

Baldur's Gate

Notice Boards



Chrístían Eíchborn

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@SQUIRRELGOLEM

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Disclaimer: I have never visited Baldur's Gate, nor do I ever plan to. Going from what I have written, it is simply too dangerous for a mere mortal. Gigantic mushrooms with deadly spores, ancient horrors, and undercooked crab meat? Count me out! However, this will not stop me from sending you and your players into this realm of magic, no. You are exactly right in thinking that; this document is cursed, and reading it extends the curse to you. After starting the session, all creatures within 30 feet of you are teleported to Baldur's Gate, appearing in an unoccupied space in the sewers.

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CHAPTER ONE: QUESTS

"FOR ADVENTURERS WHO WANT TO TRAVEL AND WITNESS THE WORLD'S WONDERS, BALDUR'S GATE IS PURE POISON. THERE IS TOO MUCH TO SEE AND TOO MUCH TO DO, AND YOU MIGHT NEVER LEAVE AGAIN AFTER YOU SET FOOT INSIDE!"

— ELMINSTER AUMAR

THE FOLLOWING QUESTS ARE PERFECTLY SUITED for a campaign set in Baldur's Gate, like *Descent into Avernus*. However, nothing speaks against using these quests in any other city or context since the accompanying notes do not explicitly reference Baldur's Gate.

Do not despair if the characters cannot solve one of the quests. There are always more to tackle, and some they might revisit at a later point!

To run these quests, you ideally need a copy of the *Player's Handbook* (PH), the *Dungeon Master's Guide* (DMG), the *Monster Manual* (MM), and *Volo's Guide to Monsters* (VGtM).

The quests offer balancing suggestions when necessary and can be tackled with parties of different levels. To facilitate on-the-fly balancing, which considers number and level of all characters, a new metric called PowL (Power Level) is introduced. To calculate the PowL of a group, add the levels of all characters then multiply the total by the number of characters. For example, a group consisting of one 3rd and two 4th level characters has a PowL of 33. This number is then called on to calculate the CR or number of enemies.

BODYGUARDS!

Need last minute protection for a business meeting. The pay is handsome. Ask for Valory La Forge in the Barnacle & Beans Inn.

BACKGROUND

The Job. Valory La Forge (neutral good female human **cult fanatic**) is a vampire hunter. She has sniffed out a vampire spawn in the city which she plans to kill this night. The vampire spawn is head of a small, independent guild who dabble in extortion and compulsory bloodletting. Pretending to be a wealthy merchant planning to arrange an attack on a rival business, Valory set up a meeting. When the characters arrive, Valory is already disguised in preparation for the so-called the “business meeting.” Her former bodyguards jumped ship when they heard Valory is out for a vampire. Therefore, she doesn’t tell the characters about the nature of the job, only that things will likely go south pretty quickly, since she is meeting with a criminal. The promised reward is 10 gp per character, and a bonus in case there is a fight.

“PREPARE FOR EVERYTHING. WE HEAD OUT IN THE EVENING, DO NOT BE LATE. THE MEETING TAKES PLACE IN A RESTAURANT NOT FAR FROM HERE; GOLDEN GOOSE IS THE NAME. ALSO, I WILL BE USING A PSEUDONYM. CALL ME LILY IN THE PRESENCE OF OTHERS.”

Equipment. Valory wears business attire like you would expect of a wealthy merchant. She also wears a wig of long, black hair. Without the wig, her head is shaven clean and covered in scars. A memento of a former “client.”

Additionally, Valory carries a *bag of holding* with her, in which she hides two *flasks of holy water*, two *flasks of alchemist’s fire*, one *potion of healing*, ten stakes, a dagger, and her trusty stake cannon. The stake cannon counts as a heavy crossbow, with which Valory is proficient. Against vampires, it deals an extra 1d4 force damage and scores a critical hit on a roll of 19 or 20.

THE MEETING

Flanked by the characters, Valory enters the Golden Goose and proceeds to a private room. The restaurant has prepared a few choice edibles and refreshments. Valory prompts the characters to try the food before the meeting starts. After 10 minutes, the **vampire spawn** Karl von Lohenstein arrives. He has two **bandits** in tow, all dressed appropriately. Karl bows before Valory and kisses her hand. The two sit down and indulge in meaningless banter—the usual gauging of one’s mental capabilities. Meanwhile, the two bandits whisper to each other, and giggle from time to time; shooting strange glances to Valory and the characters.

After 15 minutes, Valory stands up, turns to the nearest character, and asks for the contracts the character knows nothing about. While having her back to Karl, Valory pulls out the stake cannon from her bag of holding, turns around, and shoots at the vampire spawn. The enemies retaliate and a proper fight breaks out.

THE AFTERMATH

The restaurant staff is extremely displeased with Valory and the characters. If Valory survives, she goes through Karl’s possessions and retrieves a bag with 34 pp. She throws it to the characters as a reward and thanks them for their help.

BUYING CORPSES!

Do you possess corpses you no longer need? We collect dead bodies in good condition—all limbs attached or included—and handsomely pay on top! You can find us at our stand on the docks.

BACKGROUND

Below the sewers, construction on a grand tomb has begun. To build a worthy resting place, many undead workers excavate tunnels and chambers while their master Zedun oversees the project. Zedun the Necromancer (neutral female human **necromancer** VGtM) sent her students Marcelina (neutral evil female half-elf **cult fanatic**) and Thornley (lawful neutral male human **cult fanatic**) into the city to acquire more workers.

THE STAND

When the characters arrive, either with or without corpses in tow, they witness several people waiting in line at Marcelina's and Thornley's stand. For each corpse, Thornley asks for the name of the dead person, the cause of death, and the name of the person delivering the corpse. Marcelina pokes the corpses with a dagger to test if they are dead, then Thornley issues a death certificate. For a fully intact corpse, they pay 1 gp. For a corpse with severed but included limbs, they pay 2 sp. The students put the corpse on a stretcher, carry it into a nearby alley, and throw it into the sewers. At the end of the day, Zedun reanimates the yield and puts the zombies to work.

CONSTRUCTION SITE

The characters can find the construction site by monitoring Marcelina's and Thornley's movements, or by following Zedun who arrives at the end of the day and raises the corpses.

If the characters examine the undead corpses working on the tomb and succeed on a DC 16 Wisdom (Perception) check, they find two zombies that stick out. They move differently, are not missing any fingers, and their complexions differ from the other zombies. If the characters talk to them, the workers reveal that they are priests of Kelemvor who are keeping an eye on Zedun. Robert and Paul (lawful neutral male human **acolyte**) stand fast in their belief that Zedun has evil within her heart and are committed to stay undercover. The priests ask the characters to search Zedun's room if they get a chance. There must be something incriminating!

Zedun knows very well that two of her workers aren't zombies. She enjoys watching them struggle during their hard labor and hopes that she can turn them into proper zombies before too long. Zedun has no interest in world domination, enslaving the living, or any other evil scheme. She only wants to build her tomb and be left alone. She lives in a luxurious room not far from the tomb to be.

ZEDUN'S ROOM

Searching Zedun's room and succeeding on a DC 16 Intelligence (Investigation) check yields the characters her diary. A character who opens the sentient diary must make a DC 18 Wisdom saving throw. On a failed save, the diary casts *dominate person* at 8th level on the character. The diary then suggests that the character prostrate themselves before Zedun to confess their crime.

Zedun just laughs about the incident and orders the book to command the character to help with the construction for the remaining time of the spell.

"WHAT A DROLL LITTLE THIEF. DO NOT WORRY, A WHIT OF HARD LABOR WILL DO YOU GOOD!"

FLOATING CASTLE!

This morning, a floating castle appeared high above the city. For now, there is no sign of hostile intentions nor any attempt at communication. It is advised to stay clear of the vicinity until the matter is resolved. Visit Captain Kiyago in the barracks for additional information.

BACKGROUND

The castle belonged to a cloud giant, Riobar, who met his death in a lab accident. His corpse lies on the top floor of the castle, in the chamber he used for experiments. The cause of death was a violent explosion. During the experiment, a number of quasits entered the castle through a portal to the Abyss. The tiny demons trashed everything of worth and made the castle their home. The castle is currently adrift, leaving the area in a western direction. It remains above Baldur's Gate for three days.

Captain Kiyago is interested in sending scouts to the flying castle. If the characters have a way to fly to the castle, which floats 1 mile above the city, and report back, they receive a reward of 500 gp.

A character who succeeds on a DC 18 Intelligence (History) check knows that cloud giants live and travel in flying castles. The characters can reach the castle by using a *fly* spell or by turning into creatures that can fly. If, in your world, Baldur's Gate has access to flying apparatuses like airships, Captain Kiyago explains that all attempts to visit the castle with airships failed. The ships were damaged by unknown assailants—the invisible quasits—and were forced to retreat.

THE QUASITS

Inside the castle, the characters encounter a number of **quasits** equal to 10% of their PowL (Power Level), rounded down, with a maximum of 15 enemies. To calculate the PowL, add the levels of all characters then multiply the total by the number of characters.

The quasits remain invisible to watch the characters and wait for a chance to easily deal with them. For example, if the characters split up or are in dangerous situations, like climbing, the quasits strike. First, the quasits toy with the characters. They make haunting noises, throw debris on the characters from the higher levels, and steal unattended items.

When the time for an attack comes, the quasits use hit-and-run tactics. They all attack one character then turn invisible again.

THE CASTLE

There are three stories to the castle: A lower level with a living area and a small kitchen, a middle level with a sleeping chamber, and a top level with a laboratory. There are no stairs, only large holes in the floors between the levels. The ceilings are 30 feet high. All furniture and items are giant-sized.

GROUND LEVEL

The place looks like a battlefield. The furniture lies in ruins, broken items litter the floor. A sweet scent drifts in the air.

A character who succeeds on a DC 14 Intelligence (Investigation) check finds the following clues:

❖ Torn books written in Giant language. A character who can read Giant finds that the books are mostly specialized books for arcane magic and summoning. A character who succeeds on a DC 16 Intelligence (Arcana) check learns that the summoning of devils and demons is a major theme.

❖ Several torn portraits of giants. A character who succeeds on a DC 16 Intelligence (Nature) check recognizes those portrayed as cloud giants.

MIDDLE LEVEL

The floor is covered in splintered wood, large feathers and down, originating from a giant bed which is completely ripped apart. Among the rubble, you see thousands of reflective shards that cast a fractured light on the walls and ceiling.

A character who succeeds on a DC 16 Intelligence (Investigation) check finds the following clues and items:

❖ Riobar's diary, written in Giant, which details various experiments with the goal of transporting the entire castle to different dimensions and planes.

❖ Small droppings in one corner of the room, left behind by the quasits. A character who succeeds on a DC 24 Intelligence (Arcana) check recognizes the fiendish origin.

TOP LEVEL

A partially destroyed corpse lies belly up on the floor. Judging from the look and smell, it has been lying there for some time. Blackened holes in the walls and ceiling allow a windy draft inside. One part of the room is completely incinerated, the surrounding stones partially melted.

A character who succeeds on a DC 12 Intelligence (Investigation) check finds the following clues and items:

❖ The corpse is partially eaten by beings with small jaws.

❖ A giant-sized small chest containing rods attuned to the Abyss, the Feywild, the Elemental Plane of Fire, and Bytopia, each worth 250 gp.

❖ A ring of protection on one of the giant's fingers.



GATE GUARDS NEEDED!

Due to an inconvenient plague outbreak, the city watch is short on gate guards.

People with relevant skills, or anyone really, is welcome to apply for a guard job on a day-to-day basis. Report to Basilisk Gate at your earliest convenience.

BACKGROUND

Sergeant Zargosa (lawful neutral male human **veteran**) of the Flaming Fist combats the labor shortage with desperate measures. He accepts trainees who can hold a sword, gives them a 1-hour crash course in gate guarding, then sends them out into the field. The field being the Basilisk Gate, which separates the eastern Outer City slums from the Lower City. The characters must inspect several wagons and travelers during their shift, but only those coming into the city.



REWARDS

The characters receive 1 sp each after a day's shift. A character with the Criminal background, or a rogue, know that there's much more to be earned by extortion of the petitioners.

GATE RULES

Sergeant Zargosa stresses the following rules the characters must follow:

- ❖ Sick people or animals are not allowed inside and must be sent away.
- ❖ Adults must pay a fare of 1 sp, animals and children 5 cp. No exceptions.
- ❖ Merchants and traders must pay an additional 2 gp market fee and receive a trade certificate that the characters issue.
- ❖ The characters must disarm, arrest, and search suspicious people. If the characters confirm their suspicion, they must bring the person inside for further questioning by Sergeant Zargosa.
- ❖ Sergeant Zargosa shows the characters the board with the wanted posters. If any of these people arrive at the gate, they are to be arrested immediately.

GATE ENCOUNTERS

Roll on the following table to determine who the characters must check in. Alternatively, play out all encounters or pick the ones you and your players might enjoy most.

GATE ENCOUNTERS

d10	Encounter
1	Pelt trader
2	Priest of Bhaal
3	Drug runner
4	Disguised duergar
5	Combustible freight
6	Desperate father
7	Fruit trader
8	Adventuring group
9	Two halflings
10	Cormyrian trader

ADVENTURING GROUP

A band of foolhardy adventurers swaggers slowly in your general direction. The well-armored fighter has his thumbs tucked in the weapon belt and chews on a stalk of grain. The huntress's long hair is blowing in the wind; her piercing eyes look right through you. The mage scrutinizes you closely and already peruses his spellbook in eager anticipation. The thief is nowhere to be seen.

As is the tradition, the adventuring group attempts to enter the city without paying the fare.

- ❖ The fighter, Laslo Dragonbane (neutral good male human **knight**), shows his muscles and makes a Charisma (Intimidation) check to convince the characters to let them pass, or else.
- ❖ The huntress, Marry Suave (chaotic good female human **scout**), attempts to ensnare one of the characters while rolling her eyes. Make a Charisma (Persuasion) check for Marry to determine if she is successful.
- ❖ The mage, Harkonnen the Incinerator (neutral male half-elf **mage**), attempts to cast *charm person* on the characters without them noticing. Make a Dexterity (Sleight of Hand) check and compare it to the characters' passive Wisdom (Perception) to determine if they notice.
- ❖ The sneakthief, Noir Shadowblade (chaotic neutral female gnome **spy**), attempts to bypass the characters unseen. Make a Dexterity (Stealth) check and compare it to the characters' passive Wisdom (Perception) to determine if they notice.

COMBUSTIBLE FREIGHT

A wagon filled with what looks like sacks of flour slowly rumbles through the street and finally comes to a halt in front of the gate. The rube on the wagon shouts down: "G'day and well met! I got the flour for them bakeries."

Everything about the grain is in order. A character who looks beneath the wagon or succeeds on a DC 12 Intelligence (Investigation) check finds twenty jars of alchemist's fire strapped to the underside of the wagon bed. The driver Konnar knows nothing and blames his master.

CORMYRIAN TRADER

A caravan of a dozen wagons lines up in front of the gate. A heavy-set man in fine clothes cumbersomely dismounts his exhausted horse. It is hard to watch, but eventually, he succeeds. The man barrels towards you and introduces himself: "What a fine day we have and what a great city Baldur's Gate is! My name is Obaram, and I am so happy to make your acquaintance."

Obaram proceeds to shake hands with each of the characters. The characters find a platinum piece in their hands after the handshake. If the characters search Obaram's wares, they find that everything is in order and he pays what is due without complaint. Unless they create trouble for Obaram, he invites the characters to visit him at the market where they receive a discount.

DESPERATE FATHER

A rider gallops through the street, throwing up dirt and endangering the passers-by. He reins in his horse at the last second and screams at you: "Please let me pass. I have to bring medicine to my child!"

The rider, Jaquen, is telling the truth. He has medicine for his child, but spent all his coin on the ride to the city. Unless the characters let him pass, his child will die. He promises to return with the fee once he has delivered the medicine.

DISGUISED DUERGAR

An old dwarf with a sizeable battleaxe trudges in your direction. When he sees the gate, the dwarf squints his eyes, and opens his coin purse. "All right ye sharks, what will it cost today?"

Grondlgrim (lawful evil male dwarf **duergar**) is a mercenary and just wants to be left alone. To keep a low profile, he uses a hat of disguise to hide his duergar features. A character who examines Grondlgrim and succeeds on a DC 18 Intelligence (Investigation) check sees through the disguise. Searching Grondlgrim's backpack reveals an

adamantine dagger. A character who succeeds on a DC 15 Intelligence (History) check recognizes the weapon as one forged in the Underdark.

DRUG RUNNER

A rowdy looking gnome on a mastiff comes up to the gate. His hair is dyed pink, and he sports several face tattoos. He throws you two silver pieces and says: "You can keep the change."

Jop (chaotic evil male gnome **spy**) is a drug runner. He has a bag of holding hanging from his mastiff's saddle, believing no one will find the drugs inside. A character who turns the bag of holding inside out, or destroys it, reveals five large packages, filled with brown powder. Each package is worth 500 gp.

FRUIT TRADER

A wagon full of apples stops at the gate, and the driver—a young woman with freckles—waves in your direction with a big grin on her face.

The woman's name is Rosa (neutral good female human **commoner**). She pays the fees without further ado, and offers the characters a free sample of the apples. However, she hides her younger brothers in the back of the cart, tucked in beneath the apples. A character who searches the cart and succeeds on a DC 12 Wisdom (Perception) check finds them.

PELT TRADER

A scarred man with several pelts slung across his shoulders approaches the gate. The elf looks as if he has just left the woods for a short detour, completely dressed in leather and tanned hides.

The pelt trader is a wanted criminal called Aias (chaotic evil male elf **assassin**) in disguise. He needs a trade certificate for his next job and chose to enter the city properly to get his hands on one. Aias's disguise is very sophisticated, but a character who succeeds on a DC 18 Wisdom (Perception) check sees through it and recognizes Aias from a wanted poster. Unless the characters tie Aias down somehow, he simply flees if the jig is up.

PRIEST OF BHAAL

An old woman with a large walking stick, two heads taller than herself, slowly walks in your direction. Finally, she arrives, and asks for entrance into the city.

The old woman is Alavara (chaotic evil female human **priest**), a priest of Bhaal. She pretends to be a mundane lady and offers the characters cookies. A character who searches her backpack and succeeds on a DC 16 Intelligence (Investigation) check, finds her holy symbol that is sewn into the fabric. A character who succeeds on a DC 10 Intelligence (Religion) check recognizes it as the symbol of Bhaal, the god of murder.

"WHO GOES THERE? MUST HAVE BEEN THE WIND."

— BEWILDERED GUARD

TWO HALFLINGS

A woman in a thick coat zigzags her way in your direction. It appears that she is completely drunk, or at least disoriented, judging from her strange walking pattern.

Fiona (neutral good female halfling **commoner**) and Jake (neutral good male halfling **commoner**) are husband and wife. They live on the edge and attempt to fool the characters into thinking they are but one person. Fiona is on top, riding on the shoulders of Jake. She does the talking and makes her best effort to navigate Jake by stating what she will do and where she will be going. All characters with an Intelligence of 10 or higher see through the charade.



GIANT CRAB INFESTATION!

The exploding crab population have made the river shores and harbor area a danger zone. Now that the beasts threaten our well-being and livelihoods, it is time to strike back! The Fire Breath Inn & Tavern offers a bounty of five gold pieces for each killed crab! Visit us for more information.

BACKGROUND

Giant crabs have become a nuisance to the city. They compete for fish with the citizens, damage trading vessels and other boats, and generally pester people who linger at the river shore.

The proprietor of the Fire Breath Inn & Tavern, Krox (lawful neutral male dragonborn **commoner**) pays 5 gp for the corpse of a giant crab, but up to 3 gp less if it is missing a body part or is not edible. After collecting the giant crabs, Krox plans to organize a cook-off. He promises half of the revenue as cash prize for the best prepared crab. He invites the characters to participate in both stages, hunting and cooking.

HUNTING

The characters have 8 hours to hunt crabs before the cook-off starts. Despite their size, **giant crabs** are stealthy beasts. Characters who scour the river shore for giant crabs must succeed on a DC 14 Wisdom (Perception) check and search for 2 hours to find 1d4 exemplars. Characters who search for giant crabs underwater find 1d10 exemplars after searching for 1 hour. Consult Chapter 9 of the *Player's Handbook* for underwater combat if the characters go for the latter option.

A character with a Strength of 12 or higher can carry one giant crab to the Fire Breath. Other characters must succeed on a DC 14 Strength (Athletics) check. Renting a horse and wagon costs 5 gp.

COOK-OFF

Preparing a giant crab for consumption is easy enough. Creating a formidable dish from the delicious crab meat is a different beast altogether. A character, or NPC, who decides to participate in the competition must make the following checks:

- ❖ An Intelligence check using cook's utensils to remember and adapt an appropriate recipe
- ❖ A Dexterity check using cook's utensils to determine the quality of the cuts and processing
- ❖ A Wisdom check using cook's utensils to determine the quality of the seasoning

Characters who are not proficient with cook's utensils make the check with disadvantage. More than one character can help prepare a dish.

All other competitors have proficiency with cook's utensils and do not make their checks with disadvantage. They are a **guard**, a **mage**, a **priest**, and a **spy**. Calculate the average of the aforementioned checks and compare it to the other competitors. The person with the highest average wins the competition.

A large number of people gather, and happily indulge in the many cooked crabs. Three of the city's best cooks serve as judges for the competition. The winner receives a prize of 351 gp on the next day.

GIGANTIC MUSHROOM!

Dear citizens, please stay clear of the giant mushroom that has appeared in Sashenstar's Garden. The authorities are aware of the problem and will deal with it accordingly. Interested adventurers and mercenaries, please report to Second Lieutenant Amy Farnsworth in the local barracks.

BACKGROUND

The giant mushroom is the vessel of two planeswalkers. Salathanchez (chaotic neutral male human **archmage**) and his assistant Mortimer (neutral good male human **acolyte**) recently visited the 523rd layer of the Abyss to collect a special root, where a demon possessed Salathanchez.

Upon returning to the Prime Material plane, the demon works to destroy the city with the help of Salathanchez's magic mushroom.

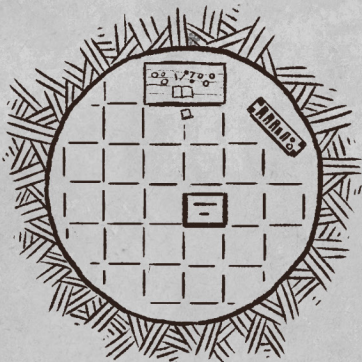
Colorful toadstools already sprout on buildings in the vicinity of Sashenstar's Garden. If left unchecked, the mushrooms grow and ultimately destroy the buildings and poison the city dwellers.

Second Lieutenant Amy Farnsworth tells the characters that they are desperate for help. The guards attempted to infiltrate the mushroom, but before they reached the site they collapsed, plagued by strange visions and distorted perception. For now, the guards evacuated the affected part of the city. If successful, meaning removing the mushroom, the characters receive 1,000 gp.

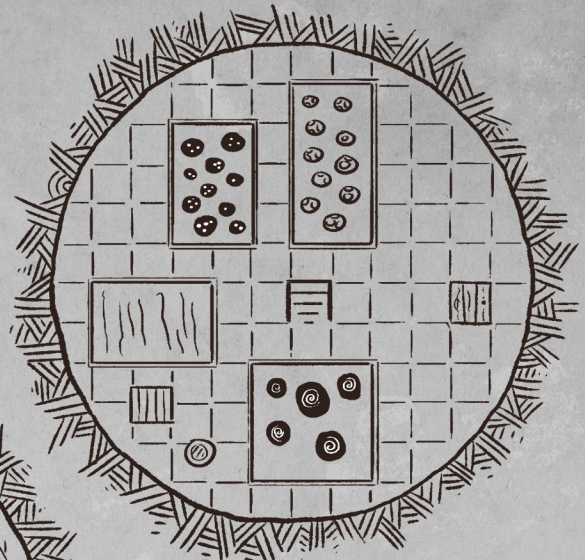
A rope attached to a trap door on the underside of the mushroom's pileus allows access to the hollow interior.



FLOOR 3



FLOOR 2



FLOOR 1

1 square = 5 feet

Map 1.1: Salathanchez's Mushroom

ILLUSORY APPEARANCE

d20	Encounter
1	Cursing imp with two heads
2	Smoking walrus
3	Purple bear eating a carrot
4	Medusa whose snakes make noises like a hissing pressure cooker
5	Giant snail that leaves a rainbow trail
6	Three thri-kreens in one mantle
7	Yeti with umbrella
8	Orc in full body leather
9	Baby dragon
10	Speaking cucumber
11	Snake that births snakes out of its mouth while speaking
12	Scarecrow with pumpkin head
13	Coyote with a wineskin
14	Lemure made of custard
15	A dwarf with two smaller dwarves for legs
16	Shorn minotaur with sunburn
17	Frog with snowshoes
18	Cat that speaks with speech bubbles
19	Barbarian who wears a giant fish onesie
20	Gnome on an exploding pogo-stick

APPROACHING THE MUSHROOM

Illusory Spores. The possessed Salathanez performs a ritual that spreads magic spores in a 1 mile radius around the mushroom. Characters approaching the mushroom must make a DC 17 Constitution saving throw. On a failed save, they are affected by a condition that continuously changes their appearance, using illusion magic. Every 10 minutes, the physical appearance of each affected character changes to a different creature. Roll on the Illusory Appearance table to determine the form the characters take or open the *Monster Manual* on a random page to find a new form for the character. A creature can use its action to inspect a target affected by the illusory spores and make a DC 17 Intelligence (Investigation) check. If it succeeds, it becomes aware that the target is disguised by an illusion.

The condition lasts for 8 hours, but can be ended early with a *dispel magic* spell. Illusory Spores counts as a spell of 6th level.

FLOOR 1

Inside the giant mushroom, you find several patches where more mushrooms grow. A staircase in the center of the room leads further up, presumably to the tip of this hollow shroom.

The characters can reach the first level of the mushroom by ascending the rope. The patches inside contain edible mushrooms exclusively, which a character who succeeds on a DC 12 Intelligence (Nature) check can ascertain. Several barrels and crates contain horse manure and gardening implements. Once the characters have a look around, eight **manes** appear out of thin air. Roll new appearances for the characters and for the manes. Spread them randomly across the room and let the realization sink in that no character can tell the monsters from their friends.

FLOOR 2

After ascending the mushy staircase, you see several barrels, crates, and workbenches. At one of the workbenches, you see a three-headed hyena mixing some sort of potion.

The three-headed hyena is Mortimer (**acolyte**), who is attempting to concoct some sort of remedy for his possessed master. If the characters attack Mortimer, he pleads for his life and begs the characters to let him explain the situation. Mortimer makes clear that his master is an archmage and that the characters have a snowball's chance in hell if they attack him. However, by driving the demon out, they have a chance.

Up until now, Mortimer's mixtures were failures. A character can attempt a DC 15 Intelligence check using alchemist's supplies to prepare the *demon-away* potion according to the supplied recipe. After three failed attempts, the character has consumed all the available ingredients and cannot attempt another check.

The characters can leave the mushroom and buy additional supplies, amounting to 50 gp per attempt. Make sure to describe the city dwellers' reaction to the characters' appearance once they enter the city.

FLOOR 3

Surrounded by books and arcane circles, you see a stark raving mad wizard continuously weaving strange magics. He giggles, dances, stumbles, and mumbles. Colorful dust floats everywhere, bathing the room in a kaleidoscope of colors.

Roll on the Illusory Appearance table to determine an appearance for Salathanchez.

If the characters attack Salathanchez (**archmage**), he casts *time stop*. He then casts *cone of cold* and as many *lightning bolts* as possible before the *time stop* ends. If anyone is still standing at this point, he casts *mage armor* on himself and expends all attack spells like *magic missile* before resorting to the *fire bolt* cantrip.

Using an action, a character can throw the *demon-away potion* at the possessed archmage. It expels the demon, which immediately attacks the characters in its demon form. Use a demon of your choice with a CR equal to 10% of the group's PowL (Power Level), rounded down. To calculate the PowL, add the levels of all characters then multiply the total by the number of characters.

With the source of the spores defeated, the condition that alters the characters' appearance ends after 8 hours. Mortimer advises the characters to remain in the mushroom in the meantime. In the aftermath, Salathanchez moves the mushroom outside of the city, where he sells potions and other obscurities for one year before embarking on another journey.

"I COULD HAVE DEFEATED THAT DEMON OF MY OWN ACCORD IF YOU GAVE ME THE TIME! I WAS ALREADY PLAYING THROUGH THOUSANDS UPON THOUSANDS OF ITERATIONS IN MY MIND, MANY MORE THAN YOU COULD EVER HOPE TO COMPREHEND!"



GRAVE REQUEST!

The death of my sister around a year ago left me in a bad place, and I fear I might lose my mind. If you have no qualms about a bit of dirty work, visit me in my place above Fiddler & Kent's.

-- Harvald Lohrm

BACKGROUND

According to Harvald Lohrm's knowledge, his sister Zanna died of a sudden illness. In reality, a scorned lover named Justin shot her with a poisoned needle that took her life. Since Zanna's death, Harvald has nightmares, thinks he sees his sister walking around the city, or hears her whispering in his ear when he's least expecting it. All of this is pure imagination, but Harvald thinks that either her ghost or spirit is haunting him, or maybe that she's still alive.

Therefore, Harvald offers the characters 25 gp if they go to the graveyard, best during the night, dig up her grave, and confirm that she is indeed dead. Harvald tells the characters that Zanna was buried with a silver locket. If the corpse, or the locket is missing, his suspicions are clearly confirmed.

DIGGING UP EVIDENCE

If the characters attempt to dig up the corpse during the day, the graveyard keeper alerts the guards who attempt to arrest the characters. During the night, the characters remain unseen if they succeed on a DC 12 Dexterity (Stealth) group check.

When the characters open the coffin, they find a mostly decomposed body of the late Zanna. A character who searches the body and succeeds on a DC 14 Wisdom (Perception) check not only finds the silver locket, but also the needle that delivered the deadly poison.

A character who examines the needle and succeeds on a DC 14 Intelligence (Investigation) check realizes its true nature. Small holes within the needle serve to preserve a poison for as long as possible, a weapon of choice for many assassins.

REPORTING BACK

The characters can only convince Harvald that his sister is truly dead and that there's no ghost haunting her grave, if they succeed on a DC 14 Charisma (Persuasion) check. Otherwise Harvald remains firm in his conviction that his sister is still with him, in whatever form.

When confronted about the formerly poisoned needle, Harvald is at a loss. To his knowledge, his sister had no enemies, especially not ones who would use poison to kill. He offers to let the characters peruse Zanna's diary. He cannot stomach to read it yet, but it might help to solve the situation.

The last entries in the diary all revolve around the pesky admirer Justin, who Zanna rejected several times. Justin always appeared at Zanna's workplace, the Crowned Pauper Inn. Asking around the Inn and succeeding on a DC 14 Charisma check nets the characters enough information about Justin that they can track him down to his home.

JUSTIN'S HOME

Justin lives in a small room on the fourth floor of an apartment building. If the characters arrive during the day, Justin is not present.

Searching Justin's home and succeeding on a DC 16 Intelligence (Investigation) or DC 18 Wisdom (Perception) check reveals the location of a secret compartment. Inside, they find more needles, a vial containing a dried-up substance, and a small, dismantlable blowgun. A character who succeeds on a DC 14 Intelligence check using alchemist's supplies determines the substance to be a potent poison. If the characters question Justin, he does not give up any information. If the characters present Justin with the evidence found in his room, he attempts to jump out of the window with the hope of dying from the fall.

MONETARY DISTRESS!

Our neighborhood has gone to the devil,
and there is only one man to blame.
I cannot disclose more, but visit Honey's
Bakery if you are interested in a lucrative
job.

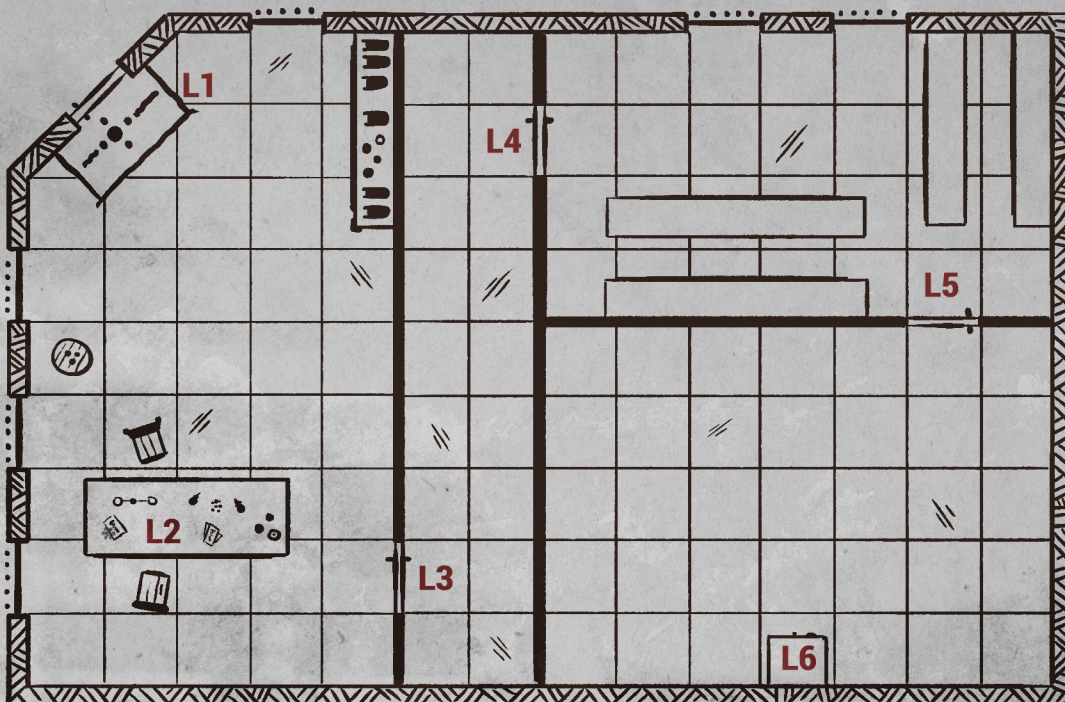
BACKGROUND

Juniper (chaotic good female halfling **spy**) is a consultant and mechanic hired by the moneylender Flint. She improved the security in Flint's Moneyhouse and posted the note to test her latest installations of traps—and to have a bit of fun on the side. She wants the characters to break into a moneylender's office, to see if they manage to reach the safe and pilfer its contents. When the characters arrive, they find Juniper drinking a cup of kaethae in Honey's Bakery.

She acts nervous, and explains the characters' task as follows. The information below is complete fabrication to get the characters riled up.

Fake Story. The moneylender Flint is an evil man, who extorts and exploits the neighborhood. Virtually all businesses and many regular citizens have accrued debts with him, which has led Flint to believe he is some sort of king, practically enslaving the debtors and making them cater to his every whim. However, there is a way to help. The characters must break into the moneylender's office during the night and steal his ledger. Without it, there is no proof of the debts and everybody would be released from Flint's clutches.

Reward. Juniper promises the characters a reward of 250 gp, which she borrowed from Flint beforehand. It is the most she could borrow, and she would have gotten more, seeing that the debt will be erased if the characters succeed.



1 square = 5 feet

Map 1.2: Flint's Moneyhouse

FLINT'S MONEYHOUSE

Moneylender Flint. Flint is indeed a local moneylender, but not as evil as Juniper makes him out to be. He is on vacation while Juniper rigs his office. Therefore, Flint's Moneyhouse is closed day and night.

General Features. Flint's Moneyhouse is a mundane corner shop with barred windows. A character can unlock one of the windows by succeeding on a DC 16 Dexterity check using thieves' tools. Only a Tiny or smaller creature can fit through the bars.

L1. ENTRANCE

The Door. To open the entrance, a character must succeed on a DC 18 Dexterity check using thieves' tools. On a roll of 1, the lock pick breaks and jams the door. Alternatively, a character can force open the door with a crowbar, or similar implement, and succeeding on a DC 16 Strength (Athletics) check.

Paraphrase or read the following, when the characters enter:

*The floor is laid out with extravagant marble tiles,
and reproductions of famous paintings
adorn the walls.*

Poison Needle Trap. Inside, adjacent to the door, lies a rug on the floor. Below the rug is a pressure plate that triggers a poisoned needle trap installed in the ceiling. A character can find the pressure plate in the following ways:

- ❖ Removing the rug.
- ❖ Succeeding on a DC 16 Wisdom (Perception) check, seeing the holes in the ceiling and deducing the location of the trigger.
- ❖ Succeeding on a DC 10 Intelligence (Investigation) check.

A character who steps on the rug triggers the trap. The trap has ammunition for three salvos, meaning it can be triggered three times.

The affected character must succeed on a DC 16 Dexterity saving throw or takes 2 (1d4) piercing and 14 (4d6) poison damage.

The characters can avoid the trap by stepping over the tile with the pressure plate. Alternatively, a character who succeeds on a DC 18 Dexterity check using thieves' tools can disarm the trap. Failing the check by 10 or more triggers the trap.

L2. THE DESK

*You see a golden scale and several coin purses on a
lavish burlwood desk, as well as several
bottles of whiskey.*

The gilt scale is made of brass and worth 5 sp. Inside the coin purses, the characters find 13 gp.

Lightning Trap. A character who searches the desk and succeeds on a DC 12 Intelligence (Investigation) check finds a locked, secret compartment. A character who succeeds on an additional DC 18 Intelligence (Investigation) check realizes that the secret compartment is bait, and solely a trap. A character who succeeds on a DC 14 Dexterity check using thieves' tools opens the lock, but also triggers the trap. A character can disarm the trap by succeeding on a DC 22 Dexterity check using thieves' tools. A character that triggers the trap must make a DC 14 Constitution saving throw. On a failed save, the character takes 18 (4d8) lightning damage and is paralyzed for 1 minute, or takes half damage and is not paralyzed on a successful save. Inside the secret compartment, the characters find a—possibly spent—magic bauble that contains the charge.

L3. DOOR NO. 1

The door is unlocked.

Tar & Feather Trap. The tile behind the door features a tar and feather trap. It is triggered by a transparent string. A character can find the trap the following ways:

❖ Succeeding on a DC 18 Wisdom (Perception) check, spotting the trigger.

❖ Succeeding on a DC 10 Intelligence (Investigation) check.

A character who walks through the string triggers the trap. A hatch in the ceiling opens, dispensing tar, then feathers. The affected character must succeed on a DC 15 Dexterity saving throw or takes 7 (2d6) fire damage. Removing the tar and feathers takes 1 hour.

The characters can avoid the trap by stepping over the string. Alternatively, a character who succeeds on a DC 20 Dexterity check using thieves' tools can disarm the trap. Failing the check by 5 or more triggers the trap.

L4. DOOR NO. 2

The door is locked. To open the entrance, a character must succeed on a DC 18 Dexterity check using thieves' tools. On a roll of 1, the lock pick breaks and jams the door. Alternatively, a character can force open the door with a crowbar, or similar implement, and succeeding on a DC 16 Strength (Athletics) check.

L5. DOOR NO. 3

The door is unlocked.

Battering Ram Trap. The door features a mechanism that triggers a battering ram which swings from the ceiling when somebody opens the door. A character who examines the door and succeeds on a DC 14 Intelligence (Investigation) check finds the trap. A character can disarm the trap by succeeding on a DC 16 Dexterity check using thieves' tools. It can be avoided by pushing the door open from afar or while being prone. A character standing in the path of the battering ram must make a DC 18 Strength saving throw. On a failed save, the affected character takes 18 (4d8) bludgeoning damage and is thrown 15 feet, landing prone, or takes half damage and is not thrown on a successful save.

L6. THE SAFE

The safe is locked. To open it, a character must succeed on a DC 20 Dexterity check using thieves' tools. On a roll of 1, the lock pick breaks and jams the opening mechanism. Inside the safe, the characters find five 10-pound silver trade bars worth 250 gp total and a note:

"THANKS FOR PARTICIPATING IN MY PRODUCT SAFETY TEST. I HAVE TO IMPROVE THE INSTALLED TRAPS, APPARENTLY. FEEL FREE TO TAKE THE AGREED UPON SUM FROM THIS HERE SAFE. SAFE TRAVELS! -- JUNIPER



MONSTER HUNTERS!

The Bloodpits' Master of Monsters seeks hunters to descend deep into the tunnels below to capture new beasts for the hungry arena. The risk is high, but the pay is higher. Visit Iri in the Bloodpits for further information.

BACKGROUND

Iri is the Master of Monsters in the Bloodpits. Since there's a wear and tear on monsters in arena battles, the demand for reinforcements is high. Humanoid fighters are always welcome, but the bets on fights between monsters is always higher.

Finding the Bloodpits requires a successful DC 16 Charisma check that the characters can repeat after a day has passed. A character with shady connections in Baldur's Gate has advantage on the check.

HUNTING MONSTERS

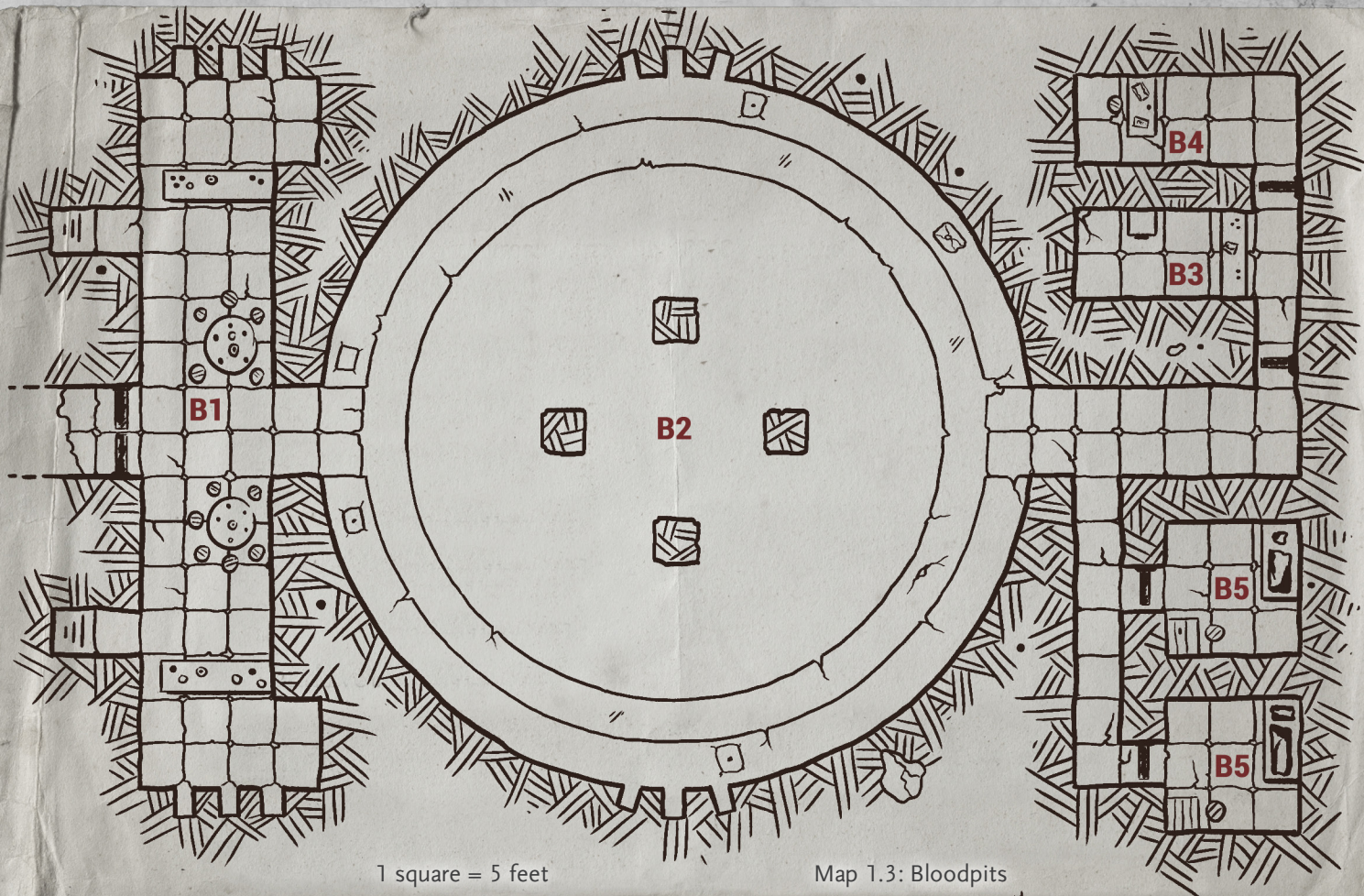
Iri's office is located in room B10 of the Bloodpits. She is a rowdy, young gnome with a knack for handling monsters and patching them up after a fight they survived. Hunting monsters is a generic job that is available whenever the Bloodpits face a monster shortage, which is for you to decide. The characters' task is as easy as it gets: venture down into the cave system below Baldur's Gate, sniff out monsters, and bring them back alive. The minimum CR for acceptable monsters is 3. Iri only pays for two specimens of the same monster. More than that and the audience will be bored by a lack of variety. Suitable monsters the characters could encounter include the following in the Monster table.

MONSTERS BY NAME

Name	CR	Reward
behir	11	2,500 gp
bulette	5	750 gp
cloaker	8	1,500 gp
drider	6	850 gp
fomorian	8	1,500 gp
grick alpha	7	1,000 gp
hook horror	3	500 gp
mind flayer	7	1,000 gp
minotaur	3	500 gp
otyugh	5	750 gp
remorhaz	11	2,500 gp
remorhaz, young	5	750 gp
roper	5	750 gp
stone giant	7	1,000 gp
troll	5	750 gp
umber hulk	5	750 gp
xorn	5	750 gp

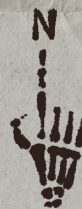
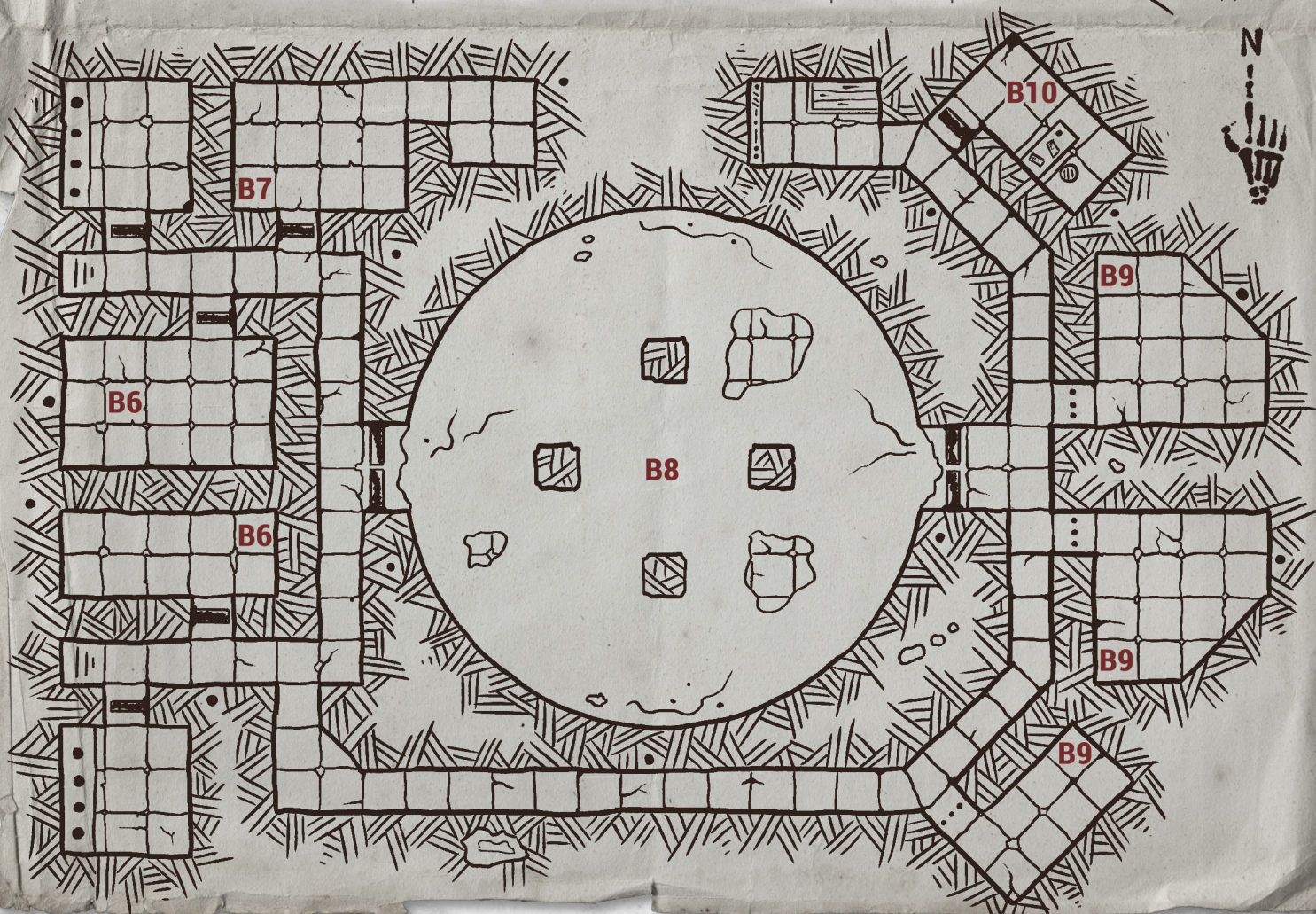
MONSTERS BY CR

Name	CR	Reward
hook horror	3	500 gp
minotaur	3	500 gp
bulette	5	750 gp
otyugh	5	750 gp
roper	5	750 gp
troll	5	750 gp
umber hulk	5	750 gp
xorn	5	750 gp
remorhaz, young	5	750 gp
drider	6	850 gp
grick alpha	7	1,000 gp
mind flayer	7	1,000 gp
stone giant	7	1,000 gp
cloaker	8	1,500 gp
fomorian	8	1,500 gp
behir	11	2,500 gp
remorhaz	11	2,500 gp



1 square = 5 feet

Map 1.3: Bloodpits



THE BLOODPITS

B1. TAPROOM

Drunken patrons, dancing entertainers, loaded dice, minor scuffles; this taproom has it all. The scent of spirits alone makes your eyes water, which is only topped by the smell of blood seeping in from the adjacent chamber.

The characters can buy drinks and food in the taproom. The barkeep sends characters with questions to room B3 or B10, depending on who can help them best. Four **veterans** keep the peace in the taproom but ignore minor disputes as long as there's no mortal danger for the involved parties.

B2. THE TIERS

This circular room is markedly mucky. Broken mugs, half-eaten food, and liquids of all colors and odors cover the narrow floor. From up here, you have a clear view into the arena below. A rough mesh prevents people from falling into the pit or monsters from coming up.

From their cushioned seats, around fifty people can comfortably watch the fights in the pit below. During a fight, the shouts of the audience echo through the entire complex. To be allowed inside during a fight, a person must either bet, or pay 1 gp for a ticket.

B3. CASH DESK

An old gnome sits behind the desk and patiently waits for you to place a bet. Behind him, you see a large safe and many rows of business ledgers.

At the cash desk, the characters receive information about upcoming fights and betting opportunities from Krax (neutral male gnome **commoner**). Before a fight, a long line forms of people who plan to earn or lose a fortune by betting on the next fight. Additionally, the characters can rent one of the private rooms for 1 gp per night from Krax.

Arena Fights. The fights organized in the arena should be evenly matched, if possible. Depending on the day of the week, the Bloodpits offer pure gladiator fights, monsters versus gladiators, and

monsters versus monsters. The characters can volunteer themselves as gladiators, and even bet on the outcome of their fight. All fights the characters volunteer for must be of deadly difficulty. Krax is responsible for entertaining the masses, therefore every fight's outcome must be on razor's edge.

B4. DIRECTOR'S OFFICE

Behind an entirely too small desk for his massive form, you lay eyes upon the Director. A gravely scarred, old goliath, whose formerly most assuredly impressive tattoos have almost faded away.

The goliath Director Kroogaar (neutral male goliath **gladiator**) is mostly a figurehead. He earned his position by default, after defeating the former Director in the arena, with no prior intention of taking over his position. Since no one else was interested in challenging the new champion, and Kroogaar wasn't getting any younger, he settled for the lucrative position. His favorite pastime is inventing nicknames for new fighters, who earn their moniker after their first victory. Additionally, Kroogaar serves as judge and executioner if a quarrel gets out of hand in the Bloodpits.

B5. PRIVATE ROOMS

Comparatively clean sheets and a blood-free floor are the selling points of this private room. On a small table, you see a thin book titled "The Bloodpits - Histories of Ruin and Triumph."

People looking for a quick tussle or a bed well away from any law enforcement recommend the Bloodpits' private rooms.

B6. GLADIATOR CHAMBERS

A ripe smell emanates from these quarters. Aging bedsteads offer a place to rest for many of the combatants, but the noise from the arena reaches the room loud and clear.

Gladiators who need rest before or after combat may use these facilities free of charge.

B7. MEDIC'S OFFICE

A refreshing smell of disinfectants and herbs seeps from this room. After peering inside, you see a black bird sitting behind a desk, occupied with measuring out a large pile of white powder. Diagrams of different body parts, featuring many dotted lines, hang from the walls. Next to the drawings hang many saws of different shapes and sizes.

The Bloodpits' resident medic is Rrrtsch (neutral kenku **priest**). The kenku is proficient with alchemist's supplies and poisoner's kits. Wounded gladiators receive healing or amputations here. Rrrtsch passes the characters a note when they visit:

"IF YOU ARE GOING DEEPER BELOW, BRING ME RED MUSHROOMS WITH YELLOW PUSTULES. I PAY GOOD COIN."

Rrrtsch uses the mushrooms, commonly called "ulcers," to produce a potent anesthetic.



B8. ARENA

A dutiful facility manager pushes a small wheelbarrow across the arena and collects severed limbs. When he finds an arm, he checks each finger for rings and pockets the treasures.

The circular arena has a diameter of 65 feet. The four supporting pillars extend to the ceiling, which is 30 feet high. At the 15 feet mark, a metal mesh prevents combatants from flying or climbing out of the arena. The mesh is made of adamantite, has an AC of 20, and 200 hit points. The reinforced arena doors have an AC of 18, and 100 hit points.

B9. PENS

Strange sounds and smells dominate this part of the Bloodpits. You walk by the different pens and see various monsters inside. Some familiar, others completely unknown to you.

The pens hold the monsters that are destined to fight and die in the arena. There is no retirement or hope for these beasts. The walls are doubly reinforced with hardened steel, to prevent monsters from burrowing their way to freedom. To open one of the pens, a character must succeed on a DC 20 Dexterity check using thieves' tools or use the Master of Monsters' key.

B10. MASTER OF MONSTERS' OFFICE

A gnome occupies a low desk and small chair in this room. Several whips, ropes, and chains hang from the walls, all well-oiled and free of rust.

This room is the office of Iri (neutral female gnome **acolyte**). She is proficient in Animal Handling, and considered proficient in Arcana and Nature as long as the subject is monsters. Iri gladly talks shop about monsters of any kind and helps the characters out with information if they work in any capacity for the Bloodpits. Otherwise, she charges a small sum for her expertise.

PACKAGE DELIVERY!

My usual helpers are sick -- nay, wounded! -- so I need someone to deliver a few packages for me. Be at the sewer entrance in the alley across from the Purple Wyrms Inn on the morrow. Do not forget your weapons!

BACKGROUND

Bulbous Barryton (chaotic neutral male gnome **bard**) posted the note to deliver his drug and explosive packages. People who pay properly get their drugs, the others get bombs. The gnome operates from a small workshop in the sewers, and is a frequent guest in the aforementioned Purple Wyrms Inn and Tavern.

GETTING THE GOODS

When the characters arrive, they wait a few minutes before the manhole cover shifts and Barryton makes his way up and outside the sewers. He wears tall boots and a large backpack. Aside from the packages, he has a map and advance payment for the characters—5 gp per head. He promises 20 gp per head on completion. Paraphrase or read aloud when Barryton encounters the characters:

"G'day my friends! You must be my new helpers. Now, this backpack here is filled with packages, numbered one through nine. Here is a map. You see the numbers here, there, and over yonder? You guessed correctly, that is where each package must go. And make triple sure you got the numbers right! Well, off you go then. Wait, I forgot. Here is your advance payment. When you have finished your rounds, search for me in the Purple Wyrms. At the bar most likely! Oh, and better not split up. That is how I lost my last helpers, the bandits got 'em!"

Contents. When asked about the contents of the packages, Barryton answers that's none of the characters' concern. However, if they must know, it is drugs and bombs! With that Barryton laughs and holds his little tummy. Packages number three, four, and eight contain the bombs, the others drugs. A character who checks the packages for bombs must succeed on a DC 16 Dexterity check using thieves' tools or triggers the trap. An affected character must succeed on a DC 18 Dexterity check or takes 14 (4d6) fire damage.

MAKING THE ROUNDS

Delivering the packages is no challenge to the characters, only a time-consuming task. In total, it would take the characters 8 hours to deliver all packages correctly. Splitting the party cuts the time short, pro rata. During the delivery, five **bandits**, one **acolyte**, and one **bandit captain** attack the characters. If they split up, pick one group at random. The robbers have only interest in the packages and leave the characters unconscious. They pick off the other group if they succeeded against one.

After delivering the eighth package, five **thugs** attack the characters, seeking revenge after the package exploded in their secret hideout.

RETURNING

If the characters return to Barryton after finishing their quest, they receive the promised reward. Barryton cautions them:

"Now, I will be hearing about your honesty in the coming days. If you screwed me over, that is no good! Elsewise I may have more work for you in the future. Good job my friends, I am sure you did me a solid one! Come here now, let us drink!"

GOING OFF THE RAILS

It is extremely unlikely that this quest proceeds like described above. Be prepared for the characters to inform law enforcement, attempting to follow Barryton back to his workshop, or black mail him into paying more.

RESCUE MY BROTHER!

My brother Paul is in a bit of trouble. Not with the law, but with bad people. If you help me out, I will make it worth your while. In a big way. Visit me on Baker Street right across from the tailor's shop.
— Giorno Benti

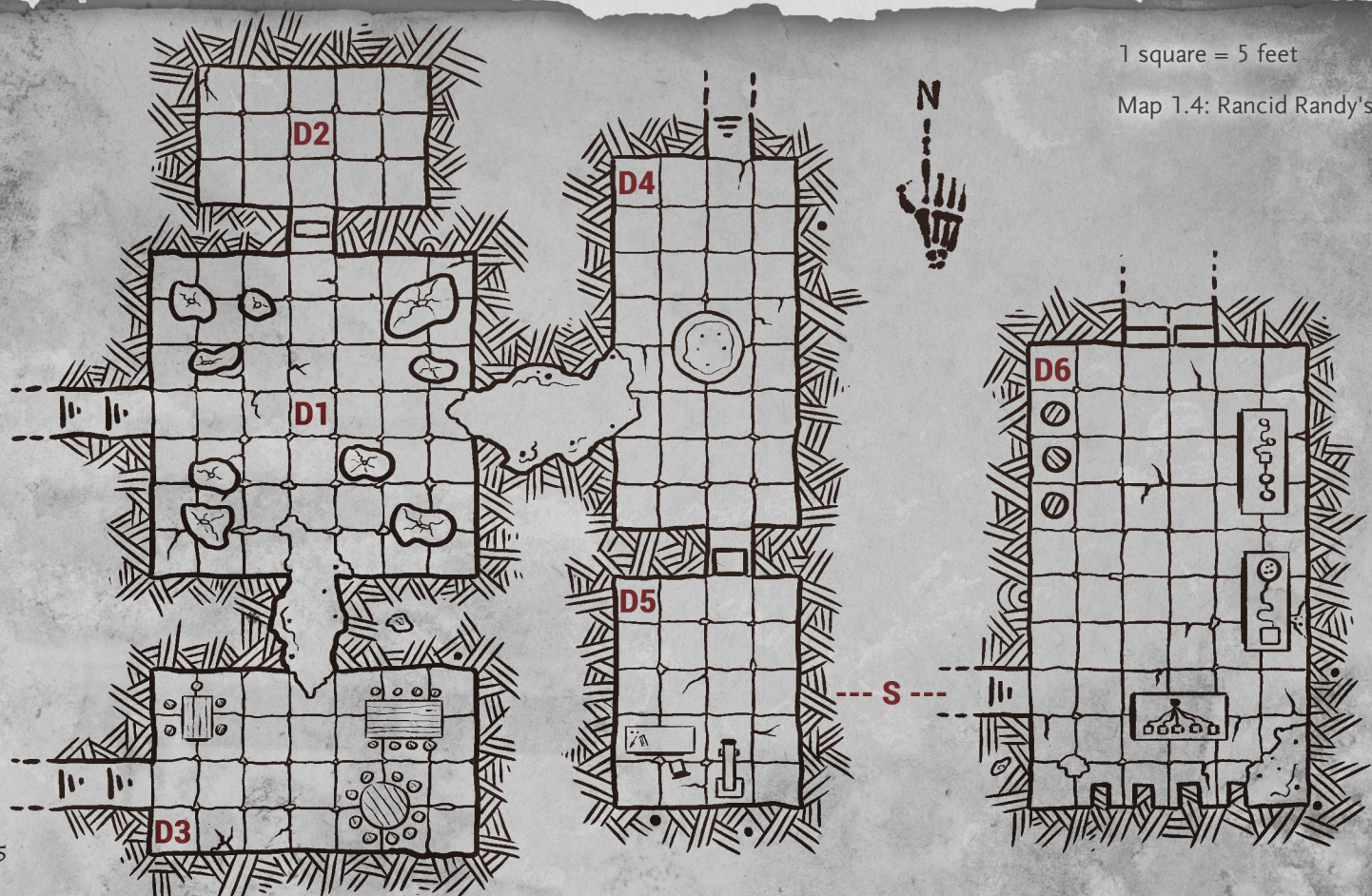
BACKGROUND

The crime boss Silent Parry seeks to expand his business. He has laid eyes on a drug den that doubles as a casino and a place for animal fights. Silent Parry always goes about his business extremely carefully and uses proxies for all operations. Giorno Benti is indebted to Silent Parry and plays the middleman.

When the characters seek Giorno out, he tells them that the note was not entirely truthful.

In fact, he is relaying the information to the characters from a man who wants to remain unknown. According to Giorno, a man called Paul sits in a cell in a drug den called Rancid Randy's. In actuality, it is this man's brother the characters shall bust out. The characters' job is it to bust him out, by any means necessary. The reward is twenty gold trade bars worth 1,000 gp total. If the characters accept, they receive two gold trade bars worth 100 gp on the spot. Giorno explains where to find Rancid Randy's and warns the characters not to cross his employer. He shows them a foot with no toes as proof.

What Giorno does not know is that no man named Paul exists. The characters are simply supposed to kill all fighters in the joint, after which Parry's real men roll in. Mercenaries are fine, Parry knows, but mercenaries with a cause are sometimes even more motivated.



ENTERING RANCID RANDY'S

The characters can enter the joint through three different abandoned buildings. Two **bandits** guard each of the entrances. The bouncers expect customers to buy drugs worth at least 1 gp off them and leave any weapons outside. The bandits pat down the characters when they enter. Roll a Wisdom (Perception) check and compare it to a character's Dexterity (Stealth) check if they attempt to conceal a weapon.

An alternative is a secret entrance the characters can find in the sewers. It is unguarded from the outside and leads to room D6. The characters discover the locked entrance by succeeding on a DC 18 Wisdom (Perception) check while investigating the sewers around Rancid Randy's. To unlock the entrance, a character must succeed on a DC 16 Dexterity check using thieves' tools or use Randy's master key.

The bouncers know of the secret entrance. If the characters capture one of them, they spill the beans and show the characters a secret knock to get inside. The knock sign is a pre-agreed warning that intruders stand at the door. The guards alert the entire compound, who then descend to room D6.

RANCID RANDY'S

D1. THE LOUNGE

Oversized pillows, gigantic water pipes, and dazed customers are what you barely make out through the thick smoke in this room.

Most customers enjoy the relaxing atmosphere of the lounge. To the east and south, the proprietor's men broke through the walls and expanded the "retail area." In this room, the characters can find the shady people listed below, if they seek conversation.

Quin Fuller. A pirate, smuggler, extortionist, and bodyguard. There is no job Quin does not accept, as long as it is outside the law. One must uphold their bad reputation, after all.

Magdalena Ewin. A writer undercover. Magdalena researches the underworld for her upcoming book "Fatal Love - One Year and One Night with a Rogue." She feels like she is out of her league but holds firm!

D2. THE BAR

A half-orc barkeep with an ugly face and two hooked hands greets you with a barely visible nod. "We got all you need," he says, "just name it."

The bar is a locked door with a service hatch. A character can open the bar with a successful DC 20 Dexterity check using thieves' tools, or with the master key. As long as the characters ask for stimulants or alcohol, the barkeep Hank obliges.

D3. GAMBLING HALL

Aside from the gamblers, a few foldable tables and rickety chairs are all that's present in this room. A few people play with three-dragon ante sets, others roll dice. The cheers of winners and bitter screams of losers echo through the chamber.

Humbug. A popular dice game is humbug. The goal of the game is to accrue the most points by lying. Each player rolls a d4, a d8, a d12, and a d20. The dice must remain untouched and not be visible for other players. After looking at their dice, each player places a bet, either clockwise or counterclockwise, starting with a random player. Afterward, the players in turn announce the number they have rolled, starting with the d4. Since you must accrue the most points to win, it can be advantageous to lie about your roll and announce a higher number.

The other players can "doubt" a number a player announces, but only immediately after the announcement. The doubter gains the doubted's ante if the number was false, and vice versa. Being caught lying loses you the game, as is doubting someone wrongfully.

After each player has announced their d4, they mark down their announced number as points, and place new bets. The game continues in the same fashion with the d8s and so on. To shorten the game, you can stop after the d8 or after the d12.

D4. ARENA

A small circle of people surrounds an ankle-high arena, filled with sand. Colorful insects battle for their lives, to the amusement of the bystanders.

In the arena, people bring strong insects like scorpions or dung beetles to fight.

D5. RANDY'S OFFICE

Two **thugs** guard the entrance. The characters can talk their way in by succeeding on a DC 18 Charisma (Deception or Persuasion) check. Attempting to intimidate the thugs leads to a fight. The door is unlocked but opening it without the proper knock results in a fiery greeting from Girthy Gustav as explained below. Paraphrase or read aloud, when the characters enter the chamber:

The room is decorated quite tastefully compared to the rest of the cellar. A root wood desk, a cupboard filled with assorted spirits, and a fine rug give the chamber a welcoming appearance. That is aside from the menacing contraption on the far wall, a strange cast iron cylinder trained directly at you.

Girthy Gustav. This cast iron cylinder is filled with alchemist's fire, alcohol, and caltrops. Randy triggers a shot when the door opens without knocking in the correct fashion. Creatures in a 30-foot-line in front of Girthy Gustav must make a DC 16 Dexterity saving throw. A target takes 7 (2d6) fire damage and 7 (2d6) piercing damage on a failed save, or half as much damage on a successful one.

Staff. In the room, the characters encounter Randy (neutral evil human male **noble**), his assistant Nancy (neutral human female **commoner**), and two **thugs**. If the characters ask Randy about a prisoner named Paul directly, he answers truthfully that he doesn't know who they mean, and that there are no prisoners here. If they do not relent, he orders his thugs to throw the characters out. Randy carries the master key with him.

Secret Door. A character who succeeds on a DC 15 Wisdom (Perception) check notices flickering candles, caused by a draft coming through a secret door, as well as a strange smell carried into the room with the breeze. A character who succeeds on a DC 14 Dexterity check using thieves' tools can open the door. Alternately, a character who succeeds on a DC 12 Intelligence (Investigation) check finds a button which opens the door under Randy's desk. From the other side, the door can be opened by an obvious button in the corridor.

D6. LABORATORY

Several strong tables stand in this room, laden with flasks, glass tubes, burners, and other alchemical equipment. Strange yellow smoke collects at the room's ceiling, and the walls show colorful discolorations.

Six **commoners** and two **bandits** use this room to produce drugs and other stimulants. The characters find equipment equaling three alchemist's supplies and one poisoner's kit. Additionally, the characters find a recipe book worth 500 gp.

CONCLUSION

After the characters clear out Randy's joint, it takes Silent Parry 4 hours to send in his troops to take over. Under the new ownership, the characters receive free drinks at the bar. Additionally, they receive the outstanding reward.

~

"FRIENDS, WHAT MARVELOUS WORK! ALLOW ME TO INTRODUCE MYSELF, I AM SILENT PARRY. I BELIEVE I STILL OWE YOU A REWARD FOR YOUR SUPPORT IN THIS—HOW I LIKE TO CALL IT—HOSTILE TAKEOVER. YES, THAT IS, INDEED, A TERM I CAME UP WITH. NOW, LET US CELEBRATE! DRINKS ON THE HOUSE FOR THE ENTIRE EVENING."

REVENGE AND EXTERMINATION!

If you want to make up for past transgressions, or earn the Goddess's favor, visit priestess Nayanu in Umberlee's temple. A small quest is waiting for you. Umberlee's wrath is reserved for all that defy the Queen of the Depths!

BACKGROUND

Nayanu welcomes the characters in Umberlee's temple, and sprinkles them with saltwater when they enter. She explains the situation to the characters as follows:

A band of merrow warriors conquered a sunken temple to Umberlee and killed the sahuagin caretakers. The merrows do not care for Umberlee and desecrate her temple with their mere presence.

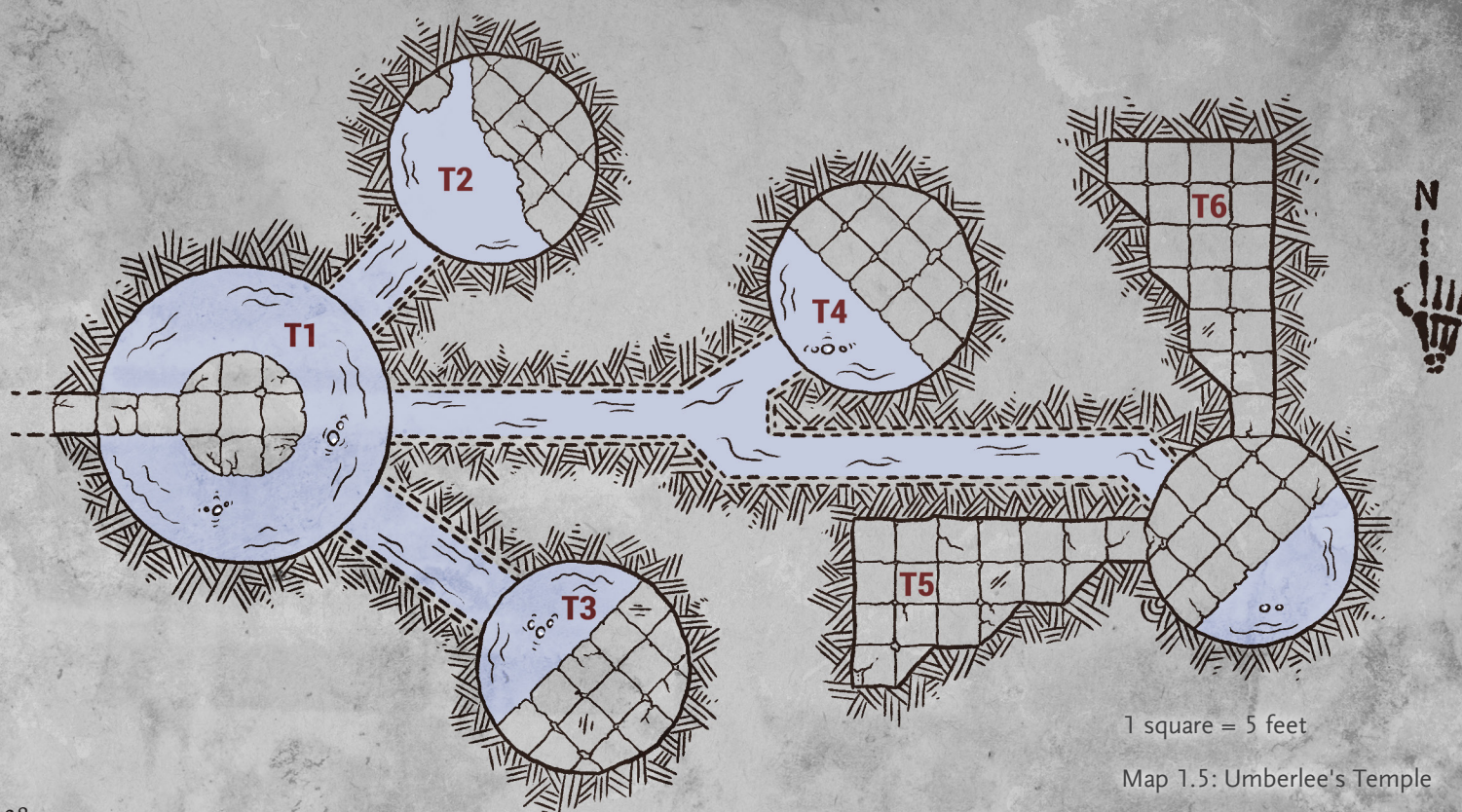
The building is located 10 miles downriver from Baldur's Gate, in the center of the Chionthar. It is not visible from the surface, but the ruin of an old bridge nearby marks the spot.

The merrows must be completely eradicated and their blood must be offered to Umberlee on her altar inside the temple. Furthermore, Nayanu supplies the characters with a crate containing six *vials of holy saltwater*. They must consecrate each defiled chamber with the help of this water.

To help them, Nayanu offers to cast *water breathing* on them for 10 gp per character. Additionally, she provides a boat free of charge.

REWARDS

- ❖ The characters receive 50 gp for each slain merrow, if they kill all merrows.
- ❖ The characters receive 25 gp for each consecrated room, even if only partially successful.



UMBERLEE'S TEMPLE

T1. ENTRANCE CHAMBER

Reaching the site of the temple is no challenge for the characters. However, the characters must dive 1 minute to reach the temple's entrance, and it is locked. A character must succeed on a DC 16 Dexterity check using thieves' tools to open the gate. The character makes the check with disadvantage if they cannot breathe underwater. Each attempt takes the character 30 seconds. Paraphrase or read aloud, once the characters enter:

Finally, you enter the temple, where stale air awaits you. The inside looks sublime. Dripstones and seashells decorate the walls and ceiling, and colorful light emerges from strange crystals dispersed across the room.

From the entrance chamber, a character must dive 1 minute to reach room T2, 2 minutes to reach room T3, 3 minutes to reach room T4, and 4 minutes to reach the rooms T5 and T6. The corridors between the rooms are 15 feet high and 5 feet wide.

T2. ALTAR OF SALT

A swarm of colorful fish greets you when you enter this room. They expose their tiny mouths full of needle-like teeth and come directly for you!

A **swarm of quippers** attacks the characters. Inside the room, the characters find a crystal bowl worth 500 gp sitting on an altar. It is empty. By filling the bowl with *holy saltwater*, the characters consecrate the altar. The water boils and turns to dry salt in a few seconds.

Umberelee's Curse. Umberelee curses a character who removes a crystal bowl from this or one of the following rooms. The cursed characters' swimming speed becomes 0, and they sink to the bottom of whatever body of water they enter. A cleric of Umberelee can remove the curse by casting *remove curse* on the character.

T3. ALTAR OF PRESSURE

But for a crystal bowl, this room lies empty. The walls and floor seem strangely warped, compared to what you've seen before.

After filling the crystal bowl with holy saltwater, the room's gravity increases five times. A character inside, who fails a DC 16 Strength saving throw, crashes into the ground and takes 7 (2d6) bludgeoning damage. Affected characters can leave the room prone.

T4. ALTAR OF DARKNESS

After sticking your head out of the water, you see a shackled woman tied to an altar. On first glance, she appears to be either sleeping or unconscious.

Wereshark Prisoner. The person tied to the altar is Pyior (lawful evil elf woman), a follower of Umberelee. She is a wereshark with the statistics of a werewolf but for the following changes:

- ❖ Her alignment is lawful evil
- ❖ In shark form, she has a swimming speed of 40 feet and walking speed of 0 feet.
- ❖ In shark form or hybrid form, she makes two bite attacks and has no claw attacks.

The merrow captured Pyior after she visited the temple, not expecting it to have fallen to the merrow. Pyior is sleeping, and she wakes up when the characters are noisy or alert her. If the characters free her, she helps them fight against the merrows.

"HAVE YOU COME TO LIBERATE UMBERLEE'S SACRED HOUSE? THESE FILTHY FISH HAVE BUILT A LAIR HERE, LAID THEIR EGGS IN EVERY CREVICE. DISGUSTING THINGS!
I WILL EAT THEM ALIVE IF I CAN."

The Altar of Darkness. By pouring holy saltwater into the crystal bowl worth 500 gp, the characters consecrate the room. The ambient light cast by the crystals fades, and the room lies in complete darkness.

T5. MERROW LAIR

You see several merrows, eating flesh from the bones of a slain sea-creature. Blood drips down their tentacle-whiskers, and their merry smacking and cracking echoes through the chambers.

Inside the room, the characters encounter a number of **merrows** equal to 5% of their PowL (Power Level), rounded down, with a maximum of 15 enemies. To calculate the PowL, add the levels of all characters then multiply the total by the number of characters.

The harpoons that the merrows carry are worth 10 gp each. Otherwise, there is nothing of value in this room.

T6. MAIN ALTAR

Umberlee's altar is a sight to behold. Gems and carvings embellish the construction which is topped by an obsidian fountain. The fountain is dried up, however, with no water remaining in its well. A strange hum suffuses the room that creeps into your ears and makes you nauseous.

Filling holy saltwater into the well does nothing, and the strange sound continues. Filling some of the slain merrow's blood into the well reawakens the installation, which then sprinkles their life's essence from high above through the fountain. The strange hum abates and turns into the sound of gentle, crashing of waves.

Pyior the wereshark remains in the temple to guard it until other priests return.

RUINS EXPLORATION!

During renewed digs into the mountain, a construction team discovered an ancient stone portal. Afraid of what may be inside, the supervisors seek skilled adventurers to protect the workers during the opening. Visit the Builder's Guild for more information.

BACKGROUND

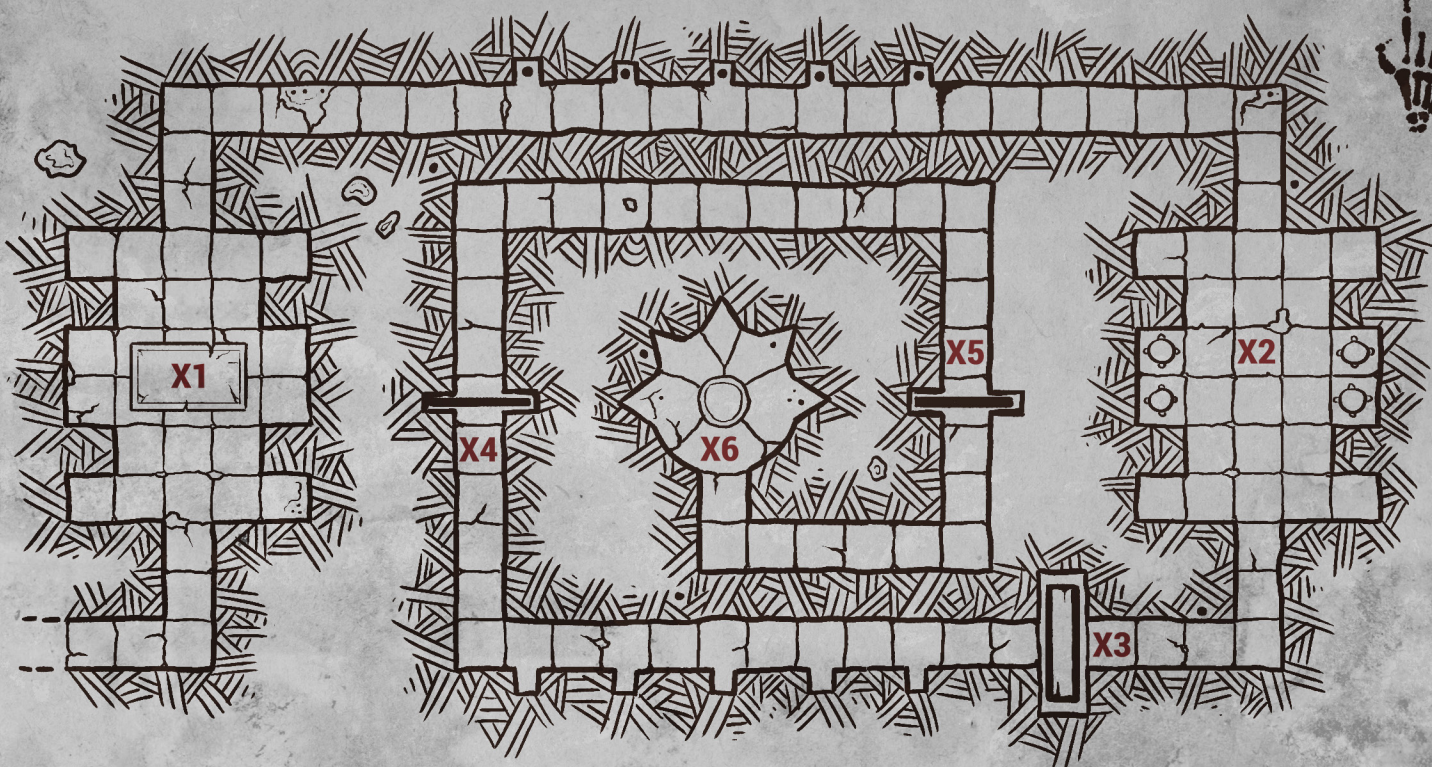
History. The discovered stone portal leads into Xilon's crypt. Xilon was a feared **archmage** during his time, cruel and arbitrary. The crypt is not only his final resting place, but also a torture chamber where his spirit was bound to suffer for thousands of years, the gods permitting. Xilon's killers also bound choice disciples of his to the crypt, sharing the fate of their master.

Secret. The crypt holds a special secret. Whenever one of the inside doors X3, X4, or X5 is opened, a terrifying scream echoes through the crypt, originating from room X6. Opening a door rips Xilon's spirit apart, where it resides in room X6. Closing a door puts the spirit back together. Therefore, after opening all doors, one finds nothing in room X6. Only when the characters manually close the doors after stepping through can they find and communicate with Xilon in room X6. All opened doors close automatically once no creature remains inside. Whenever a door closes automatically, Xilon gives off another scream that can be heard throughout the crypt.

The people who brought Xilon to justice installed this mechanism to torture him. Whenever they felt like it, they made a pilgrimage to the crypt, opened the doors, and found joy in the haunting screams. If your players cannot uncover the secret, do not steer them in the correct direction. The crypt will not go anywhere and can remain as an unsolved mystery for longer, or forever.

1 square = 5 feet

Map 1.6: Xilon's Crypt



ENTERING THE CRYPT

If the characters are interested in the job, the supervisor leads them to the construction site. The workers have already prepared pulleys and ropes to remove the large stone slab that bars entrance to the crypt. The work takes 1 hour. A character who examines the entrance and succeeds on a DC 16 Wisdom (Perception) check finds clues to a simple opening mechanism. After digging at the indicated place, the characters can open the portal with a simple pull on a lever.

XILON'S CRYPT

X1. SARCOPHAGUS ROOM

An unmarked stone sarcophagus stands in the center of this room, covered in a thick layer of dust and cobwebs.

Inside the sarcophagus lie the remains of Xilon's body. Only a few bone scraps remain. If the characters open it, two **specters** emerge and attack. The undead are what remains of Xilon's disciples.

X2. CANOPIC JAR ROOM

Several large jars stand in this room, covered in cobwebs like you have seen before.

The four canopic jars each contain one diamond worth 100 gp. Opening a jar frees a **specter** trapped inside.

X3. STONE DOOR

A large stone door blocks your way, not unlike the stone portal at the crypt's entrance. Four large indentations on the surface hint at some sort of opening mechanism.

A character who succeeds on a DC 20 Wisdom (Perception) or DC 14 Intelligence (Investigation) check finds a trigger for an opening mechanism. After pushing the hidden button, the ceiling retracts. From above, a metal contraption with four large metal arms pushes on the door and rolls it to the side, opening the way.

Alternately, the characters can open the door by succeeding on a DC 20 Strength (Athletics) check. If everything fails, the workers spend 4 hours constructing a makeshift construction which opens the door.

After the door stands open, a bloodcurdling scream echoes through the crypt. This happens every time the door opens.

X4. KEY DOOR

Another door blocks your way. This one is made of metal and features a large keyhole.

A character can open the door by succeeding on a DC 18 Dexterity check using thieves' tools. For each failed save, the character must succeed on a DC 20 Constitution saving throw or takes 7 (2d6) lightning damage. Casting *knock* on the door opens it as well.

After the door opens, the characters hear another scream. This second scream is even more violent than the first.

X5. PUZZLE DOOR

Yet another door stands between you and whatever lies at the end of this corridor. This door is a veritable maze of cogs, buttons, sliders, and springs.

A character with an Intelligence of 16 or 17 can solve the puzzle over the course of 1 hour. A character with an Intelligence of 18 or higher solves the puzzle within the span of 1 minute. After pushing the correct buttons and sliding the right sliders, the door opens. Casting *knock* on the door opens it as well.

A final scream rips through the crypt. It culminates in a haunting gurgle when Xilon's spirit is torn into infinite pieces.

X6. THE PRISON

Paraphrase or read out loud the following, when the characters enter the room without closing the doors behind them:

The room is completely empty. No strange creature, ghost, or treasure awaits you at the end of this crypt. However, a strange smell hangs in the air. Different symbols and runes cover the walls, crossing the room in one sheer endless spiral.

A character who succeeds on a DC 18 Intelligence (Arcana) check recognizes these symbols as ancient warding and binding magic.

Paraphrase or read aloud the following, if the characters solve the secret:

Finally, you lay eyes upon whoever was responsible for the terrifying screams. A spirit, bound by ethereal chains, cowers on the floor. The spirit is sobbing and its body repeatedly plagued by brutal convulsions.

Repentant. After hundreds of years of imprisonment and torture, Xilon has learned the error of his ways. If the characters ask who he is, he gives a short account of his past crimes and transgressions. Murder, torture, forbidden experiments, he has done and seen it all. After realizing that his captors must have died long ago, Xilon pleads to the characters to free him. A character who succeeds on a DC 20 Wisdom (Insight) check is certain that Xilon's remorse is heartfelt.

Freeing Xilon. The prisoner sees two ways to escape. Either the characters destroy the binding spells, which requires a *dispel magic* spell at 8th level, or the characters find a new body or vessel for Xilon; either of which must have binding spells equal to or stronger than the ones holding Xilon now. A character who succeeds on a DC 20 Intelligence (Arcana) check, or a character proficient in Arcana who spends 1 week researching the topic, learns of a suitable binding ritual.

The ritual can be performed on an item or a body that has not been dead for longer than 24 hours. Xilon would prefer to remain as a bound spirit for longer to redeem himself.

If the characters simply free Xilon by destroying the binding, his soul may go directly to the Nine Hells where the torture continues.

If bound to a body, Xilon gains the statistics of an archmage. If bound to an item, it becomes sentient. Consult Chapter 9 of the *Dungeon Master's Guide* to create an appropriate item.

SEEKING HEALERS!

I am a member of a tight-knit community, and technically am forbidden to post this note. Since this is an emergency, I have to do it anyways. So please, if you are a healer, come to the sewer entrance behind the Elfsong Tavern as soon as you can! I will be waiting.

BACKGROUND

Svenya (lawful neutral female **wererat**) posted the note to help the wounded wererats in her community. She is a young girl who lives with around sixty other wererats in the Warrens below the city. A group of exterminators, people tasked with getting rid of pests and threats in the sewers, attacked the Warrens. The rats threw them back, but at a terrible cost. To make matters worse, the wererats imprisoned one of the exterminators who was left behind after receiving a leg wound.

When the characters arrive in the alley behind the Elfsong Tavern, Svenya calls out to them from her hiding place in a barrel, asking if they have come to help. If the characters say yes, Svenya leaves the barrel and introduces herself while opening the manhole cover:

"I AM SO GLAD SOMEBODY CAME TO HELP. BEFORE WE GO DOWN, I HAVE TO TELL YOU SOMETHING. I AM A WERERAT AND THE PEOPLE WHO NEED HELP ARE ALL WERERATS!"

Svenya's voice becomes higher and faster the longer she speaks. She is always prepared to quickly Dash into the sewers and escape the characters, in case they do not look friendly upon wererats. If the characters remain calm and ready to help, Svenya leads them to the Warrens.

HEALER'S DUTY

Wounded Wererats. Svenya takes the characters directly to room R6 where the wounded are located. In total, thirteen wounded wererats need assistance. Some are in hybrid form, others in humanoid form. For each wererat, the characters can attempt a DC 12 Wisdom (Medicine) check or use any form of healing magic to nurse them back to health. After the characters have done what they could, Svenya thanks them. If not prior, she now tells them about the imprisoned exterminator who also needs help. He is locked in the beetle pen, room R4.

The wererats are less than happy about the characters' visit. However, since the characters helped the wounded, they begrudgingly accept their presence. The wererats watch the characters' every step, and just wait for a chance to attack them with proper cause.

Wounded Exterminator. The exterminator, Jim (lawful neutral male human **guard**), lies unconscious in room R4. Unless the characters help him, Jim succumbs to his wounds in two days. Helping him requires a successful DC 15 Wisdom (Medicine) check or healing magic. Alternatively, the characters can bring him to the surface where he can receive help.

DIPLOMAT'S DUTY

Hostage Situation. Some of the wererats argue that they need the exterminator as a hostage to dissuade the other exterminators from attacking. In reality, the exterminators already amassed forces for a rescue operation. The characters can convince the wererats to let Jim go by succeeding on a DC 16 Charisma (Persuasion) check, or a DC 12 Charisma (Deception) check by pretending to know about an impending attack. The wererats cannot be intimidated by the characters.

Negotiation. Should the characters decide to appeal to the authorities about the wererats to prevent further attacks on the Warrens, they face harsh opposition. Consider the following solutions for the muddled situation:

❖ A priest permanently stays in the Warrens to oversee the wererats.

❖ All wererats agree to stay in the sewers, to never see the surface again.

Removing the Curse. Only three wererats would be happy for the characters to cast *remove curse* on them. The others take pride in their simple life and their abilities.

R1. MEETING HALL

Wererats in all forms, shapes, and sizes go about their business in this chamber. Some sit at the many tables to eat and talk, others are occupied with some sort of task or work.

When it is time to celebrate or make a decision that affects the Warrens, all **wererats** assemble in the Meeting Hall. The **wererat** elder, Zorkan, who many respect and listen to, can be found here.

R2. WORKSHOP

The smell of lacquer, oil, wood, and rust becomes stronger the further you walk into this room.

You see various simple household items, traps, and weapons lying on the workbenches. Different tools and materials hang on the walls or lie at the room's side. Every storage place is neatly labeled and sorted.

The workshop is the local **wererat** tinker's domain. His name is Buffet, and he's an allrounder when it comes to repairs or construction.

R3. BUTCHERY

You see slaughtering blocks, knives, axes, and roasting meat dispensed above churning fires. The smell is not what you are used to, however.

The local **wererat** butcher Jafreed produces fresh bug meat, while the cooks prepare charred meat or stews, using the homegrown mushrooms. The workers throw waste and other organic material through a chute into the beetle farms.

R4. BEETLE FARMS

The constant clicking and clacking of hundreds of beetles creates an unnerving sound that puts a strange pressure on your ear.

The bugs held and grown in this cordoned off room serve as a convenient protein source. Since the wererats refrain from eating rats, they rely on this second most common meat source.

R5. QUIRX'S LABORATORY

Several kettles and cauldrons happily bubble in this room. The color of the rising steam ranges from green to yellow. In a raging fire next to the cauldrons, you see glowing metal, ready for forging.

Quirx is a **wererat** with a penchant for everything that is poisonous or explodes. He is proficient with tinker's tools and works on some sort of project day in and day out. His workshop lies separate from the Warrens because of the frequent accidents. Quirx is in constant need of new materials and tools. He offers his expertise and flasks of alchemist's fire in exchange for caustic substances and workable bronze or wrought iron.

R6. SLEEPING CHAMBERS

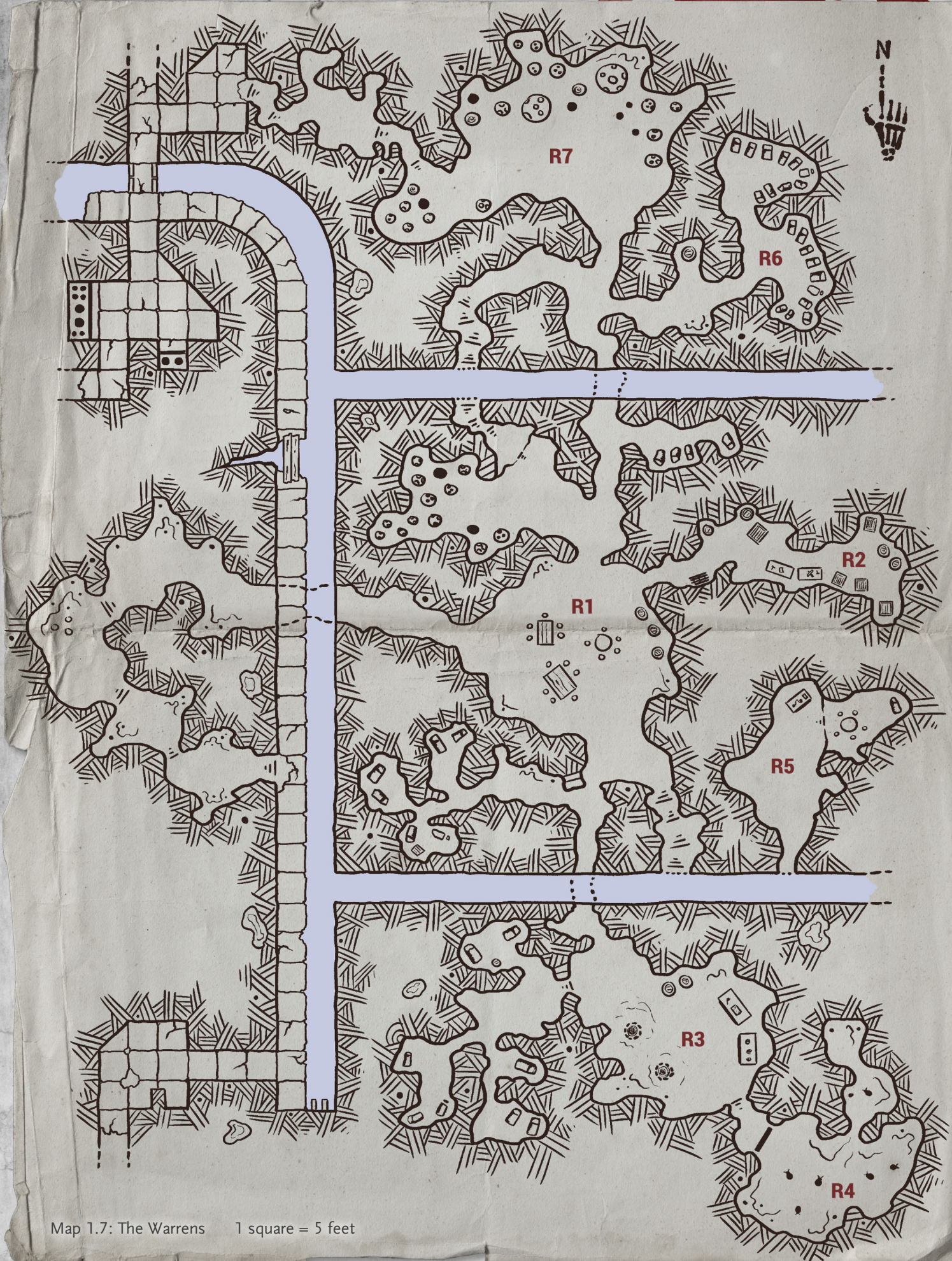
You hear the murmur and snoring only sleeping people produce. Several empty and occupied bedrolls identify these chambers as the sleeping quarters.

Up to sixty **wererats** use these chambers for resting, all arranged in three shifts across the day.

R7. MUSHROOM FARMS

Hundreds, if not thousands, of mushrooms grow in this chamber. Some are as small as your thumb; others are taller than you! They not only grow on the ground, but also on the walls and ceiling.

A character who succeeds on a DC 16 Intelligence (Nature) check recognizes the following mushrooms, usually found in the Underdark: barrelstalk, ripplebark, and trillimac. Foster, a wererat explorer, found the spores well beneath the Undercity, and brought them to the Warrens for cultivation. Foster can guide the characters to the fringes of the Undercity, where a network of tunnels descend ever further, and finally extending into the Underdark.



Map 1.7: The Warrens 1 square = 5 feet

THE TEETH KILLER!

Beware of the mad killer who prowls the streets to collect people's teeth! If you find corpses missing their teeth, or want to help with the investigation, visit Captain Holly Rimmer in the local barracks.

BACKGROUND

Idarnosch (neutral evil male half-elf **assassin** or **spy**), the culprit, is an assassin who seeks vital information hidden inside a golden tooth. Barnabas, a rogue Zhentarim agent with a cover identity as a barber (a professional that cuts one's hair and services teeth), wanted to pass on the information to the Harpers and hid a small piece of paper inside a hollow tooth below a golden dental crown, believing it to be the safest location. Idarnosch killed Barnabas and attempts to find the information before the Harpers do.

If the characters are not immediately interested in the note or are unable to solve the quest, you can confront them with corpses whose teeth were extracted at a later point in the campaign.

Captain Rimmer informs the characters about the following details, if they offer their help. Since the victims were no one of importance, the higher-ups allocated little funds to the investigation. It is common practice to outsource these cases to adventurers. A patrol found the first victim in an alley nine days ago, stuffed inside a barrel. Aside from extracting the teeth, the murderer slit the victim's throat. Guards and citizens have found new victims all over the city, which indicates an indiscriminate killer. If the characters so wish, Holly allows them access to the latest victims in the morgue.



Additionally, Holly informs the characters that they can hire a sanctioned cleric from the local temple of Kelemvor, who can cast *Speak with Dead* on the victims for 10 gp per casting. Three victims remain, the others were cremated and buried.

Rewards. For bringing in the killer alive, the characters receive 500 gp. For bringing in the killer dead, the characters receive 250 gp after seven days have passed during which no new victims appear.

“WE HAVE HAD MANY PEOPLE COMING FORWARD WITH HINTS ALREADY. THERE WAS THE DRUNK WHO IS CONVINCED HE SAW A TEETH GOLEM THE OTHER DAY, CLEARLY THE CULPRIT. THEN THERE’S THE SCHOLAR WHO READ ABOUT AN OLD GUIDE ON HOW TO BUILD INDESTRUCTIBLE ARMOR FROM TEETH. YOU MAY LAUGH, BUT I HAVE SEEN STRANGER THINGS OVER THE YEARS. DISCOUNT ANY THEORY AT YOUR OWN PERIL!”

CLUES

The characters uncover the following clues, depending on their approach:

- ❖ Success on a DC 14 Intelligence (Medicine) check reveals that the killer employed some sort of poison to numb the pain.
- ❖ Questioning the dead about their home reveals that they lived on the same street. Furthermore, if the characters ask, they had a new golden tooth from the very same barber, Barnabas.
- ❖ The dead haven’t seen the killer’s face and have no enemies that would have the money to order a hit on them.
- ❖ Visiting the barber’s home, the characters find him dead and heavily decayed. Idarnosch stole Barnabas’s records, so the characters cannot find any written clues.
- ❖ Interrogating Barnabas with the help of a *Speak with Dead* spell reveals that a Zentharrim assassin killed him. Barnabas does not reveal the name of the person with the information, a baker named Ungend, unless the characters promise to avenge him.

❖ By asking around and succeeding on a DC 12 Charisma check, the characters find out that two people remain, both customers of Barnabas, but they are in hiding. One is Ungend, the other Tally. Both realized the connection among the victims, and they seek shelter in the local temple of Ilmater. The characters find their location by succeeding on a DC 16 Charisma (Persuasion) check or by producing an official paper that they are working for the guards.

RESOLVING THE QUEST

The characters can draw the killer out by pretending to be either Ungend or Tally or by using them as bait. After apprehending or killing Idarnosch, the characters can find out that he was staying in the Plump Dragon Inn by succeeding on a DC 14 Intelligence (Investigation) check. In his room, the characters find a sack filled with teeth, Barnabas’s records, a poisoner’s kit, and 43 gp.



UMBER DROPPINGS!

The sewer scouts found clear indications of an umber hulk presence in the sewers.

To prevent further damage to the infrastructure, we call upon adventurers and mercenaries to deal with the threat.

Visit Lieutenant Jahad Ohr in the local barracks for details.

BACKGROUND

Hurlum (neutral female dragonborn **druid**) is a sewer druid who built her home in a formerly buried and abandoned maintenance room. Her pet Juun, a tame **umber hulk**, helps her with construction work and foraging. Hurlum's goal is it to expand her subterranean realm so more critters can find shelter beneath the city.

Jahad Ohr, the Lieutenant attending to the case is less than motivated. When the characters arrive, he fills them in while drilling his soldiers. The droppings indicate the presence of only one umber hulk but who knows how reliable the information is. For 25 gp, Jahad is willing to part with one of his scouts who can support the characters. Jahad makes clear that the scout's top priority is their own survival, but the scout supports the characters valiantly.

"DO NOT UNDERESTIMATE AN UMBER HULK. MORE CAPABLE MEN AND WOMEN THAN YOU HAVE FALLEN TO THEIR ALIEN ABILITIES. STRIKE FAST, AND DECISIVELY."

REWARDS

- ❖ The reward is 250 gp for the head as proof.
- ❖ The characters may keep the carapace, worth 300 gp. For 200 gp, an armorer can build a suit of half plate from it.
- ❖ Bringing Hurlum's head nets the characters a bonus of 50 gp.

1 square = 5 feet

Map 1.8: Hurlum's Hideout



CLUES

❖ A character who succeeds on a DC 14 Intelligence (Nature) check knows that one should not directly look at an umber hulk. Fighting blind might seem suicidal but is a viable option.

❖ Characters who search for droppings in the sewers succeed after 4 hours or after 1 hour by succeeding on a DC 16 Wisdom (Perception) check. Roll on the Sewer Encounter table in chapter 3 for every 2 hours spent in the sewers.

❖ The characters can follow the tracks to the entrance of Hurlum's lair without problem. A character who examines the tracks and succeeds on a DC 14 Wisdom (Survival) or DC 16 Intelligence (Investigation) check determines that there are human tracks among the tracks of the umber hulk.

HURLUM'S HIDEOUT

U1. BREAKTHROUGH

The wall of this small side chamber was destroyed, and a large tunnel driven into the earth and stone. The corridor is illuminated from above and billowing a red-orange glow. Still further inside, you see nothing but darkness.

Hurlum settled a colony of fire beetles on the ledges above, planning to spread them across her entire home in the future. A character who inspects the walls and succeeds on a DC 16 (Intelligence) Nature check recognizes the pattern in the stone as the work of an umber hulk.

U2. FEEDING CHAMBER

The smell of rotten flesh and the cracking of bones accompany you while walking across this small room. The remains of several creatures litter the floor, like a dug-up cemetery.

A character who searches the remains and succeeds on a DC 16 Intelligence (Medicine) check finds bones belonging to humanoids. Most other bones belong to rats, cats, and dogs. A character who succeeds on a DC 16 Wisdom (Perception) check spots a gold ring worth 25 gp among the remains.

U3. IRON LADDER

You find an old access tunnel that leads further below. A strange smell wafts up from the shaft, distantly reminding you of strong alcohol.

A character who succeeds on a DC 12 Wisdom check using alchemist's supplies recognizes the smell as firewater, a trivial name for hydrogen peroxide. Firewater is a highly combustible substance and therefore extremely dangerous in large quantities. A character who succeeds on a DC 14 Intelligence (Nature) check knows that firewater is secreted by fire beetles.

Hurlum hid several wineskins filled with firewater inside the 60-foot-shaft. A character who succeeds on a DC 16 Wisdom (Perception) check spots the hidden wineskins. A trigger is placed at the 30-foot mark, which a character who searches for traps finds by succeeding on a DC 14 Intelligence (Investigation) check. Disarming the trap requires a successful DC 12 Dexterity check using thieves' tools. Repurposing the trap, for example relocating it, requires a successful DC 19 Dexterity check using thieves' tools. Triggering the trap ignites the wineskins in the entire shaft, and all creatures inside must make a DC 18 Dexterity saving throw. A creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

Triggering the trap also alerts Hurlum, who makes a Dexterity (Stealth) check in an attempt to surprise the characters in room U6.

U4. PIPE ROOM

Many old pipes run through this room. Mold and lichen encrust them, but you can still hear water—or worse—running through them.

A character who succeeds on a DC 18 Wisdom (Perception) check spots a forgotten toolbox jammed in between the pipes at a 16-foot height. Inside, the characters find rusted tools and an old silver piece with a collector's value of 100 gp. A character who succeeds on a DC 14 Intelligence (History) check correctly estimates the coin's value.

U5. JUUN'S ROOM

An unpleasant mixture of mold, moss, and mucus covers the floor of this room. The stench is almost unbearable.

If the characters did not trigger the trap in room U3 and moved stealthily by succeeding on a DC 10 Dexterity (Stealth) group check, they find the umber hulk sleeping. If the characters attack Juun, Hurlum hastens to its help. She attacks and attempts to kill the characters.

Otherwise, Juun is in room U6. There is nothing of value here.

U6. HURLUM'S ROOM

Someone setup a basic living room in this moldy chamber; an uncomfortable linen sack serving as a bed roll, a table laden with tools and strange ingredients, and a lamp filled with even more fire beetles.

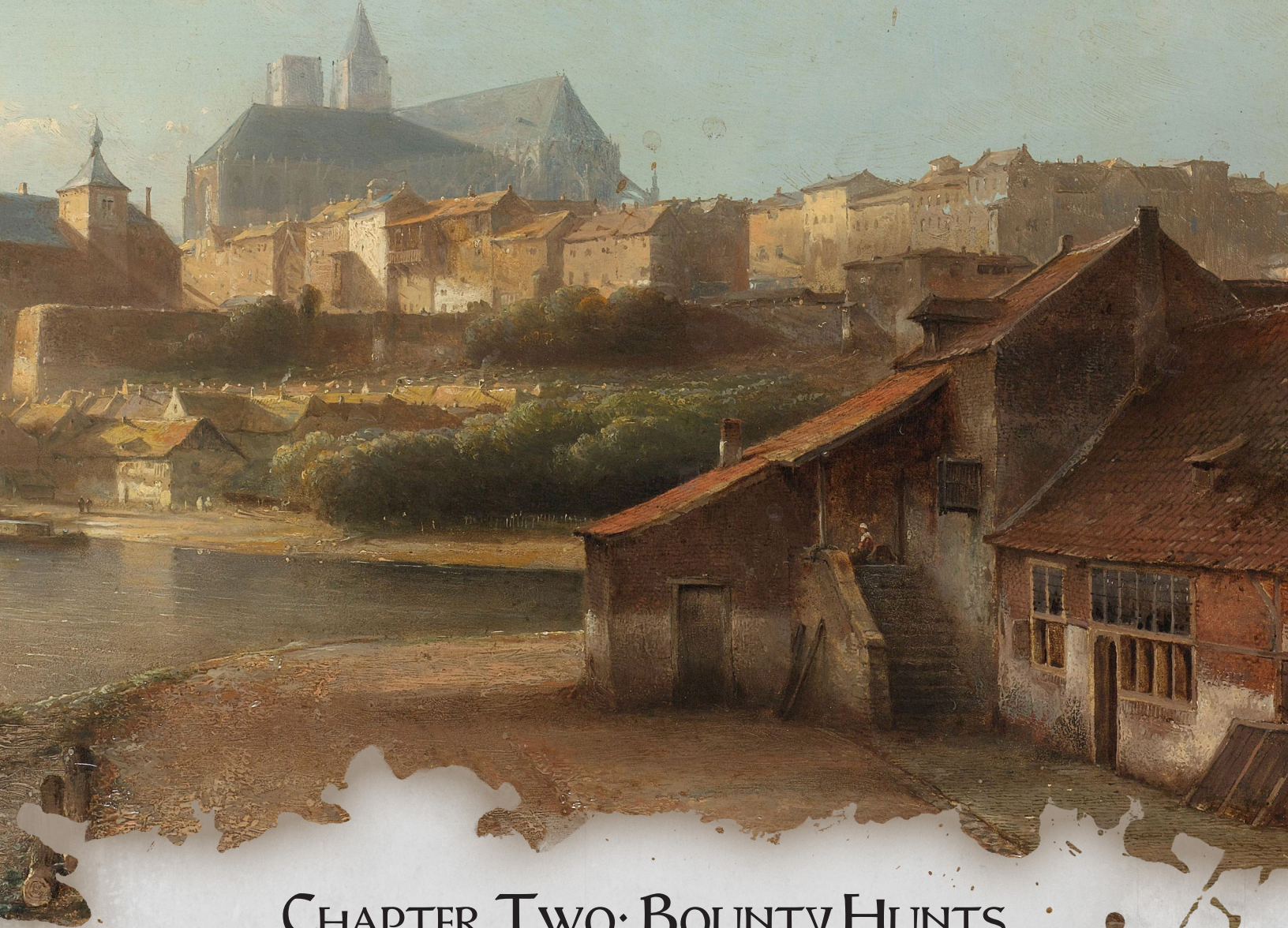
If the characters remain peaceful and haven't hurt Juun, they can convince Hurlum to forever leave the sewers by succeeding on a DC 16 Charisma (Persuasion) check.

"I JUST WANT TO LIVE MY LIFE IN PEACE; BUILD A PLACE I CAN CALL HOME! ALL YOUR RULES AND REGULATIONS HAVE BLINDED YOU TO THE WORLD'S TRUTH. YOU WILL DIE ONE DAY, AND ALL THAT YOU HAVE ACCOMPLISHED WILL BE UNDONE SOON AFTER. SO, WHAT IS THE POINT IN TROUBLING ME AND JUUN?"

In any case, to prevent a fight, Hurlum promises to not damage the actual sewers during her construction. To address the characters' concerns about the humanoid bodies in room U2, Hurlum explains that these were corpses found in the sewers. A character who succeeds on a DC 12 Wisdom (Insight) check determines that Hurlum is telling the truth.

Jahad's scout remarks that there won't be any compensation without killing the umber hulk, but promises to make a truthful report.





CHAPTER TWO: BOUNTY HUNTS

"CAN YOU TELL ME THE DIFFERENCE BETWEEN A BOUNTY HUNTER AND A COMMON RAT-CATCHER?

CORRECT, THE BOUNTY HUNTER HAS AN EASIER LOT. HAVE YOU EVER SEEN THESE GIGANTIC RATS IN THE SEWERS? I COULD TELL YOU STORIES."

— HUNTER

HUNTER'S ESTATE IS ONE OF ONLY A HANDFUL of officially sanctioned bounty hunter organizations in Baldur's Gate. The estate is located along the northern wall, near the Black Dragon Gate. People working as bounty hunters are freelancers, but Hunter's Estate offers facilities like a common room and a kitchen for them to rest and recuperate.

Completing jobs as a bounty hunter is as simple as it gets. You deliver the hunted alive, or at least half

of their body, and collect the reward in the form of a bill of exchange. This parchment may be exchanged in one of Baldur's Gate's money houses, like the Counting House or the Many Coins. Alternatively, bounty hunters can use the bill of exchange to buy goods and services directly, since it is commonly accepted as currency in Baldur's Gate. However, outside Baldur's Gate, it is worth next to nothing.

In the past, a halfling named Hunter was the head of the operation. Alas, Hunter vanished several years ago. Now, an elf named Ayluin, Hunter's former assistant, is in charge. Ayluin pretends Hunter is still alive and kicking, to add a bit of mystique to the operation. Additionally, if a disgruntled bounty hunter or criminal had a problem with Hunter's Estate, they would have a difficult time finding and exacting revenge on the missing Hunter.

HUNTER'S ESTATE

B1. AYLUIN'S OFFICE

A serious looking elf, sitting behind a tidy desk, greets you when you enter the building. The elf adjusts their spectacles and asks in a businesslike tone: "Collection or information?"

In Ayluin's office, the elf seals and signs bills of exchange and offers additional information on outstanding bounties. If the characters attempt to enter with a bounty in tow, Ayluin (neutral elf **noble**) sends them to the back where a helper processes the captured person or attempts to identify the corpse.

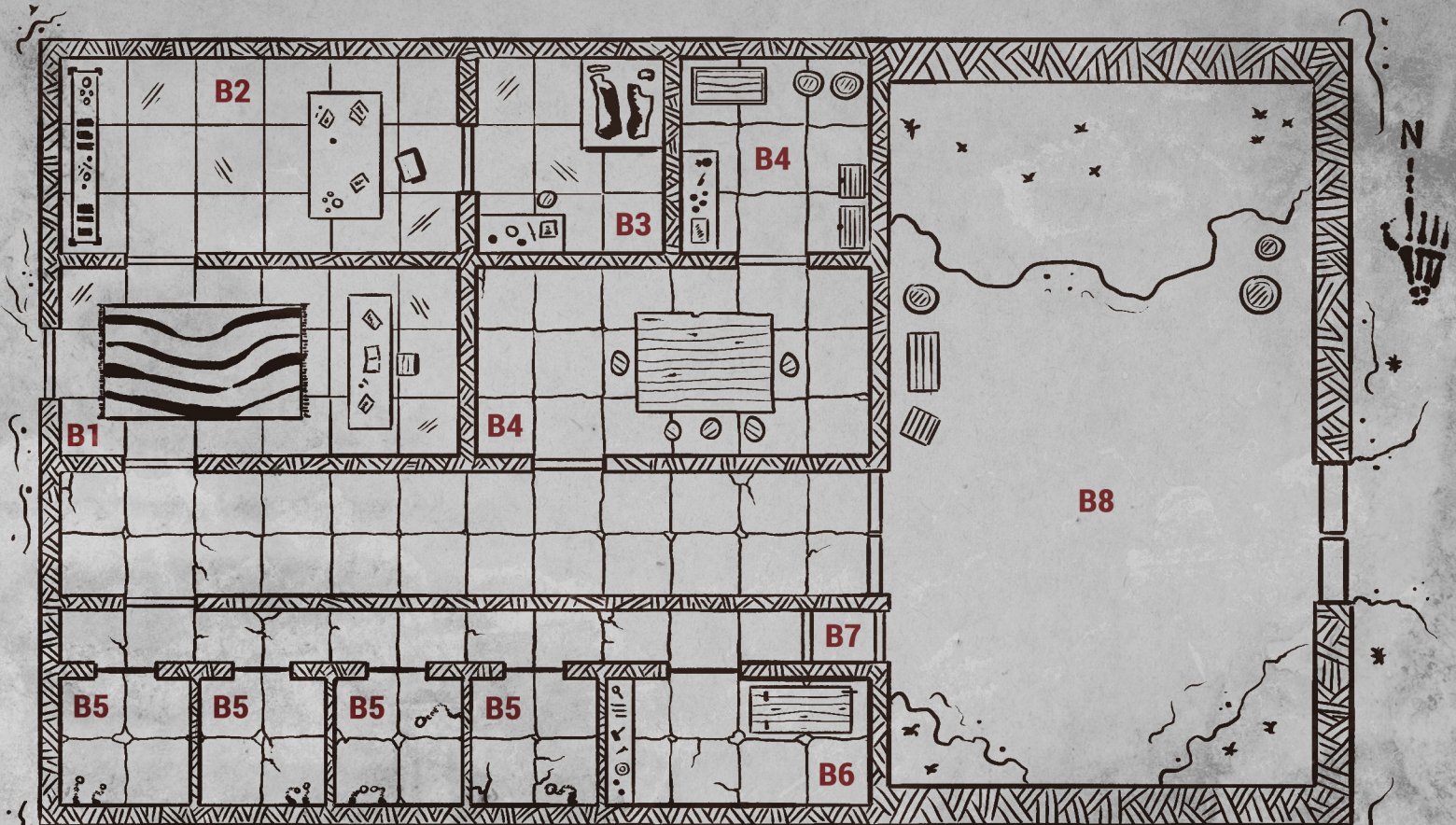
B2. HUNTER'S OFFICE

You see a large desk and a shelf filled with books and various baubles. Books, pamphlets, and notes lie on the table, some stacked, others arbitrarily spread about.

This office has not been in frequent use for years. Ayluin keeps it clean and stores documents here. Nothing much has changed in the room after Hunter died. A character who searches the desk and succeeds on a DC 12 Intelligence (Investigation) checks finds that the documents all date back several years.

"CLEAN YOUR SHOES AND CAPTIVES BEFORE YOU ENTER. I DON'T WANT ANY DIRT OR BLOOD ON MY CARPET!"

-- AYLUIN



1 square = 5 feet

Map 2.1: Hunter's Estate

B3. HUNTER'S PERSONAL ROOM

You find an untidy bed and a small table here. The air is stale, and a thick layer of dust covers all surfaces.

Hunter's personal room has not been used in years. A character who searches the room and succeeds on a DC 18 Wisdom (Perception) check finds a loose tile beneath the bed. Below, a small chest containing Hunter's rainy-day fund worth 100 pp waits to be discovered.

B4. COMMON ROOM & KITCHEN

You see a large table, a small kitchen, several empty bottles of ale in one corner, and a board filled with notes. The smell of old wine and cheap cooking oil clings to the furniture and walls, hinting at the main purpose of the room.

Bounty hunters who seek a warm meal or a chat with colleagues infrequently use these facilities. Some bounties require a group to take care of, and this is the place to facilitate meetings. Bounty hunters post small notes on a large board on the western wall if they are searching for members, or offering their help

if they don't want to work alone. The characters can hire helpers like **veterans** or **priests** here, but must offer a revenue split on completion.

B5. CELL BLOCK

A few torches illuminate five metal-reinforced doors and much blood on the floor. Some blood glistens in the light, other patches look completely dried up.

A character must succeed on a DC 20 Dexterity check using thieves' tools to unlock one of the cell doors. Inside the cells, various people with bounties on their heads wait for the officials to arrive, who either take them to the gallows or the labor camps.

B6. TORTURE CHAMBER

You see an old rack and several rusty tools hanging on the walls. A portentous stench persists in this room, a mixture of many smells that culminates to a forbidden whole.

This chamber has not seen use in many years. The characters are welcome to make use of the facilities if they so wish.

B7. SLUICE

Hunter installed these double doors to prevent anyone from escaping while new prisoners are brought in or out.

B8. COURTYARD

Several large barrels crowd this otherwise almost empty courtyard. The high walls feature many sharpened spikes, forming rusted water-streaks down the wall's interior.

If a person with a bounty on their head is slain instead of captured, the helpers store their body in one of the many barrels. Vinegar preserves the body until authorities arrive to identify it, and later dispose of the corpse in a mass grave outside Baldur's Gate. The wrought-iron door is secured with a lock and is barred from the inside and outside. A character who succeeds on a DC 18 Dexterity check using thieves' tools can open the lock. Removing the beams requires a successful DC 14 Strength (Athletics) check.



THE BOUNTIES

This section contains the statistics of the various people with bounties on their heads. All fights to capture or kill one of the following persons should be of deadly difficulty. If the characters pick an easy target, consider adding more enemies to complicate the encounter. Since each entry comes with a short background of the hunted, they may serve different purposes than mere bounties—mayhaps as a short-time ally or villain.

Carefully study the abilities and strategies of each bounty before engaging in combat. Some encounters need a special set-up or understanding of the intended synergies.

The Bounties table lists the outstanding bounties in order of their CR.

BOUNTIES

Name	Bounty	CR
Roshbar the Hammerer	500 gp	5
Abbie Walker	750 gp	6
Vivienne Byshey	1,000 gp	7
Oran	1,250 gp	8
Aidrid	1,500 gp	9
Kordin the Black	2,000 gp	10
Rimebeard the Wanderer	3,000 gp	11
Gleda d'Harcourt	5,000 gp	12



Roshbar the Hammerer



Abbie Walker

ROSHBAR THE HAMMERER

HISTORY

Roshbar is the son of a half-orc mother and a human father. He grew up among the Uthgardt barbarians and learned to fight at an early age. As he grew older, his disgust with the backwards ways of the barbarians increased. Finally, on the day of his initiation into the world of adults, he left his village to join the civilized world. In Luskan, Roshbar became an apprentice alchemist. In exchange for his tutelage, Roshbar took care of the competition and racketeers. Afterward, Roshbar traveled to Neverwinter and hired on with a dwarven metallurgist. Together, they forged eccentric weapons, among them Roshbar's hammer. After many years, Roshbar killed his partner, became a mercenary, and has clashed with the authorities ever since.

LOCATION & TACTICS

Roshbar spends his days in a secret, highly illegal club in the sewers. To those privy, the joint is known as the Bloodpits. Roshbar earns coin in the fighting pits, waits for lucrative quests, and enjoys life. When bounty hunters come around to collect his head, the quarter-orc invites them to join him in the arena, and crushes them for the enjoyment of the masses.

Roshbar starts the encounter by drinking his *potion of heroism*. He uses his Burdock action and *alchemist's fires* against targets with no or weak armor, preferring targets that usually must maintain concentration on spells. Roshbar fights to the death and has no qualms about killing characters when they are on the ground.

"FINALLY, SOME CHALLENGERS ARRIVE! THERE ARE MANY POTIONS AND POWDERS I CAN MAKE FROM YOUR BODIES, BUT I HAVE TO ROUGH THEM UP FIRST. I DO LOVE MY LINE OF WORK!"

— ROSHBAR

Roshbar the Hammerer

Medium humanoid (half-orc), neutral evil

Armor Class 16 (half plate)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	14 (+2)	10 (+0)	12 (+1)

Saving Throws Str +7, Con +6

Skills Athletics +7, Arcana +5, Intimidation +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish, Orc

Challenge 5 (1,800 XP)

Infused Weapon. Roshbar's hammer deals an additional 10 (3d6) fire, acid, or necrotic damage with each attack.

Infused Armor. At the start of his turn, Roshbar chooses slashing, piercing, or bludgeoning damage. He has resistance to the chosen damage type from non-magical sources until the start of his next turn.

Potions. Roshbar carries two *potions of greater healing*, two *alchemist's fires* and a *potion of heroism* he can consume as a bonus action.

Burdock. Roshbar can use his bonus action to return his burdock to him, if it is within 30 feet of him.

Relentless Endurance (1/day). When Roshbar is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead.

ACTIONS

Multiattack. Roshbar makes two hammer attacks.

Hammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 9 (1d10 + 4) bludgeoning damage plus the chosen infusion damage.

Burdock. Roshbar throws a mechanical contraption at a creature within 60 feet of him that he can see. The target must succeed on a DC 15 Dexterity saving throw or the contraption latches itself to the target's body. At the end of Roshbar's turn, the target takes 7 (2d6) piercing damage. The target can use its action to make a DC 17 Strength (Athletics) check, removing the contraption on a success.

ABBIE WALKER

HISTORY

Abbie grew up in Waterdeep as the daughter of an infamous thief. Her father taught her everything he knew, which was limited to how to efficiently relieve people of their possessions. Together, they opened new lines of business, like fraud, grifting, and blackmail. At one point, they were even running their own insurance company. Following a devastating fire, the owners of Walker & Daughter Insurance had to skip town. Father Walker went north, to Neverwinter, while Abbie went south to Baldur's Gate. The plan was to test the waters, and whatever city proved to be more promising, would become their new playground. Unfortunately, Abbie stole from the wrong people in Baldur's Gate. Now there is a bounty on her head, again.

LOCATION & TACTICS

Abbie hides in the Elfsong Tavern, disguised as a pirate with a fake beard. She tries to keep a low profile while waiting for the heat to cool down. Stowing away on a ship is another option she is considering.

Abbie sits in the taproom next to the staircase, keeping an eye on the door. When trouble comes her way, she fires three bolts against different targets and Dashes into her room upstairs, closing the door behind her. A character who inspects the door and succeeds on a DC 14 Intelligence (Investigation) check, finds that the door is trapped. A character can disarm the trap by succeeding on a DC 16 Dexterity check using thieves' tools. The trap triggers when the door is opened, creating an explosion centered on the doorstep equal to a *fireball* spell. Abbie has prepared a body destined to be burned in the explosion, propped up against the far wall. Meanwhile, she escapes through the window. A character who investigates the body and succeeds on a DC 10 Intelligence (Medicine) check realizes that the corpse is several days old. Abbie attempts to keep her distance, using her bonus action to Hide or Dash and pepper the characters with ranged attacks.

Abbie Walker

Medium humanoid (human), neutral

Armor Class 16 (studded leather)

Hit Points 99 (18d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Dex +7, Cha +6

Skills Deception +6, Perception +6, Persuasion +6, Sleight of Hand +7, Stealth +7

Senses passive Perception 16

Languages Common

Challenge 6 (2,300 XP)

Cunning Action. Abbie can take a bonus action on each of her turns in combat. This bonus action can be used only to take the Dash, Disengage, or Hide action.

Poisoned Weapons. A creature hit by one of Abbie's attacks must make a DC 15 Constitution saving throw. A target takes 7 (2d6) poison damage and has its speed halved until the end of its next turn on a failed save, or half as much damage and no speed reduction on a successful one.

Uncanny Dodge. When an attacker that Abbie can see hits her with an attack, she can use her reaction to halve the attack's damage.

ACTIONS

Multiattack. Abbie makes three rapier or hand crossbow attacks.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

"ABBIE WHO? NEVER HEARD OF HER. MY NAME IS BRISTLE BEARD; I SAIL THE SEAS IN SEARCH OF TREASURE. YOU BETTER SCURRY AWAY, OR I WILL FETCH MY PLANK! YARRRR."

— DISGUISED ABBIE



Aidrid



Vivienne Byshey



Oran

VIVIENNE BYSHEY

HISTORY

Vivienne is an adventurer from Cormyr. She set out while still in her youth, survived many close encounters with death, and left some great evils in her wake—properly beheaded of course. Her travels brought her as far south as Calimport, and all the way north to Mirabar. After seeing many of her friends and comrades die by the hands of common lowlifes or acid-spewing monsters, she pledged herself to Lathander, and learned the art of healing.

In Baldur's Gate, Vivienne witnessed a noble beating their servant to death in the middle of the road. She came too late to save the mutilated servant, but she vowed to prevent such tragedies in the future. Without a second thought, she rammed her spear through the noble's heart. While her actions may have been just, they certainly were unlawful. The bounty on her head being the result.

LOCATION & TACTICS

Vivienne hides in a warehouse in the Gray Harbor, waiting for an opportunity to leave the city. She rests in the attic, while watching the lower levels through small cracks in the ceiling. When the characters enter the building, she shouts: "You don't have to do this. Turn around and we will all live to enjoy tomorrow!"

Vivienne cast a *glyph of warding* at 4th level on the only staircase leading up to the attic. Stepping on the staircase triggers the explosive runes, dealing 27 (6d8) thunder damage in the affected area (see the spell *glyph of warding* for details). Hearing the explosion, Vivienne cuts loose a grain-filled crate, hoisted right above the staircase. The crate destroys the staircase, and the character who triggered the *glyph of warding* must make a DC 12 Dexterity saving throw. The character takes 18 (4d8) bludgeoning damage on a failed save, or half as much damage on a successful one. Vivienne only knocks characters unconscious and runs when she sees the chance. She opens combat by casting *hold person* at 3rd level on the characters' front line and *spiritual weapon*. When *hold person* ends or fails, she casts *spirit guardians*.

Vivienne Bysbey

Medium humanoid (human), neutral good

Armor Class 17 (splint)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Str +7, Wis +6

Skills Athletics +7, Insight +6, Medicine +3, Religion +3

Senses passive Perception 13

Languages Common

Challenge 7 (2,900 XP)

Action Surge (1/day). On Vivienne's turn, she can take one additional action on top of her regular action and a possible bonus action.

Spellcasting. Vivienne is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Vivienne has the following cleric spells prepared:

Cantrips (at will): *light*, *mending*, *sacred flame*, *spare the dying*

1st level (4 slots): *cure wounds*, *sanctuary*, *shield of faith*

2nd level (3 slots): *hold person*, *spiritual weapon*

3rd level (2 slots): *dispel magic*, *glyph of warding*, *spirit guardians*

ACTIONS

Multiattack. Vivienne makes three spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Preserve Life (2/day). Vivienne heals 25 hit points.

"SOMETIMES, WE MUST MAKE HARD DECISIONS. I STAND BY MINE. LATHANDER WILL BE MY JUDGE AFTER I DIE, NOT YOU OR ANY OTHER!"

— VIVIENNE

ORAN

HISTORY

From his earliest memories, Oran was a wanderer. Born in a nomadic tribe, he never spent more than a few weeks in a single spot. Later in life, he realized that his tribe has been walking in circles through an inhospitable desert, probably for hundreds if not thousands of years. An unbearable disgust overcame him after that realization, and Oran left friends and family behind without saying a single word. Finally free, he has never stopped walking and experiencing the world. The fighting techniques he learned in his tribe helped him greatly, but he honed his skills by incorporating different martial arts from anyone willing to teach. Oran plans to return to his tribe one day and break the cycle; preferably by force. The bounty on Oran's head is offered by the pupils of a master he killed in combat. Not too unusual, but Oran not only beat but also humiliated the teacher, enough to warrant revenge.

LOCATION & TACTICS

Oran prefers meditating on top of tall buildings. Currently, he's sitting on top of the High House of Wonders. The flat-roofed building is 400 feet long, 100 feet wide, and 60 feet tall. The roof can be accessed by two trapdoors, placed on opposite ends of the roof 400 feet apart.

Oran opens combat by pummeling the characters with his Dragon Fist, forcing them to close in while also moving in their direction. Oran prefers not to kill any of the characters, but when he falls below half of his hit points, he moves to the building's borders and attempts to throw the characters over the side. A creature falling from this height takes 21 (6d6) bludgeoning damage. When attempting to push a character with high strength, Oran attempts to stun the character first. If Oran falls below 30 hit points, he jumps off the roof and flees.

Oran

Medium humanoid (human), neutral

Armor Class 17 (unarmored defense)

Hit Points 130 (20d8 + 36)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	20 (+5)	12 (+1)

Saving Throws Dex +7, Wis +8

Skills Acrobatics +7, Perception +8, Stealth +7

Damage Immunities poison

Senses passive Perception 18

Languages Common

Challenge 8 (3,900 XP)

Soul Resistance (3/Day). Oran can reroll a saving throw he fails. He must use the new roll.

Empowered Strikes. Oran's unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Evasion. When Oran is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Slow Fall. Bludgeoning damage Oran takes from falling is reduced by 70.

ACTIONS

Multiattack. Oran makes four unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. Choose one of the following additional effects:

- ❖ The target must succeed on a DC 16 Strength saving throw or be pushed up to 15 feet away from Oran.
- ❖ The target must succeed on a DC 14 Constitution saving throw or is stunned until the end of Oran's next turn.
- ❖ The target must succeed on a DC 16 Dexterity saving throw or takes an extra 10 (3d6) radiant damage.
- ❖ A creature within 5 feet of the target, whose AC is equal or lower than the target's, takes 4 bludgeoning damage.

Dragon Fist. Oran casts *scorching ray* at 8th level. His spell attack bonus for this action is +8.

AIDRID

HISTORY

Aidrid is a child of Ruathym, a raider and warrior through and through. There's no better feeling than crushing your enemies' skulls, looting their corpses, and plundering their homes. Rumor has it, Aidrid is a child of the Storm Maiden herself. With the supposed lineage giving her a valid claim to power, Aidrid attempted to take the throne of Ruathym. Alas, the plan failed, and Aidrid was slain. The victorious king put her corpse on a raft and pushed her into the sea. Many days later, Aidrid set foot on the shore near Baldur's Gate, unsure if the gods still had a plan for her, or if she was just lucky. Killing several people on her way to the city to acquire food and equipment resulted in a sizeable bounty on Aidrid's head.

LOCATION & TACTICS

Aidrid recruits warriors and sailors in an alehouse named "Blood & Bones" located in the harbor area. She can be found in the taproom, drinking at the bar.

Aidrid uses her Frenzied Rage when combat starts and engages characters with ranged weapons or casters first. When she notices a character healing an ally, she focuses on the healer. In the alehouse, Aidrid can use her action to make a DC 15 Charisma (Intimidation) check. On a success, 2 (1d4) **bandits** support her against the characters. Aidrid uses her Shield Bash preferably against strongly armored targets. When she falls below 25 hit points, Aidrid runs from the alehouse and dives into the harbor water in her attempt to escape.

"IT IS ONLY A QUESTION OF TIME BEFORE I TAKE MY RIGHTFUL SEAT ON THE THRONE. YOU COULD JOIN ME IN MY QUEST FOR POWER AND REVENGE. COUNTLESS RICHES AWAIT THE BRAVE AND LOYAL!"

— AIDRID

Aidrid

Medium humanoid (human), neutral

Armor Class 18 (chainmail and shield)

Hit Points 168 (16d12 + 64)

Speed 55 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Str +7, Con +8

Skills Intimidation +7, Nature +5, Perception +6, Survival +6

Senses passive Perception 16

Languages Common, Ruathen

Challenge 9 (5,000 XP)

Frenzied Rage (3/day). As a bonus action, Aidrid enters a frenzied rage, gaining the following benefits:

- ❖ Aidrid rolls 2 additional damage die when scoring a critical hit, and her weapon attacks score a critical hit on a roll of 18, 19 or 20.
- ❖ When Aidrid scores a critical hit against a creature, the target must succeed on a DC 14 Strength saving throw or is knocked prone.
- ❖ Aidrid has resistance to bludgeoning, piercing, and slashing damage as well as immunity to psychic damage.
- ❖ Aidrid has advantage on Dexterity and Strength saving throws.
- ❖ Aidrid's speed increases by 20 ft.

Aidrid's rage lasts for 1 minute, which she can end early on her turn using a bonus action.

ACTIONS

Multiattack. Aidrid makes four warhammer attacks.

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage.

REACTIONS

Shield Bash. When a creature within 5 feet of Aidrid hits her with an attack, she can use her reaction to cause the creature to make a DC 14 Dexterity saving throw. On a failed save, the creature is stunned until the end of its next turn.

Rimebeard



Kordin the Black



Gleda d'Harcourt

KORDIN THE BLACK

HISTORY

Kordin was born in a small village south of Luskan. His prospects in life were either working in his father's fishery, or his uncle's small shipyard. However, a different opportunity arose when Kordin heard a strange voice in his head, luring him with the promise of riches and power. What young man could resist such an offer? Soon after, Kordin found himself in the service of Slarkrethel, a powerful kraken wizard.

Since then, Kordin serves as assassin, recruiter, spy, and ambassador. The Harpers have offered a bounty on his head for many years. Many bounty hunters have met their end by Kordin's hands and, over time, he has learned to enjoy the simple pleasure of killing his greedy persecutors.

LOCATION & TACTICS

Kordin passed the recent nights in the Water Queen's House, the temple of Umberlee in the Lower City. Slarkrethel sent Kordin to test the clerics' unwavering conviction to their goddess and her chosen. The priests aren't happy about his visit but treat Kordin as a guest.

Kordin's approach to fighting is to kill first and revive for questioning later. He starts combat by casting *hold person* on four characters. Kordin then uses his Action Surge and casts *dominate person* on a character not affected by the *hold person* spell, preferably a character who wears heavy armor. Kordin commands the character to attack the arcane caster of their group. On his next turn, Kordin casts *finger of death* on the attacked character. Kordin saves his last spell slot to cast *dimension door* and escape if things turn sour.

"OPEN YOUR MIND AND LET ME IN!"

— KORDIN THE BLACK

Kordin the Black

Medium humanoid (human), neutral evil

Armor Class 16 (breastplate)

Hit Points 171 (18d8 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	20 (+5)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Con +9, Cha +8

Skills Arcana +6, Deception +8, Intimidation +8

Damage Resistances psychic

Senses darkvision 120 ft., passive Perception 12

Languages Common, telepathy 30 ft.

Challenge 10 (5,900 XP)

Action Surge (1/day). On Kordin's turn, he can take one additional action on top of his regular action and a possible bonus action.

Amphibious. Kordin can breathe air and water.

Mystic Arcanum (1/day each). *eyebite, finger of death*

Second Wind (1/day). As a bonus action, Kordin regains 7 (1d10 + 2) hit points.

Spellcasting. Kordin is a 13th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast, friends, minor illusion*

1st-5th level (3 5th-level slots): *armor of Agathys, banishment, clairvoyance, counterspell, detect thoughts, dimension door, dissonant whispers, dominate person, Evard's black tentacles, hold person, invisibility, sending*

ACTIONS

Multiattack. Kordin makes two longsword or tentacle attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 8 (1d10 + 3) slashing damage plus 4 necrotic damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 25 ft., one target.
Hit: 6 (1d6 + 3) bludgeoning damage.

REACTIONS

Entropic Ward. When a creature makes an attack roll against Kordin, he can use his reaction to impose disadvantage on that roll. If the attack misses, his next attack roll against the creature has advantage if he makes it before the end of his next turn.

RIMEBEARD

HISTORY

Rimebeard, once a member of the Emerald Enclave, turned heretic and took steps to destroy all civilization. He is known for leveling entire villages, working with goblinoids and other monsters to attack towns, and destroying important infrastructure like bridges. His deeds stem from a deep desperation about the seemingly unstoppable destruction of nature. Rimebeard's methods were tempered, even benevolent once. But after so many setbacks, he uses all the tools available.

Rimebeard came to Baldur's Gate to deal a decisive blow to the city. His plan is to destroy the sewers, clogging up the city with its own waste. Additionally, Rimebeard plans to send diseased rats into Baldur's Gate, to hasten the spread of whatever plague befalls the citizens.

LOCATION & TACTICS

Rimebeard lives in a small alcove in the sewers. The characters find Rimebeard meditating in a circular chamber with a diameter of 120 feet and a height of 10 feet. The floor is covered in ankle-high water.

Rimebeard opens combat by casting *hold person* at 5th level, if needed. On his next turn, Rimebeard uses his Change Shape action. Once he returns to his original form, he uses *plane shift* against a weakly armored character, to send them to Bytopia. Rimebeard can use *polymorph* to turn into a **mammoth**, or other beasts with a CR of 2 or lower. When Rimebeard falls below 50 hit points and has no uses of *polymorph* left, he uses *wall of ice* or *wall of stone* to trap the characters and escape.

Rimebeard

Medium humanoid (human), neutral

Armor Class 15 (hide +2)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	18 (+4)	14 (+2)	20 (+5)	12 (+1)

Saving Throws Int +6, Con +8, Wis +9

Skills Insight +9, Perception +9, Survival +9

Damage Immunities cold

Senses passive Perception 19

Languages Common, Druidic

Challenge 11 (7,200 XP)

Favored of Auril. Whenever Rimebeard casts spells that deal cold damage, he rolls an additional damage die.

Spellcasting. Rimebeard is an 13th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *ray of frost*, *resistance*, *shillelagh*

1st level (4 slots): *cure wounds*, *fog cloud*, *speak with animals*, *thunderwave*

2nd level (3 slots): *darkvision*, *hold person*, *moonbeam*

3rd level (3 slots): *water breathing*

4th level (3 slots): *confusion*, *dominate beast*, *ice storm*, *polymorph*

5th level (2 slots): *antilife shell*, *cone of cold*, *insect plague*, *wall of stone*

6th level (1 slots): *heal*, *wall of ice*

7th level (1 slots): *plane shift*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +5 to hit (+9 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 8 (1d8 + 5) bludgeoning damage with *shillelagh*.

Change Shape (1/day). Using the druid's Wildshape feature, Rimebeard transforms into an **abominable yeti**.

"I FEEL THE WARMTH OF YOUR MEAT. IT DISGUSTS ME! IF I HAVE TO TAKE EVERY LAST LIFE TO PRESERVE NATURE, I WILL NOT SHRINK FROM DOING WHAT IS NEEDED!" — RIMEBEARD

GLEDA D'HARCOURT

HISTORY

Gleda d'Harcourt was a paladin in the service of Torm before being corrupted by Cyric. The mad god spun a web of lies around Gleda, killed off her family and most trusted friends, and sent her ever deeper into a rabbit hole of despair and insanity.

Isolated and vulnerable, Cyric himself appeared before the troubled paladin. Disguised as Torm, Cyric demanded that Gleda renew her oath to him, then and there. Gleda pledged her undying loyalty for all eternity, knelt, and kissed the deceiver's hand. Cyric laughed and ordered Gleda to slay all her allegedly fallen comrades in Torm's Chapter. After the deed was done, Cyric revealed himself to Gleda, which completely broke her. Now, Gleda does Cyric's bidding, and travels across the world to spread death and misery. The bounty on Gleda's head also includes returning her weapon to the church of Helm so it may be cleansed and returned to Helm's service.

LOCATION & TACTICS

Gleda rented a room in the Brass Harp Inn and Tavern and prays in her chamber. First, she uses *destructive wave* if she can get into a position where the spell affects at least three characters. Gleda uses *banishment* to remove characters with the highest damage potential from the fight. She goes through her different smite options from top to bottom, but only uses *banishing smite* against characters she has hit at least two times with her weapon. On each turn, if possible, she uses her *Corrupting Touch* against melee fighters.

"KNEEL DOGS, AND RECEIVE THE LIBERATING TIP OF MY SWORD. IT IS A JOYFUL TIME! CYRIC WELCOMES ALL THOSE WHO CALL ON HIS NAME WITH THEIR DYING BREATH."

— GLEDA D'HARCOURT

Gleda d'Harcourt

Medium humanoid (human), chaotic evil

Armor Class 18 (adamantine plate)

Hit Points 190 (20d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	14 (+2)	18 (+4)	20 (+5)

Saving Throws Con +8, Wis +8, Cha +9

Skills Insight +8, Medicine +8, Persuasion +9, Religion +6

Senses passive Perception 14

Languages Common

Challenge 12 (8,400 XP)

Aura of Doom. Creatures within 30 feet of Gleda have disadvantage on their saving throws.

Corrupting Touch (5/day). As a bonus action, Gleda touches a creature within 5 feet of her. The target must succeed on a DC 17 Constitution saving throw or becomes poisoned. The target can repeat the saving throw at the end of its turn, ending the effect on a success.

Corrupted Avenger. The weapon offers the following benefits unique to Gleda:

- ❖ Gleda has advantage on saving throws against spells and other magical effects.

- ❖ Gleda heals 2 (1d4) hit points for each hit with the corrupted avenger.

Legendary Resistance (2/Day). If Gleda fails a saving throw, she can choose to succeed instead.

Spellcasting. Gleda is a 19th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She has the following paladin spells prepared:

1st level (4 slots): *command*, *shield of faith*, *wrathful smite*

2nd level (3 slots): *branding smite*, *lesser restoration*

3rd level (3 slots): *blinding smite*, *crusader's mantle*, *daylight*, *magic circle*

4th level (3 slots): *banishment*, *locate creature*, *staggering smite*

5th level (2 slots): *banishing smite*, *destructive wave*, *geas*

ACTIONS

Multiattack. Gleda makes two attacks with her corrupted avenger.

Corrupted Avenger. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 14 (2d6 + 7) slashing damage plus 11 (2d10) necrotic damage.



CHAPTER THREE: RANDOM ENCOUNTERS

RANDOM ENCOUNTERS

2d10	Daytime Encounter	Nighttime Encounter	Sewer Encounter
2	Mad stabber	Shar's priestess	Sewer elemental
3	Insidious barber	Grease fire	Anti-matter zone
4	Cyric's priest	Crazed wererat	Birdcage
5	Suspect horse cart	Street justice	Glowing mushrooms
6	Thieving sword swallower	Drug dealer	Floater
7	Rampaging apes	Drunken master	Sewage dam
8	Fraudulent street vendor	Fake patrol	Rats & thieves
9	Lost wanderer	Scammer	Loud pump
10	Dexterous thimblerrigger	Bloody hand	Sphere
11	Wishing well	Battle of rimes	White crocodile
12	Pillory	Guard under attack	Old bag
13	Construction accident	Stolen goods	Exterminators
14	Berserker duelist	On the lam	Flumph
15	Bargaining doctor	Retired instructor	Corpse
16	Mourning musician	Smokehouse	Ooze farm
17	Fortune teller	Dead nightingale	Expedition
18	Desperate scholar	Naked man	Severed arms
19	Ilmater's priestess	Dead robber	Kobold worker
20	Invisible friend	Wine tasting	Scavengers

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ENCOUNTERS

You can use these random encounters to fill the city of Baldur's Gate with life. The emphasis lies on interesting inhabitants, who the characters may befriend or make enemies of. Most day- and nighttime encounters are interchangeable but thematically best fit their respective part of the day. The tables are weighted, meaning rolling the outliers becomes increasingly improbable. You may also pick encounters your players might particularly enjoy and can adjust the difficulty of the encounter.

ANTI-MATTER ZONE

A curiosity presents itself. A few feet before you, a spherical portion of the sewers is entirely missing. The path is completely gone, as are parts of the wall and ceiling. Now, sewage fills the missing parts of the floor.

The phenomenon was caused by a 10-foot-diameter sphere of annihilation. There sphere is destroyed now, but it left ripples in the weave that are damaging to matter. A character who passes through the affected area takes 2 (1d4) necrotic damage.

BARGAINING DOCTOR

From quite a ways away, you can hear spirited shouting. Nearing the scene, you see two people engaged in an intense bargaining session. Words like "cutthroat," "panhandler," and "good thrashing" are thrown around liberally.

Tulip (neutral good female halfling **commoner**) is a physician on a mission. She has a Wisdom of 16 and proficiency in Medicine. Tulip wants to acquire expensive sulfur crystals from a merchant but can't afford them. Her attempts at haggling failed spectacularly. The characters can purchase the crystals for Tulip for 10 gp. The mineral is the basis for an experimental but extremely potent medicine. As a thank you, Tulip sends the characters one dose of her medicine three days after the event. Taking the medicine grants you advantage on your next saving throw against a disease. The effect ends after 24 hours.

BATTLE OF RIMES

You notice a crowd and approach to find out what is at the center of their attention. Encircled by the many people, you find two women engaged in a battle of wits. They exchange unpleasantries, grave insults, and far-fetched implications about each other's respective mothers. Depending on how loud the crowd cheers, the tide of battle turns, it seems. "They are at it for several hours now!" a bystander informs you.

The characters witness a duel to the death of a person's reputation. The combatants fight dirty, with lyric feints and figurative low blows. Dueling are two half-elven sisters, Elisen and Gweyir. The characters can sway the battle by using cheer-intensifying magic in favor of one side, or by entering the battle, turning the battle of rimes into a battle royale. Succeeding on three consecutive DC 15 Charisma or Intelligence (Performance) checks before failing two attempts, wins the character the day.

BERSERKER DUELIST

A towering figure makes its way through the many people buzzing about. Two heads taller than anyone around, the woman does stand out. When she sees you, a big grin forms on her face. Without much care for passers-by, she plows through the masses in your direction.

Chirgann (chaotic neutral female human **berserker**) is a travelling warrior who challenges worthy opponents to duels. She chooses the character most proficient in melee combat as her prey, formally introducing herself, and proclaiming the challenge. If she is defeated, she offers her blade for one quest of the victor's choice. If Chirgann wins, she gives the character "time to grow" before they meet again.

BIRDCAGE

You find a large crack in the floor, extending into the wall. You cannot see how deep the crack is, and it is too small to explore what lies beneath. Curiously, a cage with a dead canary inside stands next to the fissure.

A character who succeeds on a DC 10 Intelligence (History) check knows that these birds' death normally indicates deadly gases. If the characters cross the crack while carrying open flames, the gas explodes. Characters within 10 feet of the fissure must succeed on a DC 14 Dexterity saving throw, quickly diving under water, or take 14 (4d6) fire damage in the conflagration. Enough gas for a renewed explosion accumulates after 1 hour.

BLOODY HAND

You walk along a dimly lit street, when one of the passers-by lays their hand on your chest. It only lasts an instant, and you're left to wonder what has happened. Looking at your chest, you see a bloody hand mark.

Hans (chaotic neutral male human **commoner**) is a prankster who puts pig's blood on people's chest to freak them out. If the characters succeed on a DC 16 Wisdom (Perception) check, they make out Hans among the people. Use the chase rules to play out the pursuit, if the characters want to catch the culprit. Hans only laughs when they catch him and proclaims: "You should be used to blood, looking like the mercenaries you are. What's the big deal?"

CONSTRUCTION ACCIDENT

You are passing by a large construction site, when you hear a loud crack, followed by shouting, and finally a heavy thump. Some passers-by look stunned, others shake their head and continue on their way. Reason being, only a few feet away from you, a worker fell to the ground from high up and now lies motionless. A puddle of blood forms under the man's head quickly!

The construction site the characters are passing is that of The Noble Coin, an up-and-coming bank in Baldur's Gate. Unless the characters act quickly, Wellyn (neutral male human **commoner**) dies then and there on the street. A character must succeed on a DC 14 Wisdom (Medicine) check to stabilize the worker, or use some form of healing magic to get Wellyn back on his feet immediately. After whatever outcome, a stressed foreman appears, and pays the

characters 1 gp if they stabilized Wellyn or 2 gp if they healed him. The coins are for the characters' troubles, and their discretion, the foreman makes clear. Accidents are seen as bad omens, which would impair the bank's good reputation before it is even finished!

CORPSE

Perched against the wall, you find a tall, male corpse. A fresh puddle of blood on the floor suggests that this person has died not too long ago.

Examining the corpse reveals that the person died from several stab wounds in the gut. Searching the body and succeeding on a DC 16 Intelligence (Investigation) check reveals a ruby worth 500 gp in the person's throat. A character who succeeds on a DC 14 Wisdom (Perception) check finds a bloody trail leading away from the body. If the characters follow the tracks, they find another corpse. The corpses are the remains of two friends, both scavengers, who killed each other over the finding of the valuable gem. After the fight, not knowing his former friend had already died, the other attempted to swallow the stone to fool the former friend into thinking the ruby was discarded into the sewage.

CRAZED WERERAT

The calm night is disturbed by a high-pitched scream. Shortly after, a furry figure scurries down from the top of a building nearby and heads your way with red glowing eyes!

Robar (chaotic evil male dwarf **wererat**) attacks the characters in his hybrid form. Robar is a beggar who was infected with lycanthropy while fending off a giant rat; this shattered his already damaged psyche. Now completely insane, Robar attacks passersby to infect as many people as possible. The characters can end the infection and reverse the condition by casting *remove curse* on the crazed dwarf. Alternatively, the characters can restore Robar's sanity by casting *minor restoration* or *greater restoration* on him, after which he ceases the attacks.

CYRIC'S PRIEST

You pass an old beggar, one among hundreds. To your surprise, the beggar throws a gold coin at you, followed by the words: "I will give you a thousand gold pieces if you kill that ugly bloke over yonder!" With that, he points at a different beggar, sitting in an alley across the street. A toothless grin spans his face, as the murderous client stares at you with sickly eyes.

Eswir (chaotic evil male human **priest**) is an itinerant priest and devout follower of Cyric. The offer is genuine. Eswir carries a bag of holding with him, in which 1,000 gp wait for the slayer of a nameless beggar. A character who complies and accepts the gold, must make a DC 15 Wisdom saving throw or suffer from a short-term madness, as determined by rolling on the Short-Term Madness table in Chapter 8 of the *Dungeon Master's Guide*.

DEAD NIGHTINGALE

Without grace, a bird crashes at your feet and lies motionless. Bound about its leg, you see a small scroll. The bird died in the line of duty.

A character who succeeds on a DC 10 Intelligence (Nature) check recognizes the bird as a nightingale. The message it carries is a love letter from one Lady Burmal to a person called Sweet Cheeks. An hour of inquiries and success on a DC 16 Charisma check reveals Sweet Cheeks to be a local good-for-nothing philanderer. The characters can return the letter to either of the mentioned persons for a reward of 50 gp, or to Lord Burmal, for a reward of 500 gp.

DEAD ROBBER

The familiar smell of fresh blood fills your nostrils. It guides you to a dark alley, where you spot a mangled corpse on the ground. Several bolts protrude from the dead person's back, and a large puddle of blood slowly flows in your direction.

The dead robber's name was Jilltin, a skilled and highly regarded individual—in certain circles. Searching the corpse reveals the following items: one *potion of invisibility*, a blue spinel worth 500 gp, and a

locket with a drawing of a young boy inside—Jilltin's son. Jilltin's head is worth 250 gp if brought to a guard barracks or similar building. The necklace and gem may serve as future plot points.

DESPERATE SCHOLAR

A desperate scream echoes through the street when a small woman gets thrown out of a shop. She lands hard on the ground and rubs her behind, which must hurt from the fall. She has tears in her eyes when she screams in the general direction of the shop: "You will regret that!"

Ianna (neutral female gnome **apprentice wizard** VGtM) is trying to get her hands on a book she needs for her thesis. Unfortunately, she has already accrued a sizeable debt with the proprietor, and attempted to fool them with a false appearance using *alter self*—to no avail. The characters can buy the book for 50 gp, steal it with a successful DC 16 Dexterity (Sleight of Hand) check, or get store credit with a successful DC 20 Charisma (Persuasion) check. If the characters help, Ianna sends them three random spell scrolls of first level a few days later.

DEXTEROUS THIMBLERIGGER

A small cluster of people has formed around a person sitting on the ground, where dexterous hands set three cups dancing across an old, dusty rug. You hear people shouting "Left! No, right!" and conclude there's some betting going on. An opportunity to earn some coins?

The occasional thimblerrigger, Destitute (neutral female tiefling **illusionist** VGtM) passes a lazy afternoon with some games. The characters can bet up to 10 gp on the location of a small marble, normally hidden beneath one of the cups. In the first round, Destitute makes a Dexterity (Sleight of Hand) check with advantage to hide the marble up their sleeve. In the second round, Destitute uses *major image* to create a fake marble that the tiefling hides below ground when someone picks the correct cup. Destitute doesn't dismiss the spell and instead "hides" the marble so that it is reusable. When the situation gets out of hand, Destitute casts *invisibility* and runs away.

DRUG DEALER

A small person standing in the shadows whistles quietly when you pass by. When gaining your attention, the person opens their mantle, revealing a myriad of small bags hanging from the inside of their coat.

The pretend drug dealer is Lilosa (neutral female gnome **bandit**). She sells colorful salt, ground bricks, different spices, and dried fisheyes as drugs. She waits for her customers to explain what they want, then sells them whatever small bag she grabs. One bag of fake drugs costs 1 gp. After concluding the transaction, Lilosa vanishes into the sewers.

DRUNKEN MASTER

A swaying man leaves a tavern and slowly bumbles in your direction. It seems he is barely able to stand, let alone walk! As he closes the distance, he asks you with a heavy tongue: "You interested in a dance? I have not worked out in a while!"

The man's name is Lyon (neutral male human **martial arts adept** VGTm) and he is a renowned drunken master. The characters can prevent a brawl with a successful DC 14 Charisma (Persuasion) check. Otherwise, Lyon attempts to punch the strongest character in the face. He only deals non-lethal damage. If the characters kill Lyon, three of his pupils, all **martial arts adepts**, seek out the characters to avenge their master. It is at your discretion when this occurs.

EXPEDITION

You hear murmurs and curses in the darkness. The sounds originate from a large recess in the wall, which shifts and turns, making it impossible to tell what the source is without exploring the crevice.

At the end of the crevice, the characters find Gwendella (neutral female half-elf **assassin**). She is the last survivor of an expedition into the Underdark, which originated in Waterdeep. Gwendella is disoriented, sick, malnourished, and in a delirium. She managed to come this far, but her body failed her on the final stretches. She wears a grotesque mask

made from a mindflayer head and dirty quaggoth pelts that hang loosely on her gaunt frame, exposing bruises everywhere. Unless the characters bring her to a healer on the surface or cast *minor restoration* to cure her sickness, she will deteriorate and die. Gwendella remains in the city for half a year and happily helps the characters with information about the Underdark in general and its creatures.

EXTERMINATORS

A group of people wearing strange masks cross your path. Long tubes connect the unusual headgear to their backpacks, and their eyepieces give off a green hue. With muffled voices, they ask about your business in the sewers.

The characters encounter Wolfmann (lawful neutral male human **veteran**) and his troop of exterminators, three **guards**. They are professional monster hunters and keep the sewers clean on a contractual basis. If asked what the exterminators usually encounter, they give the following account: swarms of rats, giant rats, pig-rats, wererats, oozes of various colors and sizes, the odd darkmantle, and dangerous fungi. Wolfmann makes the following proposition: if the characters are free, he could use their help. The exterminators tracked a swarm of five **gibbering mouthers** they cannot take on alone. If the characters help, Wolfmann promises them half of the pay, 250 gp.

FAKE PATROL

You were minding your own business, when a bit of trouble came your way. Six guards with smug looks on their faces now stand in your path: "What a nice evening we have! Could you show us your permit for violating the curfew by chance?"

The guards are six **bandits** in disguise, who use their pretend authority to fleece people. When the characters can't produce their imaginary permit, the guards ask for a penalty of 5 gp per head. If the characters can't pay up, the guards suggest the characters' equipment will suffice as payment. A character with a passive Wisdom (Insight) of 12 or higher sees through the charade. The guards carry 56 gp and eight bottles of wine with them.

FLOATER

Slowly but surely, a human-sized object drifts in your direction through the viscous wastewater. The ambient stink increases as it comes closer, unbelievably so.

The floater (**zombie**) is animated by spores, and attacks the characters if they attempt to interact with it. When the characters deal damage to the floater, all creatures within 15 feet of it must make a Constitution saving throw or take 3 (1d6) necrotic damage from the spores. A character who examines the floater and succeeds on a DC 18 Intelligence (Medicine) check finds an alien fungal infection in the brain.

FLUMPH

You see a strange, green ball floating on an intersection ahead. It turns a corner and vanishes from sight.

The creature the characters spotted is a **flumph**. The reason for its green color is its curiosity about the characters. If the group is good or neutral aligned, the flumph waits to speak with them. If they are evil aligned, the flumph flees. The flumph's name is Hyxdrophilinous, or simply Hyx for clumsy human tongues. It is an explorer and left the Underdark to see what it would encounter if it continuously floats up. If the characters tell Hyx about the surface, it is intrigued by the concept and asks if the characters can show it around.

FORTUNE TELLER

You pass an inconspicuous stall when you hear a strange voice: "I have been waiting for you! Step over here, I must tell you of your future." When you take a gander at the small shed, you see a wrinkled fortune teller with a twinkling smile. The number of metal teeth is staggering! "Do not be shy, come closer!"

The fortune teller, Old Haj (neutral female human **commoner**), pretends to be able to foretell the characters' future for a silver piece.

Old Haj offers several methods: the reliable chiromancy, reading from tea leaves, tossing bones, or plain old fish guts. After telling the characters their fortunes—they will become rich and famous after enduring hellish hardships—Old Haj signs with thieves' cant where they can find a safehouse in the sewers not far away. Courtesy of the house.

FRAUDULENT STREET VENDOR

From afar, you hear a high voice shouting: "Health potions! Selling life-saving potions of healing! Radically reduced in price and guaranteed not stolen!" It does not take long, and you see the origin of the commotion. A young gnome, with a vendor's tray strapped to their belly, offers several flasks and vials to interested parties.

The vendor Bimpnobbin (chaotic neutral male gnome **spy**) sells counterfeit health potions. Bimpnobbin offers eight potions for 25 gp each. The gnome hints that the potions are "hot goods" and therefore comparatively cheap. It is hard to tell the potions from the genuine, since color, taste and viscosity are almost perfect. Short of testing the healing effects then and there, a character must succeed on a DC 15 Wisdom (Insight) check to see through the charade or on a DC 10 Intelligence check using alchemist's supplies to verify the potions' uselessness. Once found out, Bimpnobbin ditches the tray and runs.

GLOWING MUSHROOMS

Ahead, you see a field of mushrooms growing on the walls and ceiling. They emit a blue light, illuminating this part of the sewers. Many dead creatures in various stages of decay litter the floor in their vicinity.

The mushrooms are extremely poisonous. The characters must either make a detour, or a DC 12 Constitution saving throw when passing through the affected area. On a failed save, the character is poisoned for 1 hour. A character who succeeds on a DC 16 Intelligence (Nature) check can harvest some of the mushrooms. The character creates the equivalent of two *basic vials of poison*.

GREASE FIRE

With a sudden burst, hungry flames turn night into day. A spilled barrel of grease caught fire, and the conflagration spreads at an alarming rate! People run in terror, and the grease monger slowly descends into the shadows. A burning sea now blocks your path, and black plumes ascend into the night sky.

The grease monger accidentally tipped the barrel over, causing the fire, and tries to skip responsibility by running away. The characters can prevent the fire from spreading by using any non-water-based magic that covers the flames or deprives it of oxygen. Covering the flames in dirt with good old muscle power may also do the trick. By using digging implements and succeeding on a DC 12 Strength (Athletics) group check, the characters can prevent the worst. Otherwise, a small city district falls victim to the fire.

GUARD UNDER ATTACK

You hear the muffled sounds of a street brawl and quickly find the source of the commotion: Several figures are stomping on a helpless person on the ground, while people pass by with lowered heads. The person on the ground is either dead or unconscious, but the attackers won't relent!

Three **thugs** just realized that the fourth in their gang is an undercover agent, and they don't take too kindly to snitches and traitors. On the ground, lies Emma (lawful neutral female **guard**) with 0 hit points. Begin rolling death saving throws for her when the characters engage the thugs. If she survives, Emma asks the characters to carry her to the barracks. The characters receive 50 gp, and a figurative get out of jail free card for a minor future offense.

ILMATER'S PRIESTESS

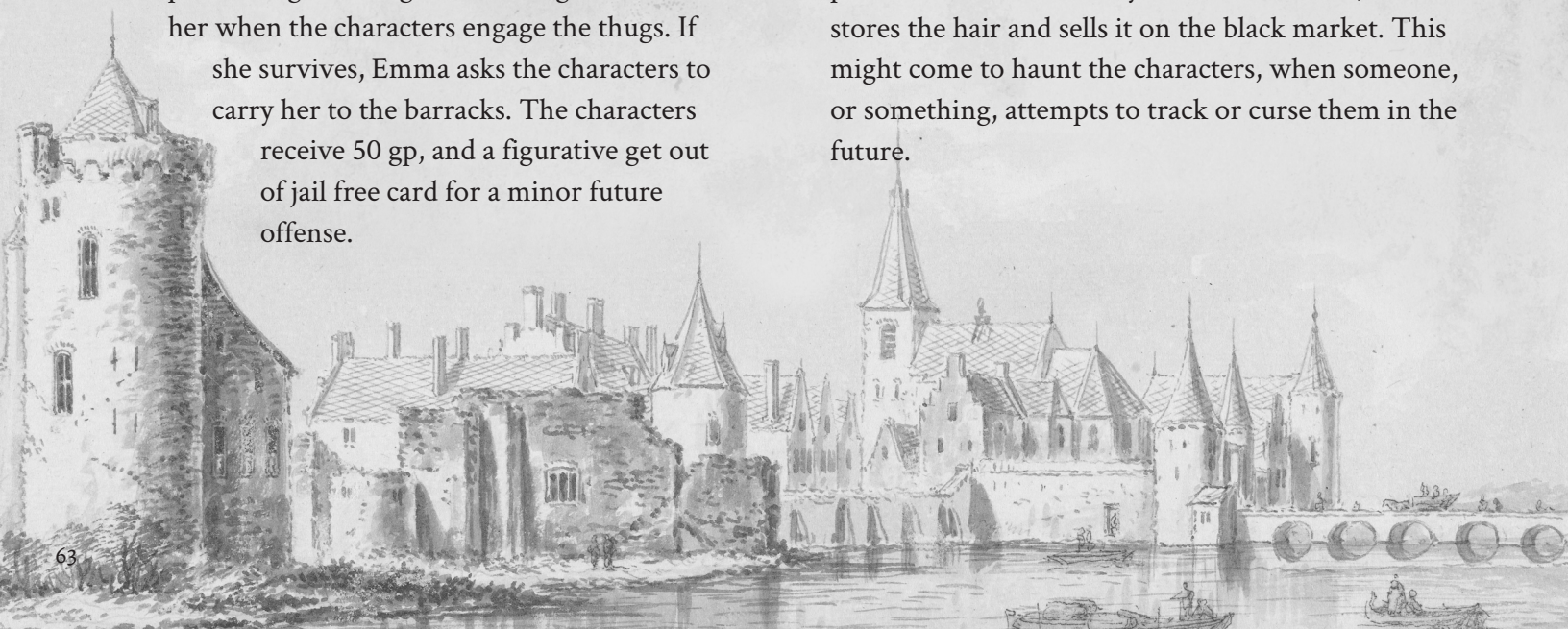
On a corner, you spot a bleeding woman surrounded by dozens of beggars and homeless. Her skin is cut in many places, and red cords hang from her arms as if to mimic a constant stream of blood. Nearing the display, you realize it is a sermon you are witnessing.

The characters encounter Kira (lawful good female human **priest**), a vagrant cleric of Ilmater. A character who succeeds on a DC 10 Intelligence (Religion) check, or a character who has expert knowledge on the subject, recognizes her as a follower of Ilmater. Kira welcomes the characters, offering to include them in the *prayer of healing* she is about to cast. If the characters help Kira in healing the needy who have gathered to receive help, she embraces the characters and offers to help them with one task.

INSIDIOUS BARBER

You hear loud shouting from the side of the street: "Haircuts, massages, trimmed beards, and cleaned ears! All for a copper!" A heavy-set barber mongers his services, broadly smiling and performing tricks with his razor.

Should the characters decide to get their hair or beard trimmed, Oscar (neutral evil male human **commoner**) does an excellent job. The characters receive compliments for their dashing cuts the entire day. While working on a customer, Oscar makes small talk and asks his customers their name and profession. Unfortunately for the characters, Oscar stores the hair and sells it on the black market. This might come to haunt the characters, when someone, or something, attempts to track or curse them in the future.



INVISIBLE FRIEND

You are walking along the busy street, when you feel a hand on your arm and hear a voice speaking: "Please, can you help me? Follow me!" The voice seemingly comes from nowhere. You feel a pull on your arm, guiding you toward the buildings.

Sera (neutral female elf **illusionist** VGTm) is an adventurer in trouble. Her partner Iwa (neutral good female human **veteran**) lies in an abandoned building nearby and is slowly bleeding out. They were attacked by unknown assailants, and Sera doesn't dare show her face in public. Sera seeks help for Iwa and picks a character who displays a holy symbol, if available. If the characters help Iwa, either with magic, a potion, or a successful DC 14 Wisdom (Medicine) check, Sera thanks them. She says to come to the Elfsong tavern in two days, where the characters receive their reward: a vicious shortsword she took from one of the attackers.

KOBOLD WORKER

From afar, you hear the clanging of a hammer echo through the moldy corridors. Unsure from where the noise comes, you soon find yourself standing before a kobold, happily repairing one of the many crumbled walls.

The characters encounter Trixi (neutral good female **kobold**) who is one of the sewer kobolds living beneath the city. Sewer kobolds keep the channels intact in exchange for well-made tools and other items. Trixi is extremely interested in the surface and asks the characters many questions if they are friendly. Trixi knows the sewers like the back of her hand, and offers to guide the characters to their destination, or any other place, in exchange for tools like steel pickaxes or a sturdy wheelbarrow.

LOST WANDERER

A man with worn-out boots and dusty clothing plants himself firmly on the ground right in the middle of your path. "Excuse me! By chance, could you tell me the way to the Nine Hells?" With an inane smile on his face, the man waits for an answer.

Brian (neutral male human **commoner**) has been searching for his father since his mother died. After asking for a final time who and where his father is, the last words of his mother were: "He's rotting in the Nine Hells, the bastard."

If the characters treat Brian badly, he walks away but follows them, throwing stones at them for the rest of the day.

LOUD PUMP

A loud sucking noise and the sound of grinding cogs alerts you to the presence of a mechanical contraption. A large, wooden box hangs a few feet high on the sewer wall. A flexible pipe connects the box with the sewage. Another pipe and a rotating axis, lead directly upwards into a large breakthrough in the wall.

Destroying or disabling the pump is no challenge for the characters. Two **thugs** descend into the sewers after 15 minutes to check on the pump. To clamber up the hole in the ceiling a character must succeed on a DC 14 Strength (Athletics) check. After doing so, the characters arrive in a cellar, where they find a filling machine. A label on the bottle reads: "Mom's Hair Tonic." The operators of the scheme live in the building above the cellar.

MAD STABBER

You push through a cluster of people when suddenly, a sharp pain flashes through your side. A quick feel with your hand confirms your worst fear: blood! Someone just shoved a dagger into your guts? A murmur fills your ears and shivers rack your body. Before you topple over, someone grabs your arm and keeps you from falling.

Choose the least armored character to become the victim of Fior, the Mad Stabber (chaotic evil half-elf cult **fanatic**). The character takes 4 (1d4+2) piercing damage and 1 poison damage. Characters who succeed on a DC 17 Wisdom (Perception) check spot the culprit as they vanish into an alleyway. If the characters follow, Fior fights, but attempts to run after losing 20 hit points. Characters who succeed on a DC 15 Wisdom (Survival) check can follow a bloody trail to a nearby flophouse and find Fior there.

MOURNING MUSICIAN

Sad singing reaches your ears while traversing a small plaza. The source is an old dwarf. The musician sits on a low stone bench, plays on a strange instrument, and sings absentmindedly. People cautiously put coins in front of the dwarf since there's no jar or hat at his feet.

Shirkigrin (lawful neutral male dwarf **bard** VGTm) sings a dwarven dirge to commemorate his dead family. A dwarven character, or a character who speaks Dwarvish and succeeds on a DC 14 Intelligence (History) check recognizes the song. When asked about his performance, Shirkigrin only answers if the character succeeds on a DC 16 Charisma (Persuasion) check. Dwarves make the check with advantage. He is the last living member of his entire clan, surviving four of his sons, among others. Characters who hear and understand Shirkigrin's history gain inspiration.

NAKED MAN

Without a care in the world, a naked man strolls across the street. When he sees you, the man quickens his pace and approaches. "Well met! I need a weapon and armor. Would you be so kind as to help a colleague out?"

Killian (neutral good male human **veteran**) is a retired adventurer who tries to make a living in the city. His brother has gambling problems and Killian wanted to pay what was owed. The creditors stripped Killian naked and sent him on his way. Now he plans to take on four **thugs** and four **bandits**, provided he gets his hands on equipment. When asked why he's naked, Killian only answers "gambling problems." When asked what he needs the equipment for, he answers "payback." If the characters help, Killian promises to help them with one task.

OLD BAG

In a pile of rubble, you spot an old bag, clearly filled with something.

If the characters open the bag, they find two dozen glass eyes inside, encrusted with dried blood. A successful DC 12 Intelligence (Medicine) check reveals that they were removed from their victims at least a week ago. A character who inquires about the find with the authorities, hears the following account. Several months ago, people with glass eyes started vanishing. The case was never solved, but the eyes are a clear indication that the people are dead. The characters receive 50 gp for their help in the matter.

ON THE LAM

Wild curses and shouting drown out the usual city noise. On second thought, shouting and curses are quite commonplace, so... Before you can finish that thought, a winded man bumps into you. "I am terribly sorry, how clumsy of me! Could you please hide me or distract my pursuers? I would be forever grateful!"

The characters encounter Valtae the Heartbreaker (chaotic good male human **bard** VGTm). A band of four **thugs** chases him around the city after Lady Miriam found him in bed with her husband. If the characters cannot hide Valtae with a spell like *invisibility* or *major image*, or find a different imaginative way, they must fight the thugs to provide the bard an escape. Later, Valtae seeks them out to offer them a fine reward: a sonata inspired by the chase and the characters' heroic actions.

OOZE FARM

You come across an illuminated entrance. A small shield next to the door says “Brassfield’s Ooze Farm.”

If the characters enter, Orm Brassfield (lawful neutral male dwarf **commoner**) welcomes them with a loud “Welcome to the ooze farms, friends. What may I do you for?”

Orm is in the animal farming business. Specifically, he raises gelatinous cubes and sells them to glue makers and butchers as fatteners. Orm offers to show the characters the “grazing grounds.” Not far from his office, Orm operates a fenced pen that is 10 feet deep, 60 feet wide, and 100 feet long. To feed the cubes, Orm lures rats into the compound. He offers 1 gp for a mostly intact giant rat corpse, or equivalent, should the characters be interested to earn some coins.

PILLORY

You spot a man locked in a pillory, with two children picking through the vegetables and fruits lying beneath the device. The man whistles a happy tune and says: “The corn cobs felt pretty fresh, don’t forget to pick those up Mallory!”

Bruno (neutral good male human **commoner**) is a father of six and has no talents whatsoever. To bring some food to the table, he public humiliates himself to get his hands on the things people throw at him. It is better than stealing, he argues. His kids drop by from time to time, to collect the fruits of his labor. Bruno is happy to chat with the characters, but hopes they throw something at him for his troubles.

RAMPAGING APES

Screams in the distance, disoriented people skittering around, wanton destruction. Business as usual. A shrewdness of pillaging apes barrels towards you, froth in their mouths and murder in their eyes.

Several apes escaped a ship from Port Nyanzaru and are trashing the market. The characters face four **apes**. The characters can either fight or attempt a DC 16 Wisdom (Animal Handling) check.

On a success, the apes calm down and invite the characters to some pillaged fruits. A city guard wordlessly pushes a satchel with 50 gp into the characters’ hands either way. If the characters only knock the animals unconscious or calm them down, the merchant responsible for the apes adds another 50 gp.

RATS & THIEVES

You hear people running, and shortly after, you see two hooded persons turning a corner in your direction. They hesitate for a moment but continue on their way with renewed dedication.

The characters encounter Hastar and Zoran, two **spies**. They are a famous thieving couple who plague the city with their frequent break-ins. Currently, the two are running from two **swarms of rats** which have decided to feed on the thieves. If allowed, Hastar and Zoran run by the characters, screaming “Run!” If the characters stop the thieves, the rats catch up and attack random targets. Hastar and Zoran carry stolen goods with them: a silver necklace with a gemstone pendant worth 250 gp, a gold ring set with bloodstones worth 250 gp, and two small gold bracelets worth 25 gp each.

RETIRED INSTRUCTOR

Supported by his horse, a clearly drunk half-orc slowly walks along the street. His face is covered in scars, and he is missing one eye. When he sees you, his face gets serious, and he shouts: “You there! Yes, you! You are completely open, and how are you carrying that weapon? Come on, I’ll give you some pointers.” With that, he draws his sword and approaches.

Jurbor (chaotic good half-orc **gladiator**) was an arena fighter in his youth, later an instructor, and is now retired. He cannot stand the sight of sloppy adventurers and offers his expertise for free, when he has a good day. Jurbor chooses a character with a visible melee weapon to receive an impromptu lesson. The character gains inspiration.

SCAMMER

A crying woman crosses your path. She has a black eye and watches her back with fear. When she sees you, she asks: "Please, can you help me? I was supposed to buy ale, but a mugger took my coin. My Dan will be furious when I come back without his juice. Can you lend some copper to a woman in need?"

The spiel the characters witness is a scam. A character with a passive Wisdom (Insight) of 14 or higher sees through it. If given a few coppers, the woman thanks the characters and goes her merry way. The characters will encounter her again, performing her act in the same way at your discretion. If the characters don't pay, the woman spits on the ground and proclaims: "Better, doing an honest scam than robbing graves and killing people for a living!"

SCAVENGERS

Turning a corner, you spot several people going through the wastewater with large nets. They sift through the bits they pull out of the muck and cast useless debris back in. When you come closer, you notice they have wax plugs up their noses. Very prudent!

The scavengers Bob, Bill, and Herschel, three **commoners**, do not care much for competition. When they realize that the characters are down in the sewers for other business, for example putting more corpses in the water, they become friendlier and forthcoming. They inquire if the characters can cast *identify* on some of their recent findings. Indeed, one of their treasures is a ring of animal influence. Not knowing its worth, the scavengers ask the characters what they are willing to pay. They will not sell for under 100 gp, however. The true worth is between 500 gp and 1,000 gp.

SEVERED ARMS

You come across a severed arm of unusual size. It has sharp claws, a red color, and holds another torn-off arm in its clenched fist.

The arm is that of a pit fiend, cleanly cut off through the biceps. How it landed in the sewers is a mystery. If the characters open the claw, they find that the torn-off arm holds a vicious longsword that is rammed up into the pit fiend's arm. A character who succeeds on a DC 18 Intelligence (Arcana) check determines that the red arm belongs to a pit fiend. A character who examines the torn off arm and succeeds on a DC 16 Intelligence (Nature) check, recognizes remaining bits of mithril chain mail. A character who succeeds on a DC 13 Wisdom (Medicine) check determines that the remains aren't older than 1 hour.

SEWAGE DAM

Your path is cut short by a dam that redirects the sewage to a side tunnel. The dam is low enough to climb over, but there is no telling what lies behind it from your current position.

Behind the dam lies a small village of sewer **bullywugs**. If the characters decide to climb the dam and peer over the edge, compare a Dexterity (Stealth) group check the bullywugs' passive Wisdom (Perception) of 10. If unspotted, the characters witness around thirty bullywugs going about their daily business. If spotted, ten **bullywug** warriors storm up the dam to get rid of the characters.

SEWER ELEMENTAL

The water stirs and a strange abomination rises from the fetid muck. A stinking blob of feces, carcasses, and worse manifests as an embodiment of your worst nightmares.

The sewer elemental has the statistics of a **water elemental** with the following changes:

- ❖ Its alignment is chaotic evil.
- ❖ It deals necrotic instead of bludgeoning damage.
- ❖ A creature that is subjected to the elementals Whelm action must also make a DC 12 Constitution saving throw. On a failed save, the target is poisoned for 1 minute. It can repeat the saving throw at the end of its turn, ending the effect on a success.

SHAR'S PRIESTESS

Curiously, lamps, streetlights, and candles start fading ahead of you. The phenomenon comes ever closer, with no visible cause.

Shar's priestess Jade (neutral evil female human **priest**) takes joy in snuffing out all sources of light using the prestidigitation cantrip. Roll a Dexterity (Sleight of Hand) check for Jade and compare it to a Wisdom (Perception) check by the characters, to determine if they spot the culprit. Should the characters notice Jade and ask why she's extinguishing the light, she explains that the night is supposed to be a time of darkness. It is a sacrilege that arrogant people assume they can violate the natural order. If the characters attack Jade, four **shadows** appear and defend her.

SMOKEHOUSE

When passing a small alley, an unusual smell seeps into your nose. From some sort of cellar door, thick, white smoke wafts high into the sky. You also hear someone playing the drums and a lute? Could be worth checking out.

Woolhair (CG male halfling **commoner**), a very old halfling with coarse, white hair on his head and feet, runs the local smokehouse. It is a popular meeting place where people go to relax and forget the troubles of the world. Since it is open-stage Tuesday, Woolhair invites interested characters to perform. A character who succeeds on a DC 10 Charisma check using an instrument receives silver pieces equal to the check's result.

SPHERE

You hear a gurgle and witness a strange metal sphere emerging from the sewage. Despite its former location, it is spotless and perfectly reflects any light. It hovers for a second, then quickly flies to a different location at breakneck speed. Otherwise, it remains passive.

The characters witness an "unidentifiable magical phenomenon." A character who succeeds on a DC 15 Intelligence (Arcana) check has read about these encounters, which are commonly regarded as mere superstition. Casting *identify* on the sphere yields no results, as if it doesn't exist. If the characters attack the sphere, which has an AC of 18, it reflects any damage to the origin as lightning damage. The sphere follows the characters for 10 minutes, then submerges again in the sewage.

STOLEN GOODS

Without batting an eye, a pompously dressed elf addresses you in the middle of the street: "Dear friend, would you be so kind as to watch my bag while I take care of important business? I will certainly make it worth your while!" With that, the elf presses a bag into your hands and continues on their way.

The elf is Darthoridan (chaotic neutral male elf **master thief** VGtM) who is currently on the run from the authorities. Now in the characters' possession is a bag of holding containing three books worth 500 gp each. If the characters follow Darthoridan, they witness twenty **soldiers** and one **mage** overwhelming and apprehending him. After two days, Darthoridan escapes and searches for the characters to retrieve the package. The characters get a tenth of the take, totaling 150 gp.





STREET JUSTICE

From a dark alley, you hear the familiar swing of a sword as it cuts through the air, punctuated by a terrible scream. The grueling event is followed by a loud voice: "Come now, don't be such a pansy! Time for the other one."

If the characters intervene, they can prevent Darren (neutral male human **commoner**) from losing his other hand, after the thugs cut off the first. Darren is a young thief, who stole from the wrong person. Cutting the purse of a local crime boss led to him being maimed. The characters must overcome the crime boss, Janks (neutral evil male human **noble**), and two **bandit captains**. They find 242 gp on their corpses. Killing Janks leads to further trouble at your discretion.

SUSPECT HORSE CART

A horse cart loaded with several large crates passes by you. Barely audible, you hear muffled sobbing from the cart's bed.

Two **thugs** drive the horse cart, while two **bandits** screen the cart from the side of the street. They are slavers and have locked six young adults in the crates. Their destination is a seedy brothel in the harbor area called Crabs. The character with the highest passive Wisdom (Perception) hears the sobs of the incarcerated people. After killing the slavers, a character can open the crates by succeeding on a DC 12 Dexterity check using thieves' tools. Alternatively, the characters can open the crates over the course of 10 minutes using two crowbars found on the cart, breaking them open. The slavers carry 148 gp with them. Each has a tattoo of an eight-pointed star, which you can use as a future plot point.



THIEVING SWORD SWALLOWER

A large man steps into your way and proclaims: "Rejoice, for you are about to witness the great Karmadillon! I bet you a sack of gold that I can swallow your puny weapon there!"

Karmadillon (neutral evil male human **commoner**) is an inventive thief, who swallows swords and runs away with the weapon. He has a Strength of 14 and is proficient in Athletics. In his sack, he only carries worthless lead chips instead of gold. Karmadillon speaks to a character who openly wears their weapon, preferably a longsword. Should the character comply, Karmadillon swallows the sword, and makes a run for it. Use the chase rules to play out the pursuit.

WHITE CROCODILE

Confirming the myths, a white crocodile surfaces not far from you. It does not seem interested in a meal, and just drifts in the murky water.

The **crocodile** is known to many people who frequent the sewers. Unless the characters attack, it ignores them. If the characters kill the crocodile and search its innards, they find a gnomish music box. If the characters open the music box, it plays a sad tune. Lila, a **pixie**, materializes in a pleasant-smelling puff of smoke shortly after the music begins. She thanks the characters and asks if they could return her friend's contraption. If the characters refuse, they can sell it for 10 gp.

WINE TASTING

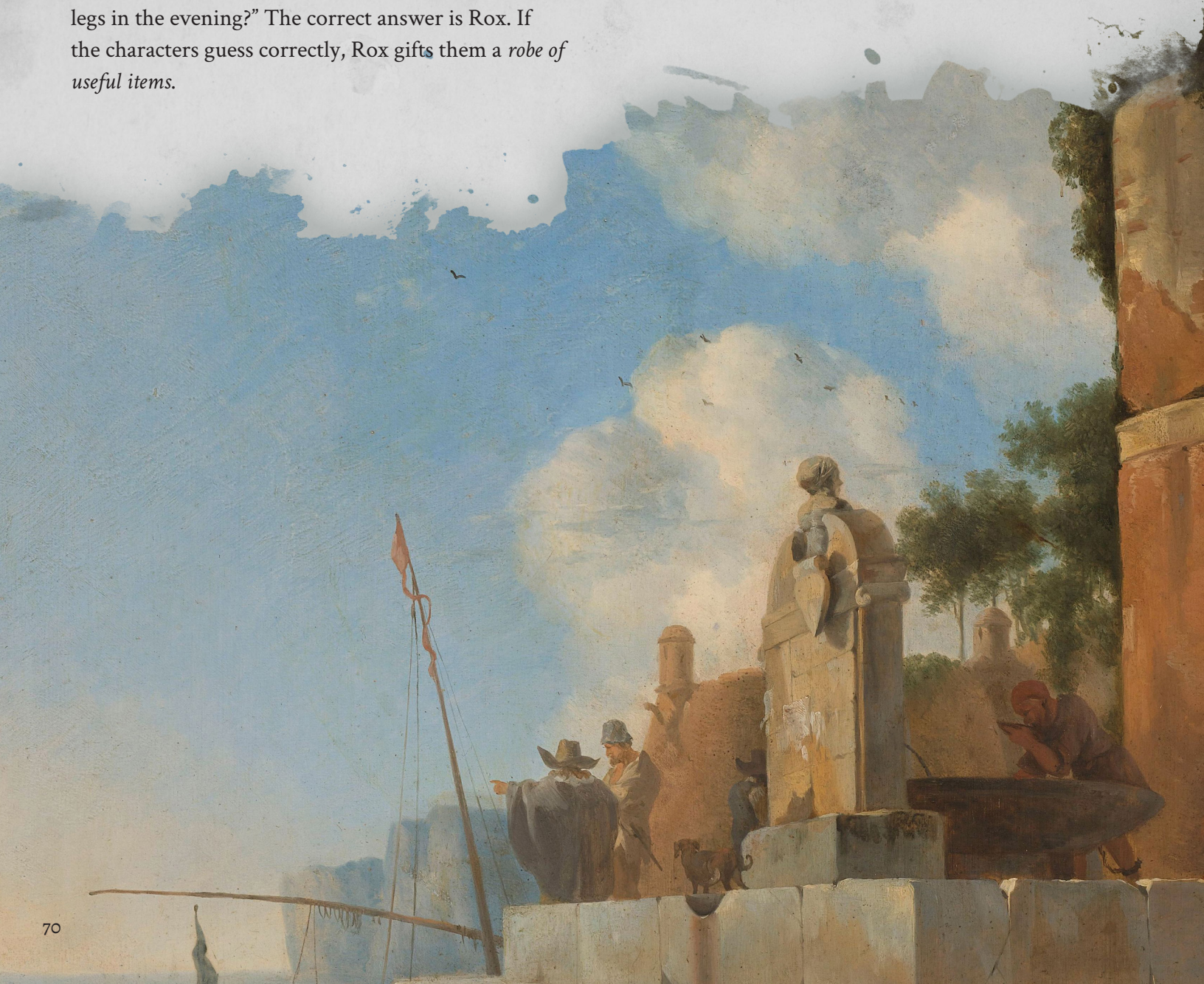
You come upon several workers setting up tables by the side of a busy road. A small man ascends an impromptu stage of several wine-cases and proclaims: "Tonight, we will have a free wine tasting! Everybody is welcome!" In an instant, hundreds of heads turn, and the tables fill up quickly.

The characters meet Rox, a travelling **satyr**, should they join the wine tasting. Rox has a sixth sense for great celebrations and felt that tonight will be quite entertaining. After finishing several bottles and telling the characters—at length—about the unparalleled greatness of the Feywild, Rox poses a riddle for them: "What creature walks on four legs in the morning, two legs in the afternoon, and four legs in the evening?" The correct answer is Rox. If the characters guess correctly, Rox gifts them a *robe of useful items*.

WISHING WELL

Ahead, you see a dozen or more people surrounding a small well, laughing and cheering. They toss coins into the well, which is always followed by a strange sound. Some people also shout down into the deep, whoever knows why.

From her house across the street, Liddy (neutral female gnome **acolyte**) dug a corridor into the well and entertains the people above. Every time someone throws a few coins down the well, she casts *minor illusion* to produce a strange sound, like a burp or a giggle. She catches the coins with a large quiver that a character with darkvision can spot from above. Liddy collected 3 gp over the day and doesn't plan on stopping anytime soon.





CHAPTER FOUR: ESTABLISHMENTS

"OH, HOW I MISS THE SEAFOOD OF DUBIOUS ORIGIN, THE UNAPOLOGETIC BUCCANEERS WITH UNBEATABLE PRICES, AND THE DREARY WEATHER."

— A POSSIBLY SARCASTIC VOLOTHAMP GEDDARM

BALDUR'S GATE FEATURES MANY WELL-KNOWN establishments like the Helm and Cloak or the Elfsong Tavern. However, after so many bar brawls and broken tables, an exciting new location is what the heroes need. The following tables present various options for taverns, inns, shops, and shady dens to explore and experience.

All establishments come free of baggage, meaning they are new creations. The heroes can torch them or invest their hard-earned coin—without fear of breaking an ongoing campaign.

Shops and Specialists. No shop carries every kind of ware, and the quality always varies depending on the skill and funds of the owner. Shops have a special place in many campaigns and the following rules shall help to properly run them. A shop that offers wares of low quality carries no items worth more than 25 gp. For medium quality wares, the respective upper limit is 250 gp. Only shops of high quality carry more expensive items and employ the necessary security forces.

Seedy Joints and Entertainment. These places are more often than not the first places to go for heroes who seek rest and relaxation, or an underworld informer. Each establishment offers access to different organizations or illegal services.

UPPER CITY

UPPER CITY SHOPS AND SPECIALISTS

d10	Name	Owner	Quality & Wares
1	Gorrgramm's Gems	Gorrgramm (LN dwarf)	Medium to high quality jeweler and gems
2	Arcane Treasures	Eriadin (N elf)	High quality auction house for magic items
3	Garments Superior	Zada (LE human)	High quality clothes and jewelry
4	The Mage's Corner	Ogana (LN human)	High quality books and spell scrolls
5	Ohrm's Pharmacia	Ohrm (N human)	High quality potions
6	Ink & Quill	Tian (LN half-elf)	High quality calligrapher
7	The Gilded Plier	Ewarna (N gnome)	High quality tinker
8	Maps Galore	Quentin (LN human)	Medium to high quality cartographer
9	House of Secrets	Paraphina (N elf)	High quality divinator
10	Permanent Magix	Regix (N human)	Medium quality enchanter

UPPER CITY INNS AND TAVERNS

d10	Name	Owner	Quality	Specialty
1	Pretender Wren	Terth (NE human)	High	Blue cheese pie
2	Lions' Pub	Lorindro (N half-elf)	High	Stewed venison
3	End of the Way	Livvi (NG human)	High	The Liberator (spirits)
4	Moonshine	Silas (N human)	High	Black pudding
5	The White Wizard	Jorildyn (CG elf)	High	The Mind Bender (spirits)
6	Torm's Watch	Yamil (N human)	High	Phoenix Rising (spirits)
7	Flaming Feet	Dobbs (NG human)	Medium	Boiled paws
8	The Buried Hatchet	Gildud (LN dwarf)	Medium	Gutpuncher (spirits)
9	The Bitter Pear	Erminie (N human)	Medium	Vegetable and fruit stew
10	The Pied Piper	Abelard (NE human)	Medium	Stewed lobster

UPPER CITY ENTERTAINMENT

d10	Name	Owner	Type & Peculiarity
1	The Lure	Thahe (NE half-elf)	Bordello for the wealthy, masks required
2	The Melting Heart	Sharru (N human)	Theater with renowned burlesque entertainment
3	Nightingale	Lady Cherry (N human)	Nightspot for the nobility, dancers and drinks
4	Silver Tongue	Corym (CN elf)	Theater for poetry only, mostly sarcastic or ironic
5	The Bathery	Amam (N human)	Bathhouse with full service
6	Milil's Stage	Valindra (NG half-elf)	Theater, blessed by Milil
7	Kaethae House	Ruggero (LN human)	Music and hot beverages, beans from Calimport
8	Gilt Dancehall	Annabella (N human)	Dancing, floor is gilt
9	Gentlewoman's Club	Swea (N human)	A club for women only, business discussions
10	Gentlemen's Club	Huhet-Kif (LN human)	A club for men only, business discussions

LOWER CITY

LOWER CITY SHOPS AND SPECIALISTS

d10	Name	Owner	Quality & Wares
1	Quick and Dirty	Shade (N tiefling)	Medium quality poisons and thieves' equipment
2	Fiery Foundry	Harbosch (LN dwarf)	High quality smithing, metal weapons and armor
3	Treasure Trove	Ian Fuller (CN human)	Medium quality general goods (stolen)
4	Cracked Cauldron	Millia (N half-elf)	Medium quality potions
5	The Farrago	Tress (LN human)	Low and medium quality adventuring goods
6	Cures & Remedies	Tulip (NG halfling)	Medium quality doctor and healing potions
7	Qrank's Workshop	Qrank (LN kobold)	Low to medium quality tinker and weapons
8	Almanac Emporium	Rhy (LN elf)	Low to medium quality books and writing supplies
9	Penny's Fine Clothes	Penny (NG human)	Medium quality sewing and clothing
10	Jab and Stab	Rufus (LN human)	Medium quality fighting instructor and weapons

LOWER CITY INNS AND TAVERNS

d10	Name	Owner	Quality	Specialty
1	The Fire Breath	Gannon (N dragonborn)	High	Boiled wyvern eggs
2	Crowned Pauper	Audra (N human)	Medium	Pulled dire pork
3	Headless Rider	Bronwen (LN human)	Medium	Red Dragon Sauce
4	Knave of Hearts	Stonvor (LN human)	Medium	Dragon Grog (spirits)
5	Plump Dragon	Langley (LN human)	Medium	Stuffed duck
6	Broken Blade	Kamil (NE human)	Medium	Fried taters with sauerkraut
7	The Missing Tusk	Grankud (N half-orc)	Low	Surprise meat pie
8	The Lazy Fiddler	Maschinka (N gnome)	Low	Filled dumplings
9	Barnacle & Beans	Jasmin (NG human)	Low	Merrow mush
10	Pots & Pans	Merla (N half-elf)	Low	Flapjacks

LOWER CITY SEEDY JOINTS AND ENTERTAINMENT

d10	Name	Owner	Type & Peculiarity
1	The Dead Prophet	Justinus (N human)	Drug den for the middle class, clean and civilized
2	Smokehouse	Woolhair (CG halfling)	Cellar lounge, sells various herbs
3	The Cat and Mouse	Llewellyn (N half-elf)	Brothel, popular with slave traders
4	Harlequin's	Minuvae (N human)	Brothel and theater with anonymous rooms
5	Crabs	Ronka (N gnome)	Brothel with free crabs and actual seafood
6	Burlesque Bob's	Stucrolm (N human)	Theater with lewd shows, front for smugglers
7	Ace of Spades	Farji (CN gnome)	Gambling house, all cards are magically marked
8	Scruffy's Cornerstore	Scruffy (N human)	Alehouse with connection to the Shadow Thieves
9	Blood & Bones	Marry (NE human)	Alehouse with strong pirate presence
10	House of Muscles	Eroan (N human)	Gymnasium with wrestling matches, various oils

OUTER CITY

OUTER CITY SHOPS AND SPECIALISTS

d10	Name	Owner	Quality & Wares
1	Horkar's Surveyors	Horkar (LN dwarf)	Low to medium quality maps
2	Straps and Leather	Famed (N human)	Medium to high quality leather and hide armor
3	Broken Wrench	Iyana (LG human)	Medium quality tinker and traps
4	Sigmund's Baubles	Sigmund (NE human)	Low to medium quality magic items
5	Scribble's	Scribble (NG kenku)	Medium quality books and spell scrolls
6	Bones' Workshop	Bones (NG human)	Medium quality healer
7	Refuse Pile	Jarxi (N kobold)	Low quality general goods (scavenged)
8	Orama's Hut	Orama (NG halfling)	Medium quality herbs and mushrooms
9	The Old Stables	Parmina (N human)	Low to medium quality mounts
10	Bows & Bolts	Imizael (CG elf)	High quality wooden weapons and ammunition

OUTER CITY INNS AND TAVERNS

d10	Name	Owner	Quality	Specialty
1	The Leaden Pitcher	Blun (NG halfling)	Medium	Roasted red onions
2	Nana's	Hedwig (NG human)	Medium	Cottage mite cheese
3	The Headless Orc	Gizerlug (LN dwarf)	Medium	Mushroom Water (spirits)
4	The Fox Hole	Fayette (N human)	Low	Lentil stew
5	Rampaging Rooster	Wilfried (N human)	Low	Vegetarian chicken soup
6	Blind Basil's	Basil (NG human)	Low	Everything hot pot
7	Three Knots	Mangrunli (N dwarf)	Low	Roasted dove with bonces
8	Keg Smasher	Rorgut (N goliath)	Low	Giant Piss (ale)
9	Plastered Pixie	Eliyen (CG half-elf)	Low	Pixie Dust (spirits)
10	Burning Hog	Pimos (NG halfling)	Low	Roasted hog with peas

OUTER CITY SEEDY JOINTS AND ENTERTAINMENT

d10	Name	Owner	Type & Peculiarity
1	Badger's Burrow	Badger (N human)	Alehouse, popular with fences
2	The Mange	Stabber (NE human)	Alehouse, popular with pirates and buccaneers
3	Oty's	Wild-Eye (CN gnome)	Soup kitchen with a live otyugh
4	The Groggery	Kaputt (N half-orc)	Distillery and alehouse, spirits fresh and hot
5	Blitz, Boom and Bang	Lirix (CN kobold)	Theater with fire show and other explosions
6	Eilistraee's Refuge	Lletree (N drow)	Theater, offers shelter for drow in exile
7	The Dank Cellar	Kumquat (NG firbolg)	Drug den, sends smoke signs when open
8	The Daily Rapture	Rapture (N tiefling)	Theater and bordello, everything that coin can buy
9	Private Rats	Harvey (N wererat)	Alehouse for secret wererats
10	Low House of Wonders	Swindler (CN tiefling)	Museum for exotic fakes and minor curiosities



APPENDIX

SEEKING HEALERS!

I AM A MEMBER OF A TIGHT-KNIT COMMUNITY, AND TECHNICALLY AM FORBIDDEN TO POST THIS NOTE. SINCE THIS IS AN EMERGENCY, I HAVE TO DO IT ANYWAYS. SO PLEASE, IF YOU ARE A HEALER, COME TO THE SEWER ENTRANCE BEHIND THE ELFSONG TAVERN AS SOON AS YOU CAN! I WILL BE WAITING.

The Teeth Killer!

Beware of the mad killer who prowls the streets to collect people's teeth!

If you find corpses missing their teeth, or want to help with the investigation, visit Captain Holly Rimmer in the local barracks.

Umbur Droppings!

The sewer scouts found clear indications of an umbur hulk presence in the sewers. To prevent further damage to the infrastructure, we call upon adventurers and mercenaries to deal with the threat.

Visit Lieutenant Jahad Ohr in the local barracks for details.

Ruins Exploration!

During renewed digs into the mountain, a construction team discovered an ancient stone portal. Afraid of what may be inside, the supervisors seek skilled adventurers to protect the workers during the opening.

Visit the Builder's Guild for more information.

GIGANTIC MUSHROOM!

DEAR CITIZENS, PLEASE STAY
CLEAR OF THE GIANT MUSHROOM
THAT HAS APPEARED IN
SASHENSTAR'S GARDEN. THE
AUTHORITIES ARE AWARE OF THE
PROBLEM AND WILL DEAL WITH
IT ACCORDINGLY.

INTERESTED ADVENTURERS AND
MERCENARIES, PLEASE REPORT
TO SECOND LIEUTENANT AMY
FARNSWORTH IN THE LOCAL
BARRACKS.



Buying Corpses!

*Do you possess corpses you no longer need?
We collect dead bodies in good condition—all limbs
attached or included—and handsomely pay on top!
You can find us at our stand on the docks.*



Gate Guards Needed!

Due to an inconvenient
plague outbreak, the city
watch is short on gate
guards. People with
relevant skills, or anyone
really, is welcome to apply
for a guard job on a
day-to-day basis.

Report to Basilisk Gate at
your earliest convenience.



Monetary Distress!

Our neighborhood has gone to the
devil, and there is only one man to
blame. I cannot disclose more,
but visit Honey's Bakery if you are
interested in a lucrative job.

grave request!

the death of my
sister around a year
ago left me in a bad
place, and i fear i
might lose my mind.

if you have no
qualms about a bit of
dirty work, visit me in
my place above
fiddler & kent's.

- harvald lohrm

Rescue my Brother!

My brother Paul is in a bit of trouble. Not with the
law, but with bad people. If you help me out, I will
make it worth your while. In a big way. Visit me
on Baker Street right across from the tailor's shop.

— Giorno Benti

Bodyguards!

Need last minute protection for a business
meeting. The pay is handsome.

Ask for Valory La Forge in the
Barnacle & Beans Inn.

Monster Hunters!

The Bloodpit's Master of Monsters seeks hunters to
descend deep into the tunnels below to capture new
beasts for the hungry arena. The risk is high, but the
pay is higher.

Visit Iri in the Bloodpits for further information.

yer guild in the
rters for more
nation!

Floating Castle!

This morning, a floating castle appeared high above the city. For now, there is no sign of hostile intentions nor any attempt at communication. It is advised to stay clear of the vicinity until the matter is resolved.

Visit Captain Kiyago in the barracks for additional information.



Package Delivery!

My usual helpers are sick
— nay, wounded! —
so I need someone to deliver a few packages for me. Be at the sewer entrance in the alley across from the Purple Wyrm Inn on the morrow. Do not forget your weapons!

Giant Crab Infestation

The exploding crab population have made the river shores and harbor area a danger zone. Now that the beasts threaten our well-being and livelihoods, it is time to strike back!

The Fire Breath Inn & Tavern offers a bounty of five gold pieces for each killed crab!

Visit us for more information.



Revenge and Extermination!

If you want to make up for past transgressions, or earn the Goddess's favor, visit priestess Nayanu in Umberlee's temple. A small quest is waiting for you. Umberlee's wrath is reserved for all that defy the Queen of the Depths!

WANTED

ABBIE WALKER



750 GP

HUNTER'S ESTATE

WANTED

ROSHBAR
THE HAMMERER



500 GP

HUNTER'S ESTATE

WANTED

ORAN



1,250 GP

HUNTER'S ESTATE



WANTED

VIVIENNE BYSHEY



1,000 GP

HUNTER'S ESTATE

WANTED

AIDRID



[H] 1,500 GP

HUNTER'S ESTATE

WANTED

GLEDA D'HARCOURT



5,000 GP

HUNTER'S ESTATE



WANTED

**RIMEBEARD
THE WANDERER**



3,000 GP

HUNTER'S ESTATE



WANTED

KORDIN THE BLACK



2,000 GP

HUNTER'S ESTATE



Baldur's Gate

Notice Boards



Chrístían Eichhorn