their consequences in high regard, while intentions matter little. Gond is a Neutral deity who welcomes worshippers of all alignments, as long as they seek knowledge and improvement—of the self or otherwise—and rebuke those who hoard or destroy its power.

HELM

- **Symbol:** A gauntlet bearing an open eye
- **Portfolio:** Guardians and protection

One of the oldest deities of Faerûn, Helm has maintained his eternal vigil as a cold and detached god of protection for millennia. He is depicted in a full suit of heavy armor—or sometimes he embodies the armor itself. He of the Unsleeping Eyes and his followers value dedication, honor, and impartiality above all.

A majority of Helm's worshippers are knights, paladins, guards, and mercenaries. In the city of Baldur's Gate, members of the Flaming Fist typically dominate Helmite congregations. Clergy in the Watcher's service dress in full plate armor with plumed helms. Although admired by many for their dedication and purpose, followers of Helm are just as frequently criticized for their inflexibility.

Helm holds the distinction of being the only god who was not punished by being cast down to walk Toril during the Time of Troubles. Instead, he was entrusted by Lord Ao to prevent the other gods from returning to their divine realms until the Tablets of Fate were returned. While fulfilling this duty, Helm slew Mystra, the goddess of magic, and prolonged the chaos of the period. As a result of these actions, Helm's popularity and worship among the people of Faerûn has waned.

The temple of Helm in Baldur's Gate is small and austere when compared to those dedicated to Gond, Umberlee, and Tymora. Devotees of Helm traveling to the south can find another house of worship in Nashkel.

ILMATER

- **Symbol:** A pair of hands bound together at the wrists by a red cord
- **Portfolio:** Compassion, endurance, suffering, and perseverance

Ilmater is the Faerûnian god of suffering and martyrdom. As an ultimate embodiment of selflessness, Ilmater is willing to take on even the most horrific and prolonged pain to spare others from experiencing it. This dedication and strength of will has earned him the appellation of the "One Who Endures All." With Torm and Tyr, Ilmater forms the Triad, an alliance of powerful Lawful Good deities that has stood against the forces of chaos and destruction for over a thousand years.

Ilmater usually appears as a short, balding man, clothed only in a white linen loincloth. Much of his scant clothing is stained with the blood that seeps from the countless open wounds crossing his skin. Although perpetually stooped and weary, Ilmater's face nevertheless conveys warmth and kindness.

The Broken God is favored by the afflicted, poor, persecuted, and oppressed. Worship of Ilmater are correspondingly rare among the wealthy and powerful. In a city of commerce like Baldur's Gate, it is unsurprising that worshippers of the Broken God are relatively few. Rather than a full temple dedicated to his worship, the Ilmatari of Baldur's Gate maintain only a small shrine, surrounded by beggars. Outside of the city walls, however, Ilmater is one of the most-worshipped deities in the Western Heartlands.

Clerics and paladins of Ilmater are often gifted with especially potent healing magic. They are encouraged to use this power to aid all those who suffer, be they friend or foe. Ilmatari clergy favor simple garments of white and red, sometimes dyed with their own blood.

Unfortunately, many of Ilmater's faithful misinterpret his wish that they take on the suffering of others and instead create new pain for themselves in the form of self-flagellation. Although such rituals sometimes help to increase one's pain tolerance, they also have the unintended consequence of scaring off many potential new worshippers.

OGHMA

- **Symbol:** An unrolled, blank scroll
- **Portfolio:** Ideas, invention, and knowledge

Also called the Patron of the Bards and Binder of What is Known, Oghma is the god of all knowledge in Faerûn. Such knowledge includes that held in the form of a beautiful poem, a mathematical textbook, or the day-to-day understanding of how best to till a field. His domain is limited only in that he does not know what the future will bring. The knowledge of novel ideas is especially sacred to Oghma, and it is said that he personally chooses whether an idea will spread. Oghma is the ruler of the Deities of Knowledge and Invention—a group that also includes Gond the Wonderbringer.

Oghma usually takes the form of a handsome, dark-skinned human man dressed in fine clothing of many bright colors. He is highly charismatic, with a cheerful, light-hearted demeanor. In southeast Faerûn, Oghma is venerated in a feminine aspect as Curna, the goddess of wisdom. Oghma is known for his frequent trysts with mortals, which have resulted in many demi-powered offspring.

The Lord of Knowledge is a True Neutral deity who accepts worshippers of any alignment. However, followers of Oghma tend towards Good and Oghmanyte adventurers are particularly well known for their heroic deeds. Most bards, artists, inventors, scholars, and wizards worship Oghma in some way.

Oghma is especially revered by the scholars of Candlekeep, and the only temple in the fortress library is dedicated to him. Candlekeep as a whole is one of the most important holy sites of Oghma in all of Faerûn.

Although small, the shrine to Oghma in central Baldur's Gate is hard to miss. The Unrolling Scroll, as it is known, sports a bright red roof supported by four pillars on top of flawless white marble. A pristine circular reflecting pool sits underneath this colorful canopy.

Disagreement between Oghmanytes has created two main sects: one that believes all knowledge should be spread, while the other insists that knowledge, being both precious and powerful, must be carefully guarded. This division became more pronounced after the Time of Troubles when Cullen Kordamant, the Grand Patriarch of Oghma, went missing. This led to the formation of multiple Oghmanyte sects with different attitudes toward the legitimacy of Kordamant's successors, who in turn hold different beliefs regarding the dissemination of knowledge.

TYMORA

- **Symbol:** A silver coin, plain or embossed with the goddess's face and a patch of clovers
- **Portfolio:** Good fortune, good luck, skill, and victory

Commonly called Lady Luck, Tymora is the Chaotic Good Faerûnian goddess of good fortune. The foundation of Tymoran teachings is that blessings come to those who take risks.

When taking a physical form, Tymora usually manifests as either a human or halfling woman. Consequently, these two races make up a majority of her followers. Tymora is fickle and playful, frequently playing pranks on both gods and mortals alike. However, she is also kind and perpetually joyful, a quality that has earned her the titles the Lady Who Smiles and Our Smiling Lady. She has had short romances with many of the good-aligned male deities in the Faerûnian pantheon, all of which have ended amicably.

Worshippers of Tymora are encouraged to openly flaunt their wealth as a demonstration of her favor's power. Although one of the most popular and commonly worshipped deities in Faerûn, there is an especially high number of adventurers, gamblers, and rogues among her faithful. Celebration and merrymaking are at the heart of Tymoran worship, which is practiced in the form of many holidays and festivals.

Tymora is considered to be the "daughter" of Tyche, the original goddess of luck (both good and bad). During the Dawn Cataclysm, Tyche was split into two entities representing her light and dark sides. One half became Tymora while the second became Tymora's "sister," Beshaba, the Chaotic Evil goddess of misfortune. The two sisters have since been at odds, with the Fellows of Free Fate, a subset of Tymoran clergy, devoted specifically to working against Beshaba and the machinations of her followers.

Many Tymorans believe they are duty bound to encourage others to pursue their dreams and heal adventurers. Some Tymoran temples even go so far as to directly sponsor groups of adventurers. This aspect of the faith makes Tymoran temples the most frequently sought by adventurers seeking spellcasting services, which in turn leads to a substantial amount of wealth accumulated by these houses of worship. Tymoran clergy also frequently work with the Harpers, as their goals align quite frequently. The Lady's Hall, a small but breathtakingly adorned temple, in western Baldur's Gate is the center of Tymoran worship along the Sword Coast.

UMBERLEE

- **Symbol:** A cresting blue-green wave forked at its center
- **Portfolio:** Oceans, currents, storms, and waves

Umberlee is a cruel goddess of the sea's destructive might. Also called the Queen of the Depths and the Wavemother, she is most frequently referred to by the title Bitch Queen by her enemies and worshippers alike. Umberlee is petty, vain, power hungry, susceptible to flattery, and frequently drowns mortals on a whim. She demands regular sacrifices, usually in the form of coin and precious gems. However, she also accepts offerings of living creatures, including humanoids.

Most Umberlants are sailors, fishermen, and those living along the coast. The Bitch Queen is also worshipped by evil sapient sea creatures, such as sahuagin and krakens. She is the creator of weresharks, which worship her out of genuine adoration rather than fear.

Unlike most evil deities, many of Umberlee's faithful are of non-evil alignments. These individuals opt to worship her out of fear of her infamous wrath and may preach their religion as a means of warning others away from doom. By contrast, her clergy are typically just as wicked and blood thirsty as Umberlee herself. Umberlant clerics frequently offer to travel with sailors to ensure their safety—but only for an exorbitant fee.

Worship of Umberlee is generally unpopular in Faerûn. The major exceptions are most port cities, which usually have a temple dedicated to her, often quite prominently. Veneration of Umberlee is one of the major religions in Baldur's Gate, which has a large temple along the docks called the Water Queen's House. Umberlants become exceedingly rare further inland.

In a reflection of their deity's nature, the Church of Umberlee is chaotic and disorganized. Its loose hierarchy is based entirely on the strength of the individuals within. Disputes among Umberlants are usually settled with violence, with the loser—if still alive—exiled.

Umberlee's appearance is as mercurial as her moods. However, she is most commonly depicted as having the torso of a beautiful humanoid woman with skin the color of the ocean and covered in barnacles.

Umberlee maintains a flirtatious rivalry with Talos the Storm Lord. Many believe that the Wavemother simply feigns romantic interest to keep Talos from encroaching on her dominion over ocean storms. Her jealousy regarding this overlap is clear: Umberlee's followers have been instructed to slay anyone who dares suggest that such storms are indeed Talos's domain.

WAUKEEN

- **Symbol:** A gold coin with the goddess's face in profile
- **Portfolio:** Commerce, money, trade, and wealth

Waukeen is the True Neutral goddess of commerce and wealth gained through free and fair trade. One of the younger deities in Faerûn, Waukeen's worship and power grew quickly as civilization developed a thriving economy. She is a strong supporter of Gond, and her only major enemy within the Faerûnian pantheon is Mask, the god of thievery.

Liberty's Maiden is an active, energetic, and enthusiastic goddess, with a passion for fast-paced, crowded markets. She is legendarily persistent or, as her critics suggest, incredibly stubborn. She is worshipped by all those involved in legitimate commerce, including accountants, investors, merchants, moneychangers, philanthropists, and shopkeepers. On the other side of her golden coin, Waukeen is also the patron of illicit trade and worshipped by fences, smugglers, and black marketeers.

Waukeen most often appears as a human woman with long locks of shining gold and matching solid gold eyes. She dresses in a gown and sash woven from precious metals and adorned with various glimmering gems. The Golden Lady is often accompanied by a pair of golden lions. When in battle, she usually fights with a cloud of



pelting of coins. She has also been known to spit molten gold and summon storms of fire.

The Merchant's Friend has been missing since the Time of Troubles, and many believe her to be dead. As such, there is a noticeable lack of worshippers in Baldur's Gate, despite it being a major center of trade.

Lately, the Church of Waukeen is a pale shadow of its former glory. The only inkling of what became of Waukeen was gleaned from a message delivered by Lliira's prophet. Lliira, the goddess of joy and Waukeen's closest friend, announced that she would answer prayers for spells in her absence. Far from calming the Waukeenar, Lliira's aid had the opposite effect and many more turned from Waukeen, believing her to be truly dead.

Unbeknownst to mortals and even the gods themselves, Waukeen, still in her mortal avatar form, is currently held captive in the Abyss by Graz'zt, a powerful demon lord. Waukeen had made a deal to smuggle her back to the Outlands without alerting Lord Ao, but Graz'zt betrayed her in an attempt to steal her divinity.

THE TEMPLES IN BALDUR'S GATE ARE CHIEF AMONGST THE CITY'S MANY OFFENSES TO THE OAKFATHER. THESE UNGRATEFUL BLASPHEMERS VENERATE THE GODS OF GOLD AND VANITY. THERE IS NO PLACE FOR ANYTHING THAT GROWS. IT IS ENTIRELY PROFANE AND BEGS TO BE CLEANSSED.

FALDORN

ENCOUNTERS IN BALDUR'S GATE

In order to spice up the city streets of Baldur's Gate, the following encounters can be used. Feel free to use them whenever you feel it is appropriate.

You can also follow these guidelines: Roll 1d20 once during the day and once during the night. An encounter occurs on a roll of 16 or higher during the day and 12 or higher during the night. If an encounter occurs, then roll on the table below to determine which.

RANDOM ENCOUNTERS IN BALDUR'S GATE

Day (d20)	Night (d20)	Encounter
–	1 – 2	Amnian spies
–	3 – 6	Carrion crawlers
–	7 – 8	Degrodel's minions
1 – 2	–	Despondent priestess
3 – 4	9 – 10	Flaming fist patrol
5 – 7	–	Ilmatari priests
8 – 9	–	Kesheel
–	11 – 14	Killers
–	15 – 16	Oni assassin
10 – 11	–	Runaway golem
12 – 15	17 – 18	Zhentarim assassins
16 – 20	19 – 20	Thief on the run

AMNIAN SPIES (NIGHT)

A group of figures has gathered in a nearby alley. Their clothing is largely nondescript and varied, except for the identical gold signet rings on each of their left hands. The fragments of conversation that reach your ears are in an odd accent that is familiar but difficult to place.

Three human **spies** and a halfling **veteran** are exchanging the information they've gathered that day. They are a team of spies sent by a group of prominent Amnian mercantile houses to assess the state of the city.

Although the spies are unlikely to invite trouble, they will attack the players if they suspect that their cover has been blown. However, they are not unreasonable and may be talked down and convinced that their secret is safe with a successful DC 15 Charisma (Persuasion) check. Alternatively, they may be bribed.

CARRION CRAWLERS (NIGHT)

The discordant scraping of metal on stone breaks the silence of the deserted city street. Searching for its source, you find a herd of monstrous, milky yellow grubs the size of horses crawling up from the sewers. They turn their tentacled mouths in your direction and gnash their teeth.

Four **carrion crawlers** emerge through a manhole cover and attack the first humanoid they find. If any character is killed or knocked unconscious, one of the crawlers attempts to drag their body back into the sewer.

DEGRODEL'S MINIONS (NIGHT)

The streets of Baldur's Gate are noticeably empty this evening, even when accounting for the late hour. After a long silence, you suddenly hear a harsh clanging sound from behind you, growing steadily louder over time. Upon investigating its source, you find two walking suits of ornamented plate armor emanating an eerie pale light. They move towards your party with purpose.

Two **helmed horrors** attack the players in the empty city streets. Once they have been defeated, an arrogant man named Degrodel (LE male human **mage**) appears and introduces himself. He explains that he has been observing them for some time.

Degrodel had summoned the creatures and set them on the party as a means of testing their skill to see if they could handle a job, which he obligingly offers: He will pay 750 gp for the *Helm and Cloak of Balduran*. He believes that a mercenary leader named Vail knew the location of these items. Unfortunately, Vail and his band of mercenaries have been petrified. Recent intelligence suggests that they are currently on display as works of art in the Splurging Sturgeon. Degrodel gives the party

six scrolls of *stone to flesh* and the address of his home in northwest Baldur's Gate.

If the party turns down his offer, demands an increase in pay, or asks too many questions, Degrodel becomes enraged at the impertinence and attacks them. Once he is defeated, the scrolls can be looted from his body.

DESPONDENT PRIESTESS (DAY)

A woman walks through the street as if in a daze, wearing a blank expression on her weary, tear-stained face. Though she dresses in what was clearly once fine clothing, she has not taken proper care of the garments in some time. A large golden coin hangs from a chain around her neck, which she runs her fingers across absentmindedly.

Beryan is a Waukeenar priest, one of the few left in Baldur's Gate. If asked, she explains that no matter how hard she prays, Waukeen has not answered her since the Year of Shadows. While she held out hope over the last few years, she now believes this may have been in vain. Earlier today, Beryan learned that Lliira has "temporarily" taken over Waukeen's portfolio, and she believes this to be a sign that her goddess is truly dead.

FLAMING FIST PATROL

As you approach a busy intersection, a group of armored Flaming Fist enforcers come into view. Upon noticing your party, they hastily draw their swords while one shouts, "There's the pirates! Put down your weapons and come quietly! It's time you should face justice."

This patrol (four **knight**s) have mistaken the heroes for a band of pirates that have been smuggling slaves, and they want to take the party in for questioning. If the party surrenders, they will be taken to the Flaming Fist fortress and the mistake will be quickly realized. The heroes can convince the patrol that they are mistaken with a successful DC 15 Charisma (Persuasion) check. If the heroes aren't able to convince the patrol of their innocence and refuse to come peacefully, then the Flaming Fists will use lethal force.

ILMATARI PREACHER (DAY)

A tired-looking man dressed in shabby white robes stands at the city gate near Wyrms Crossing. He carries a book with a pair of bound hands on its cover. After spotting your party, his face visibly brightens, and he waves to you.

This cleric of Ilmater is devoted to healing all adventurers (LG male human **priest**), regardless of reputation. If spoken to, he offers to heal any wounds and cast *lesser* and/or *greater restoration* for free. However, he also attempts to convert the party,



regardless of whether his services are effective. Extremely persistent, he will continue to preach unless the entire party promises to worship the Broken God—or until they make their escape.

KESHEEL (DAY)

The sun shines down on the dock and its many workers. Nearby, a brown-haired man whose tanned skin is lined with scars sings a shanty. It is difficult to make out over the sounds of a busy port, but the occasional clear snippets include frequent reference to “Balduran,” “Anchorome,” and the “Wandering Eye.”

If the party stops to listen to his song or talk to him, then Kesheel (N male human **bard**) introduces himself. If asked what the song was about, he offers to give them a history lesson regarding Balduran, the famous explorer and founder of Baldur’s Gate (see *The City of Baldur’s Gate* for details). He may also mention that the Helm and Cloak inn is named after the fabled belongings of Balduran, which are said to be hidden somewhere within the establishment.

KILLERS (NIGHT)

With a loud thumping noise, a knife buries itself in the door frame to your left, its blade slick with some unknown substance. Two cloaked figures emerge from an alley on the other side of the street. Cold moonlight glints off of the knives that they flourish in their hands.

Two assassins have been sent by the Zhentarim to kill the party (NE male human **spies**).

TREASURE

Looting their bodies will yield an extensive collection of poisons. They have three vials of *wyvern’s blood poison* and six vials of *midnight tears poison*.

ONI ASSASSIN (NIGHT)

A loud roar in what sounds like the giant tongue bellows behind you. The source: a poorly dressed street urchin. Several other urchins are looking at him in horror. The boy looks barely ten years old, but when he speaks it sounds like the deep powerful voice of a giant. “I have been tracking you for far too long. Your blood will taste good tonight”.

The street urchin is an **oni** who has shapeshifted into the form of a street urchin to remain inconspicuous while searching the city for his prey. The Zhentarim has hired him with the task of eliminating the heroes. The oni remains in the urchin form until he is killed, whereupon he reverts to his true form.

KEY LOCATIONS IN THE CITY OF BALDUR’S GATE

- | | |
|--------------------------------------|-----------------------------|
| 1. Baldur’s Hall, Splurging Sturgeon | 26. Harbormaster |
| 2. Blade and Star | 27. Helm and Cloak Inn |
| 3. Blushing Mermaid | 28. High Hall Duchal Palace |
| 4. Citywatch Citadel | 29. High House of Wonders |
| 5. Counting House | 30. Iron Throne Tower |
| 6. Dock, Chionthar | 31. Jopalin’s |
| 7. Dock, South | 32. Krammoch Arkhstaff |
| 8. Dock, Lower | 33. Lady’s Hall |
| 9. Dock, Mercantile | 34. Low Lantern |
| 10. Dock, Dry Docks | 35. Many Coins |
| 11. Dock, Sea Queen’s | 36. Ragefast |
| 12. Dock, Flaming Fist | 37. Ramazith’s Tower |
| 13. Elfsong Tavern | 38. Rose Portal |
| 14. Felogyr’s Fireworks | 39. Sea Tower of Balduran |
| 15. Flaming Fist Fortress | 40. Seven Suns |
| 16. Gate, Baldur’s Gate | 41. Shrine of Suffering |
| 17. Gate, Basilisk | 42. Smiling Boar |
| 18. Gate, Black Dragon | 43. Sorcerous Sundries |
| 19. Gate, Citadel | 44. Thieves’ Guild |
| 20. Gate, Cliff | 45. Three Old Kegs |
| 21. Gate, Gond | 46. Undercellar Entrance |
| 22. Gate, Heap | 47. Unrolling Scroll |
| 23. Gate, Manor | 48. Watchful Shield |
| 24. Gate, Sea | 49. Silvershield Estate |
| 25. Hall of Wonders | 50. Water Queen’s House |
| | 51. The Wide |

TREASURE

The oni carries 50 pp and a bounty notice with an insulting (but accurate) description of the heroes.

RUNAWAY GOLEM (DAY)

A hulking figure lumbers through the crowded city street, carrying a proportionally hefty bag. Roughly humanoid in shape, the figure appears to be made of dry mud. The occasional gawker stares as it goes by. However, most remain unfazed by its presence and continue about their business.

This particularly dim **clay golem** has gotten lost after a long trade caravan blocked its path. It is not aggressive and will only attack if provoked.

The golem carries a large satchel full of potion and spell components. Tucked into a prominent front pocket is a piece of parchment with the following note written in common, dwarvish, elvish, and draconic:

“If found, please return to Halbazzar Din at Sorcerous Sundries. Reasonable reward offered.”

This creature is a familiar sight in this part of the city, and only those who are new in town are surprised by its presence. Many nearby Baldurians will be able to tell the players to whom the golem belongs and anyone can give them directions to Sorcerous Sundries.

TREASURE

If the players bring the golem and/or its cargo back to Halbazzar Din, then he rewards them with 500 gp. If both golem and cargo are returned intact, then he also offers a single +1 weapon of their choice.

ZHENTARIM ASSASSINS

Two masked figures boldly approach your party. The taller of the two draws a longsword while the other, a gnome, begins to mutter inaudibly while moving her fingers. With no nearby Flaming Fist patrols or private security in sight, the bystanders pretend not to watch what unfolds before them.

Glim (LE female gnome **enchanter**) and Aeris (N male half-elf **veteran**) are an assassin team hired by the Zhentarim.

These mercenaries have no loyalty to the Zhentarim and may be open to especially lucrative counteroffers or, alternatively, intimidation. However, Glim and Aeris are loyal to one another and will fight to avenge one another if either of them should be slain.

THIEF ON THE RUN

A din of clanging armor and angry shouting can be heard behind you. Before you can react, a young woman speeds by, weaving between your party members before sprinting ahead. A small group of Flaming Fist mercenaries appear to chase her, though they remain quite far away.

A Flaming Fist patrol (three **knights**) is in pursuit of Persephone (CN female human **swashbuckler**), who was spotted stealing from one of the better-connected vendors in the Wide.

If the players aid Persephone in her escape, then she will thank them by telling them the location and password (“fahrd”) to the Thieves’ Guild. She suggests that they consider joining before she goes on her way.

RUMORS IN BALDUR’S GATE

Many rumors are swirling through the inns and public houses across the city. Use the table opposite to create idle banter with innkeepers, merchants, and other NPCs that the party converses with.

One thing that’s great about Baldur’s Gate is that everyone’s got some juicy gossip to share. Just go into any old tavern and start buyin’ drinks for the regulars, and before long, you’ll learn all sorts of stuff. The Harpers asked me to keep an ear to the ground for rumors of political intrigue and evil plots, but what I really love to hear are stories of dragons and princesses and long lost lovers reunited at last. That’s the best part of my job!

—Imoen

RUMORS IN BALDUR’S GATE

d20 Rumor

- | | |
|-------|---|
| 1–2 | Lately, multiple citizens have disappeared after venturing near sewer entrances. |
| 3–4 | A set of extremely lifelike statues on display at the Splurging Sturgeon may be a petrified adventuring party. |
| 5–6 | The nation of Amn seems to be preparing for war, though against whom is unclear. |
| 7 | There is a large network of rooms and tunnels under the city with an entrance inside the Blushing Mermaid. |
| 8 | A monster lairs in a warehouse near the docks. |
| 9 | A consort in the Undercellar has somehow obtained the famed Cloak of Balduran. |
| 10 | Thayvian wizards perform dark rituals in the upper room of the Sorcerous Sundries. |
| 11 | The legendary Helm of Balduran has been hidden behind a painting at the Helm and Cloak inn. |
| 12 | The Hall of Wonders has been the targets of several recent thefts. |
| 13 | Captain Tollar Kieres at the Merchant’s League Headquarters has a set of sea charts that may describe the location of the Isle of Balduran. |
| 14 | The Splurging Sturgeon uses unpleasant means to artificially age its alcohol. |
| 15 | A large number of shady individuals seem to frequently come and go from a group of ramshackle houses in eastern Baldur’s Gate. |
| 16 | Lately, the Cloakwood forest has become more dangerous than ever. |
| 17–18 | Huge swathes of Cloakwood have become overgrown with webs and monstrous spiders. |
| 19–20 | The Zhentarim have moved into lower Baldur’s Gate. They’ve been demanding protection money from local businesses. |

NORTH BALDUR’S GATE

W1. DOCK, WATER QUEEN’S

These docks are named after the temple to Umberlee that is built upon them. No experienced sailor would ever forget to come here and pay homage to the Water Queen before embarking on a voyage.

W2. FLAMING FIST DOCKS

These docks are where the vessels of the Flaming Fist can be found. The Flaming Fist has mercantile ships that come to and from such far-off places as Anchorhome, Chult, and Maztica. Also docked here are the military ships of the Flaming Fist. Some warships are kept here at all times, but most are out at sea, either hunting pirates or protecting merchant shipping.



North Baldur's Gate (Area W)

0 1,000 2,000
feet

W3. FLAMING FIST FORTRESS

You stand before an immense stone-hewn compound that resembles a castle in miniature. A series of seven towers connected by walls form a heptagon with a much larger main tower at its center. Red banners emblazoned with the shape of a clenched fist surrounded by fire have been draped along the outer walls.

This is by far the largest building in southwestern Baldur's Gate. It is the base of operations for the Flaming Fist Mercenary Company, and it can best be described as a small fortress or miniature castle. It is garrisoned by 100 fists (**soldiers**), 20 manips (**veterans**), 20 flames (**knights**) and a blaze (**general**).

NOTABLE NPCs

- The second-in-command of the Flaming Fist, Scar (LG male human **champion**), is often found in the fortress. See *The Flaming Fist* for more information.

W4. GATE, MANOR

One of the smaller gates in the old wall of the city. It is under guard by a half-dozen members of the city watch (LN **Guards**).

W5. GATE, SEA

Another one of the gates in the old wall. It is also guarded by a half-dozen city watch (LN **Guards**).

W6. KRAMMOCH ARKHSTAFF

Krammoch (NE **Veteran**) is a respected sage who served in the Flaming Fist during his youth. After retiring from military life, he studied at Candlekeep before settling in Baldur's Gate. He is an expert in the physiology of many different monsters, but he is primarily interested in basilisks.

W7. SEATOWER OF BALDURAN

The Seatower of Balduran is one of several Flaming Fist fortresses located within the city. Originally a prison for the most dangerous criminals in Baldur's Gate, the Seatower was requisitioned by the Flaming Fist a decade ago to be used as a naval base. The Flaming Fist have repurposed most of the fortress, but the basements are still used to imprison criminals.

There is a garrison of 100 Flaming Fist at the Seatower. These are divided into 80 fists (**soldiers**), 10 manips (**veterans**), 10 flames (**knights**) and a blaze (**general**).

W8. SEVEN SUNS HEADQUARTERS

This building was once the headquarters of the Seven Sons, one of Baldur's Gate's most successful merchant companies. During the iron crisis, it was taken over by doppelganger agents in the employ of the Iron Throne. Most of its leaders were killed, and its vast coffers were looted. The building now stands empty.

W9. SMILING BOAR

A rundown tavern that has seen better days. It is usually empty. The owner, Harrison Buckle (CG **Commoner**), is always on the lookout for some sort of get-rich-quick scheme to bail him out of his debts.



W10. WATER QUEEN'S HOUSE

The interior of this building is an odd sight, but it's appropriate for a temple dedicated to Umberlee. A network of tiled walkways wrap around several rectangular saltwater pools, from which rise statues carved in the Water Queen's likeness. The cool air is filled with solemn chanting and the echoes of rushing water.

The Water Queen's House is a temple dedicated to the deity Umberlee. Because Baldur's Gate is a port city, this house of worship is heavily-trafficked. It is frequented by many sailors and fishermen, who seek protection from the Bitch Queen's wrath.

The high priestess of Umberlee is Jalandra Mistmyr (NE female human **priest**). She is a severe woman who wears a strange pair of glasses. These are *eyes of minute seeing*, which she claimed as "rightful salvage" when an unfortunate worshiper left them behind.

CENTRAL BALDUR'S GATE

X1. CITYWATCH CITADEL

This is where the city watch is garrisoned. The basements of the citadel are used as prisons for the common criminals of Baldur's Gate. The citadel has 100 common city watch (LN **guards**) along with a dozen veterans (LN **veterans**).

The city watch polices both the lower and upper city. At night, they remove non-residents from the upper city, to prevent riff-raff from disturbing the wealthy.

X2. COUNTING HOUSE

The primary bank in Baldur's Gate where currency can be exchanged. Gold, silver, copper, electrum, and platinum pieces can be exchanged here. Gems and jewelry can also be exchanged for gold here. The building is well fortified and defended by a detachment of Flaming Fist including 20 fists (**soldiers**) and 5 manips (**veterans**).

At any given time, the vaults below the counting house hold 25,000 gp in coinage.

X3. DOCKS, DRY DOCKS

Baldur's Gate is home to the most prolific ship-building companies in the Sword Coast. The dry docks are always busy, as shipwrights work on multiple hulls at once. The docks are also used to repair and overhaul existing ships, which sail here from all over Faerûn.

SHIPS AVAILABLE AT THE DRY DOCKS

Ship	Price	Time to build	Speed	AC	HP	Damage Threshold	Cargo (tons)
Sailing Ship	9,000 gp	6 months	2 mph	15	300	15	100
Warship	24,000 gp	10 months	2 ½ mph	15	500	20	200
Deep Sea Explorer	30,000 gp	10 months	3 mph	15	500	20	400
Reinforced Warship	40,000 gp	12 months	2 ½ mph	16	800	20	200

New ships are frequently commissioned by the city's powerful merchant houses and by the Flaming Fist. However, city states as far north as Neverwinter and Luskan have also been known to commission ships from the builders at these famed dry docks.

Kwall Sydos (NG **knight**) runs the dry docks and is skilled at connecting prospective buyers with the right ship builder. Many standard types of ships can be commissioned, along with ships that are specific to the builders of Baldur's Gate.

X4. FELOGYR'S FIREWORKS

Felogyr Sonshal (LN **mage**) sells smokepowder, fireworks, lanterns, and many other similar items. For the right price, he also has a limited selection of magical items.

FELOGYR'S MAGIC ITEMS

Item	Price
Dust of dryness	150 gp
Dust of sneezing and choking	150 gp
Eversmoking bottle	400 gp
Potion of firebreath	200 gp

X5. GATE, BALDUR'S GATE

The oldest gate in the city is also the least impressive. It was built long before the city amassed its current wealth and reputation. Like the other gates that lead to the upper city, it is always under guard by a half-dozen members of the city watch (LN **guards**).

X6. GATE, BLACK DRAGON GATE

This gate gets its name from a dragon head sculpted into stone above the gate. It is defended by a dozen city watch (LN **guards**) and four ballistae.

X7. GATE, CITADEL GATE

This gate protects the citadel of the city watch. It is protected by a half-dozen grizzled veterans of the city watch (LN **veterans**).

X8. GATE, GOND'S GATE

This gate is named after the Wonderbringer due to its proximity to both the High House of Wonders and the Hall of Wonders. It is protected by the standard detachment of city watch along with three gnome clerics of Gond (LG **acolytes**). The Gond clerics are on the lookout for wealthy or curious individuals whom they can direct to the Hall of Wonders.

Central Baldur's Gate (Area X)

0 1,000 2,000
feet





X9. GATE, HEAP GATE

This is one of the oldest gates in the city. Much like the other gates that lead into the upper city, this gate is open during the day but closed at night. The half-dozen city watch (LE **guards**) at this gate are notoriously corrupt. A bribe of a single gold piece is enough to allow someone through the gates into the upper city during the night.

X10. HALL OF WONDERS

A pair of enormous, rectangular stone buildings stands before you. They are the largest structures in this part of the city, reaching close to sixty feet in height and more than two blocks in length. They are surrounded by stone colonnades and a wide plot of land with cobblestone walkways, grass, trees, and reflecting pools.

The Hall of Wonders museum stands next to the High House of Wonders (X13), a large temple dedicated to Gond. These two buildings are nearly identical, and they are connected by a narrow walkway supported by white marble pillars. The Hall is open to the public during the daytime, with a fee of 1 gp for admittance. When the museum is open, it typically bustles with both tourists and guards. The constant crowds make it extremely difficult and dangerous to attempt to steal any of the priceless artifacts held within. Glowing orbs shed a dim but dramatic light throughout the Hall.

Noteworthy devices include a mechanical scribe, a submarine, and a steam-powered dragon automaton. Many of these items are original prototypes and are considered to be priceless, sacred artifacts by Gondites.

NOTABLE NPCs

- Be'Land (LG male human **priest**) observes the main entrance and collects the admission fee. Like many Gondites, he is kind and enthusiastic to share the wonders of his faith. He will often wave the fee for those who claim that they can't afford it. Another cleric of Gond, Brathlen (NG male human **priest**), offers guided tours.

TREASURE

The Hall's display cases are filled with rare gems and expensive mechanical marvels that may be worth thousands of gold pieces to the right buyer. However, the mechanical marvels are unwieldy and difficult to move. Anyone trying to sell one of the mechanical marvels would have to do so on the black market.

- **Telescope.** This telescope can magnify sight by more than 100X. It weighs 2,500 pounds and could sell for upwards of 7,500 gp on the black market.
- **Flying Machine.** This circular machine is 15 feet in diameter and can achieve flight by spinning around violently. It can fit up to 6 medium-sized creatures or 12 small-sized creatures. A ramp allows access. In order to fly, the ramp must be pulled up. Inside, there is a windup corkscrew engine at the very center that powers the machine. Beside it is a pilot's chair with a steering wheel to control direction and a lever to control altitude. There are five other chairs located along the inside wall. All of the chairs have seat belts. The corkscrew must be wound for 1 full hour before the machine will work. When the machine is activated, it begins to spin violently. Anyone not strapped in is violently thrown about and takes 1d6 bludgeoning damage every round. A successful DC 15 Dexterity check is required to climb into a chair and



get strapped in while the machine is activated. Even if strapped in, anyone not seated in the pilot's seat will become disoriented after 5 rounds of flying. This causes passengers to suffer the poisoned condition for one hour. The flying machine can fly for 1 hour before losing power. It has the following statistics.

Armor Class 10

Hit Points 7 (2d6)

Speed fly 25 ft.

Damage Immunities poison, psychic

Value 15,000 gp

- **Submarine.** This item is identical to the *Apparatus of Kwalish* with the following differences. It weighs 5,000 pounds (and thus most likely requires a cart pulled by horses/oxen to move). It only has a swim speed. It has no claw functions (functions 4 and 5 don't exist). This item could sell for up to 10,000 gp on the black market.
- **Steam Powered Dragon Automaton.** This large bronze construct is powered by a steam engine. It requires 10 pounds of coal and a full tank of water to operate. When turned on, it will take 1 minute to power up. At the end of the minute, it will activate. While active, it has all of the statistics of a **giant crocodile**, with the following differences. It has no swim speed. It is immune to poison and psychic

damage. While active, it attacks everything it can see within 60 feet of it. It randomly determines its target and will focus on that target until it has killed it before moving to a new target. It remains active for 1 hour.

- **Mechanical Scribe.** This is a large iron box. The operator can feed papyrus into the top and then speak into a tube. The device transcribes the spoken words onto the papyrus and then ejects it from the bottom. There is a 50% chance that the transcription will have several mistakes, which are usually quite comical. The box weighs 1,000 pounds. It could sell for upwards of 5,000 gp on the black market.

XII. HELM AND CLOAK INN

Just beyond the entrance of this inn is a lavishly-appointed dining room. Brilliant red tablecloths and glittering silverware decorate the polished wooden tables, which are occupied by wealthy nobles and seasoned adventurers. Stairs near the doorway and on the opposite side of the room lead to the upper floor of the inn.

The Helm and Cloak is a luxurious inn with a grand dining room, frequented by wealthy local citizens and travelers alike. Its fine furnishings are subdued and traditional rather than gaudy. The kitchen serves fine food, as well as wine and mead—but never beer.

The inn is named for the helm and cloak of Balduran, the legendary founder of Baldur's Gate. These items are believed to be hidden somewhere within the inn. The cloak is not here, but the *Helm of Balduran* has been secreted away behind a painting hanging in the inn's second floor. The painting is trapped with a *falling net*, which requires a successful DC 15 Dexterity check with thieves' tools to disable. If the trap is triggered, it will capture the culprit with a net and alert the city guard.

NOTABLE NPCs

- Sara (N female human **noble**), an Amnian diplomat, is renting a room. Two guards stand at her door at all times. She has been sent to speak with the Grand Dukes in an attempt to soothe the rising tension between Baldur's Gate and Amn.
- **The Knights of the Unicorn.** They are a group of adventurers with a focus on chivalry and romanticism. They occupy many of the long-term rooms.
- **The Band of Merry Fools.** A party of good-natured mercenaries sit at a table near the bar. Their leader, Gorpel Hind (LN male human **veteran**), never fails to introduce himself to unfamiliar adventurers. He will call the party over to his table and ask them to join his group for a drink, offering to swap tales of recent adventures. The Band's other members are Farluck (NG male human **veteran**), Nelik (NG male halfling **scout**), and Turpin (NG male human **scout**).
- **The Maulers of the Undermountain.** The Maulers of the Undermountain are an aggressive group of mercenaries who will try to pick a fight with the heroes if they stay longer than a few minutes. Led by Gretek (NE male human **veteran**), their party consists of Arlin (NE male human **mage**), Caturak (CE male human **scout**), Nader (CN male halfling **spy**), Pargus (CN male human **mage**), and Wilf (LE male human **priest**). If a brawl breaks out, the Merry Fools may assist the party if they were friendly with

them, especially if an impressive tale was shared. If the Maulers are bested, then Hind notes that the troublemakers have had this coming for a long time.

X12. HIGH HALL PALACE

The Ducal Palace dominates the city's skyline. It is by far the largest and most impressive building in Baldur's Gate. This massive structure sits within a courtyard protected by formidable stone walls. Rows of homes and businesses adjoin the wall, reflecting the nature of the Council of Four. The Grand Dukes are not royalty but ordinary citizens who earned their esteemed place within the city.

The Ducal Palace serves as the heart of government for Baldur's Gate. While each of the Grand Dukes has their own household elsewhere, they can be found at the palace on most days. Many Flaming Fist members patrol inside and outside the palace and will demand proof of entry from unfamiliar faces. They may casually mention that common folk are sometimes allowed inside during special events.

Gaining an audience with a Grand Duke is a difficult proposition. Without an invitation, anyone who wishes an audience must pay a sum of 5 gp and then be put on a waiting list of 1d4 weeks. However, a donation of at least 100 gp to the coffers of Baldur's Gate can move a supplicant to the top of the list, granting an audience within the hour. For more details on the Grand Dukes, refer to *Factions of Baldur's Gate*.

If the palace is ever threatened, an entire division of the Flaming Fist has been assigned to its defense. This includes 50 fists (**soldiers**), 6 manips (**veterans**), and 6 flames (**knights**). They are augmented by 3 clerics of helm (**priests**) and 3 **mag**s.



Let's say, hypothetically, that someone wanted to steal the flying machine from the Hall of Wonders and take it for a spin around the Sword Coast. Breaking in should be easy, but how would you get the thing outta there? I wouldn't want anyone to get hurt, of course! But gosh, don'tcha think it'd be fun? Hypothetically, I mean.

—Imoen

XI3. HIGH HOUSE OF WONDERS

This is the second of two magnificent buildings devoted to the god Gond, the Lord of All Smiths. Towering white marble pillars line most of the building, and a small set of steps leads up to its main entrance. Rather than the usual chanting that one would expect from a temple, this place is dominated by the noise of hammers and rhythmic clanging.

The High House of Wonders is a massive, beautifully-constructed temple dedicated to Gond, the god of craft, smithing, and invention. The priests within offer potions, spell scrolls, spell-casting services, and information for reasonable prices. During the day, the temple is filled with the sounds of countless artisans, artificers, craftsmen, and smiths working and teaching others. The High House of Wonders is by far the largest and busiest temple in Baldur's Gate.

Forthel August (CN male human **bard**) stands near the temple's entrance, where he hails down adventurers in search of stories that he can use in his songs. He can be persuaded to pay up to 200 gp per story.

XI4. IRON THRONE TOWER

A dark stone tower looms before you, with the Iron Throne's distinct coat of arms posted on either side of its main door. The building's gothic architecture evokes a grim house of worship rather than what you might expect for the base of operations of a reputable trade organization.

The headquarters of the Iron Throne is one of the tallest buildings in the city. It was the seat of power for the Iron Throne in Western Faerun, but it has now been abandoned. The halls and rooms are filled with wrecked and overturned furniture. Everything of value has been looted, leaving empty shelves and chests.

The building is nevertheless a valuable piece of real estate, and the Grand Dukes have put it up for sale at the price of 30,000 gp.

XI5. THE LADY'S HALL

This small, square temple is adorned with intricate gold inlays and lined with bright white marble columns. Four short entryways jut out from the building, one centered on each side, to greet pilgrims. The temple's marvelous golden dome reflects the sun's radiance.

The Lady's Hall is a temple dedicated to Tymora, the goddess of good fortune. Although it is smaller than the other major temples nearby, it is highly ornate and kept pristine. Followers of Tymora believe in displaying their wealth as a demonstration of her power.

NOTABLE NPCs

- The head cleric, Chanthalas Ulbright (NG male human **priest**), offers standard spellcasting services.





XI6. RAMAZITH'S TOWER

By far the tallest structure in the city, this strange tower is truly a strange sight to behold. Multiple layers of red-tiled eaves create a startling contrast with the more muted traditional buildings that surround it. Although the tower superficially resembles a lighthouse, it is located far away from the harbor.

Ramazith (LE male human **mage**) lives inside the tower. He has a keen interest in sea creatures and specializes in the study of intelligent marine life. He is also known for visiting many of the city's taverns to get drunk, pick fights, and seduce women much younger than him.

He has a specialized *magic mouth* spell on his front door. The mouth will converse with anyone who wishes to enter and try to ascertain if they are worth Ramazith's time. If a group of adventurers arrives that suits his needs, then Ramazith will personally greet them.

TREASURE

Ramazith is equipped with a *ring of protection* and a *wand of paralysis*. The bookshelves and desk in his study also contain his spellbook (with all of the spells he has memorized) along with an *elixir of health*.

XI7. ROSE PORTAL

This is a small shrine to the god Lathander.

XI8. UNDERCELLAR ENTRANCE

The Undercellar is a festhall, inn, and tavern. Many of the cellars in the upper city are connected through

tunnels and repurposed sewer shafts to form this popular festhall. A boarded-up former estate on the surface is the best-known entrance, but other locations, such as the Blushing Mermaid (Y3), also have connections to the Undercellar.

The Undercellar is frequented by Baldur's Gate's nobility and wealthy, along with its more unsavory citizens. Quenash (CN **doppelganger**) runs the Undercellar. She poses as a former consort who cleaned herself up and became the madam for all of the other ladies of the night who ply their trade in the Undercellar. In reality, she is one of the few doppelgangers to survive the purge that occurred during the iron crisis.

Quenash uses her knowledge and underworld contacts to connect unscrupulous nobles and merchant princes with the unsavory elements of Baldur's Gate, including thieves, assassins, and even other doppelgangers.

XI9. UNROLLING SCROLL

This is an outpost of Candlekeep. Hardin Blont (LN **priest**) runs the outpost and is a devout follower of Oghma. He buys and sells books and scrolls and is always on the lookout for material that could be added to the shelves of the great library to the south.

XI20. WATCHFUL SHIELD

This temple's simple but fastidious interior reflects the spartan nature of its patron deity, Helm. A small altar draped in red cloth rests in front of a carving of a right gauntlet with an eye painted on its back. Between the two stands a stern-looking man dressed in full plate armor.

This brown and gray stone building with blue accents is dedicated to Helm, the god of watchfulness. Although it is not the largest temple in Baldur's Gate, the Temple of Helm is a sturdy and imposing structure. Helm's symbol, a right metal gauntlet emblazoned with an open eye, has been prominently carved into the stone above the temple's heavy wooden doors. Carvings of two heroic figures in full platemail flank the symbol.

Like most temples in the area, the Temple of Helm offers potions and spell scrolls for sale, as well as spell-casting services. The priests inside know of many rumors circulating within Baldur's Gate and can be persuaded to pass them along to the party, especially if a donation is offered to the temple.

As Helm is a lawful neutral deity, both good and evil worshippers can be found in his temple. The congregation is mostly made up of guards, knights, mercenaries, and paladins.

X21. SILVERSHIELD ESTATE

This walled compound is the home of the wealthiest family in Baldur's Gate—the Silvershields. Entar Silvershield is one of the Grand Dukes and can be found here when he is not at the High Hall palace.

22. THE WIDE

Named for its massive scale, the Wide is a bustling, intensely-crowded outdoor market where merchants of all types hawk their wares. Its air is thick with the overpowering stench of unwashed bodies, exotic spices, animals, tanners, and fragrant produce from outlying farms.

The city's colorful open market, the Wide, blends in with the outskirts of the city's northeast and its slums. Although a small section of the Wide features goods fine enough to entice wealthy patrons, it is largely the domain of the poor.

The Wide is considered second only to Waterdeep's market in terms of size and variety. Merchants and traders from across the Sword Coast and the River Chionthar come to the market to buy and sell. Business is open from dawn to dusk.

Everything listed in Chapter 5 of the *Player's Handbook* can be purchased in the Wide.

EAST BALDUR'S GATE

Y1. BALDUR'S HALL, THE SPLURGING STURGEON

You enter the lobby of a mundane but well-kept inn. Most of the patrons on this floor sit crowded around the bar, with nearly all of the fine round wooden tables standing empty. The interior smells of a curious faint acrid odor, though its source is not apparent.

A largely unremarkable two-story inn and tavern, the Splurging Sturgeon is noteworthy for a single bizarre and ingenious business strategy: The bartenders use slimes and jellies to artificially age their beverages, which can then be sold at a higher price. This method is neither advertised nor well known among the general populace.





East Baldur's Gate (Area Y)

0 1,000 2,000
feet

NOTABLE NPCs

- Lusselyn (N male human **thug**), spends most of his time drunk at the bar. If talked to, he will babble on about the danger of using slimes to age beer. He also talks about how the statues on the second floor give him the shivers every time he passes them by.
- Lantanara (N female human **commoner**) is another odd fixture at the Sturgeon. She has prophetic visions that she is willing to share with any interesting clientele that comes up to the bar for a drink.

QUESTS

Five lifelike statues decorate the halls on the second floor. They are in fact an adventuring party who were hired by a wizard named Degrodel to steal the Helm and Cloak of Balduran from his rival Ramazith. While they successfully robbed Ramazith's Tower, the wizard tracked them down, and when they refused to reveal where they had hidden the Helm and Cloak, he petrified them with his magic. Ramazith then sold the group as works of art to the owner of the Splurging Sturgeon, who was unaware of their true nature. The petrified condition can be cured using *stone to flesh* scrolls or spells. Alternatively, the players may hire a priest at one of the nearby temples to cast *greater restoration*.

The five adventurers are:

- Vail (NE male elf **knight**), the leader of the group. He was the only one hired directly by Degrodel and who knows the locations of the Helm and Cloak of Balduran. Before his petrification, he hid the Helm behind a trapped painting in the Helm and Cloak. He then gave the Cloak to a consort named Quenash in the Undercellar for safe keeping.
- Achen Dell (CN male human **scout**), a somewhat naive young man, new to adventuring. Upon learning that he was petrified for many years, his greatest concern is for his family and rushes to find them.
- Cailan (NE male human **knight**), another new adventurer like Achen.
- Faizah Tin (LE male human **mage**), another experienced adventurer and the group's only spellcaster. He is largely unsurprised by his petrification but quite angry that it happened. He is familiar with the Helm and Cloak and tells the party to talk to Vail, the leader of the group.
- Rance (CN male human **veteran**), an older and experienced warrior. He is immediately wary of the party, assuming that they may be working for Ramazith or Degrodel. He does not immediately attack, but he may do so if the players fail to calm him. He has no information about the items' location.

Y2. BLADE AND STAR

This inn welcomes visitors with a lounge that is brightly lit by both a roaring fire and many magical lamps, which hang on the walls. What appear to be bricked-up windows line the far wall, suggesting that the establishment may have once been much smaller, having since expanded to meet the demands of a growing city.

The Blade and Stars is named for the enchanted sign that hangs over the inn's main entrance. Looted long ago from the rubble of an Amnian village, it displays a feminine hand holding a scimitar surrounded by stars that twinkle and drift about the blade.

Standing at four stories, the Blade and Stars is one of the taller buildings in the area. The large lounge on the first floor is where players will find most NPCs. The inn is quiet and orderly, with hired muscle by the stairs on high alert for troublemakers.

NOTABLE NPCs

- The innkeeper, Aundegul Shawn (LG male human **veteran**), is a man of few words but a small bribe may lead to useful information, especially when it comes to rumors of doppelganger activity. A former adventurer, Shawn is still shaken by his companions being murdered and copied by doppelgangers.
- Shaella (CN female human **priest**) is a priestess of Leira, the goddess of illusion and deceit. She appears to be mad, speaking in vague terms and confusing riddles. She may ask the players to find the Book of Ignorance in the Candlekeep Library. If talked to again, she changes her name to Elnaedra. As Elnaedra she will forget any previous conversation and treat anyone who tries to speak with her with snooty indifference.
- Maple Willow Aspen (N female human **commoner**) is another woman possessing a strange name, about which she is extremely touchy. Her parents loved trees just a little too much. She may explode in anger if asked about it. Never call her a "sap."

Y3. BLUSHING MERMAID

This inn's dimly-lit and raucous interior create the perfect environment for those not wanting to be seen. Once-fine tables share space with barrels used as improvised chairs. The inn's hardwood floors have also clearly seen better days, with many gouges from errant weapons—and the occasional, suspicious stain.

From the outside, observers can easily note the long, labyrinthine wings and outbuildings that, along with stables and stockades, cover the main two-story building from three of its four sides. The structure favors stealthy comings and goings by design, encouraging the continued patronage of individuals who do not wish to be seen—especially those of the criminal variety. The Blushing Mermaid's low, ramshackle architecture conceal that many levels of cellars are hidden below it.

Inside, the inn's low ceilings match its squat outer appearance. Overall, the inn is fairly dingy and chaotically-appointed. Although many individual pieces of furniture are finely-crafted, and even opulent, all have been worn with heavy use. Rooms can be rented on the second floor, which is also where groups of gamblers tend to congregate.

The Blushing Mermaid is infamous as a place of dirty dealings. Its typical atmosphere is noisy and chaotic, and tavern brawls frequently break out. The inn is

open and busy at all hours and counts many old sailors among its clientele. Despite—or because of—the inn’s many criminal patrons, spending the night is relatively safe, as long as one avoids picking a fight—or the wrong person’s pocket.

A secret entrance to the Undercellar (X18) exists in the basement of the Blushing Mermaid. Only Bork and one of his waitresses, Vivienne, knows about it.

NOTABLE NPCs

- Bork (CG male human **veteran**) the innkeeper usually tends bar.
- Vivienne (N female human **commoner**) is a pretty waitress who works at the Mermaid. While she tries to put on a brave face, she is obviously distraught about something. If pressed, she will reveal that her husband was injured in a farming accident outside of the city. She is having to wait tables to try and earn money while he recovers. She fears that his injury has become gangrenous and that he will soon die.

Y4. DOCK, MERCANTILE

Wooden piers of all shapes and sizes jut out onto the River Chionthar, which empties into the Sea of Swords just a few miles downstream. A staggering number of ships, ranging from tiny fishing dinghies to immense galleons from exotic lands, sail into and out of port. Likewise, a dense network of warehouses, trade organization headquarters, temples, and homes have sprung up surrounding the docks.

The docks of Baldur’s Gate are most likely the largest in all of Faerûn. Mercantile ships arrive hourly from along the Sword Coast or from upriver on the Chionthar. Patrols of the Flaming Fist make sure that peace is kept on the docks, and they will quickly arrive at the scene of any kind of altercation. A patrol consists of 8 fists (**soldiers**) and a manip (**veteran**).

Y5. ELFSONG TAVERN

The Elfsong Tavern is a well-known haunt for those of ill repute. Pirates and outlaws are known to frequent the establishment. It’s also a place where people come to fence goods or hire mercenaries. The tavern gets its name from a ghostly female voice that used to haunt the establishment. However, the specter’s famous song has not been heard in months.

For more information on the Elfsong Tavern, refer to *Chapter 2: Baldur’s Gate, Southwest District*.

Y6. GATE, BASILISK GATE

This gate got its name from the many stone statues that are inset into the walls and battlements that surround the gate. It is guarded by a dozen city watch (LN **guards**) and four ballistae.

Y7. GATE, HEAP GATE

This is one of the oldest gates in the city. Much like the other gates that lead into the upper city, this gate is open

during the day but closed at night. The half-dozen city watch (LE **guards**) at this gate are notoriously corrupt. A bribe of a single gold piece is enough to allow someone through the gates into the upper city during the night.

Y8. JOPALIN’S

This run-down tavern is frequented by sailors who want to experience the seedy part of Baldur’s Gate. Jopalin (NE **bandit captain**) isn’t too picky about who frequents his establishment. He turns a blind eye to consorts, thieves for hire, assassins, and other members of the underworld.

Y9. SHRINE OF SUFFERING

Multiple beggars mill around near the entrance of this small temple, asking for alms. This is by far the smallest shrine that you’ve found in the Gate thus far. A symbol of a two hands bound by red rope indicates that this place is dedicated to the god Ilmater.

Fitting for the Broken God, this humble shrine to Ilmater is one of austerity. Most of the worshippers inside are beggars and peasants.

The shrine is tended by two priests of Ilmater (LG male human **priests**) who provide standard spellcasting services. They are kind but weary and dress in heavily-worn light gray robes.

Y10. SORCEROUS SUNDRIES

The Sorcerous Sundries is one of the Sword Coast’s premiere shops for magical scrolls, items, and trinkets. The owner and proprietor of Sorcerous Sundries is a wizard named Halbazzar Drin (LN male human **mage**). Unknown to anyone is the fact that Halbazzar has been kidnapped by a Red Wizard named Edwin. Edwin has partnered with a **dread doppelganger** who impersonates Halbazzar in order to run the shop.

For more information on the Sorcerous Sundries, refer to *Chapter 2: Baldur’s Gate, Southwest District*.

Y11. THIEVES’ GUILD

At first glance, the structures before you appear to be a row of discrete homes which are sorely in need of repair. However, closer inspection reveals this to be a facade, disguising an unusually-large building for this residential district. Shady characters filter in and out through its many doorways. Some of them eye you warily.

The Thieves’ Guild of Baldur’s Gate is based out of a ramshackle building disguised to look like a group of houses in the eastern part of the city. A thug is posted behind each of the building’s four entrances. If one of them spots the party, they demand the password. If the wrong password is given, they will sound the alarm and all members inside will be hostile toward the players

if they try to gain entry. If the party responds with the correct password (“faffrd”), they will be let inside without incident.

Once inside the Thieves’ Guild, the party can talk to anyone they come across.

NOTABLE NPCs

- Alatos “Ravenscar” Thuibuld (NE male human **master thief**) is the leader of the Thieves’ Guild. If the players have gained entry by using the password, Alatos will learn of their presence and send Niklos to bring them to him.
- Narlen Darkwalk (N male human **spy**) is the Guild’s chief spy.
- Black Lily (N female human **spy**) is the Guild’s chief fence. She will purchase anything someone wants to sell with no questions asked. However, she will only pay a quarter of what the item is worth. She also sells items. See the table below for items and prices.
- Niklos (NE male human **thug**) is the lead enforcer and recruiter of the guild.
- Husam (NE male human **master thief**) is a former employee of the Iron Throne. He is almost always inebriated. If talked to, he can tell the players some background information about the organization, including the names of its leaders, as well as their recent activities, which include a plot involving Candlekeep. Husam is in reality a member of the Shadow Thieves of Amn and has been sent to Baldur’s Gate to investigate rumors of Amnish involvement in the Iron Crisis.

BLACK LILY THE FENCE’S SHOP

Fence items	Price
All tools from <i>Player’s Handbook</i>	See <i>Player’s Handbook</i>
Assassin’s blood	150 gp
Carrion crawler mucos poison	200 gp
Serpent venom	200 gp
Truth serum	150 gp

Y12. THREE OLD KEGS

As you enter, it quickly becomes apparent that this inn is quite different from others in the Gate. Quiet and warm, the Three Old Kegs is much more conducive to reading and relaxation than a wild night out. Thick tapestries and bearskin rugs muffle the patrons’ quiet conversations.

The Three Old Kegs is a rustic, three-floored building built from timber and stone. In place of a traditional signboard, three empty kegs hang from a roof pole outside, above the main entrance. This inn is considered by Volo to be one of the best in all of Faerûn, offering a comfortable and cozy retreat for scholars and travelers alike. Its furnishings may be considered shabby by some, but its well-worn and lived-in nature perfectly complement the establishment’s warm, friendly staff. The kitchen serves only wine,

broth, malted bread, and iced water. The inn’s atmosphere is quiet and suitable for resting and reading, as rowdiness is strictly prohibited. Guests are asked to keep weapons in their rooms.

The walls of the Three Old Kegs are covered with paintings and lined with stuffed bookshelves of all sizes.

NOTABLE NPCs

- The owner and innkeeper of the Three Old Kegs is Nantrin Bellowglyn (CG male human **veteran**), a Tethyrian man with curly black hair and a prominent scar running across his nose and cheek.
- Ithtyl Calantryn (CG female human **commoner**), Nantrin’s most trustworthy employee, handles most of his record keeping.
- Not all of the Keg’s patrons are friendly: Shep (N male human **commoner**) will insult the players for being adventurers. However, he won’t start a physical altercation and is ultimately harmless, as long as the party doesn’t rise to his taunts.

SOUTH BALDUR’S GATE

Z1. DOCK, CHIONTHAR DOCKS

The River Chionthar flows from the northeast, winding around the eastern and southern quadrants of Baldur’s Gate. A wide variety of vessels, from two-man skiffs to lengthy fishing barges to fabulous sailing ships from faraway lands, skim along the icy deep blue waters near the docks.

Although the surface of the Chionthar appears placid, its strong undercurrents create a natural barrier, which protects the southeast of the city. Flowing through the Western Heartlands, the river ultimately empties into the Trackless Sea, forming the vital inlet that has allowed Baldur’s Gate to flourish as a center of trade along the Sword Coast.

Z2. DOCK, SOUTH DOCKS

The south docks are rarely patrolled by the city watch. Most contraband that comes into the city is smuggled through here.

Z3. DOCK, LOWER DOCKS

The lower docks are used by merchant ships that can’t afford the higher rates for mooring at the mercantile docks just to the north.

Z4. GATE, CLIFF GATE

This is the southernmost gate of the city and where most of the traffic comes through that originates in Amn and the other nations of the Shining South. As such, the detachment of a dozen city watch (LN **guards**) is augmented by a wizard from the Flaming Fist (LN **mage**) who uses his skills to look for anyone or anything suspicious trying to gain access to the city.



Z5. HARBOR MASTER'S BUILDING

This building boasts a surprisingly elegant interior, with seafoam-green marble floors and fine dark leather furniture. Near the entrance, a middle-aged halfling sits at a desk, furrowing his brow as he pores over some documents.

An impressive white stone structure, this building is one of the most prominent fixtures of the Baldur's Gate docks. The Harbor Master (NG male halfling **commoner**) who runs the building is very busy during the day, as he deals with all of the traffic coming through the busiest port in the Realms. Every ship that comes to Baldur's Gate must pay the Harbor Master a fee to use the docks.

The docking fee varies depending on the size of the ship. Small ships are charged 1 sp per day, while large ships are charged 1 gp per day.

Z6. LOW LANTERN

You come across a large ship that appears to be permanently lashed to its dock. Although its sails are unfurled, closer inspection reveals that they are covered with tiny slits, preventing the wind from carrying the ship away. The sounds of music and laughter drift from the deck's open hatch.

This permanently docked ship has been converted into a seedy tavern, festhall, and gambling hall. The ship's structure and semi-private cabins provide ideal meeting places for those looking for discretion, especially patrons with criminal leanings.

Although its typically-deserted upper deck would suggest otherwise, the Low Lantern is one of the more popular establishments by the docks. Anyone going down the stairs to the middle deck will find an open, raucous space where the majority of patrons choose to spend their time. It features a bar and game tables. On the lowest deck are private rooms where clientele can engage in any kind of illicit activity that they might desire.

NOTABLE NPCs

- Despite the clientele the Low Lantern has cultivated, the tavern's owner, Lobar (NG male human **veteran**), is friendly and good natured.

Z7. MANY COINS

Many Coins is another bank in Baldur's Gate where currency of all kinds can be exchanged. Gold, silver, copper, electrum, and platinum pieces can be exchanged here. Gems and jewelry can also be traded here for gold. The building is well fortified and defended by a detachment of Flaming Fist including 20 fists (**soldiers**) and 5 manips (**veterans**).

At any given time, the vaults below the counting house contain 25,000 gp in coinage.

The nations of West Faerûn are unbelievably weak when compared to the ancient empires of the East. True there is much wealth here, but the cities of Baldur's Gate and Athkatla could never withstand a coordinated attack by Thay's zulkirs. Loath as I am to admit it, even the barbarous witches of Rashemen would have no trouble penetrating this city's defenses. And yet here it stands, unconquered, a gleaming jewel to be seized by whosoever demonstrates the force of will to reach out and take it. Naturally, I believe myself more than equal to such a task, but only a fool would move against the Grand Dukes without extensive preparation. And of course, there are those meddling Harpers to contend with...

Edwin

CHAPTER 10: THE SWORD COAST



THIS IS A DESCRIPTION OF THE REGION OF the Sword Coast bordered by Baldur's Gate in the north, the Cloudpeaks in the south, and the Wood of the Sharp Teeth in east. This region has many different places to explore for those who have already completed the adventure earlier in this book.

For more information about Cloakwood forest, refer to *Chapter 4: Cloakwood Forest*.

THE COAST

S1. BEAR RIVER

This river originates in the Cloudpeaks and empties into the Sea of Swords. It takes its name from the brown bears that can often be seen hunting for fish along the shallows of the river.

S2. CANDLEKEEP

Candlekeep is the greatest library in all of Faerûn. Within the vaults and hall of the library is the largest repertoire of knowledge to be found anywhere in the world. Hundreds of thousands of books, scrolls, and tablets provide information on every conceivable topic.

Visitors are only allowed into Candlekeep if they provide a gift in the form of a tome, scroll, or tablet that includes information that is new to the library. The Keeper of the Tomes, the monk responsible for deciding who is allowed entry, can be convinced to ignore the rule with a donation of at least 1,000 gp. This is not a bribe but simply a way for Candlekeep to generate the necessary income to run the large fortress.

The large community of monks and scholars that protect and organize the vast number of books at Candlekeep refer to themselves as the Avowed. All of the Avowed worship Oghma, though some also venerate additional gods such as Deneir, Gond, and Milil. Some of the Avowed are sages, while others are wizards and a few are monks from the far off land of Shou Lung.

The Avowed are led by the Keeper of the Tomes, Ulraunt (LG **archmage**). He is assisted by the high priest of Oghma, also known as the First Reader, Tethtoril (LG **priest**). They have connections with some of the most powerful and learned wizards, sages, kings, and dragons across Faerûn. If Candlekeep is ever threatened and they are unable to handle it themselves, Ulraunt and Tethtoril can call upon some of the most dangerous people in the world. A teleportation circle at the center of the tower allows such help to arrive almost immediately.

Centuries ago, Candlekeep was the home of the famed seer Alaundo. Alaundo made many predictions in his lifetime, and most have proven true. One of his most famous predictions was of the death of the god Bhaal and the coming of the Bhaalspawn. His predictions are continually recited in the halls of Candlekeep in the form of the 'Endless Chant.' The Endless Chant is led by a monk known as the Chanter. It is a recitation of every prophecy that Alaundo ever made. When the

Chant reaches its end, the monks start again from the beginning. Other members of the Avowed will join in on the Chant at least once each day.

For those who are lucky enough to gain access to the library, they will have access to almost any kind of knowledge that they can imagine. Faerûn's flora and fauna are extensively documented and catalogued. Almost every spell ever conceived is inscribed on a scroll or in a spellbook in some remote corner of the library. The entire histories of every empire, kingdom, duchy, or republic can be unearthed in the library's lower levels.

S3. CLOUDPEAK MOUNTAINS

This mountain range provides a natural border between the nation of Amn and the city state of Baldur's Gate. Some of the mountains rise more than 12,000 feet in height and are covered in snow. The Trade Way cuts through the mountains at Fang Pass.

Several mining operations based out of Amn and Baldur's Gate are located in the mountains, extracting bountiful deposits of iron, gems, and other metals. Some of the largest include the town of Nashkell on the north side of the mountain range and the town of Crimmor on the south side of the mountain range.

The mountains are the domain of many dangerous humanoid tribes—most commonly, bands of gnolls. Gnolls make their homes in abandoned mining towns and old dwarven ruins. Deep in the mountains, there are also small hill giant steadings, sometimes ruled over by a solitary cloud giant. The most dangerous creature living in the mountains is an adult white dragon named Icehault. This sadistic dragon lives high on the slopes of Mount Speartop, the tallest mountain in the Cloudpeaks.

S4. DRYAD FALLS

The tallest waterfall in the Cloudpeak Mountains, the Dryad falls are so named because of the small wood that grows at the base of the waterfall. Within this wood, the soul trees of a small family of dryads grows. These dryads are reclusive and protect their small grove with the aid of a half-dozen treants. Sometimes they will kidnap particularly handsome men from the small mining towns to keep them company for a short time.

S5. GNOLL STRONGHOLD

The largest stronghold of gnolls in the Cloudpeaks is based in the ruins of an old dwarven outpost that used to belong to the ancient kingdom of Delzoun. Many different gnoll warbands make use of the stronghold throughout the year, usually only staying a few weeks before heading south to continue raiding. Tensions can run high if there are multiple war bands staying at the stronghold when times are tough. Sometimes, fights break out amongst the various warbands and turn the stronghold into a charnel house.

The gnoll warbands are a large problem in northern Amn. They raid isolated farms and small caravans. Sometimes there are enough of them to attack a small village. They rarely leave any survivors, though they

The Coast (Area S)



do take prisoners to their stronghold to be tortured for amusement and then eaten as food. Some of the more famous warbands include the Screaming Hyenas, the Iron Slayers, and the Rotting Dwarfbane.

S6. LIGHTHOUSE

Financed by the librarians of Candlekeep several centuries ago, this lighthouse was built to steer ships away from the dangerous rocks that line the coast. It has been abandoned for several decades and has fallen into partial ruin. The monks of Candlekeep decided it was no longer worth the cost of upkeep when this region came to be known as the Shipwreck Coast—it developed such a fearsome reputation that few ships sailed close.

There are legends of a great pirate treasure buried close to the lighthouse. A pirate named Black Alaric raided the coast of Amn and Tethyr centuries ago. When Amn put together a small fleet of ships to hunt him down, he sailed north, intending to settle down in Baldur's Gate. Supposedly, his ship fell victim to the rocks of the Shipwreck Coast. He and his crew took their loot and hid it somewhere between the lighthouse and Candlekeep. When Black Alaric was captured in Baldur's Gate, he was turned over to Amn and hanged.

S7. ROAD, LION'S WAY

The paved road that leads from Beregost to Candlekeep.

S8. SHIPWRECK COAST

The Sword Coast is named after its jagged rocks, which make sailing close to shore so dangerous. This particular stretch of the coast is perhaps the most dangerous. The wreckage of dozens of ships can be found along the coast here, some of them hundreds of years old. All of the ships have long been picked clean of any valuables by pirates and scavengers.

A tribe of sirenes is known to live along the Shipwreck Coast. Some attribute the deadliness of the coast to the lure of their seductive song. The sirenes are aggressive toward any outsiders who enter their territory.

THE CLOUDPEAKS

P1. BEREGOST

Built along the Coast Way south of Baldur's Gate, Beregost was originally established to support a school of magic run by the wizard Ulcaster. Although the school was destroyed centuries ago, the settlement of Beregost has thrived as an important center of trade.

The town is halfway between Baldur's Gate and Amn, and it has become a popular stop for many visiting merchant caravans, especially those en route to Waterdeep in the north or to the Sea of Fallen Stars in the east. There are several popular and successful inns located in Beregost that help support the constant influx of merchant caravans. These include the Jovial Juggler, the Burning Wizard, Feldepost's Inn, and the Red Sheaf Inn. All of these inns are high class establishments and charge a premium price.

The town is run by the governor, Kelddath Ormlyr (LN **priest**). Kelddath is a powerful priest of Lathander

who leads the Song of the Morning, a major temple to Lathander located just to the east of town.

The Thunderhammer Smithy is a popular establishment run by Taerom Fuiruim (NG **veteran**). He is a skilled smith capable of making some of the finest armor in the Sword Coast. He is also famed for his unique ability to forge ankheg armor. It takes Taerom around a month to make the armor and he charges at least 1,000 gp to whoever asks for it. He requires an ankheg shell.

The town pays to have members of the Flaming Fist from Baldur's Gate provide protection. There is a small garrison of two dozen Flaming Fist soldiers led by a commander named Jesun Valk (LN **veteran**).

P2. CLOUDPEAK MOUNTAINS

The Cloudpeaks provide a natural border between the lands controlled by Baldur's Gate and the nation of Amn.

P3. DURLAG'S TOWER

One of the most famous haunted ruins in Faerun, Durlag's Tower is a massive fortress-tower built from volcanic stone by the famous dwarven lord, Durlag Trollkiller. Durlag was one of the most powerful dwarf lords of his time. He amassed a huge fortune by performing feats that included, as his name suggests, destroying large number of troll tribes. He and his wife, Islanne, decided to settle down and build a fortress to protect their wealth and start a family. Durlag didn't want to die a lonely death like his father, Bohur the clanless, who perished a century ago.

The tower was built by hired dwarves on an extinct volcanic hill. The hill was hollowed out into vast storage chambers that were later filled with such wealth that the gold was said to be waist deep in some chambers. The walls of the tower above were impregnable and protected by magical runes and wards. For a time, Durlag and his new family lived in safety, for none of his enemies could hope to assail the tower and succeed.

However, Durlag had made many foes during his lifetime of accumulating wealth. Eventually those foes paid a clan of doppelgangers to infiltrate the tower and murder Durlag and his family from within. The doppelgangers were almost entirely successful, with only Durlag himself surviving the bloody assassination. Durlag was driven mad with the loss of his entire family. He used his wealth to build elaborate tombs for them beneath the tower and then set about building intricate traps to ensure that no one would ever be able to invade the tower again. He lived his last years alone, just like his father, surrounded by his wealth and his traps. Some believe that his ghost now haunts the tower.

P4. FIREWINE BRIDGE

The Firewine bridge used to be an outpost of the elven city of Evereska. It was built to facilitate trade with the human civilizations in the Shining South. It was almost entirely destroyed centuries ago in a sorcerous battle. No one knows who was involved in the battle or why it occurred. The destruction of the outpost was so complete that all that was left was the bridge. Even the river that the bridge crossed had its course altered by the magical devastation.

P5. GULLYKIN

Gullykin is a small settlement of halflings. Founded less than a century ago, the halflings have done well by producing some of the finest ale and mushrooms in this area of the world.

The brewery is located at the center of town and has large underground vaults where mushrooms are grown and ale is stored in caskets.

Gandolar Luckyfoot (CG **scout**), the mayor of the town, has the difficult job of keeping the brewery and mushroom farms running, while trying to dissuade the young halflings from allowing their curiosity get them into trouble. With the elven ruins of Firewine Bridge and the haunted Durlag's Tower located so close, the lure is almost irresistible to the youthful halflings of the town.

A temple to Yondolla is located on the outskirts of Gullykin and is ministered to by a priest named Alvanhendar (CN **priest**). The priest recently built a vineyard to compete against the town's brewery. He named it Alvanhendar's Fine Wines and sells red and white wine as well as a few bottles of magical wine that he claims are effective as healing potions. Alvanhendar is very familiar with the history of Durlag's Tower and Firewine bridge and is willing to spend hours talking with visitors who want to hear about either location. Gandolar often blames Alvanhendar for encouraging the curiosity of the town's youth.

P6. HIGH HEDGE

The High Hedge is the home of a powerful wizard named Thalantyr (NG **mage**). Thalantyr has spent most of his life studying the ancient empire of Netheril. In his youth, he made many archeological expeditions to ancient Netherese ruins in the Anauroch desert. He has one of the largest collections of Netherese writings on the Sword Coast. He has also taught himself a few Netherese spells that have long been lost to the rest of the world. He is willing to teach those spells to someone he respects—for the right price.

P7. NASHKELL

A rough-and-tumble mining town, Nashkell is officially a part of the country of Amn, but due to its distance from the rest of the country, it has a great deal of independence. The mayor of the town, Berrun Ghastkill (CG **scout**), has the job of keeping the peace and leading the militia. Much of Berrun's time is spent trying to avert fights breaking out between his citizens, for the town is a mixture of settlers from Amn and Baldur's Gate. The rest of his time is spent leading bands out into the mountains to hunt the gnomish raiders that frequently assail the communities in the Cloudpeaks.

A shrine to Helm stands at the center of the town. At the south end of the town, there is also a shrine to Auril. Auril is venerated and supplicated for protection against the sudden blizzards that can often sweep down during the winter months.

Two inns are popular amongst travelers who have just made the treacherous journey across the Cloudpeak mountains: The Northern Light and the Belching

Dragon. The Northern Light is run by Reis Kensiddar (LN **guard**). The Belching Dragon is famous for being a popular watering hole of the famed Volo Geddarm.

P8. NASHKELL MINES

This is an iron mine that is the life's blood of the town of Nashkell. Overrun by kobolds a few years ago, it has been cleared and is again being mined by humans and dwarves.

P9. ROAD, TRADE WAY

One of the most important trade routes in all of Faerun, the Trade Way extends from the city of Calimport in the south to the city of Waterdeep in the north. This section of the Trade Way is often referred to as the Coast Way.

P10. SONG OF THE MORNING TEMPLE

The largest temple to Lathander for hundreds of miles, the Song of the Morning Temple is an impressive fortified temple. One of the most beautiful structures located on the Sword Coast, its rose-colored spires can be seen for miles away.

The temple is run by Kelddath Ormlyr, who also serves as the mayor of Beregost. The temple is inhabited by hundreds of priests and travelers. Due to its importance in the Lathander religion, those faithful to the Morninglord will often travel hundreds of miles on pilgrimages to visit the temple. The temple has large stables and rooms to accommodate the constant influx of those undertaking the pilgrimage.

If the temple or Beregost are ever threatened, Kelddath can usually call upon almost 100 men and women who are trained and armed for battle from among the pilgrims who are staying at the temple.

WOOD OF SHARP TEETH

01. FRIENDLY ARM INN

The Friendly Arm Inn is an establishment run out of an old stone keep at the center of a small hamlet along the Coast Way. It is a stopping point for many caravans coming from the southern nations of Amn, Tethyr, and Calimshan. The inn's proprietors are the gnomes Bentley (CG **mage**) and Gellana Mirrorshade (CG **priest**). For more information on the Friendly Arm Inn, refer to *Chapter 1: The Coast Way*.

02. LOWER CHIONTHAR VILLAGE

This is a small fishing village, just south of the Wyrms Crossing bridge. A small shrine to Umberlee is located close to the village's fishing docks. Ships coming from Elturel that don't want to stop at Baldur's Gate's harbor will often make a quick stop here to pray at the shrine for safe travels on the Sea of Swords.

03. MUTAMIN'S GARDEN

This garden is an ancient graveyard that contains the bones of long-dead dragons. No one is sure why there is such a concentration of dragon bones here, but some think that it dates back to the war between giant-kind

The Cloudpeaks

(Area D)

0 3 6 9 12 miles



Wood of Sharp Teeth

(Area O)

0 3 6 9 12 miles



and dragons that took place tens of thousands of years ago. Now the region has become the nesting ground for basilisks from all around the Sword Coast. The reptilian monstrosities come here to mate and lay eggs every summer before heading back to lairs that are often hundreds of miles distant.

The region gets its name from a gnomish wizard named Mutamin. The wizard was known to be eccentric and obsessed with basilisks. Mutamin built a 'garden' consisting of the statues of animals and unfortunate travelers who had been victims of the basilisk's petrifying gaze. He protected the statues from the basilisks, who eat the stone bodies of their victims. After he died a few years ago, the basilisks started to consume the stone statues once again. Mutamin's garden is likely to remain for only a few more summers.

O4. ROAD, COAST WAY

The Coast Way is just another name for a section of road known as the Trade Way. The Trade Way is the great road that extends from Calimport in the south to Waterdeep in the north. Travelers like to call the section of the Trade Way between Tethyr and Baldur's Gate the Coast Way.

O5. ROAD, TRADE WAY

One of the most important trade routes in all of Faerun, the Trade Way extends from the city of Calimport in the south to the city of Waterdeep in the north.

O6. ROAD, LION'S WAY

The Lion's Way is a road built exclusively to provide passage to the great library fortress of Candlekeep. It is a well-maintained paved road that is financed by the coffers of Candlekeep.

O7. WOOD OF SHARP TEETH

The Wood of Sharp Teeth is a dense forest consisting of oak, willow, and ash trees. It is a very ancient forest that may have been a part of the High Forest at some point in the distant past.

While the edges of the forest are inhabited by relatively benign satyrs, the deep forest is haunted by packs of wolves, dire wolves, and worgs. There are also tribes of lycanthropic werewolves that keep to the heart of the forest. These werewolves avoid contact with intruders, even those who might seem like easy prey. This is because they are afraid of their more insidious cousins, the wolfweres. The wolfweres of Cloakwood are known to travel to the Wood of Sharp Teeth to hunt.

Bandits are also a danger on the edges of the forest that are closest to the Coast Way. Because of the Wood of Sharp Teeth's fearsome reputation, bandit groups are able to hide along the edges of the forest with little fear of being pursued by bounty hunters, mercenaries, or the Flaming Fist. Much like the lycanthropes deeper in the forest, the bandits only fear the wolfweres. These monstrous wolfmen will often pick off small groups of bandits. Sometimes survivors of such an attack will be killed by their companions, who mistakenly believe that they have been infected by lycanthropy.

THE WOOD OF SHARP TEETH IS TRULY THE MOST MAGNIFICENT REGION OF THE SWORD COAST. MILES AND MILES OF TRACKLESS FOREST, FULL TO THE BRIM WITH UNTOUCHED LAND AND FEARSOME PREDATORS. EVEN THE BANDITS THAT HIDE THERE ARE LITTLE MORE THAN PREY FOR THOSE WHICH STAND ABOVE THEM ON THE FOOD CHAIN. TRULY THE OAKFATHER HAS BLESSED THIS WOOD.

FALDORN

APPENDIX A: CHARACTER OPTIONS

EPIC BACKGROUNDS

Epic backgrounds are new character options that are designed for use with this adventure. During character creation, players are free to choose one of the epic backgrounds described here instead of the standard backgrounds available in the *Player's Handbook*.

Epic backgrounds are different from standard backgrounds in that they are specifically-designed for the story and the setting of this campaign book. The backgrounds are also grander in scale and scope. For example, instead of being born into a noble family, your hero might be the ruler of a powerful, but long dead, empire. Instead of being a learned sage, your hero might be the clone of the most powerful wizard to have ever lived.

Every epic background has a set of goals. While these goals are personal to each hero, they should never conflict with the party's primary objectives. Some goals are short-term and are meant to be accomplished during the adventure presented in this book. **Epic goals** are long-term and are meant to be accomplished over the course of an entire campaign. The means to achieve them are not described in this book.

When a hero accomplishes one of their epic background goals, they may earn a supernatural gift or magical item. Supernatural gifts might come from the gods, from an extraplanar being, or from the magical weave itself. Magic items might be found, forged or gifted.

Epic backgrounds are designed to create stronger personal storylines that keep each hero deeply-invested in the adventure. Consider the greatest fantasy epics, such as *Lord of the Rings*, *Dragonlance*, or the *Legend of Drizzt*—in every case, the heroes are intricately-involved with the plot, the villains, and other supporting characters. Each of the heroes is integral for reasons that go beyond the powers and items that they wield.

CHILD OF BHAAL

Decades ago, many gods were killed in the Godswar. The Lord of Murder, Bhaal, foresaw his demise and stalked the mortal world, fathering children with dozens of women of every race. The children born from these unions all carried the divine spark of Bhaal. You are one of these children. The taint of Bhaal grants you powers beyond those typical of your race and heritage—at least, that is what you've been told.

So far, none of your powers have manifested. While you have always had the free will to choose your own path, your father's shadow looms large. You know that Bhaal expected to return to life—once his children had slaughtered one another to the last. If you were the last remaining Bhaalspawn, would you become a god? Or would you be no more than a vessel for your malevolent father? You may choose to embrace this destiny and hunt down your siblings—or you may try to forever rid yourself of your father's tainted 'gift.'

Skill Proficiencies: Survival, Intimidation

Languages: One of your choice

Equipment: A set of common clothes, a holy symbol of Bhaal, a book that describes Alaundo's prophecy, a belt pouch containing 10 gp

FEATURE: FORTITUDE OF BHAAL

When you are killed, your soul is drawn to the Throne of Bhaal, where it must wait along with all of its siblings until only one Bhaalspawn remains alive. This means that after one day, your soul can no longer be brought back to the mortal realm, and resurrection magic will no longer work on your dead body.

However, this is offset by the fact that you are more resilient than others of your race. When you are forced to make death saving throws, you are not dead until you have failed four rolls (instead of three).

SUGGESTED CHARACTERISTICS

Bhaalspawn come from every race and walk of life, born to mortal mothers scattered across Faerûn. Some were raised in isolated Bhaalite temples, while others were adopted by families who were ignorant of their father's identity. Bhaalspawn are typically indistinguishable from others of their race, except that they feel an unusual impulse to perform violent and evil acts. They exult in the thrill of such violence, even if they experience shame and remorse afterwards. Many go on to choose professions best suited to these traits, becoming expert mercenaries and hunters.

d6 Personality Trait

- 1 Growing up in a land still recovering from the chaos of the Time of Troubles has led me to hold the gods in contempt. Learning my father's identity has only strengthened this conviction.
- 2 My past is complicated. It's easiest to lie about it.
- 3 I am tenacious in the pursuit of my goals. Once I've decided on a course of action, I won't stop until it's done.
- 4 I've felt strangely detached from the world around me for as long as I can remember.
- 5 I am perpetually gripped by wanderlust and hate being tied down to one place for long.
- 6 I am blunt in my interactions with others. Why skirt the issue when candor gets results?

FROM THE ENDLESS CHANT

"The God of Murder shall perish, but in his doom he shall spawn a score of mortal progeny. Chaos will be sown from their passage. So sayeth the wise Alaundo."

d6 Ideal

- 1 **Freedom.** My life is my own—and only I decide how to live it. (Chaotic)
- 2 **Destiny.** I am obligated to fulfill whatever purpose fate has prepared for me. (Lawful)
- 3 **Redemption.** Even someone born of evil can choose to do good. (Good)
- 4 **Power.** One day I will be strong enough to bend others to my will. (Evil)
- 5 **Adventure.** The greatest thrill in life is exploring the unknown and overcoming its challenges. (Any)
- 6 **Aspiration.** My divine blood will help me to achieve greatness. (Any)

d6 Bond

- 1 I still regularly visit the orphanage or temple where I was raised and donate to it whenever I can.
- 2 A particular teacher from my youth inspired me to be the person I am today.
- 3 My pet or familiar is my closest companion.
- 4 I am convinced that someone is hunting me, though I have no idea of their identity or motivation.
- 5 I owe everything to my adoptive parents and would give my life to protect them.
- 6 I'm not sure where I fit in this world, but I'm convinced that I *will* find my place one day.

d6 Flaw

- 1 Ever since discovering my heritage, I've felt a strong sense of superiority over lesser mortals.
- 2 I secretly enjoy giving in to the bloodlust that boils within me.
- 3 I am always on edge and overly suspicious of others' motives.
- 4 I refuse to accept that Bhaal's taint is within me and am in deep denial of my heritage.
- 5 Making friends has always been difficult for me.
- 6 I have a bad temper that is easily triggered by minor inconveniences.

STARTING STORY CONNECTION

You were discovered by Imoen, an apprentice wizard in Baldur's Gate, who is friends with another child of Bhaal. She is the one who revealed your heritage to you. She refuses to reveal the whereabouts of her friend, but she has agreed to help you learn more about your heritage. She has put you in contact with an old friend of hers, a Harper named Khalid.

GOAL: FIND SAREVOK'S RESEARCH

Find Sarevok's research into the nature of Bhaalspawn. These books are key to unlocking your powers—or purging the taint from your body.

Reward. Finding the scroll unlocks some of your divine power. It also allows you to control the murderous instincts you inherited from your father.

GOAL: KILL ANOTHER BHAALSPAWN

Killing another of the Bhaalspawn will make you more powerful—and reduce competition for the throne.

Reward. This will unlock the ability to assume the form of the **Slayer**. You may assume this form once per day for 10 rounds. For more information on the Slayer refer to the bestiary.

EPIC GOAL: CLEANSE YOURSELF (GOOD)

Find some way to cleanse yourself of your father's tainted 'gift.' This means permanently surrendering your divine heritage—a chance for a fresh start.

Reward. Choose any one of the Epic Boons in the *Dungeon Master's Guide*.

EPIC GOAL: ASCEND TO GODHOOD (EVIL)

Slaughter all of your Bhaalspawn siblings and take your place in the pantheon as the new Lord of Murder.

Reward. Become a god (and retire your character).

THE AWAKENED CLONE

You are a clone of one of the most powerful archmagi to have ever lived. Unlike a typical clone, the soul of the archmage never animated the body. Instead, the clone body was discarded and remained dormant for centuries. For some reason, you have awakened not as an empty vessel, but with an identity and morality that is uniquely your own. However, this new life is missing one important thing—a soul. Deep down inside, you feel incomplete, and you desperately wish to create a soul for yourself—but only the gods have that power.

You may choose to describe the archmage that you were cloned from—or you may choose from one of the famous archmagi listed below:

- **Azuth**, before he ascended to godhood.
- **Halaster Blackcloak**, ruler of Undermountain.
- **Karsus**, the wizard whose magic destroyed the Netheril Empire and created the Anauroch desert.
- **Acererak**, the wizard on the cover of the *Dungeon Master's Guide*, before he became a lich.

Skill Proficiencies: Arcana, Insight

Languages: Two of your choice

Equipment: A set of common clothes, a belt pouch containing 15 gp

FEATURE: EMPTY VESSEL

Because you don't have a soul, resurrection magic can restore you to life no matter how much time has passed. For example, a *revivify* spell will always work on your body—even weeks after you died. The only drawback is that *true resurrection* and *wish* spells are unable to bring you back to life if your body is destroyed.

SUGGESTED CHARACTERISTICS

As the perfect duplicate of an archmage, an Awakened clone possesses the same raw potential as the original. Though they may not choose to study the arcane, they are highly intelligent and have a natural aptitude for magic. An Awakened clone learns with astonishing speed and can master skills quickly, even if their limited experience can make them as naive as children.

d6 Personality Trait

- 1 I am plagued by dreams and nightmares from a life that I never lived.
- 2 Life is absurd. Dire circumstances are just about the only things that I take seriously.
- 3 My lack of background knowledge of the world helps me keep an open mind. For better or worse, I largely hold no prejudices.
- 4 I am experiencing most things for the first time, which has made me prone to overindulgence.
- 5 I was “born” into this world with nothing and treasure my few belongings. I take good care of even the most minor trinket.
- 6 There is no greater joy than that I find in helping others.

d6 Ideal

- 1 **Knowledge.** There is always a way to accomplish my goals, so I must learn as much as I can. (Any)
- 2 **Independence.** I am confident in my own abilities and need help from no one, least of all the wizard who created me. (Chaotic)
- 3 **Compassion.** I am convinced that caring for other people is the key to gaining a soul. (Good)
- 4 **Belonging.** Finding my place in a community helps me to forget how different I am. (Any)
- 5 **Objectivity.** My feelings of detachment from society are a gift. This impartiality helps me to make the right decisions. (Neutral)
- 6 **Loyalty.** My connections to others are few in number but unbreakably strong. (Lawful)

d6 Bond

- 1 I admire the wizard from whom I was cloned and hope to one day become as adept as they are.
- 2 I have a close friendship with someone who does not know the secret of my origin.
- 3 I am indebted to Dynaheir or some other mentor who has taught me most of what I know.
- 4 I want to make a name for myself by seeking fame and fortune—enough to overshadow even my creator.
- 5 I am obsessed with history, especially that which concerns my origins, and I research it as much as I can.
- 6 I resent the wizard who created me and carry a strong grudge against mages in general.

d6 Flaw

- 1 Even though I try to hide it, I believe myself to be less than whole. I'm not a ‘real’ person.
- 2 I feel an intense jealousy toward anyone who has led a ‘normal’ life.
- 3 I am so focused on my quest for a soul that I ignore all else, including the safety of myself and others.
- 4 I am slow to trust other people to the point where most interpersonal relationships are difficult for me.
- 5 There are holes in my knowledge of the world that often put me in danger.
- 6 I sometimes experience identity crises that cause me to confuse myself with my original creator.

STARTING STORY CONNECTION

You were discovered by Dynaheir, a witch from Rashemen. She had been sent to unearth the ancient laboratory of a famous archmage. That's where she discovered you—in a state of suspended animation. She was surprised that she was able to revive you and that you had your own distinct identity. She was the one who revealed that you have no soul. She has sent you to meet with a Harper contact named Khalid. If anyone can help you in your quest for a soul, it's the Harpers.

GOAL: BECOME ENSOULED

Find some way to create a soul for yourself, so that you can stop feeling so empty inside.

Reward. Once you have a soul, resurrection magic works normally for you. Additionally, you gain the feat *Magic Initiate* or *War Caster* for free.

EPIC GOAL: MEET YOUR CREATOR

Meet the archmage that you were cloned from, so that you can discover how and why you were created—and what makes you unique from other clones.

Reward. Choose two of the following:

- *Staff of the Magi*
- *Tome of Clear Thought*
- *Tome of Leadership and Influence*
- *Boon of Spell Mastery*

THE LAST EMPEROR

You are the last emperor of one of Faerun's most powerful ancient dynasties. Thousands of years ago, the overconfidence of your family brought about the ruin of your entire civilization. Millions died, and your culture was erased from history. As the crown prince, you needed to be protected before the final fall, and so you were entombed deep beneath the earth. You were placed within a wondrous adamantite casket that would protect you until it was safe for you to rise again and resume your family's dynasty.

That time never came. You were forgotten, buried for thousands of years, until your tomb was discovered by archeologists. Your wondrous casket was displayed in a museum as an artifact of unknown nature and origin. Recently, someone realized the truth and used powerful divine magic to open your casket and return you to life.

They also stole your casket. You don't know who was responsible for the theft or why they did it. All you know is that you exist in a new world, separated by thousands of years from the one that you knew.

You may choose to describe the empire that you came from—or you may choose one from the list below:

- **The Netheril Empire.** Your family allowed the archmage Karsus to unleash magics that turned the empire into the Anauroch desert.
- **The Kingdom of Narfell.** Your family foolishly engaged the battle wizards of Raumathar in a cataclysmic war that destroyed both nations.
- **The Empire of Imaskar.** Your family battled the gods of Mulhurand and Unther—and lost. All that remains of your empire is the Raurin desert.

Skill Proficiencies: Arcana, Persuasion

Languages: Choose four 'exotic' languages

Equipment: A set of fine clothes, a silver signet ring worth 25 gp

FEATURE: DREAMS OF WARNING

Every night, you dream of your ancient life: your forgotten friends and family, and your lost loves. It feels like they are trying to tell you something, but you always awaken before the words can be spoken. One thing that your lost loved ones *can* do is warn you of impending danger. When resting, you cannot be surprised.

SUGGESTED CHARACTERISTICS

How the last emperor interacts with the modern world is a defining characteristic of their story. They may adapt quickly to this radical change in fortune, or they may be overwhelmed by it. They might become a sympathetic figure—a tragic victim of ancient hubris. Or they might come to embody the same flaws that wiped out their original civilization. Likewise, they may possess a regal bearing that transcends time or display alien customs that unnerve modern Faerûnians.

d6 Personality Trait

- 1 This new world fascinates me; I want to learn everything I can about it.
- 2 I have a habit of using idioms from my native language that have been translated into Common literally. They don't make much sense to most people.
- 3 Etiquette has greatly changed since my interment. The rudeness these modern folk display shocks me.
- 4 I have cultivated a grim sense of humor to cope with the loss of everything I've ever known.
- 5 I sometimes have trouble separating my dreams and memories from reality. This can be very disorienting.
- 6 My mind is preoccupied with events on a grand scale. I am indifferent to the "petty" problems of others.

d6 Ideal

- 1 **Humility.** My time among the common people has taught me humility. Perhaps my empire would have survived if not for our arrogance. (Good)
- 2 **Knowledge.** Understanding the world around me is key to regaining at least some of my status. (Any)
- 3 **Community.** There is nothing that I can do to change the past. I must find my place in the present. (Lawful)
- 4 **Conquest.** I am driven to recreate my lost empire. (Evil)
- 5 **Respect.** I crave the same level of respect that I once took for granted. (Any)
- 6 **Adventure.** With nothing left to lose, the thrill of exploration is all that matters to me. (Chaotic)

d6 Bond

- 1 I worship a forgotten or obscure god.
- 2 A historian, scholar, or linguist who specializes in studying my culture has been instrumental in my adjustment to this new life.
- 3 It is my duty to tell the story of my culture. I will not allow my empire to be forgotten.
- 4 I feel protective towards the descendants of my people.
- 5 Since being revived, I have made a close friend or taken a lover who reminds me of someone long dead.
- 6 I am dedicated to preventing the people of this age from making the same mistakes that destroyed my empire.

d6 Flaw

- 1 I feel absolute contempt for the feckless ignorance of the common folk that surround me.
- 2 I remain intensely bitter over the loss of my empire.
- 3 I am accustomed to always getting my way, and I give up very easily when things get hard.
- 4 I avoid manual labor at all cost. Such work is beneath me.
- 5 I am annoyed by anyone unfamiliar with or misinformed about my great empire. This applies to most people in modern Faerûn.
- 6 My regal bearing makes me seem rude to people—and the peons have the nerve to complain about it!

STARTING STORY CONNECTION

You were discovered wandering the floor of the High Hall of Wonders. Your sarcophagus was broken into, and the lid was missing. You couldn't speak any modern languages, so you were placed in Harper custody. The Harper Khalid has taught you rudimentary common.

GOAL: FIND YOUR SARCOPHAGUS

Find your missing sarcophagus. You know it holds secrets that might help you in this new and strange world

Reward. Gain the feat *Inspiring Leader* for free, even if you don't have the Charisma 13 prerequisite.

EPIC GOAL: FIND YOUR LOVED ONES

Find the family and friends who haunt your dreams. Are they still alive? Are they imprisoned somewhere?

Reward. Choose one of the following Boons:

- *Boon of Fate*
- *Boon of the Stormborn*
- *Boon of the Night Spirit*

REINCARNATED

You were once a powerful green dragon that terrorized the Cloakwood forest for decades. Born centuries ago, you grew to adulthood feeding off of those foolish enough trespass in your domain. You were the most feared creature in the forest, and you had no rival. Unfortunately, your overconfidence was your undoing. You came into conflict with a faction known as the Shadow Druids. Thinking them insignificant, you were surprised when they were able to trap and kill you with powerful nature magic. Instead of leaving you dead, the leader of the Shadow Druids reincarnated you into the form of one of the pathetic humanoids that you once hunted as prey. You don't know why she did this.

While you possess the memories of your old life, it doesn't define who you are now. Your new body has instilled an affinity for those of the same race. You have an opportunity to start a new life. You might even want to atone for the suffering that you caused as a dragon. But first things first—you need to recover your beloved treasure hoard. Those thieving Shadow Druids stole it from you, and stealing from a dragon is a fatal mistake.

Skill Proficiencies: Deception, Insight

Languages: Draconic and choose one 'exotic' language

Equipment: A set of common clothes, a belt pouch with 10 gp

FEATURE: DRACONIC MEMORIES

You retain the knowledge you accumulated over the centuries that you lived as a dragon, and you remember your old home quite well. As a result, you have advantage on all Intelligence (Nature) and Wisdom (Survival) checks when within the Cloakwood. This advantage also applies to any Intelligence (Arcana and History) checks that involve recalling information about the Cloakwood and its immediate area.

SUGGESTED CHARACTERISTICS

Although their previous life as a dragon largely defines their sense of self, the Reincarnated has also experienced a lifetime as a humanoid—albeit a much shorter one. The struggle to reconcile the two can be a great source of inner turmoil or something they never consciously think about. The reincarnated may develop strong feelings of loyalty to their new community while also feeling alienated from it. One characteristic from the previous life of a Reincarnated is that it's impossible to ignore is the feeling of ownership over one's lost dragon hoard. It must be reclaimed!

d6 Personality Trait

- 1 I am fascinated by humanoid ingenuity. What they can accomplish with so little is truly remarkable.
- 2 Threats do not faze me. I have already died once and can think of no worse punishment than my current form.
- 3 I never forget an insult.
- 4 My draconic greed has transcended reincarnation. I demand high payments and endlessly count my coins.
- 5 I prefer to stay away from urban environments. I've never been able to get used to the constant noise.
- 6 I freely discuss my previous life and become enraged when others don't believe my tales.

d6 Ideal

- 1 **Atonement.** I am genuinely remorseful for my past, and I seek to redeem other evil creatures. (Good)
- 2 **Glory.** I strive for greatness, even though I am held back by this weak humanoid body. (Any)
- 3 **Power.** I will be feared once more. (Evil)
- 4 **Adaptability.** I will take advantage of any opportunity I can find in this state. (Chaotic)
- 5 **Restraint.** I see that my recklessness was what sealed my fate. I will not repeat this mistake. (Lawful)
- 6 **Vengeance.** I will track down the fools who cursed me and exact retribution. (Evil)

d6 Bond

- 1 I still view other dragons as my kin and attempt to engage them as equals.
- 2 After learning more about the Harpers, I have come to respect the organization.
- 3 My hatred of the Shadow Druids continues to burn. I distrust all druids by extension.
- 4 I fervently study the arcane arts to find a way to restore my form.
- 5 I have grown to love my new home and would do anything to protect it.
- 6 My new perspective has made me curious. I want to explore the rest of the Sword Coast and even the lands beyond.

d6 Flaw

- 1 I remain arrogant and disdainful of the lesser creatures I now find myself surrounded by.
- 2 I am vulnerable to flattery, especially that which takes into account my draconic nature.
- 3 I am still unused to having such a fragile body and tend to underestimate risks of physical harm.
- 4 The vivid memories of my past life can confuse me. Sometimes I forget common knowledge and etiquette.
- 5 I continue to feel the compulsion to amass a hoard.
- 6 I experienced a bad fall in this new form that has instilled in me a significant fear of heights.

STARTING STORY CONNECTION

You need to learn how to cope with your new body. One of your victims from centuries ago claimed to be a Harper. Before you ate her, she told you much about the organization. It seems that the Harpers will be able to help you more than any other organization. You don't know if the Harpers can help you find your treasure hoard, but Khalid seems to be a trustworthy fellow.

GOAL: RECOVER MY HOARD

Recover the treasure hoard that was stolen from you. You remember every glittering coin and gemstone.

Reward. Roll on the Treasure Horde table of the *Dungeon Master's Guide* for Challenge 11-16. The horde includes the 14,000 gp and 1,750 pp.

EPIC GOAL: END THE CURSE

End the curse that transformed you into a humanoid, so that you can return to your majestic dragon form.

Reward. You will permanently transform back into an **adult green dragon**, but you retain your alignment, skill proficiencies, and personality.

APPENDIX B: MAGIC ITEMS

This appendix details the magic items that are unique to this region of the Sword Coast. They can be found in specific places throughout the adventure.

ANKHEG HALF PLATE

Armor (half plate), uncommon

This breastplate is forged from the shell of an Ankheg. The knowledge of how to forge such armor is a closely guarded secret of Taerom Fuiruim in Beregost. His shop, the Thunderhammer Smithy, has been part of his family for generations. Taerom keeps the greenish hue of the ankheg shell and augments it with bright green dyes. He charges 4000 gp to build the armor, but requires an intact ankheg shell and one month to complete the work.

Ankheg half plate does not impose disadvantage on Dexterity (Stealth) checks.

BLACKTHORN

Weapon (club), very rare (requires attunement)

When you cast *shillelagh* on this weapon, it grows a wicked coat of sharp black thorns. The thorns prick your hands and cause them to bleed, inflicting d4 piercing damage. Additionally, the thorns inflict an extra d4 piercing damage to any target hit by this weapon. The thorns disappear when the *shillelagh* spell ends.

CLOAK OF BALDURAN

Wondrous item, legendary (requires attunement)

Originally worn by the founder of Baldur's Gate, this cloak has several magical properties.

You gain a +1 bonus to AC and saving throws while you wear this cloak. You have advantage on saving throws against spells and other magical effects.

CROSSBOW OF SPEED

Weapon (crossbow, hand, heavy or light), very rare (requires attunement)

You can make one attack with this weapon as a bonus action on each of your turns.

HELM OF BALDURAN

Wondrous item, legendary (requires attunement)

This helmet was originally owned by the founder of Baldur's Gate and confers magical protection to its wearer. While you are wearing this helmet, any critical hit against you becomes a normal hit.

NYMPH CLOAK

Wondrous item, rare (requires attunement)

This beautiful cloak is woven from the hair of a dryad, nymph, sirene or other female fey humanoid. It shimmers with silver light in moonlight and sparkles with gold motes during the day. While wearing it, you gain the following benefits:

- Your Charisma score is 20.
- You can cast charm person once per day.

SPIDER'S BANE

Weapon (shortsword), legendary (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this weapon. When you hit a spider with this weapon, the spider takes an extra d6 piercing damage. While you have this sword equipped, you ignore movement restrictions caused by webbing.

SOUL CIRCLET

Wondrous item, rare (requires attunement)

This ancient golden circlet contains the soul of an ancient warrior. It has been enchanted with necromantic magic that allows its wearer to take control of the skeleton warrior that was created using this circlet. For more details, see *Controlling Skeleton Warriors* under the skeleton warrior entry in appendix C.



APPENDIX C: CREATURES

This appendix details creatures that appear in this book and not in the *Monster Manual*.

DREAD DOPPELGANGER

The dread doppelganger is an ancient member of the doppelganger race. It has lived for centuries, taking the forms of hundreds or even thousands of different creatures. The long years of impersonating others has drained these elder beings of any kind of empathy. Most dread doppelgangers work alone, but sometimes they will lead a band of younger members of their kind.

Emotionless. Dread doppelgangers have impersonated the feelings and emotions of so many others that they find it difficult to feel emotions of their own. Because of this, they make excellent spies and assassins. They experience nothing like remorse—only an intense boredom, the longer they are forced to take a single form. Dread doppelgangers seek out increasingly risky and bizarre behavior in order to instill any kind of emotion. Often this means they will take on dangerous jobs that could bring about their own death.

Unnatural Gait. In their natural form, dread doppelgangers move about in a disturbing fashion. They are so used to mimicking the movements of others that their own manner of moving seems broken and chaotic. While they might seem ungainly and clumsy when they move, they can lash out at surprising speed, taking down victims as quickly as possible.

LET ME BORROW YOUR FACE.

You won't be needing it anymore.

—Doppelganger

I must admit that I was trepidatious in approaching the doppelgangers. It is difficult to know what motivates them, and they are far more intelligent than their appearance would suggest. They are pleasant conversationalists when it suits their disguise, but it would be foolish to drop your guard. One never knows when they will grow bored again. Better to keep them at arm's length.

Edwin

DREAD DOPPELGANGER

Medium monstrosity (shapechanger), neutral evil

Armor Class 15

Hit Points 78 (12d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	17 (+3)	13 (+1)	15 (+2)

Skills Deception +7, Stealth +8

Senses darkvision 60ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Innate Spellcasting. The dread doppelganger's spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no components:

3/day each: *phantasmal killer*

1/day each: *mirror image*, *mislead*

Shapechanger. The dread doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. In the first round of a combat, the dread doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the dread doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The dread doppelganger makes three melee attacks.

Slam. *Melee Weapon Attack:* +8 to hit, range 5 ft., one target. Hit: 8 (1d6 + 5).

Read Thoughts. The dread doppelganger magically reads the surface thoughts of one creature within 60 ft. of it. The effect can penetrate barriers, but 3 ft. of wood or dirt, 2 ft. of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the dread doppelganger can continue reading its thoughts, as long as the dread doppelganger's Concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.



GIBBERLING

Gibberlings are small, feral humanoids that are believed to have originally come from the Far Realm, a distant plane characterized by chaos and madness. However, just how these creatures reached the Prime Material Plane and Faerûn is unknown. Regardless, these wild and deadly creatures have become an increasingly common sight for unfortunate travelers along the Sword Coast—especially those who stray from major roads at night. Luckily, the gibberlings' intense fear of all sources of light, including fire, make safeguarding camps and settlements a simple task.

Madness Made Flesh. Gibberlings are short, squat creatures roughly the same height as the average gnome, though their hunched posture makes them appear to be even smaller. Thick black fur covers most of their muscular bodies, though bare patches of sickly gray skin are found on their faces, arms, and legs. Jet-black eyes and a perpetual deranged grin adorn the bestial face of a gibberling, which is framed by pointed ears topped with hairy tufts.

Chattering Hunger. Gibberlings roam the wilderness in large groups, largely preferring to stay within dense forests and caverns. They are exclusively carnivorous and do not hesitate to eat the flesh of their fallen kin. Gibberlings are rarely able to surprise their prey, as they constantly shriek, howl, and chatter. Although these vocalizations appear to be a form of communication, the few linguists who study these creatures have concluded that these noises are not a language.

Unpredictable Combatants. Even a novice adventurer could make short work of a single gibberling, but they always travel in packs. If left unchecked, these groups swell to vast hordes that devour everything in their path. Despite their animalistic behavior, gibberlings are intelligent enough to wield weapons. However, any weapons that they wield are stolen, as they apparently have no capacity to build or forge anything. When weapons are unavailable, gibberlings improvise using rocks, bones, and large sticks. Gibberlings lack any sense of self-preservation; with no concept of retreat, a gibberling always fights to the death.

SKREEEEEEGLURKLGLURKL!

blarkblarkblarkblark.

JagAjaGaJaGaJagAjAga!?

—Gibberling

Gibberlings would be useful if they weren't so infuriatingly hard to predict. I tried fitting them with control devices, but this backfired when they started chewing each other's faces off. And ye gods, the incessant chattering drove me absolutely mad! Of course, most creatures of inferior intellect talk entirely too much for their own good, but these stupid little monsters seem to take some perverse pleasure in droning on and on with their meaningless blather. Come to think of it, they bear a striking resemblance to my students back at the academy in Thay.

Edwin

GIBBERLING

Small aberration, chaotic neutral

Armor Class 12

Hit Points 7 (2d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	6 (-2)	8 (-1)	8 (-1)

Skills Stealth +4

Damage Resistances psychic

Condition Immunities charmed, frightened,

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Reckless. At the start of its turn, the gibberling can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Light Sensitivity. While in bright light, gibberlings have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Burrow. A gibberling gains advantage on stealth checks if it uses an action to burrow into dirt.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Swarm. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. The target is grappled (escape DC 10). All gibberlings within 5 ft. of the target can use a reaction to make a dagger attack with advantage on the attack roll.



HAMADRYAD

These fey come into being when the home tree of a dryad is destroyed or becomes corrupted by foul magic. If the dryad isn't killed, then she slowly wastes away, and over the course of several months, she becomes a hamadryad. Hamadryads are mad creatures that seek vengeance against any non-fey that wanders into the deepest parts of the woods where they once thrived.

Beauty Lost. Hamadryads do not retain the beauty that they had before whatever tragedy befell them. Their mouths have vanished, and their laughter is forever silenced. The beautiful feminine forms that dryads are famed for become twisted into something sharp and deadly. Their emerald skin turns grey and sickly, and their very touch is corrupt and poisonous.

Madness. Hamadryads rarely behave in a manner that seems rational. They might viciously attack an intruder and then vanish, only to return later when their mood changes. Sometimes they might assist a group of adventurers as they dispatch some evil trespasser in the woods, only to turn on the adventurers once their mutual foe is vanquished.

I CANNOT DRINK THE WATER.

My roots grow black and rotten. I cannot drink the water. My leaves wither and die. I cannot drink...

—Hamadryad

OF COURSE, ONE NEVER WISHES TO HARM A TREE UNLESS IT IS ABSOLUTELY NECESSARY. UNFORTUNATELY, IN THEIR NATURAL FORM, DRYADS ARE OF VERY LITTLE USE TO THOSE OF US CHARGED WITH PROTECTING THE FOREST. HAMADRYADS, ON THE OTHER HAND, MAKE EFFECTIVE WEAPONS AGAINST THE PAMPERED MASSES OF CIVILIZATION. PERHAPS THEY MAY BE HEALED ONCE THE FOREST THRIVES AGAIN, BUT FOR NOW, THEY WILL SERVE AS THE TIDE OF ROT AND DECAY IN WHICH NEW LIFE CAN GROW. AFTER ALL, DEATH IS MERELY ONE PART OF THE OAKFATHER'S PLAN FOR US.

FALDORN

HAMADRYAD

Medium fey, chaotic neutral

Armor Class 12 (16 with barkskin)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	14 (+2)	10 (+0)	15 (+2)

Skills Perception +2, Stealth +6

Senses darkvision 60ft., passive Perception 12

Languages Sylvan

Challenge 2 (450 XP)

Innate Spellcasting. The hamadryad's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no components:

3/day each: *entangle*

1/day each: *barkskin*, *grasping vine*, *pass without trace*

Magic Resistance. The hamadryad has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The hamadryad can communicate with Beasts and Plants as if they shared a language.

Tree Stride. Once on her turn, the hamadryad can use 10 ft. of her Movement to step magically into one living tree within her reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be Large in size (or bigger).

ACTIONS

Multiattack. The hamadryad makes two melee attacks.

Claws. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. Hit: 5 (1d4 + 3) plus 10 (3d6) poison damage.



SIRENE

Sirenes are fey creatures that live along the cliffs and jagged rocks of the Sword Coast. Equally comfortable on land or beneath the waves, sirenes prefer to keep close to shore and rarely go out into deep water. They are famed for their beautiful singing, which often lures sailors to their doom—causing them to steer their ships into deadly shoals or crash them into the cliffs.

Territorial. Sirenes live together in small bands. They are extremely territorial and try to drive out any other humanoid that trespasses in their domain. They initially use non-deadly means to convince intruders to leave, but if that is not successful, they are willing to kill.

Beautiful Song. Sirenes love to sing and use their music to communicate amongst themselves. Their songs are beautiful and haunting, but usually not magical in nature. Only when they are in danger will they weave magic into their songs.

Skilled Warriors. Sirenes are deadly warriors who use their skills to hunt for food and to kill those who trespass on their territory. Their wicked daggers are made from bone. These are their primary weapon when they travel beneath the water. They store their bows close to shore, ready to be retrieved if needed.

COME NO CLOSER, MORTAL.

We sing for our sisters and we sing
for the ocean. We sing not for you.

—Sirene

The sailors down at the Splurging Sturgeon are always talkin' about the songs of the sirenes. I remember hearing their voices on the ocean winds when I used to go exploring near the cliffs, outside Candlekeep. I wonder where they came from? People say that all the flotsam and jetsam down on Shipwreck Coast is 'cause of the sirenes, but I bet it's just a buncha drunken sailors makin' excuses for their bad navigatin' skills. Seems to me that if you're sailin' around Sword Coast and you hear the sirenes singin', it just means you should steer clear. It ain't that much different than a lighthouse beacon, right?

—Imoen

SIRENE

Medium fey, chaotic neutral

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	11 (+0)	12 (+1)	10 (+0)	16 (+3)

Skills Performance +5, Persuasion +5, Stealth +6

Senses darkvision 60ft., passive Perception 10

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

Amphibious. The sirene can breathe air and water.

Magic Resistance. The sirene has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The sirene's spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:

3/day each: *crown of madness*, *suggestion*

1/day each: *invisibility*

ACTIONS

Multiattack. The sirene makes two dagger attacks or two shortbow attacks.

Dagger. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. Hit: 6 (1d4 + 4)

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) piercing damage.



SKELETON LORD

Medium undead, lawful evil

Armor Class 18 (plate armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	18 (+4)	12 (+1)	12 (+1)

Damage Vulnerabilities bludgeoning from magical attacks

Damage Resistances cold, necrotic

Damage Immunities poison; bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages all the languages it knew in life

Challenge 9 (5,000 XP)

Fear Aura. Any creature hostile to the skeleton lord that starts its turn within 20 feet of the skeleton lord must make a DC 17 Wisdom saving throw, unless the skeleton lord is Incapacitated. On a failed save, the creature is Frightened until the start of its next turn. If a creature's saving throw is successful, then the creature is immune to the skeleton lord's Fear Aura for the next 24 hours.

Magic Resistance. The skeleton lord has advantage on saving throws against spells and other magical effects.

Magic Weapons. The skeleton lord's weapon attacks are magical and gain a +3 advantage to attack and damage rolls (included in the attack).

ACTIONS

Multiattack. The skeleton lord makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 16 (2d6 + 9) slashing damage.

SKELETON WARRIOR

Held together by necromantic energy, skeleton warriors are distinguished by their high intelligence and considerable battle prowess. All skeleton warriors retain the ability to understand the languages that they knew in life, and most are capable of speech—standing in stark contrast to the mindless and far more common reanimated skeletons that adventurers typically encounter. Only the most skilled necromancers are able to raise a skeleton warrior, which are prized for use as bodyguards and sentinels.

Necromancers must use the remains of powerful warriors in order to create a skeleton warrior. Even if a mage succeeds in their task, however, the creatures are difficult to control unless the mage has the golden circlet that contains the undead warrior's soul. Like other skeletons, skeleton warriors are resistant to most forms of damage but vulnerable to bludgeoning; blunt trauma is required to knock dry bones out of place. In addition, skeleton warriors are highly resistant to magical effects.

Battle Beyond Death. Skeleton warriors are created from the remains of great fighters and retain their skills in undeath. Many are former adventurers or prominent lords who died in battle. Skeleton warriors wield fearsome two-handed greatswords and wear heavy, often ornate, armor that has tarnished with age.

Undead Commanders. Skeleton warriors are typically solitary guardians and do not usually associate with other undead unless they are under the active control of a necromancer. In such cases, a skeleton warrior may lead a detachment of many dim-witted skeletons, directing them to use tactics that would normally defy their feeble comprehension.

Skeleton Lords. Some skeleton warriors are created using the remains and souls of powerful lords such as kings or other nobility. These skeleton warriors are more powerful than others of their kind and radiate an aura of cold and fear that can chill the heart of even the bravest champion.

Soul Circlets. When a skeleton warrior is created, its soul is trapped within a magical golden circlet, which is used to control the creature. This artifact is what binds a skeleton warrior to the Prime Material plane. Skeleton warriors are driven to recover their circlets and most that succeed choose to destroy the items, ending their ghoulish existence.

SKELETON WARRIOR

Medium undead, lawful evil

Armor Class 18 (plate armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	16 (+3)	12 (+1)	12 (+1)

Damage Vulnerabilities bludgeoning from magical attacks

Damage Resistances cold, necrotic

Damage Immunities poison; bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages all the languages it knew in life

Challenge 5 (1,800 XP)

Magic Resistance. The skeleton warrior has advantage on saving throws against spells and other magical effects.

Magic Weapons. The skeleton warrior's weapon attacks are magical and gain a +3 advantage to attack and damage rolls (included in the attack).

ACTIONS

Multiattack. The skeleton warrior makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

CONTROLLING SKELETON WARRIORS

Someone wearing a skeleton warrior's golden circlet can use an action to take control of the undead creature if it is within 100 ft. There is no saving throw allowed against this control. This control is complete and allows the wearer of the golden circlet to issue commands through a telepathic link. The skeleton warrior will do its best to obey simple commands such as "attack that creature" or "move over there." If the skeleton warrior does not receive any orders, then it will simply defend itself. These same rules apply to skeleton lords.

Walking skeletons are a sure sign that some EVIL wizard is getting up to no good. Minsc is quite certain that skeletons should be sleeping in their graves - not ambulating around as if in search of midnight snacks! And now you say they have crowns and platemail and magic swords?! Are there no depths to which evil will not sink? And what does evil find down there, anyway? Boo would like to know!





SWORD SPIDER

Sword spiders are a type of giant arachnid that stalk the forests and caverns of Faerûn, walking on legs that resemble razor-sharp blades. These solitary predators move with incredible speed and surprising stealth for their large size. The sword spider's sleek, 12-foot-long body is encased in a durable black exoskeleton, which is covered in fine dark hairs. Although their eyesight is poor, sword spiders locate their prey using tremorsense to feel for minute vibrations in the ground.

Natural Weapons. All eight legs of a sword spider end in thick chitinous plates with serrated ridges. However, its primary weapons are its front two legs, which look like a pair of massive curved swords. Its victims are impaled upon these limbs and brought close enough for the spider to deliver its poisonous bite. Once slain, its prey is then chopped up into manageable morsels that can be fed into its cavernous maw, which is lined with multiple rows of crooked fangs.

Death From Above. Rather than trapping its food within a pre-constructed web, sword spiders prefer to wait for prey high up in tree branches and on cavern walls. Despite their large frames, sword spiders retain the ability to cling to most surfaces, making them adept climbers. Once it spots its prey, the spider sprays the creature with a restraining web and drops down with all eight of its lethal legs extended to impale its meal. When hunting in areas not conducive to this strategy, sword spiders instead stalk and chase their prey like big cats and are able to leap forward up to 30 feet, lashing out with their forelimbs.

New Arrivals. Sword spiders are native to the jungles of Mhair on the Chultan Peninsula in southwest Faerûn. Drow traders brought them to the Underdark where they were kept for use in battle under the control of Lolthite priestesses. Many sword spiders have since escaped their pens and, with the ability to tolerate a wide range of climates, adapted quickly to their new subterranean homes. These creatures soon spread throughout the Underdark with many finding their way to the surface.

FEMALE SWORD SPIDER

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	4 (-3)

Skills stealth +7

Senses tremorsense 60 ft., passive Perception 11

Languages -

Challenge 5 (1,800 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

MALE SWORD SPIDER

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	4 (-3)

Skills stealth +7

Senses tremorsense 60 ft., passive Perception 11

Languages -

Challenge 3 (700 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The sword spider makes two foreleg attacks and one bite attack.

Foreleg. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage and the target must succeed on a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The sword spider makes two foreleg attacks and one bite attack.

Foreleg. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 4) piercing damage and 7 (2d6) poison damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 4) piercing damage and the target must succeed on a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.



TASLOI

Lanky but small goblin-like creatures, tasloi largely dwell in the dense tropical forests of southern Faerûn. However, groups of tasloi have made their way northwards to the Sword Coast, with a notable enclave within the Cloakwood. With vibrant green skin covered by a thin layer of coarse black hair, tasloi can perfectly blend in with their surroundings with only the faint glow of their golden, almost feline eyes betraying their presence. Although generally less sophisticated than humans, tasloi can be quite clever, using superior numbers and pack tactics to make them surprisingly formidable foes.

Tree Dwellers. Tasloi prefer the low-light conditions of jungle canopies and avoid direct sunlight altogether. In more temperate areas where foliage is sparse, such as the forests of the Sword Coast, they largely limit their activities to dawn and dusk. Expert climbers, the tasloi's long arms allow them to rapidly move among treetops by leaping from branches and swinging from vines. Tasloi are less at home on the ground, where they knuckle-walk by adopting a crouched position similar to that of an ape.

Social Creatures. Tasloi live in a loosely structured tribal society, joining together in bands that consist of multiple individual families. Tasloi communities build homes in trees, surrounded by interconnected platforms high off the ground. Tasloi have a deep fear of being alone, which is reinforced by their culture's many superstitions. They practice a form of husbandry, raising giant rats and other large vermin as livestock, both for food and to use as mounts. Tasloi mostly speak a language unique to their kind, but some have learned to speak a broken form of Common. Although vicious, these opportunists can be reasoned with under the right circumstances.

Ambush Predators. Although tasloi can and will eat almost anything, they have a strong preference for fresh meat, especially that of humans, elves, and other humanoids. They are known to take advantage of much more fearsome monsters by staking out escape routes from their lairs and luring already-injured adventurers into a trap. Tasloi also use hit-and-run tactics and other techniques that take advantage of their familiarity with their forest homes.

TASLOI SNIPER

Small humanoid, chaotic evil

Armor Class 13

Hit Points 15 (6d6 - 6)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	9 (-1)	12 (+1)	12 (+1)	12 (+1)

Skills Stealth +5, Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan, Tasloi

Challenge 1 (200 XP)

TASLOI

Small humanoid, chaotic evil

Armor Class 13

Hit Points 5 (2d6 - 2)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	8 (-1)	12 (+1)	9 (-1)	12 (+1)

Skills Stealth +5, Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan, Tasloi

Challenge 1/4 (50 XP)

Nimble Escape. The tasloi can take the Disengage or Hide action as a bonus action on each of its turns.

Javelin Expert. Tasloi can use their Dexterity score for attack and damage rolls with a javelin, just as if the javelin had the finesse property.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Nimble Escape. The tasloi can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Blowgun. *Ranged Weapon Attack:* +5 to hit, range 25/100 ft., one target. Hit: 4 (1 + 3) piercing damage and 7 (2d6) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for one hour.



WOLFWERE ALPHA

Medium humanoid (beast, shapechanger), chaotic evil

Armor Class 12 humanoid form, 13 (natural armor) wolf/hybrid form

Hit Points 104 (16d8 + 32)

Speed 30 ft. (40 ft. in dire wolf form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	18 (+4)

Skills Perception +6

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't iron

Senses passive Perception 16

Languages Common (can't speak in wolf form)

Challenge 6 (2,300 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a human or elf, or back into its true form, which is a dire wolf. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The werewolf has advantage on an attack roll against a creature if at least one of the werewolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack (Hybrid form only). The werewolf makes three attacks: one with its bite and two with its claws.

Longsword (Humanoid form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 5) slashing damage or 11 (1d10 + 6) slashing damage if used with two hands.

Bite (Wolf or Hybrid form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Claws (Hybrid form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) slashing damage.

Lethargic Song (Humanoid form only). The werewolf plays a magical melody on an instrument. Every humanoid within 200 ft. of the werewolf that can hear the melody must succeed on a DC 16 Wisdom saving throw or be slowed for 10 minutes. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this werewolf's melody for the next 24 hours.

WOLFWERE

Wolweres are shapeshifters that have the natural form of a large wolf but can transform at will into both humanoid and bipedal hybrid shapes. These hateful creatures are much more intelligent than a normal wolf and use this preternatural cunning to hunt their favorite prey: humans. Although some believe them to be the offspring of werewolves and normal wolves—and this may very well be their origin—wolfweres are their own species, and their form of lycanthropy is not a transmissible curse or disease. Like werewolves, wolfweres are repelled by wolfsbane—however, they are vulnerable to iron rather than silver weapons.

Strange Packs. Although some wolfweres are solitary, others choose to stay in familial bands. However, they most often run in packs of normal wolves or worgs. Wolfweres are able to influence and command these beasts, making them much more vicious and bold. Rarely, a wolfwere may choose to blend in with human society. Wolfweres never associate with werewolves, as the two share a deep, mutual hatred and will attack each other without provocation.

Myriad Forms. A wolfwere's natural form is similar in size and appearance to that of a dire wolf. In combat, they usually shift into a hybrid form, which is able to both bite and use weapons with its human-like hands. To trick stronger prey, a wolfwere dons a charismatic human shape. Unlike werewolves, wolfweres have no single humanoid form to revert to. Instead, a wolfwere can transform into any humanoid shape it desires, though they almost universally choose ones with great physical beauty. Wolfweres have the ability to sense what their particular prey would find attractive and assume a seductive disguise. Wolfweres have less control over their appearance when they involuntarily transform under a new moon, though they usually assume a shape that they have taken on recently.

A Sedating Melody. While in their humanoid forms, wolfweres have the ability to sing a song that induces a lethargy in their prey that is similar to a *slow* spell. Many wolfweres play stringed instruments and pose as bards to avoid arousing suspicion while they work their charms.

SHHHH... CLOSE YOUR EYES.

Dream of starlight ~ Dream of sights
unseen ~ and I shall join you soon.

—Wolfwere

THE WOLFWERES ARE AMONG THE
OAKFATHER'S MOST PERFECT
PREDATORS. FRIGHTENING, YES, BUT
THEY ARE NO LESS SAVAGE THAN THE
MONSTERS WHO DWELL IN CITIES AND
CALL THEMSELVES CIVILIZED.

FALDORN

WOLFWERE

Medium humanoid (beast, shapeshifter), chaotic evil

Armor Class 12 humanoid form, 13 (natural armor) wolf/hybrid form

Hit Points 55 (10d8 + 10)

Speed 30 ft. (40 ft. in dire wolf form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	15 (+2)

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't iron

Senses passive Perception 13

Languages Common (can't speak in wolf form)

Challenge 4 (1,100 XP)

Shapeshifter. The wolfwere can use its action to polymorph into a wolf-humanoid hybrid or into a human or elf, or back into its true form, which is a dire wolf. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The wolfwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolfwere has advantage on an attack roll against a creature if at least one of the wolfwere's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack (Hybrid form only). The wolfwere makes two attacks: one with its bite and one with its claws.

Longsword (Humanoid form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 4) slashing damage or 10 (1d10 + 5) slashing damage if used with two hands.

Bite (Wolf or Hybrid form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Claws (Hybrid form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

Lethargic Song (Humanoid form only). The wolfwere plays a magical melody on an instrument. Every humanoid within 200 ft. of the wolfwere that can hear the melody must succeed on a DC 13 Wisdom saving throw or be slowed for 10 minutes. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this wolfwere's melody for the next 24 hours.

APPENDIX D: CHARACTERS

The following NPCs are the most important actors in the adventure presented in this book. Some of the NPCs are allies of the heroes, while others are villains. Some players might be interested in playing one of these NPCs as their hero character. If they do so, then refer to the *Running the Adventure* chapter for advice on how to replace the selected characters in the story.

THE HEROES

CORAN

Coran is a young elven fighter and rogue who best puts his skills to use as an expert archer. Unlike most elves, he strongly prefers the cosmopolitan city life of human-dominated cities, such as Baldur's Gate, to pristine forests. However, Coran's adaptable nature makes him feel at home almost anywhere—at least for a time.

Originally from the Wealdath—more widely known to non-elves as the Forest of Tethir—Coran found his idyllic life there boring. To escape its monotony, he came to Baldur's Gate in search of wealth and power. However, not long after reaching the Sword Coast, Coran found himself turning to thievery to survive. At first, he stole out of necessity, intending to use his ill-gotten gains to

start his own business. But in truth, he loves the thrill of banditry. He may yet choose a slightly more honest life in the form of adventuring if presented with a lucrative—and entertaining—enough series of bounties.

Coran is self-serving and careless but not malicious. Despite his predilection for knavery, he is also good natured and willing to help those in need, taking a stand against cruelty when he encounters it. Above all, Coran views himself as a romantic and has found great success in wooing men and women of all races and stations. It did not take long for the elf to become infamous in Baldur's Gate and the surrounding area as a womanizer. Since his arrival, he has fathered at least one half-elf child with a married human woman. He currently spends most of his time with an elven wizard named Xan.

ROLEPLAYING TIPS

- Coran is a shameless flirt and adept at using his charms to get himself out of (and into) trouble.
- Coran will quickly grow restless if forced to stay inactive for too long.
- Coran lives for adventure and is not above seeking glory. He eagerly offers his services when it comes to any task that promises fame and fortune.

CORAN

Medium humanoid (elf), chaotic good

Armor Class 17 (studded leather)

Hit Points 46 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	12 (+1)	14 (+2)	9 (-1)	16 (+3)

Saving Throws Dex +7, Int +6

Skills Acrobatics +7, Perception +3, Stealth +7, Survival +3

Senses Darkvision 60 Feet., passive Perception 13

Languages Common, Elven, thieves' cant

Challenge 7 (2,900 XP)

Cunning Action. On each of his turns, Coran can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Coran is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Coran instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Fey Ancestry. Coran has advantage on saving throws against being charmed, and magic can't put Coran to sleep.

Sneak Attack (1/Turn): Coran deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of Coran that isn't incapacitated and Coran doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Coran makes two attacks with either his longbow +1 or longsword.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

THE DANGER OF THE STORM IS
preferable to the quiet of the calm.

—Coran



DYNAHEIR

Dynaheir is a member of the Wychlaran, a group of powerful female spellcasters who rule the country of Rashemen. Her stated reason for traveling to the Sword Coast from eastern Faerûn is as part of the 'dajemma' of her devoted bodyguard, Minsc. This rite of passage is undertaken by young Rashemi men, who are tasked with exploring foreign lands and overcoming any challenges that they may encounter there. Her senior sisters have also charged Dynaheir with investigating Alaundo's prophesies and finding the Bhaalspawn, but she is secretive regarding these motivations.

The Wychlaran, or the "Witches of Rashemen" as they are known to most outsiders, are the absolute authority in this small northeastern nation. Except for rare circumstances, any who disobey their commands are put to death. This punishment is usually meted out by another Rashemi rather than the slighted witch herself. Likewise, any non-Wychlaran who trespasses within the Urlingwood will soon meet their end at the hands of the forest's guardians. This dense forest, with its strong connection to the Feywild, is where the Wychlaran gather to perform rituals and conduct meetings.

Most Wychlaran live in the small city of Urling at the wood's outskirts. Even though many non-Rashemi view their rule as tyrannical, the Wychlaran are generally good natured and devoted to serving their people. However, there are exceptions, and some witches value their own power above all.

All children in Rashemen are evaluated for magical potential at a young age. This includes even children not native to Rashemen. Dynaheir was one such child as she was the daughter of a Mulhorandi slave freed from Thay. Gifted young women are trained to become Wychlaran and charged with protecting Rashemen from outside threats, such as the Red Wizards of Thay. By contrast, their male peers are inducted into the vremyonni ("Old Ones"), where they aid the Wychlaran by learning the arts of magic item and spell creation.

The Wychlaran are famous for wearing masks crafted by the vremyonni. They wear them in battle and while traveling within Rashemen. On the other hand, the rare witch who travels abroad, such as Dynaheir, prefers to avoid drawing undue attention to herself. She is more vulnerable beyond her borders, and Thay has agents and assassins scattered across Faerûn.

Dynaheir specializes in magic from the school of evocation. Although quite a powerful mage by any measure, Dynaheir is even more formidable within Rashemen. There, she and her fellow witches draw from the raw power of the land and its spirits. Despite her high status and potent magical abilities, Dynaheir is young and relatively inexperienced with regard to the world outside of Rashemen. She genuinely cares for and appreciates Minsc, but she chafes at his over-protectiveness. She also has an intense dislike of Boo, Minsc's hamster companion, because of the warrior's uncleanly habit of allowing the rodent to crawl around inside his armor. She is also concerned for Minsc's mental state—with each new head injury, he seems to talk to the hamster more often.

DYNAHEIR

Medium humanoid (human), lawful good

Armor Class 14 (mage armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	16 (+3)	17 (+3)	15 (+2)	12 (+1)

Saving Throws Int +6, Wis +5

Skills Arcana +6, History +6, Insight +6

Senses passive Perception 12

Languages Common, Celestial, Draconic, Primordial

Challenge 7 (2,900 XP)

Shape spells. When Dynaheir casts a spell that affects other creatures that she can see, she can choose as many creatures as she wants and those creatures will automatically make their saving throws against the spell. They will take no damage if they would normally take half damage on a successful save.

Spellcasting. Dynaheir is a 10th-level spellcaster. Her spellcasting ability is Intelligence (save DC 14, +6 to hit with spell attacks). Dynaheir has the following wizard spells prepared:

Cantrips (at will): *firebolt*, *light*, *ray of frost*

1st level (4 slots): *burning hands*, *mage armor*, *magic missile*

2nd level (3 slots): *hold person*, *mirror image*, *shatter*

3rd level (3 slots): *counterspell*, *fireball*, *lightning bolt*

4th level (3 slots): *ice storm*, *greater invisibility*

5th level (2 slots): *bigby's hand*, *cone of cold*

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 3 (1d4+4) piercing damage.

ROLEPLAYING TIPS

- Dynaheir is confident, self-assured, and decisive. She has a high level of faith in her own abilities.
- In addition to her Rashemi accent, Dynaheir's speech is set apart by the fact that she learned a slightly antiquated and overly formal version of Common, using "thy," "thee," and "thou."
- Though not malicious, Dynaheir offers her opinion with a blunt, brutal honesty that others may find rude.

THOU ART KIND TO OFFER
thy protection, but I need it not, for
my powers are no less than thine.

—Dynaheir



IMOEN

Imoen is a cheerful young rogue who is native to the Sword Coast. Although seemingly carefree and optimistic, her life began with tragedy, as her mother died during childbirth. With no other family, she came into the care of her adoptive father, Winthrop, whom she affectionately calls “Old Puffguts.” The pair eventually moved to the library fortress of Candlekeep when Imoen was 10 years old. Winthrop became the proprietor of Candlekeep’s sole inn and shop, which Imoen helped him run. Winthrop’s jocularly rubbed off on his adoptive daughter, and their lighthearted attitudes stood in stark contrast to the dour, serious-minded monks who tended the great library.

Imoen’s adventuring days began when she secretly followed her teacher, Gorion, out of Candlekeep. Gorion was attempting to protect his ward—a child of Bhaal who had been targeted by assassins. In the end, Gorion was killed by another Bhaalspawn named Sarevok. After witnessing the old sage’s murder, Imoen decided to tag along with his ward, who had been her childhood friend in Candlekeep.

Imoen had taught herself many useful skills that proved to be invaluable in their journeys afterwards. Naturally inquisitive, she taught herself lockpicking and stealth in order to move freely through the forbidden parts of Candlekeep. No secret was ever safe from her. Likewise, the game she made of pickpocketing the library’s monks proved to have many practical applications in the crowded streets of Baldur’s Gate.

Despite the many dangers she’s faced since leaving Candlekeep, Imoen has managed to maintain her sunny outlook. She is friendly and easygoing, and she even tolerates bending the law a bit when it expedites things. She grows angry and impatient only in the face of unjustifiably wicked or selfish deeds. Consequently, Imoen gets along well with nearly everyone she meets, human or otherwise.

Imoen holds the Harpers in high regard, thanks to her experiences with Gorion, Jaheira, and Khalid. She has considered joining the organization. She recently began to channel her natural curiosity into studying the arcane arts, and she is now an apprentice wizard with an array of useful spells at her command.

Unbeknownst to her, Imoen is one of the Bhaalspawn, like Gorion’s ward. Her innocence and cheerful demeanor are likely responsible for suppressing the malevolent god’s corrosive influence.

I ALWAYS WANTED TO BE
one of the evil sorceresses in
Winthrop’s tales. They were
beautiful and terrible! Watch,
I’ll flip my hair and glare at you.
Pretty close, right?

—Imoen

ROLEPLAYING TIPS

- With her extremely friendly disposition, Imoen tends to prefer diplomacy over fighting.
- Imoen is prone to acting impish in order to lighten things up. She teases those she cares about most.
- Imoen is driven by an insatiable curiosity. She asks as many questions as she can, especially when meeting someone for the first time.

IMOEN

Medium humanoid (human), neutral good

Armor Class 16 (studded leather)

Hit Points 66 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	16 (+3)	17 (+3)	11 (+0)	16 (+3)

Saving Throws Dex +7, Int +6

Skills Acrobatics +7, Athletics +8, Perception +3, Stealth +7

Senses passive Perception 13

Languages Common, thieves’ cant

Challenge 7 (2,900 XP)

Cunning Action. On each of her turns, Imoen can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Imoen is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, Imoen instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Sneak Attack (1/Turn). Imoen deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of Imoen that isn’t Incapacitated and Imoen doesn’t have disadvantage on the attack roll.

Spellcasting. Imoen is a 1st-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +4 to hit with spell attacks). Imoen has following wizard spells prepared:

Cantrips (at will): *firebolt*, *mending*, *prestidigitation*
1st level (2 slots): *burning hands*, *disguise self*, *shield*

ACTIONS

Multiattack. Imoen makes two attacks with her short sword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.



JAHEIRA

Jaheira is a half-elf druid and fighter, possessing both powerful nature magic and the fierce skills of a warrior. She originally traveled to the Sword Coast with Khalid, her husband and fellow Harper, to investigate the Iron Crisis of 1368 DR on behalf of the secretive organization. Although harsh and somewhat abrasive, Jaheira is fiercely loyal to the few people she respects.

Born to a noble Tethyrian family loyal to King Alemander, Jaheira lost her parents at a young age when they were killed by a mob during the country's violent civil war. She would have met the same fate had a servant not saved her by smuggling her out of the castle. Chance led the pair to find a group of druids in the nearby forest. The druids took Jaheira in and raised her.

Unlike her tenderhearted partner Khalid, Jaheira is truly neutral in alignment. Her primary concern is to maintain balance between all extremes and to promote harmony in Faerûn. Far from being detached from the world, she believes that true balance and protection of nature can only be achieved through decisive action. When given no other choice, however, Jaheira strongly prefers to facilitate good over evil. This often puts her at odds with anyone whose motives she views as harmful or selfish. Similarly, Jaheira's status as a Harper often compels her into conflicts with Zhentarim agents.

When asked about her thoughts on good and evil, Jaheira speaks in pragmatic terms: extremely selfish individuals may sometimes promote balance, but more often they are merely disruptive. On the other hand, selfless actions rarely promote disorder. Truthfully, Jaheira may be rationalizing her own preferences—in the end, she has a soft spot for kind-hearted cowards like Khalid, even if she finds his idealism soft and impractical.

Although they are both half-elven Harpers, Jaheira and Khalid are in most ways complete opposites. Rather than causing strife between the couple, however, these contrasting personalities complement one other. Jaheira's forceful and proactive nature helps to push the more timid Khalid into taking action. Likewise, Khalid's sensitivity tempers her fury to a degree. His tactful empathy often helps resolve disputes created by Jaheira's brash, no-nonsense nature.

ROLEPLAYING TIPS

- Jaheira is stubborn and headstrong. Once she makes up her mind, she is very unlikely to change it unless given a very good reason to do so.
- Jaheira's sharp tongue can be used to add comedy and/or tension to social encounters. When she engages in diplomacy, she is more likely to escalate conflicts than to resolve them.
- Although she prefers nature and dislikes urban environments, Jaheira is also very worldly and can navigate cities with ease if she must.

JAHEIRA

Medium humanoid (half-elf), neutral

Armor Class 16 (breastplate)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Int +3, Wis +5

Skills Animal Handling +5, Nature +5, Perception +5, Survival +5

Senses Darkvision 60 Ft., passive Perception 15

Languages Common, Druidic, Elvish

Challenge 7 (2,900 XP)

Fey Ancestry. Jaheira has advantage on saving throws against being charmed, and magic can't put Jaheira to sleep.

Spellcasting. Jaheira is a 5th-level spellcaster. Her spellcasting ability is Wisdom (save DC 13, +5 to hit with spell attacks). Jaheira has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *poison spray*, *produce flame*

1st level (4 slots): *cure wounds*, *entangle*, *fairie fire*

2nd level (3 slots): *beast sense*, *hold person*

3rd level (3 slots): *conjure animals*, *water breathing*

ACTIONS

Multiattack. Jaheira makes two melee attacks with her quarterstaff +2.

Quarterstaff +2. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

WE MUST PROTECT THE
balance of nature, for she gives and
takes life according to her need. In
other words, stand tall, and stop
complaining!

—Jaheira



KHALID

Khalid is a half-elf fighter and Harper who is completely devoted to his wife, Jaheira. Like her, Khalid was sent to the Sword Coast on behalf of the Harpers to investigate the Iron Crisis. He and Jaheira had intended to meet another Harper agent, the sage Gorion, at the Friendly Arm Inn. Unfortunately, Gorion was waylaid along the Lion's Way and slain by the Bhaalspawn Sarevok Anchev. This was devastating to the couple, as Gorion been a close personal friend. They subsequently assisted Gorion's ward in the quest to defeat Sarevok.

Before joining the Harpers, Khalid spent most of his life in Calimshan. As the son of an uncaring wealthy merchant father who openly favored his half-brothers, the timid young Khalid threw himself into his martial training and joined the city militia. His time among the other soldiers helped to forge in him a strong sense of loyalty and honor.

Calimshan is one of the three nations that make up the Lands of Intrigue along the southwestern coast of Faerûn, with the other two being Amn and Tethyr. All three nations share the commonality of being largely based on trade and having grown out of ancient civilizations. Calimshan's proximity to the Shining Sea facilitates its booming trade with exotic locales, such as Chult and the Shaar. Calimshan society values not wealth

but the comfortable lifestyle that it provides. As such, wealthy adventurers and traveling merchants are seen as little better than beggars by well-to-do Calishites. Khalid's decision to take on the nomadic and frequently austere lifestyle of a Harper field agent demonstrates an intense dedication to the forces of good.

Khalid is shy, reserved, and anxious, having a strong preference for tact in social situations. He avoids confrontation whenever possible, though he becomes extremely uncomfortable in the company of those whom he finds morally repugnant. His quietness and lack of self-assurance lead some to (wrongly) assume that Khalid is unintelligent. However, his intellect is in fact equal to his great physical strength. He merely lacks the self-assurance that would otherwise encourage him to use his wits as a weapon.

ROLEPLAYING TIPS

- Khalid has a distinct stutter that becomes more pronounced in stressful situations.
- Unwaveringly kind, Khalid maintains civility even in the face of the gravest insult to himself. He will protest insults directed at his wife—but only in the most polite terms that chivalry would demand.
- Despite his dedication to righteousness, Khalid also has a cowardly streak and may choose to run when facing what seems like certain death.

KHALID

Medium humanoid (half-elf), neutral good

Armor Class 19 (halfplate, shield)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	15 (+2)	10 (+0)	9 (-1)

Saving Throws Str +5, Con +6

Skills Athletics +8, Survival +3

Senses passive Perception 10

Languages Common, Elven

Challenge 7 (2,900 XP)

Second Wind. As a bonus action, Khalid can regain 15 hit points.

Protection. When a creature Khalid can see attacks a target other than him that is within 5 feet, Khalid can use his reaction to impose disadvantage on the attack roll. Khalid must be wielding a shield.

ACTIONS

Multiattack. Khalid makes two scimitar attacks or two shortbow attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

P-P-PLEASE, LET'S NOT RESORT TO violence. Surely we can come to some mutual understanding? After all, it's getting late, and I'm, ah, allergic to the dark.

—Khalid



MINSC

Minsc is a berserker warrior from the nation of Rashemen in the far east, though his affinity for animals speaks to his skill as a hunter and tracker as well. He originally came to the Sword Coast on a 'dejemma'—a ritual journey to manhood—as the bodyguard of a young Wychlaran named Dynaheir. He hopes that, upon completion of his dejemma, the doors of the honored Ice Dragon Berserker Lodge will be opened to him.

Minsc does not have a strong grip on reality, as evidenced by his continued dependence on (and deep friendship with) his animal companion "Boo," a creature that he claims is a miniature giant space hamster. Apparently such things do exist somewhere in the distant reaches of the Realms, but in this case, Minsc has surely taken too many blows to the head.

Rashemen, the land from which Minsc hails, is surrounded by mountains, vast lakes, and ice-cold rivers. While the nation is technically ruled by a king, the real power lies with the Wychlaran ("wise old women"). These powerful witches decide who will be king, and they can replace him whenever they feel it is necessary to do so. Most importantly, the witches are the main defense against the powerful magics of the Red Wizards of Thay. Minsc's upbringing in this environment has made him subservient to his less experienced Wychalarn, Dynaheir. It has also instilled in him a burning hatred for anything associated with the Red Wizards.

Minsc has a very simplistic view of the world and is often quick to decide whether or not someone is evil and should be attacked. Fortunately, he is also kind by nature and determined to be a hero at all costs. He is also somewhat unstable and is prone to flying into a rage over perceived slights and minor inconveniences.

Minsc is never more at home than when he's adventuring with his comrades. He takes immense joy in crushing evil beneath his righteous boots, whether it means smashing up a tavern full of villainous cutthroats or venturing deep into the darkest dungeons to smite hideous monstrosities. He derives an innocent and infectious pleasure from deeds of reckless heroism.

ROLEPLAYING TIPS

- Minsc is devoted to Dynaheir and follows her lead in all things. He is also overprotective of her.
- Minsc makes snap judgements about the character of everyone he meets, and his judgments are often extremely accurate, in spite of his low intellect.
- Minsc has a hair-trigger temper. He has zero tolerance for evil of any kind.
- Minsc frequently asks his **hamster** Boo for advice, and he encourages others to do the same. Many of his best ideas seem to come from the rodent.

MINSC

Medium humanoid (human), neutral good

Armor Class 16 (scale mail)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	15 (+2)	8 (-1)	6 (-2)	10 (+0)

Saving Throws Str +8, Dex +5

Skills Athletics +8, Survival +3

Senses passive Perception 8

Languages Common, Rashemi

Challenge 7 (2,900 XP)

Reckless. At the start of its turn, Minsc can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against Minsc have advantage until the start of his next turn.

Brute. A melee weapon deals one extra die of its damage when Minsc hits with it (included in the attack).

Indomitable (3/Day). Minsc can reroll a saving throw if he fails. He must use the new roll.

ACTIONS

Multiattack. Minsc makes two Melee Attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) piercing damage.

COURAGE, FRIENDSHIP, AND
the sound of steel on steel! These
are the stuff of all great adventures.
The fight for justice is hard, sweaty
work, but when the times get tough,
the tough get hamsters! Right, Boo?

—Minsc



XAN

Xan is an elven wizard who specializes in the school of enchantment. He is also a member of the Greycloaks of Evereska, a group that serves as investigators and law enforcers of the secretive elven city-state. Although justice and order are important to him, Xan's perpetually apathetic demeanor and pessimistic attitude would suggest otherwise. Xan holds a great amount of respect for most other arcane spellcasters, especially those who use their powers for good—though he remains skeptical of the effectiveness of such efforts.

XAN

Medium humanoid (elf), lawful neutral

Armor Class 17 (mage armor, moonblade)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	8 (-1)	17 (+3)	14 (+2)	16 (+3)

Damage Resistances Fire (moonblade)

Saving Throws Int +6, Wis +5

Skills Arcana +6, History +6, Perception +5

Senses passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 7 (2,900 XP)

Fey Ancestry. Xan has advantage on saving throws against being charmed, and magic can't put Xan to sleep.

Bladesong. Xan can use a bonus action to start a bladesong. While using bladesong, his base speed increases to 40 ft., and he gains a +3 bonus to all concentration checks.

Spellcasting. Xan is an 8th-level spellcaster. His spellcasting ability is Intelligence (save DC 14, +6 to hit with spell attacks). Xan has the following wizard spells prepared:

Cantrips (at will): *friends, mage hand, message*

1st level (4 slots): *charm person, mage armor, shield*

2nd level (3 slots): *hold person, mirror image, suggestion*

3rd level (3 slots): *counterspell, haste*

4th level (3 slots): *dominate beast, greater invisibility*

ACTIONS

Multiattack. Xan makes two melee attacks with his moonblade.

Moonblade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) if used with both hands.

Xan was sent to the Sword Coast recently in order to investigate the Iron Crisis and its associated political turmoil. Due to Evereska's proximity to Baldur's Gate, the Graycloaks were concerned that their city might be impacted by the crisis. While in Nashkel, Xan was imprisoned by the Cyricist Mulahey, who was responsible for corrupting the mining town's supply of iron ore. He was eventually rescued by a group of adventurers led by Gorion's ward, and he traveled with them for a time.

Xan wields a moonblade forged by the smiths of Myth Drannor. Each moonblade is unique, with Xan's taking the form of a longsword wreathed in magical blue flames. Although such weapons are normally passed along elven bloodlines, Xan's sword appears specifically bound to him.

Xan's home of Evereska is one of the largest elven enclaves left in Faerûn, its population size second only to that of the island nation of Evermeet. Its name means "fortress home" in Elvish.

Evereska has remained hidden within the Western Heartlands for millennia. This secrecy is the major reason why the city remains as one of the last major elven enclaves in the North, whereas most others have fallen to outsiders. Because of this, Evereska is sometimes called the Last City. The elves of Evereska frequently work with the Harpers. Consequently, most of the small number of humans who have ever entered the city—or even know of its existence—belong to this organization.

ROLEPLAYING TIPS

- Xan maintains a depressive, pessimistic affect and rarely shows any hint of positivity.
- Despite his dour demeanor, Xan can be highly persuasive. He will mediate conflicts within the party.
- Xan has a dry, sarcastic sense of humor. Although he is typically non-confrontational, his acerbic words often get him into trouble.

CAN YOU NOT SEE THAT OUR
quest is vain? Perhaps I should
enumerate all the reasons why we are
doomed. Make yourselves cozy, this
may take a while.

—Xan



THE VILLAINS

EDWIN

In many ways an archetypal Red Wizard, Edwin Odeseiron is an exceedingly arrogant conjuration mage who hails from the eastern nation of Thay. He originally traveled west to the Sword Coast on a mission to kill the Rashemi Wychlaran Dynaheir, under orders from his superior Red Wizards. He also happens to despise her, and the feeling is mutual.

Despite his inarguably high intelligence, Edwin seems to lack common sense. As a result, his grand schemes and power grabs are typically undone by his own hubris and short-sighted ego.

Edwin almost universally treats others with disdain, openly insulting his “lessers.” As much as Edwin detests those he views as his inferiors, he gets along no better with his betters. (His envy of the legendary wizard Elminster Aumar is particularly venomous.) As such, even in those rare instances when Edwin tries his best to ingratiate himself with superior Red Wizards and

powerful potential allies, he still manages to lace his words with—marginally—more subtle barbs.

Edwin’s current scheme involves the famed magical shop known as the Sorcerous Sundries. Edwin has kidnapped the owner of that establishment, Halbazzar Drin. He has partnered with a dread doppelganger, who has impersonated Halbazzar in order to keep up appearances at the shop. Edwin has been studying the powerful and wealthy individuals who patronize the Sorcerous Sundries. He keeps track of these potential future victims with his divination magic. He has also been tracking the activities of the Zhentarim and the Harpers. He too is interested in the magical secrets that might be looted from the ruins of the Iron Throne.

ROLEPLAYING TIPS

- Edwin often narrates his treacherous thoughts out loud, apparently unaware that others can hear him.
- Edwin is entirely motivated by pride, self-interest, and a lust for power. He boasts like a super-villain.
- Due to his arrogance, Edwin has a habit of seriously underestimating his foes

EDWIN

Medium humanoid (human), lawful evil

Armor Class 13 (mage armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	16 (+3)	18 (+4)	9 (-1)	10 (+0)

Saving Throws Int +7, Wis +3

Skills Arcana +7, History +7

Senses passive Perception 10

Languages Common, Elvish, Infernal

Challenge 7 (2,900 XP)

Focused Conjuration. While Edwin is concentrating on a conjuration spell, his concentration cannot be broken as a result of taking damage.

Spellcasting. Edwin is a 12th-level spellcaster. His spellcasting ability is Intelligence (save DC 15, +7 to hit

with spell attacks). Edwin has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *poison spray*

1st level (4 slots): *mage armor*, *shield*, *unseen servant*

2nd level (3 slots): *cloud of daggers*, *misty step*, *web*

3rd level (3 slots): *counterspell*, *stinking cloud*

4th level (3 slots): *conjure minor elementals*, *evard's black tentacles*

5th level (2 slots): *cloudkill*, *conjure elemental*

6th level (1 slot): *arcane gate*, *contingency*

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Summon Hell Hounds (1/Day). Edwin magically summons three hell hounds. The summoned hell hounds appear in an unoccupied space within 60 feet of their summoner, and act as allies of their summoner. They remain for 10 minutes, until they or their summoner dies, or until their summoner dismisses them as an action.

PERHAPS I SHALL SUFFER YOUR
companionship for a few days longer.
(Ha! The fool suspects nothing.)

—Edwin



FALDORN

Faldorn is a human druid who currently makes her home in the Cloakwood. Her life as an adventurer started not long ago when she set out to put an end to the Iron Throne's mining activities in her forest. Faldorn belongs to a militant sect called the Shadow Druids, who believe in using violence and other extreme tactics to protect nature. Like most mainstream druids, however, Faldorn worships the god Silvanus, who she addresses as "Oak Father." She holds an affinity for all animals of the forest, but she has a special connection to wolves.

Faldorn was born into one of the Black Raven Uthgardt barbarian tribes of the North. Although she is unsure of her origins, her tribe likely resided within the Spine of the World, an icy mountain range in far northwest Faerûn. As an infant, Faldorn was offered to a Shadow Druid enclave and was later inducted into their ranks. Never knowing any other family, she grew to become a fervent worshipper of nature, following the Shadow Druids' strict tenets. Recently, her Shadow Druid elders sent her to live in the Sword Coast in order to test her devotion and to thwart the expansion of Baldur's Gate into the surrounding wilds.

As a Shadow Druid, Faldorn believes in aggressively reclaiming nature from civilization through violent means. This is in contrast to most other druids, who tend to believe in maintaining the existing balance. As a result, Faldorn clashes with druids who don't hold the same views, including Jaheira.

ROLEPLAYING TIPS

- Faldorn is willing to sacrifice her own life in order to serve and protect nature.
- Although a fanatic, Faldorn is surprisingly amiable and passive in her speech. She prefers to demonstrate her principles through actions rather than words.
- Faldorn does not hate humanity as a whole and bears no ill will to those who are also willing to live according to her vision of harmony with nature.

NATURE DEVOURS THAT
which makes itself convenient prey.
This is the justice of the Oakfather.

—Faldorn

FALDORN

Medium humanoid (human), neutral evil

Armor Class 16 (barkskin)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	10 (+0)	16 (+3)	15 (+2)

Saving Throws Int +3, Wis +6

Skills Animal Handling +6, Nature +6, Perception +6, Survival +6

Senses passive Perception 16

Languages Common, Druidic

Challenge 7 (2,900 XP)

Staff of the Woodlands. The staff has 10 charges. It regains 1d6 + 4 expended charges daily at dawn. Faldorn can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, with a spell save DC of 14: *animal friendship* (1 charge), *awaken* (5 charges), *barkskin* (2 charges), *locate animals or plants* (2 charges), *speak with animals* (1 charge), *speak with plants* (3 charges), or *wall of thorns* (6 charges). Faldorn can use an action to cast the *pass without trace* spell without using any charges.

Wildshape. Twice per day, Faldorn can use a bonus action to change into a beast with a CR of 3 or lower. Faldorn's statistics are replaced by the statistics of the beast, but Faldorn retains her alignment, personality, and Intelligence, Wisdom, and Charisma scores. When Faldorn transforms, she assumes the beast's hit points and Hit Dice. When Faldorn reverts to her normal form, she returns to the number of hit points she had before she transformed. However, if Faldorn reverts as a result of dropping to 0 hit points, any excess damage carries over to the normal form. In beast form Faldorn can't cast spells, but this doesn't break concentration on a spell already cast.

Spellcasting. Faldorn is a 10th-level spellcaster. Her spellcasting ability is Wisdom (save DC 14, +6 to hit with spell attacks). Faldorn has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *poison spray*, *produce flame*

1st level (4 slots): *cure wounds*, *entangle*, *fairie fire*

2nd level (3 slots): *beast sense*, *hold person*

3rd level (3 slots): *conjure animals*, *water breathing*

4th level (2 slots): *stone skin*, *wall of fire*

5th level (2 slots): *mass cure wounds*, *tree stride*

ACTIONS

Multiattack. Faldorn makes two melee attacks with her staff of the woodlands.

Staff of the Woodlands. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.



KAGAIN

Kagain is a curmudgeonly dwarven fighter and the proprietor of a small shop in Beregost. The business is largely a front for his mercenary company, which takes pretty much any contract, even those offered by less-than-scrupulous clients. Despite this, Kagain also accepts a fair number of honest jobs. Work is work.

Kagain's most recent stint as an adventurer began in 1368 DR when a trade caravan under his company's protection went missing while traveling along the Coast Way. Although banditry is common in the region, it was highly unusual for such a large group of travelers with skilled bodyguards to vanish so completely. Additionally, the son of Grand Duke Entar Silvershield was among the missing, and Kagain feared retribution from the powerful noble. With his reputation on the line, Kagain began to investigate the matter himself. Upon finding the caravan destroyed and its members slaughtered, Kagain joined a group of adventurers in their hunt for bandits to repair his reputation as a reliable mercenary.

Although Kagain believes altruists to be idiots, his mercenary nature means that he will lend an axe for a good cause—if there's profit to be made. Largely indifferent to the suffering of others, he scoffs at acts of goodness for its own sake. Gold is Kagain's sole motivation for his chosen line of work, and it appears that he would prefer not to be bothered with adventuring should he ever manage to amass a large enough fortune to satisfy himself. A man of few words, Kagain prefers not to talk about himself or his past, though he is quick to express his general dislike of elves. Aside from wealth, Kagain has a fondness for strong, well-brewed ale.

ROLEPLAYING TIPS

- Kagain has a grumpy demeanor but is not overtly threatening or hostile. However, his patience does have its limits, especially if his time is being wasted.
- Kagain is entirely guided by pragmatic self-interest. He won't go out of his way to help or harm anyone unless there is significant gold to earn by doing so.
- Kagain's hardy constitution means that he can take a hit (or ten), and he is unfazed by most injuries.

KAGAIN

Medium humanoid (dwarf), lawful evil

Armor Class 18 (plate armor)

Hit Points 152 (16d8 + 80)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	20 (+5)	15 (+2)	11 (+0)	8 (-1)

Saving Throws Str +6, Dex +4

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Dwarven

Challenge 7 (2,900 XP)

Brute. A melee weapon deals one extra die of its damage when Kagain hits with it (included in the attack).

ACTIONS

Multiattack. Kagain makes two attacks with his greataxe +1.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

GOLD RUNS THE WORLD.

If it ain't making you money,
then it's just one more thing
tryin' to kill ya.

—Kagain



KIVAN

Kivan is a highly-skilled elven ranger, equally proficient in archery and melee combat. A widower, Kivan was driven to become an adventurer in order to avenge the death of his wife, Deheriana. Although he was able to finally vanquish her killer with the help of Gorion's ward, her memory continues to fuel his drive to combat the forces of evil within Faerûn. He is a blunt, taciturn, and highly honorable man who values bravery and skill in battle above all other qualities.

KIVAN

Medium humanoid (elf), chaotic good

Armor Class 15 (studded leather)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +6, Str +7

Skills Perception +3, Stealth +6, Survival +3

Senses Darkvision 60 Feet., passive Perception 13

Languages Common, Elven

Challenge 7 (2,900 XP)

Vanish. On each of his turns, Kivan can use a bonus action to take the Hide action.

Fey Ancestry. Kivan has advantage on saving throws against being charmed, and magic can't put Coran to sleep.

ACTIONS

Multiattack. Kivan makes two attacks with either his longbow +1 or longsword +1.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) if used with both hands..

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Volley. Kivan can use his action to make a ranged attack against any number of creatures with 10 feet of a point he can see within the range of his weapon. He must make a separate attack roll for each target.

As a ranger, Kivan's favored enemies are giants, though he holds a particular hatred for ogres. This enmity likely originated from the identity of Deheriana's murderer, a brutal half-ogre named Tazok. A few years ago, Tazok and his band ambushed the pair as they traveled and spent days torturing the elves. Although Tazok eventually slew Deheriana, Kivan was able to escape before meeting the same fate. From then on, Kivan tirelessly honed his skills as a tracker and warrior. He eventually tracked Tazok to the Sword Coast where the half-ogre was acting as leader of a group of bandits working for the Iron Throne.

Before their travels, Kivan and Deheriana lived in Shilmista, also known as the Forest of Shadows, where a small insular kingdom of wild elves holds dominion. These woods lie near the Snowflake Mountains in a contested area between Amn and Tethyr. Kivan has spent most of his life in forests, both before and after leaving his homeland. Consequently, he is uncomfortable outside of heavily wooded areas, especially cities and caverns.

ROLEPLAYING TIPS

- Kivan speaks little and does not appreciate the "chatter" of more verbose individuals.
- Although good natured, Kivan is fairly guarded and does not make friends easily.
- Like most surface elves, Kivan holds extreme hatred for the drow and is completely inflexible in his animosity toward them.

VENGEANCE MAY CONSUME
the seeker, but judge not the seeker
until you know the pain of loss.

—Kivan



MONTARON

Possibly the most ornery halfling in all of Toril, Montaron is aggressive, bloodthirsty, and absolutely ruthless. He puts his natural nimbleness to use as a skilled fighter and rogue working for the Zhentarim. He despises his partner, Xzar, but not nearly as much as he does so-called “goody-goodies.” Among Montaron’s most loathed enemies are Harper agents, who are frequent obstacles to the Zhentarim’s plots. Montaron is highly secretive in general and reacts particularly violently when asked personal questions about his history.

Montaron is motivated by two things: amassing coin and finding outlets for his hot temper. He prefers urban environments, where easy marks and helpless victims are plentiful. On the other hand, Montaron hates wilderness areas and complains whenever the adventuring life requires camping outdoors—which is to say, frequently. He also dislikes animals, giving little care to their existence beyond how they taste.

Montaron is an extreme outlier for his race. Halflings in Faerûn are generally known for their friendly demeanors. Even the less sociable among them tend to choose cordiality over confrontation and open contempt. Halflings usually prefer to avoid notice, quietly blending into whatever society they find themselves in. Halfling culture also puts a heavy emphasis on family and community. Montaron has a strong dislike for most other halflings, and his decidedly unhalfling-like demeanor may have motivated his decision to join the Zhentarim.

ROLEPLAYING TIPS

- Montaron is not subtle. If he dislikes someone enough, he will openly debate whether to kill them.
- Montaron is vocally opposed to benevolence and altruism. Kindness utterly disgusts him.
- Montaron respects no one and praises no one. His idea of positive reinforcement is to not kill you.

MONTARON

Medium humanoid (halfling), neutral evil

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	12 (+1)	13 (+1)	9 (-1)

Saving Throws Dex +6, Int +4

Skills Acrobatics +7, Athletics +8, Perception +3, Stealth +7

Senses passive Perception 13

Languages Common, thieves’ cant

Challenge 7 (2,900 XP)

Assassinate. During his first turn, Montaron has advantage on attack rolls against any creature that hasn’t taken a turn. Any hit that Montaron scores against a surprised creature is a critical hit.

Cunning Action. On each of her turns, Montaron can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Montaron is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Montaron instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/turn). Montaron deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of Montaron that isn’t Incapacitated and Montaron doesn’t have disadvantage on the Attack roll.

ACTIONS

Multiattack. Montaron makes two attacks with his shortsword +1.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

MY BLADE MUST BE QUENCHED

with blood each day, lest I grow soft in
the head, like some fool goody-goody!

—Montaron



VICONIA

Viconia DeVir is an exiled drow cleric in the service of Shar, the goddess of darkness and loss. Although she has been living on the surface for decades, she is still unfamiliar with much of human culture. This gap in knowledge is due in part to her isolation, as strong anti-drow sentiments have kept Viconia away from most populated areas in fear for her life. However, her recent exploits in Baldur's Gate have eased this danger somewhat, at least among the less prejudiced citizens. Viconia is used to being hunted, and it has made her extremely distrustful, even to the point of paranoia.

Once a loyal priestess of Lolth in the great drow city of Menzoberranzan, Viconia and House DeVir first lost the Spider Queen's favor when she refused to sacrifice an infant, an act that she believed would be pointless. In a desperate attempt to appease Lolth, Viconia's mother arranged for her own daughter to be sacrificed. Viconia was saved by her devoted brother, Valas, who freed her and slew their mother in the process. For this crime,

Valas was transformed into a drider, a monstrous centaur-like creature with a drow torso grafted onto the body of an immense spider. These events contributed to the once-great House DeVir's destruction at the hands of House Do'Urden nearly a century ago.

Viconia fled Menzoberranzan and soon left the Underdark altogether, to evade retribution from Lolth's minions. Stripped of most of her spellcasting abilities, she eventually found solace and newfound power in the worship of Shar, an ancient goddess of darkness. Like Lolth, Shar is a cruel deity who values strength and duplicity—traits that Viconia prizes. But unlike Lolth, Shar does not belong to the drow pantheon.

ROLEPLAYING TIPS

- Although usually fluent, Viconia's Common occasionally lapses into the drow dialect.
- Living most her life in the drow's strict matriarchal society has shaped Viconia's opinion of men.
- Benevolence is an alien concept to Viconia. Only power and strength hold her respect.

VICONIA

Medium humanoid (elf), neutral evil

Armor Class 20 (halfplate +1, shield)

Hit Points 45 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	10 (+0)	16 (+3)	15 (+2)	14 (+2)

Saving Throws Con +3, Wis +5, Cha +5

Skills Perception +5, Persuasion +3, Religion +4

Senses Darkvision 60 Ft., passive Perception 15

Languages Common, Elvish, Undercommon

Challenge 7 (2,900 XP)

Fey Ancestry. Viconia has advantage on saving throws against being charmed, and magic can't put Viconia to sleep.

Innate Spellcasting. Viconia's spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate (self only)*

Spellcasting. Viconia is a 9th-level spellcaster. Her spellcasting ability is Wisdom (save DC 13, +5 to hit with spell attacks). Viconia has the following cleric spells prepared:

Cantrips (at will): *poison spray*, *resistance*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *false life*, *cure wounds*, *detect poison and disease*, *ray of sickness*

2nd level (3 slots): *lesser restoration*, *protection from poison*, *web*

3rd level (3 slots): *animate dead*, *dispel magic*

4th level (3 slots): *blight*, *deathward**

5th level (2 slots): *antilife shell*, *cloudkill*

Sunlight Sensitivity. While in sunlight, Viconia has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. Viconia makes two melee attacks with her mace +2.

Mace +2. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 5 (1d8) necrotic damage.

SHAR BLESSES US WITH BOTH
conviction and purpose. Great power
is given to that which moves in the
shadow of darkness.

—Viconia



XZAR

Xzar is a talented necromancer who is notorious for his erratic and often bizarre behavior. Although Xzar does suffer from genuine insanity, he is far more lucid than he lets on, playing the fool so that others underestimate him. However, it is nearly impossible to distinguish which outbursts are part of this deception and which are the product of his deranged mind. Although he is evasive when asked about his past, such inquiries don't upset or provoke him—he simply changes the subject.

Xzar and his halfling partner Montaron—or “Monty,” as Xzar calls him—are Zhentarim agents who came to the Sword Coast area at the behest of their superiors not long ago. The pair were sent Nashkel to investigate the mines, because the Zhentarim were one of many organizations being blamed for the iron crisis. It turned out that they were framed by the Iron Throne.

Despite his chaotic evil nature, Xzar is pragmatic and manipulative enough to appear amicable while sizing up potential allies (or victims). Likewise, he possesses an intense disdain for the Harpers but is not openly hostile to individual Harper agents unless they interfere with his agenda. While Xzar is not one to pick fights, he never fails to back up Montaron with deadly force, and the halfling frequently instigates violence.

Xzar's most distinctive physical characteristics are his many strange facial tattoos. What significance they have—if any—to the Zhentarim or to the school of necromancy is unclear. It's possible that the markings have no meaning, but one can never be sure where Xzar is concerned.

ROLEPLAYING TIPS

- Most of Xzar's casual observations come out as gibberish, though they can have cryptic meanings.
- Although the two appear to hate one another, Montaron and Xzar are inseparable. Xzar objects to any plan or proposition that separates them for long.
- Despite his psychosis, Xzar is gracious and diplomatic. He may invite you to dinner and make polite conversation before murdering you.
- Xzar occasionally slips into a high-pitched, child-like voice during his more inane ramblings.

XZAR

Medium humanoid (human), chaotic evil

Armor Class 16 (mage armor)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	17 (+3)	16 (+3)	10 (+0)

Saving Throws Int +6, Wis +6

Skills Arcana +7, Investigation +7, Perception +6

Senses passive Perception 16

Languages Common, Dwarven, Halfling, Infernal

Challenge 7 (2,900 XP)

Undead Thralls. When Xzar casts *animate dead*, he can animate or reassert control over one extra corpse. All zombies and skeletons created by Xzar have maximum hit points and inflict an additional 3 damage on any successful weapon attack.

Spellcasting. Xzar is a 9th-level spellcaster. His spellcasting ability is Intelligence (save DC 14, +6 to hit with spell attacks). Xzar has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*

1st level (4 slots): *false life*, *mage armor*, *shield*

2nd level (3 slots): *misty step*, *ray of enfeeblement*, *web*

3rd level (3 slots): *animate dead*, *counterspell*, *vampiric touch*

4th level (3 slots): *blight*, *evard's black tentacles*

5th level (2 slots): *bigby's hand*, *cloudkill*

ACTIONS

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) piercing damage.

LOVELY TO SEE YOU, DEAR.

Pardon the mess. I accidentally
broke my little toys, and it's
bloody hard to put them back
together again!

—Xzar



NON-PLAYER CHARACTERS AND THE SLAYER

THE SLAYER

The Slayer is a form that can be taken by a Bhaalspawn who has learned the appropriate ritual. The Slayer is a demonic form that looks similar to one of the incarnations that the god Bhaal used when he traveled the Abyss and Nine Hells. It is a four-armed humanoid with demonic features that moves through the shadows and kills its victims with surprise.

A Bhaalspawn that can assume the form of the Slayer can do so once every 24 hours. The Bhaalspawn must have at least 1 hit point to make the transformation. The transformation lasts for 10 rounds, or until the Bhaalspawn drops to 0 hit points or dies. The Bhaalspawn's game statistics, including mental ability scores, are replaced by the Slayer's statistics. The Bhaalspawn retains their alignment and personality.

The Bhaalspawn assumes the hit points of the Slayer form. When the Bhaalspawn reverts to their normal form, they returns to the number of hit points that they had before they transformed. If they revert as a result of dropping to 0 hit points, then any excess damage carries over to their normal form. As long as the excess damage doesn't reduce their normal form to 0 hit points, they aren't knocked unconscious.

The Slayer thinks only of inflicting as much death as possible. In the form of the Slayer, the Bhaalspawn can't speak, cast spells, or take any other action that requires hands or speech. They become a blood-crazed fiend.

The Bhaalspawn's gear melds into the Slayer form. The Bhaalspawn can't activate, use, wield, or otherwise benefit from any of their equipment.

SOLDIER

A soldier is a professional warrior that has been trained and equipped by a nation state.

SOLDIER

Medium humanoid (any race), any alignment

Armor Class 17 (breastplate and shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +3

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the soldier can deal an extra 3 (1d6) damage to a creature it hits with a weapon

SLAYER

Medium fiend, any alignment

Armor Class 15

Hit Points 78 (12d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Stealth +13

Senses darkvision 60ft., passive Perception 13

Languages -

Challenge 7 (2,900 XP)

Sneak Attack (1/Turn). The slayer deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the slayer that isn't incapacitated and the slayer doesn't have disadvantage on the attack roll.

Assassinate. During its first turn, the slayer has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the slayer scores against a surprised creature is a critical hit.

Devil's Sight. Magical darkness doesn't impede the slayer's darkvision.

Magic Resistance. The slayer has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The slayer makes four melee attacks.

Claw. Melee Weapon Attack: +8 to hit, range 5 ft., one target. Hit: 8 (1d6 + 5).

attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

ACTIONS

Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Long Spear. Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Javelin. Ranged Weapon Attack: +3 to hit, range 30/90 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Shield Push. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d2 + 1) bludgeoning damage. If the target is large-sized or smaller, it must make a DC 11 Strength saving throw or be knocked prone or pushed back 5 ft. (soldier's choice).

CAPTAIN

Armies are organized into units of soldiers that require a commanding officer. A captain must command the respect of his unit, while also possessing the combat skill to lead from the front.

CAPTAIN

Medium humanoid (any race), any alignment

Armor Class 18 (breastplate and shield)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	12 (+1)

Skills Athletics +4

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the captain can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the soldier that isn't incapacitated.

HAMSTER

Hamsters are small, domesticated rodents that are commonly kept as pets by children throughout the Sword Coast. The tricky thing about hamsters is that some of them are actually miniature giant space hamsters, and only a truly discerning and worldly individual would know the difference.

Boo is disappointed that you confuse him with ordinary rodent. Careful! While it is true that all hamsters fight on the side of justice, there is more to Boo than meets the eye! One day, perhaps he will take us to his home planet. But for now, it is time for his nap.



Brave. The captain has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The captain makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Javelin. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Shield Push. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 3 (1d2 + 2) bludgeoning damage. If the target is large-sized or smaller, it must make a DC 12 Strength saving throw or be knocked prone or pushed back 5 ft. (captain's choice).

Shield Wall. For 1 minute, the captain and every ally who can see or hear the captain gains +1 AC as long as they are using a shield. These shield-users gain an additional +1 AC as long as they are adjacent to at least one other ally who is also using a shield.

HAMSTER

Tiny beast, neutral good

Armor Class 10

Hit Points 1

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

Senses Darkvision 30 ft., passive Perception 10

Challenge 0 (10 XP)

Keen Smell. The hamster has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Chew. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. Hit: 1 (1d1) piercing damage. If the target is a rope or vine, then it takes an additional 9 damage.

APPENDIX E: PLAYER HANDOUTS

Xzar,

Business is good, but those damn Harpers be nosin' about the city. Family's gettin' antsy; had to knife one. What's this nonsense about ye being Bhaalspawn? If yer a child o' the murder god then I'm a gnome. Did ye find anythin' magic-like in the mines, or need I come put ye out of yer damn fool misery?

Montaron

XZAR—

HOW GOES YOUR RESEARCH? I HAVE RECEIVED YOUR GIFT. YOU TRULY BELIEVE THAT THE RITUAL INSCRIBED ON THIS SARCOPHAGUS COULD CREATE A PORTAL TO THE FEYWILD? SOMEHOW I SUSPECT ONE OF YOUR ZHENTARIM PLOTS. EVEN SO, I WILL MAKE GOOD USE OF IT.

FALDORN

Xzar,

You have my eternal gratitude for your aid. I pray you find what you seek.

Shar's blessings,

Viconia

NOTE TO SELF!
MUMMY DOESN'T LIKE PEAS AND CARROTS.
NEED GROCERIES SOON.
SEND TO MONTY FOR MORE PORK—
MUST MAKE
DADDY PROUD!

EXTRA,
EXTRA
BLOODY.

Another assassin came today, wielding this blade. It unnerves my compatriots. Keep it hidden.

Viconia

EVEN THE GODS ARE BOUND BY OATHS & PROPHECIES...

At the dawn of time, war between gods and titans left the landscape of Thylea forever changed.

Thousands of years later, the first mortals arrived, carried by ship and dragon.

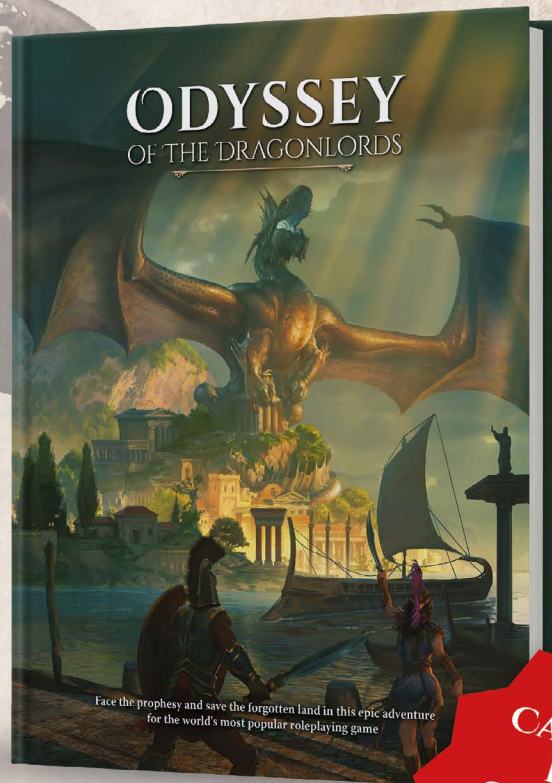
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You are one of the heroes called by prophecy to end the conflict once and for all.

Poets will sing of your deeds for centuries to come... If you survive.

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- **The World of Thylea.** Includes an overview of the history, factions, kingdoms, and laws of the forgotten continent. Learn about the gods, the titans, and the legendary Dragonlords. Includes dozens of new monsters and magic items—and two new playable races!
- **Choose Your Epic Path.** Includes six epic paths for players to choose from. Epic paths provide powerful motivations for your hero, making you a central part of the story. Change Thylea's history forever, and go down in history as one of the new Dragonlords!



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Now, the city is threatened from within by agents of the nefarious Zhentarim, who seek to recover the magical research that gave Sarevok his power. Meanwhile, the Shadow Druids plot to destroy the city by performing terrible rituals, deep within the Cloakwood. Who will rise to oppose them?

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