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**ZUB
DUNBAR
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LAFUENTE**

LEGENDS OF **BALDUR'S GATE**

DUNGEONS & DRAGONS



TYRANNY of DRAGONS™

LEGENDS OF BALDUR'S GATE

DUNGEONS & DRAGONS®

TYRANNY of DRAGONS™

Written by **Jim Zub** Art by **Max Dunbar**

Colors by **John-Paul Bove & Joana Lafuente**

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Edits by **John Barber**

Story So Far...

In the legendary city of **Baldur's Gate**, a young moon elf (and wild mage) named Delina is pursued by stone gargoyles. Casting a spell to fight these monsters, Delina inadvertently brings to life the statue of the **Beloved Ranger**—Minsc and his hamster, **Boo**, are back! Unfortunately, the **Watch** thinks Delina and Minsc are responsible for the deaths the now-smashed gargoyles caused... Running out of escape paths, the group is confronted by two mysterious strangers—**thieves**!



REGULAR COVER
art by Sarah Stone



SUBSCRIPTION COVER
art by Max Dunbar
colors by John-Paul Bove



INCENTIVE COVER
art by Tyler Jacobson



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art by Guido Kuip

Special thanks to the D&D team at Wizards of the Coast.

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THE DIFFERENCE BETWEEN SORCERY AND WIZARDRY IS ONE OF "NATURE" VERSUS "NURTURE."

WIZARDS METICULOUSLY PORE OVER ANCIENT TOMES AND SCROLLS, PRACTICING FOR MANY YEARS TO PERFECT THE VERBAL AND SOMATIC COMPONENTS REQUIRED TO UNLOCK MAGICAL MIGHT.

SORCERERS INSTEAD FOCUS ON THE INTERNAL, CONNECTING TO ELDRITCH FORCES THROUGH PURE INSTINCT. A SORCERER'S SPELLS REFLECT A STRANGE AND ALMOST PRIMAL CONNECTION TO THE WEAVE OF POWER THAT PERMEATES THE COSMOS.

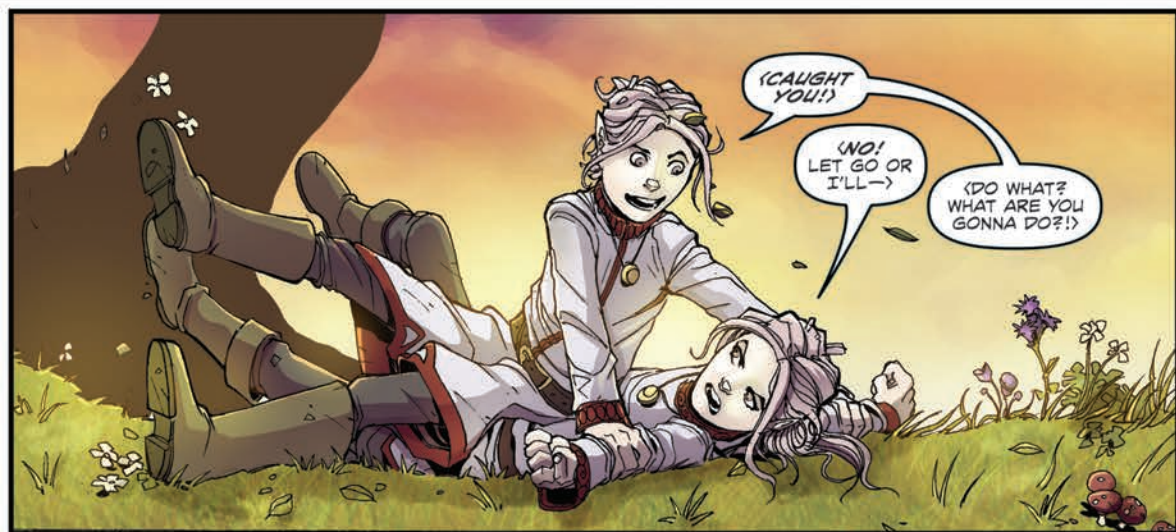
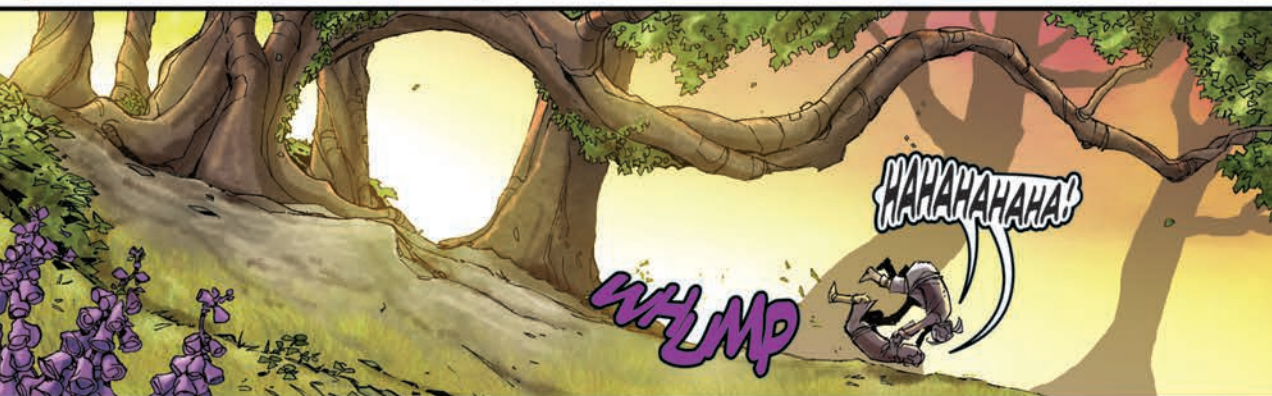
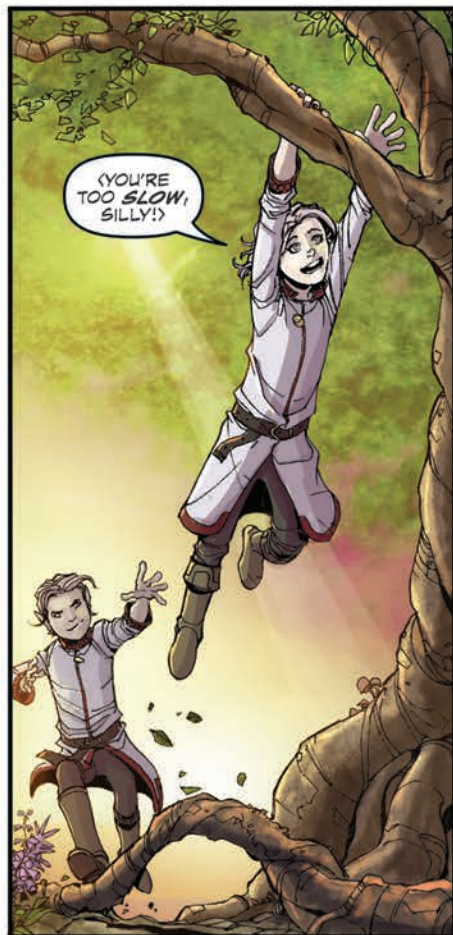
THEN.

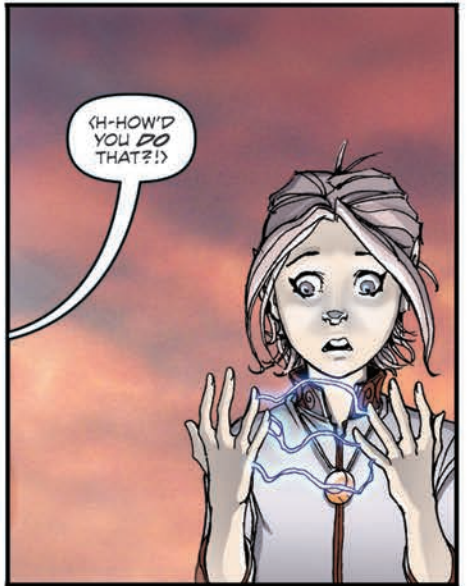
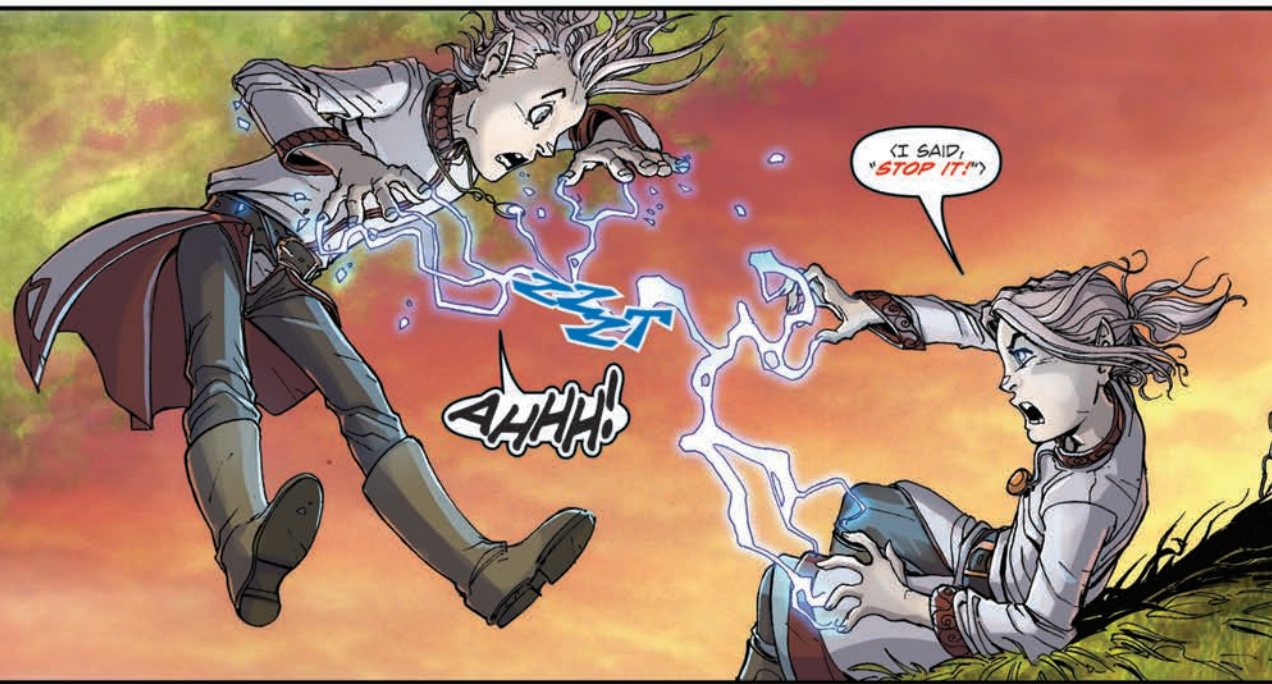
NO FAIR, DELINAI!*


*TRANSLATED FROM ELVISH.

LEGENDS OF BALDUR'S GATE

PART 2

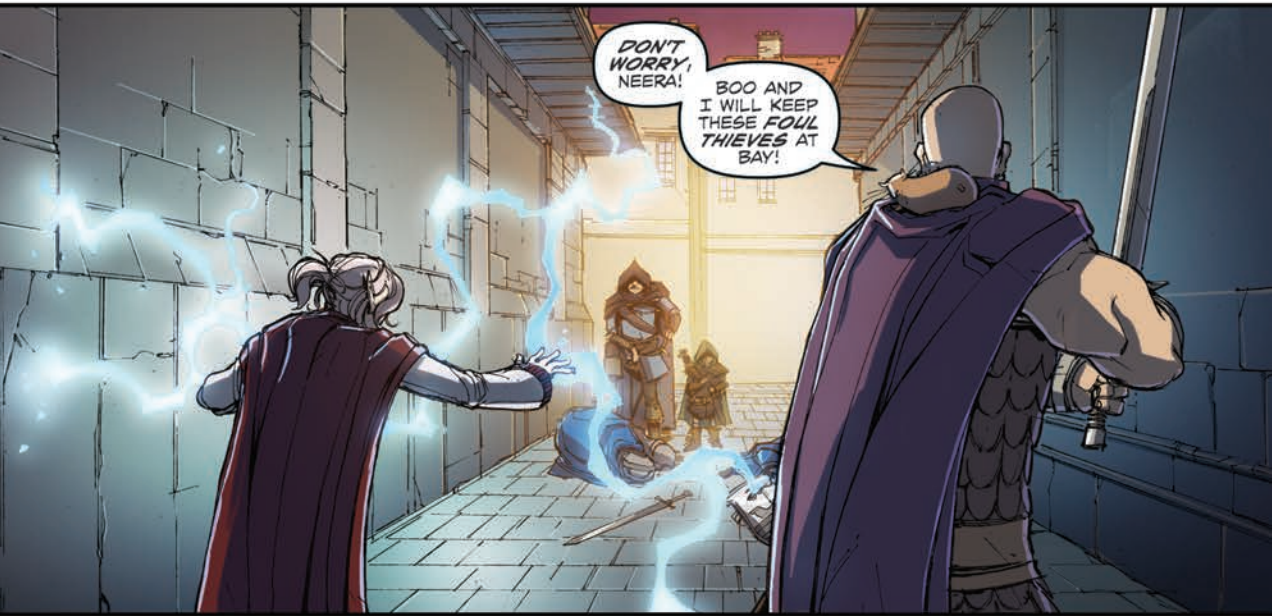






NOW.

STAY BACK!
I MEAN IT!



DON'T
WORRY,
NEERA!

BOO AND
I WILL KEEP
THESE FOUL
THIEVES AT
BAY!



"FOUL?"

I'LL HAVE
YOU KNOW
THAT I SMELL
FANTASTIC!



WE'RE
NOT GONNA
ROB YOU.

IF THE
WATCH IS ON
YOUR TAIL THEN
I'M PRETTY SURE
WE'RE GONNA
GET ALONG
JUST FINE.



THIS WAY!

SPEAKING OF
THE WATCH, THEY'RE
CLOSING IN SO, IF
YOU WANNA ESCAPE,
I RECOMMEND YOU
FOLLOW US.