

AGE 12+



MURDER ^{IN} BALDUR'S GATE TM

EVENTS SUPPLEMENT

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EXTRA EVENTS

You can use the following events to supplement the printed version of the *Murder in Baldur's Gate*™ adventure—giving the characters more opportunities to influence the action as the city slides ever closer to catastrophe.

The severity of these events, considered along with the pace of the escalation of the antagonists' murderous tactics, suggests a good location for many of them.

"When Animals Attack," "Planted Evidence," and "Legal Troubles" fit nicely as a separate stage between stages 4 and 5. (They need to be placed after stage 4, since each of them depends on events in that stage having occurred.)

Similarly, "Scuttling the Fleet," "Infiltration," and "Exile" could be a new stage between stages 9 and 10.

"Loose Tiles" is a wild card that you can insert wherever you like.

When Animals Attack

To intimidate Lower City residents

and hamper nighttime commerce,

Rael arranges to have rat swarms

driven out of cellars and alleys and

into the streets. At first, citizens

dismiss these incidents as the result

of heavy rains or the recent sanitation

strike (stage 4). But after a second surge of rat swarm

attacks, most people assume that some mastermind is directing the creatures.

Witnesses all describe basically the same scenario. They were in a group walking after dark behind a lamp lad or a lamp lass who suddenly began screaming and thrashing at his or her legs and the ground. The lamp carrier either dropped the lamp or ran off with it in a panic, leaving his or her charges in the dark. Then scratching, biting vermin swarmed the group, and the victims ran for their lives or sought whatever nearby shelter they could find.

To battle the rats, the Flaming Fist adds **hunting hounds** to its nighttime patrols. The dogs, usually illegal to keep within the city walls, were commandeered from Outer City homes and outlying patriarch hunting kennels. The act manages to simultaneously anger Outer City residents, patriars, and Lower City residents—who are kept awake by the hounds' baying. To make matters worse, the patrols are seldom effective, and several dogs die from infected rat bites.

A wererat in the Guild's pay is in fact commanding the attacking **rats**. The wererat, a halfling named **Thurgo Songbuckle**, is new to Baldur's Gate and recently met Rael. He has no special attachment to the rats and can command them from the shadows or the fray. If he is captured or killed, the attacks cease.



If you need them, statistics blocks for the hunting hounds, the rats, and Thurgo Songbuckle are provided at the end of this supplement.

KEEPING TRACK

Rael gains one rank on Bhaal's Favor Track if the characters fail to capture or kill Thurgo Songbuckle.

Planted Evidence

If the characters performed their "Ravengard for Duke" task well in stage 4, the marshal invites them to his office in the Seatower of Balduran.



He gets right to the point. Read:

"If you want to crush evildoers, I can put you in the best position—and give you the best weapons. That is, evil mustn't be fought with evil, but fire must be fought with fire."

"The council is too timid to wield the Flaming Fist. We could have wrung out the city's dirty water long ago if we'd been allowed to really squeeze. I know where trouble hides, who foments it, and who profits from it. But the Guild has purchased the Gate's judges, so justice always loses in court."

"Their cozy setup is about to end, though, once some well-placed 'evidence' surfaces. I think you can make that happen. Do you understand?"

If the characters indicate that they understand and don't object to planting evidence, Ravengard snaps his fingers. An assistant steps forward and passes a small bundle to whichever character has done the most talking or appears to be in charge.

In the bundle are a bloodstained dagger, an ornate smoking pipe, and the upper third of a broken walking stick. The name of the patriar "Ariax Rillyn" is etched into the pipe. According to Ravengard, Rillyn often presides over trials of alleged Guild operatives and rules in their favor. The pipe reeks of the highly addictive, illegal sable moonflower. The cane's head and the dagger's pommel bear the Rillyn family crest (a barren tree within a triangle).

Ravengard tells the heroes about the Szarr family crypts located in the cliff face below Tumbledown. The marshal circumspectly instructs the characters to plant these three items in the crypt tonight and leave the rest to him.

If the characters ask about the person they're framing, Ravengard assures them that Rillyn has committed far worse crimes than what this evidence would pin on him.

Not on Board: If the heroes refuse to participate, Ravengard shoots them a look of disgust, makes a disparaging remark, and dismisses them with a wave of his hand. The meeting is over, and someone else plants the evidence.

On Board: If the adventurers agree to Ravengard's plan and take the items to Tumbledown, they must enter the cemetery at night to avoid being seen. A mausoleum near the cliffs, its locks and seal long broken, provides stairs into the crypts.

Old bones, stone sarcophagi, and bird and bat droppings surround a young woman's body, which several **ghouls** are devouring. (If you need them, statistics blocks for the ghouls are provided at the end of this supplement.)

If the heroes defeat the ghouls, they can examine the body and determine that the woman had sundown fever, an illness common in the Outer City, and that she was struck on the head and stabbed several times. With a DC 10 Wisdom check, an adventurer knows that the bludgeoning and the stabbing were inflicted after the victim's death. (Ravengard hired two grave robbers to dig up the body, dump it here, and inflict the wounds while hired thieves procured the "evidence" from its previous owner. The ghouls finding the corpse wasn't part of the plan.)

If the characters plant the items, Baldur's Gate is abuzz the next day with the news of Rillyn's arrest for committing a ritual, cult murder in Tumbledown. The killing surprises no one, however, in light of the patriar's sable moonflower addiction, which was discovered at the same time.

By afternoon, the rumor mill hits a crescendo when news reaches the streets that Rillyn has implicated Nine-Fingers as his cult accomplice in the killing and claimed that the Guild leader's real name is Astele Keene, leading to that individual's arrest. Now both are locked in the Seatower.

Feeling vindicated despite his role in the proceedings, Ravengard rejoices in Rillyn's losing his judicial post and acting as a credible witness against Nine-Fingers at the same time.

Double-Crossing Ravengard: If the characters accept the mission but don't plant the evidence, or they don't accept the mission and instead prevent it, they infuriate Ravengard, who must have the dagger, the cane, and the pipe to proceed with his plan. Stung by this betrayal, Ravengard orders the Flaming Fist to scour the city and capture the heroes, using any means necessary. The characters would be wise to seek Silvershield's protection or disappear into Rael's warren of safe houses. If Ravengard catches them, they are thrown into the Seatower of Balduran's deepest, dankest dungeon.

KEEPING TRACK

Ravengard gains one rank on Bhaal's Favor Track if the characters plant evidence to frame Ariax Rillyn, or if they fail to prevent Fist agents from doing so. If the heroes accept the terms and then don't deliver, Ravengard imprisons them but does not gain a rank in Bhaal's favor.

Legal Troubles

Duke Silvershield seethes over the blackmailing of Wyllyck Caldwell (see “Ravengard for Duke” in stage 4) and the frame-up of Ariax Rillyn (see “Planted Evidence” above); the latter has been a longtime Parliament of Peers ally. So Silvershield decides to retaliate against the Fist marshal and turns his considerable legal power against people under Ravengard’s protection. Soon, the characters hear gossip about the Watch dragging people from their homes on “trumped-up charges.”

If Silvershield trusts the characters or wants to give them another chance, he summons them to his estate. He instructs them to locate and bring three Baldurians to him for questioning. The duke subtly implies that the characters can use force if needed. He gives the adventurers “real evidence” (copies of witnesses’ sworn statements against Norold Dlusker, Ellyn Harbreeze, and Stepan Groat). While deputizing the characters, Silvershield expresses exasperation with the Flaming Fist, referring to it as “somehow too busy with other duties to enforce the law.”

Norold Dlusker might be familiar to the characters from “Search and Seizure” in stage 1. The patriar, who works as a cloth merchant, is deeply in debt to Guild loan sharks. These lenders force Dlusker to launder money and perform other services for the Guild. The impoverished patriar also provides the Flaming Fist with inexpensive wool for uniforms. His arrest would please Silvershield on three levels: It would hurt the Guild, remove a Flaming Fist resource, and hide away a patriar who is an embarrassment to his peers. When either the characters or Watch soldiers come for him, Dlusker offers only feeble protests, since he knew his ties to the Guild would eventually lead to trouble.

Ellyn Harbreeze, a plump, freckled, and friendly redhead, operates Harbreeze Bakery, a business she inherited from her mother. Silvershield claims that Harbreeze’s mother never paid the immigrant establishment tax to set up her business. The baker fights her arrest, pounding her fists on whoever tries to grab her, clutching at the door frame, and screaming, “You can’t arrest an innocent woman! I’ll die if you throw me in a dark, damp dungeon! You’ll kill me, you will!”

She’s both wrong and, tragically, right. The characters can arrest an innocent person. And if Harbreeze is locked in a cell, she contracts a wasting disease that kills her within two tendays, unless she receives magic healing. If the characters bring in Harbreeze kicking and screaming, be sure that a Watch soldier tells them in a few days about her illness.

Stepan Groat is a **Flaming Fist lieutenant** who owes a substantial gambling debt to the Guild. Because



of his financial troubles, he lives in a tenement in Norchapel.

When the characters reach his door, Groat opens a viewing slot. When he sees armed strangers, he assumes they’ve been hired to beat his debts out of him. He slams the slot shut, dashes out a back window, and makes tracks along the slate rooftops, jumping from shanty to shanty at breakneck speed. A character can break down the door with a DC 10 Strength check. After that, the chase is on.

Groat’s course begins on relatively flat roofs before reaching pitched rooftops. If the characters follow, describe the steep, rain-slick slates sliding under their boots; the dizzying height and muddy roads far below; Groat’s wild leaps; and the shouts of onlookers watching the soggy, madcap parade from the street below.

Play out the pursuit for as long as you want. Have Groat and the characters make ability checks to jump across alleys and balance on the slippery slate. When he misses a check at some point, Groat falls to the street and dies.

Opposing the Arrests: It Silvershield does not ask the heroes to make the arrests, an Upper City friend or someone knowledgeable, such as Coran (*Campaign Guide*, page 38), tips them off. If the characters oppose the detentions, they can challenge the **Watch soldiers** who come for Dlusker, Harbreeze, and Groat. Confronting the Watch alongside Flaming Fist soldiers or as Fist representatives would be the most effective approach. Watch members are within their rights to arrest Upper City folk, such as Dlusker, but their authority in the Lower City is less clear without the grand duke’s express support, which they don’t have.

KEEPING TRACK

Silvershield gains one rank on Bhaal’s Favor Track if the characters go after Norold Dlusker, Ellyn Harbreeze, and Stepan Groat, or if they fail to prevent Watch soldiers from arresting those individuals.

Loose Tiles

Most buildings in the Upper and Lower City have steep roofs of gray slate. When those tiles come loose, they skitter down and crash to the street below. Usually the result is nothing more than a good scare for people standing nearby, but sometimes it’s tragic.

“Accidents” don’t always happen accidentally, however. It’s uncommon but not unknown for thugs and assassins in Baldur’s Gate to drop roof tiles on unsuspecting victims. Sometimes the crashing tiles just send a brief message: Watch your step. Other times, they deliver a final sentence: Death.



This event occurs when the Lower City is hit by a spate of roof tile incidents. Tiles mysteriously slip loose and fall into crowds, injuring wealthy merchants, nobles, soldiers of the Flaming Fist who use their fists too freely, and anyone else the Guild might have taken a dislike to. Tragically, tiles falling into crowds also hit innocent bystanders.

These and similar “accidents” escalate quickly. Soon, barrels are careering down steep Lower City streets and ropes are snapping on cranes on the wharves, sending cargo plummeting earthward. Everyone in the Lower City is put on edge. Special lookouts are posted along the wall between the Upper City and Lower City where they can watch for any suspicious activity on all the rooftops below them.

Rilsa Rael is behind these attacks, having hired a few guild **thugs** to carry them out, but she doesn’t tip off the characters to this fact even if they are working with her.

The heroes will find it difficult intervene in these events unless they happen to be in the right place at the right time, or unless she makes them the target of such an attack. The best way to help might be to spread out across the city and work out some signal with the Watch on the wall. That way when a Watch member spots something suspicious, a character has a decent chance of getting there in time to confront the culprits. Of course, being spread out might mean that a hero might have to confront the culprits (a couple of **tough thugs**) alone.

If the PCs don’t investigate and interfere, an entire building under construction collapses mysteriously. Grathus Mimdur, a builder who always hires laborers from the Outer City and pays good wages, is killed in the collapse. His death stirs angry reactions through the Outer City and brings an end to the “accidents.”

Characters can become the target of an accident if they’ve angered Rael or another Guild member recently. Or a character might be a target when he or she arrives on the scene. A runaway handcart or barrel can be evaded with a DC 10 Dexterity check. Falling roof tiles require a DC 15 Dexterity check to dodge. Either causes 1d10 damage if it hits.

KEEPING TRACK

Rael gains one rank on Bhaal’s Favor Track if the characters fail to catch or kill some of the culprits.

Scuttling the Fleet

Rael wants to strike the merchants where it will hurt them the most. In Baldur’s Gate, all wealth eventually traces to shipping in the harbor. With one surge of violence, she plans to burn or scuttle as many ships in the harbor as possible. The losses could ruin some of the city’s merchant families, in addition to the many deaths that will result.



This event should occur at night, when the attackers can have the cover of darkness. The ideal spot for the characters is in or near the Seatower, but they can get into the action from anywhere in the city.

The plan is for three groups of saboteurs in small boats to row through the harbor, setting ships aflame with hurled pots of alchemist’s fire. When their ammo is expended, they will escape by rowing out of the harbor and to a secluded landing spot downriver.

Each boat has a driver at the tiller in the stern (**tough thug**) in charge of six rowers (**thugs**) plus two dwarves at the bow (**bombers**) who fling the alchemist’s fire. The clay pots are slung on ropes so they can be launched like slingshot. Each boat is stocked with twelve alchemist’s fire pots.

The arsonists begin separated. Their first attacks hit the Bloomridge piers, the Steeps wharf near the Counting House, and along the Heapside quay. The three boats then row in unison for the biggest concentrations of ships at the Eastway and Brampton piers. Thanks to the darkness and the fog, there will be great confusion about where these fires are coming from. It might take some time for ship crews to figure out that the attackers are on the water, not on land.

Unimpeded, this attack will wreak havoc on shipping in Baldur’s Gate. Most of the fires will be extinguished by fast-acting crews, but eight ships will be completely consumed, five others crippled, the piers badly damaged, and several fortunes lost. Every merchant in the city will be at the gates to the Seatower, screaming for revenge.

If characters join in this attack, the best places for them will be in the bows of the fireboats, flinging pots of alchemist’s fire. If they are on good terms with Rilsa Rael, she offers them the job. The drivers will steer the boats wherever the characters command. The first few attacks will have complete surprise, but by the time the arsonists close in on the Eastway piers, most of the harbor will be awake and on the lookout for trouble. Allow the characters to make Charisma checks (DC 10) to keep their crews quiet. If a rowboat is detected, it comes under a hail of crossbow bolts (from ship crewmen represented by **thugs**). As the boat rows away, each nonplayer character in it is attacked once by this crossbow fire, and each player character is attacked three times.

If the characters are near the harbor when this attack commences, they have many ways to get involved. The most likely are helping to fight the fires on a ship or trying to locate the origin of the fires and then attacking a boatload of arsonists from shore, or even commandeering a small boat and giving chase. The possibilities are nearly endless, so the specifics are left in your hands.

If the characters are in or near the Seatower when this attack commences, they have a unique opportunity. The Seatower is equipped with Gondar-built trebuchets meant specifically for sinking hostile ships in the harbor. Characters might know about these already if they were given a tour by Ravengard. Otherwise, the heroes could be corralled by a low-ranking Flaming Fist officer who recognizes them or whom they've worked with before, or by Ravengard himself, and asked to help crew the siege weapons.

To observers atop the Seatower, the fog drifting across the harbor does a poor job of concealing the outlines of the arsonists' boats. Firelight from burning ships and occasional glows of moonlight through the clouds provide sporadic, dim illumination. Each time another ship flares up, the characters have one chance to spot an attacking rowboat with a DC 15 Wisdom check. If one or two characters spot a boat, it can be attacked by a trebuchet with a -3 penalty to the attack roll. If three or more characters spot a boat, it can be attacked with no penalty. Have a character make the attack roll against AC 9. On a hit, the boat is destroyed in a small explosion of the remaining alchemist's fire. Half of the boat's crew dies, and the other half gets picked off or captured by sailors.

There are trebuchets on each tower, but only three have a good enough view of the situation to attack. Each requires a five-person crew. They can be manned entirely by **Flaming Fist privates**, or characters can step into the crews. Each weapon can attack once when a boat is spotted. It takes about 15 minutes to reload a trebuchet between shots, so it's likely that only three shots can be gotten off before the Guild members flee.

For an added twist, a ship moored at the quay in Eastway becomes a roaring inferno, and the flames threaten to spread to the harbormaster's office. The quickest way to prevent a disaster is to sink the burning ship from the Seatower. Its AC is 12. Two hits are needed to sink it, but they must be scored instead of hitting the Guild boats, or it will be too late.

Ravengard will be highly pleased if the attack is crushed from the Seatower.

KEEPING TRACK

Rael gains one rank on Bhaal's Favor Track if the heroes fail to catch or kill the members of at least two boats.

Infiltration

After so many attempts to bring down the Guild, Ravengard concludes that it can't be done by external force. The Guild must be destroyed from the inside, by infiltrators.



If the characters are on decent terms with him, Ravengard calls upon them; and even if the heroes are known to be associates of Rilsa Rael or otherwise seem to be in league with the Guild, Ravengard tries one last time to recruit them to his cause. He summons them not to the Seatower but to the Elfsong Tavern. Ravengard reserves a back room and arrives incognito. Three of his best men (**Flaming Fist sergeants**), also in mufti, are stationed in the common room, with five **Flaming Fist privates** loitering in the streets outside in case of an emergency.

Ravengard offers 150 gp per character, paid up front, plus an equal amount paid after the Guild is brought down. He also promises that the characters will be unconditionally pardoned for any crimes they commit or have committed. When the job is done, they will receive safe passage by ship from Baldur's Gate to anywhere along the Sword Coast they choose, in case they fear retribution from surviving Guild members. Whether they leave or stay in Baldur's Gate, they will have honorary commissions at the rank of blaze in the Flaming Fist, which means they would collect the monthly pay of that rank (75 gp per month) while shouldering none of its duties.

If the characters accept this offer or negotiate a better one, the assignment is simple. Ravengard wants them to assassinate **Rilsa Rael**, the Fetcher (use **tough thug** statistics), and **Nine-Fingers** (if she isn't locked in the Seatower). Key figures inside the Guild probably trust the characters already, and if they don't, characters who offer their services to the Guild should get Rilsa's attention. It should be easy for them to get close to these targets and strike the killing blow—or poison their food, or cause their deaths in any of a dozen other ways. With the Guild decapitated, the Flaming Fist can hit smaller operators hard while there's confusion in the Guild's ranks. All the characters need to do is carry out three efficient murders, and they can retire in style.

What Ravengard asks is almost certainly impossible, and he knows it. Assassins might pick off one of these targets, maybe even two, but the odds of killing all three are next to zero. Nine-Fingers, Rael, and the Fetcher always have bodyguards nearby. Furthermore, all three would need to be hit simultaneously, or the news of one attack would send the others scrambling for their safe houses.

Still, the characters are free to try. Ravengard will reluctantly let himself be negotiated up to almost any price, since he doesn't expect to ever have to pay it.

If the characters refuse, Ravengard is disgusted. He strips them of any rank he has given them and demands they return the brooches that were given to them, if they have them. Ravengard thereafter sends his agents against the one Guild member he's sure he can find—the Fetcher. If the characters fail to warn him or another Guild member of Ravengard's intent, the Fetcher and a number of other people are killed in a bloody battle in the Undercellar.

KEEPING TRACK

Ravengard gains one rank on Bhaal's Favor Track if the characters succeed in killing any of the three Guild members or fail to warn them of Ravengard's intent.

Exile

Grumbling by middle-class merchants against the patriars is reaching a fever pitch. A certain amount of class envy has always simmered beneath the surface, but Torlin Silvershield hears something more dangerous in these rumblings. He fears that if certain individuals are allowed to speak freely, their anti-patriar ideas will spread.



Everyone who knows Duke Silvershield understands that once he puts his weight behind an accusation, no one accused of a serious crime has any future in Baldur's Gate. That's what Silvershield counts on when he turns his mind to ridding himself of problems from the Lower City.

The duke summons the heads of four prominent Lower City families to private meetings at his estate. Each of them is offered a simple choice: Pack your families and your fortunes and leave Baldur's Gate forever, or face accusations from the High Hall that will ruin you. All four chose exile.

Their departures are noted by acquaintances and neighbors, but many people are leaving Baldur's Gate these days. Four more families pulling up stakes does not raise too many eyebrows, but then a rumor spreads from the Wide a day later: Merchants traveling north on the Coast Way passed the sites of two massacres along the road. Two entire families, well off by the looks of them, had been robbed and murdered, their bodies dumped beside the road.

The murders were the work of special teams of the Watch that were dispatched specifically to guarantee that the exiles could never break their agreements and return to Baldur's Gate. They took steps to make the attacks look like common highway robberies turned murderous, but characters who are familiar with the gear and the methods of the Watch can pick out the telltale signs automatically with a careful inspection of the bodies or with a DC 15 Intelligence check and a general inspection at either of the massacre scenes.

The evidence consists of crossbow bolt heads, bits of fletching torn off in crossbow wounds, the presence of precise stabbing wounds rather than the more vicious slashing and bludgeoning wounds typical of highway bandits, and the fact that though the victims were apparently robbed, their bodies weren't stripped of fine clothing and shoes, items that always are in high demand among rough-living bandits.

If the characters are working for Silvershield, he might dispatch them to the north or south along the road to retrieve the bodies and return them to Baldur's Gate for interment befitting respected citizens (only Silvershield knows they were threatened with accusations and public disgrace, after all) and destroy any evidence that could incriminate the Watch in the attacks.

If the characters are working for Ulder Ravengard or Rilsa Rael, either of them would like to have evidence that these murders were committed by the Watch, because that fact could implicate the dukes.

Characters who march out the road looking for bodies can find more than that. A band of real highway-men (**thugs** and **tough thugs**) have followed rumors to the area, hoping to pick the bodies clean.

KEEPING TRACK

Silvershield gains one rank on Bhaal's Favor Track if the characters fail to tell either Ravengard or Rael about the evidence of Watch involvement.

D&D NEXT STATISTICS

Hunting Hound

Medium Beast

Armor Class 12

Hit Points 5 (1d10)

Speed 30 ft.

Senses low-light vision

Str 11 (+0) Dex 14(+2) Con 11 (+0)

Int 2 (-4) Wis 12 (+1) Cha 8 (-1)

Alignment unaligned

Languages –

TRAITS

Scent: The hound has advantage on checks made to find hidden or invisible creatures.

ACTIONS

Melee Attack–Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 1d8 piercing damage. If the attack deals 5 or more damage, the target falls prone.

ENCOUNTER BUILDING

Level 1 XP 10

Thurgo Songbuckle

Small Humanoid (Halfling, Wererat)

Armor Class 13

Hit Points 16 (3d8 + 3); resistant to weapon damage except that from silver or magical weapons

Speed 35 ft., climb

Senses low-light vision

Str 10 (+0) Dex 16 (+3) Con 12 (+1)

Int 12 (+1) Wis 11 (+0) Cha 11 (+0)

Alignment neutral

Languages Common (cannot speak in rat form)

TRAITS

Climb: In rat or hybrid form, Thurgo can climb as part of his movement. No ability check is required, but each square he climbs costs him 5 extra feet of movement.

Cunning: Thurgo has advantage on ability checks to bluff, listen, sneak, and spot.

Opportunist: If Thurgo has advantage on an attack roll, he can give up the advantage to make two attacks.

Rat Scurry: In rat form, when Thurgo moves on his turn, his movement does not provoke opportunity attacks.

ACTIONS

Melee Attack–Bite (rat and hybrid form only): +5 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d4 + 3) piercing damage, and the target must make a DC 9 Constitution saving throw. *Failed Save:* The target is cursed with lycanthropy.

Melee or Ranged Attack–Dagger (human and hybrid form only): +5 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage.

Change Shape: Thurgo polymorphs from human form into a Medium rat-humanoid hybrid or a Small rat, or back again. Thurgo reverts to human form when killed.

ENCOUNTER BUILDING

Level 3 XP 70

Rat

Tiny Beast

Armor Class 11

Hit Points 2 (1d4)

Speed 15 ft., climb 15 ft.

Str 6 (-2) Dex 11 (+0) Con 10 (+0)

Int 3 (-4) Wis 10 (+0) Cha 4 (-3)

Alignment unaligned

Languages –

TRAITS

Mob Tactics: The rat gains a cumulative +1 bonus to attack rolls for each friendly creature that also has this trait and is within 5 feet of its target, to a maximum of +5.

ACTIONS

Melee Attack–Bite: +4 to hit (reach 5 ft.; one creature). *Hit:* 1 piercing damage.

ENCOUNTER BUILDING

Level 1 XP 10

Ghoul

Medium Undead

Armor Class 12

Hit Points 17 (2d12 + 4)

Speed 30 ft.

Senses darkvision 60 ft.

Str 13 (+1) Dex 15 (+2) Con 14 (+2)

Int 7 (-2) Wis 10 (+0) Cha 6 (-2)

Alignment chaotic evil

Languages Common

TRAITS

Immunities: The ghoul cannot be put to sleep. It is immune to disease and poison.

Undead: The ghoul is not a living creature. It does not need to breathe, eat, or sleep.

ACTIONS

Melee Attack–Claws: +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) slashing damage, and the target must make a DC 10 Constitution saving throw (elves are immune). *Failed Save:* The target is paralyzed for 1 minute but can repeat the saving throw at the end of each of its turns to end the paralyzed condition.

Melee Attack–Bite: +4 to hit (reach 5 ft.; one paralyzed, restrained, stunned, or unconscious creature). *Hit:* 11 (2d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 3 XP 70

4TH EDITION STATISTICS

Hunting Hound		Level 1 Minion Skirmisher
Medium natural beast		XP 25 each
HP 1; a missed attack never damages a minion.		Initiative +4
AC 15, Fortitude 12, Reflex 14, Will 13		Perception +6
Speed 6		Low-light vision
STANDARD ACTIONS		
⬇ Bite ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 3 damage, or 6 against a prone target.		
⬇ Predator's Strafe ♦ At-Will		
The hound shifts up to half its speed and makes a melee basic attack at any point during that move.		
Str 10 (+0)	Dex 14 (+2)	Wis 12 (+1)
Con 11 (+0)	Int 2 (-4)	Cha 8 (-1)
Alignment unaligned Languages –		

Rat (Swarm)		Level 1 Skirmisher
Medium natural beast (swarm)		XP 100
HP 27; Bloodied 13		Initiative +5
AC 15, Fortitude 13, Reflex 15, Will 11		Perception +4
Speed 6, climb 2		Low-light vision
Resist half damage from melee and ranged attacks;		
Vulnerable 5 to close and area attacks		
TRAITS		
⚙ Swarm Attack ♦ Aura 1		
Any enemy that ends its turn in the aura takes 4 damage, and the swarm can slide it 1 square as a free action.		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
STANDARD ACTIONS		
⬇ Swarm of Teeth ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d10 + 3 damage, or 1d10 + 8 if the swarm moved at least 2 squares during this turn.		
Effect: The swarm can shift 1 square.		
Str 12 (+1)	Dex 16 (+3)	Wis 9 (-1)
Con 11 (+0)	Int 1 (-5)	Cha 7 (-2)
Alignment unaligned Languages –		

Thurgo Songbuckle		Level 3 Skirmisher
Small natural humanoid (shapechanger), halfling		XP 150
HP 37; Bloodied 18		Initiative +7
AC 17, Fortitude 16, Reflex 14, Will 13		Perception +7
Speed 6, climb 4 (rat or hybrid form only)		Low-light vision
TRAITS		
Regeneration		
Thurgo regains 5 hit points whenever it starts its turn and has at least 1 hit point. When Thurgo takes damage from a silvered weapon, regeneration does not function on Thurgo's next turn.		
STANDARD ACTIONS		
⬇ Dagger (weapon) ♦ At-Will		
Requirement: Thurgo must be in human or hybrid form.		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d6 + 6 damage, or 2d6 + 6 if Thurgo has combat advantage against the target.		
⬇ Bite (disease) ♦ At-Will		
Requirement: Thurgo must be in rat or hybrid form.		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 1d4 + 4 damage. If the target is granting combat advantage to Thurgo, it also takes ongoing 5 damage (save ends). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts wererat filth fever (stage 1).		
MOVE ACTIONS		
Rat Scurry ♦ At-Will		
Requirement: Thurgo must be in rat form.		
Effect: Thurgo shifts up to his speed.		
MINOR ACTIONS		
Change Shape (polymorph) ♦ At-Will		
Effect: Thurgo alters its physical form to appear as a Tiny rat, or a Medium unique human or hybrid.		
Skills Bluff +6, Stealth +10		
Str 10 (+1)	Dex 18 (+5)	Wis 12 (+2)
Con 15 (+3)	Int 13 (+2)	Cha 11 (+1)
Alignment evil		Languages Common
Equipment dagger		

Ghoul		Level 3 Soldier
Medium natural humanoid (undead)		XP 150
HP 47; Bloodied 23		Initiative +7
AC 19, Fortitude 15, Reflex 17, Will 14		Perception +1
Speed 8, climb 4		Darkvision
Immune disease, poison; Resist 10 necrotic		
TRAITS		
Weakened Paralysis		
Whenever the ghoul takes radiant damage, one creature immobilized or stunned by the ghoul can make a saving throw against one of those effects.		
STANDARD ACTIONS		
⬇ Claws ♦ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d6 + 4 damage, and the target is immobilized (save ends).		
⬇ Ghoulish Bite ♦ At-Will		
Attack: Melee 1 (one immobilized, restrained, stunned, or unconscious creature); +8 vs. AC		
Hit: 4d6 + 4 damage, and the target is stunned (save ends).		
Skills Stealth +10		
Str 14 (+3)	Dex 19 (+5)	Wis 11 (+1)
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)
Alignment chaotic evil Languages Common		

3RD EDITION (v.3.5)

STATISTICS

HUNTING HOUND

CR 1

hp 13 hp (2 HD)

N Medium animal

Init +2; **Senses** low-light vision, scent; **Listen** +5, **Spot** +5

AC 16, touch 12, flat-footed 14

Fort +5, **Ref** +5, **Will** +1

Speed 40 ft. (8 squares)

Melee bite +3 (1d6+3)

Base Atk +1, **Grp** +3

Abilities Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

SQ scent; a hunting hound has a +4 racial bonus on Survival checks when tracking by scent

Feats Alertness, Track^B

Skills Jump +8, **Listen** +5, **Spot** +5, **Swim** +3, **Survival** +1

THURGO SONGBUCKLE

CR 5

Male halfling wererat rogue 3

hp 26 (4 HD)

NE Small humanoid (shapechanger)

Init +5; **Senses** low-light vision, scent; **Listen** +9, **Spot** +7

Languages Common, Halfling

AC 21, touch 19, flat-footed 13

Resist evasion; **DR** 5/silver

Fort +7, **Ref** +14, **Will** +7; +1 to all saving throws, +2 morale bonus against fear

Speed 20 ft. (4 squares)

Melee dagger +10 (1d3-1), bite +5 (1d4-1)

Base Atk +2; **Grp** -4

Atk Options Sneak Attack +2d6, Weapon Finesse

Abilities Str 8, Dex 27, Con 16, Int 10, Wis 12, Cha 11

SQ alternate form, rat empathy, trap sense +1, trapfinding

Feats Acrobatic, Alertness, Iron Will, Track, Weapon Finesse

Skills Balance +11, Bluff +7, Climb +6, Diplomacy +2, Hide +19, Intimidate +2, Jump +6, **Listen** +9, Move Silently +17, **Spot** +7, Tumble +19

Possessions dagger

In dire rat form, Thurgo has the following statistics:

Speed 40 ft. (8 squares), climb 20 ft., swim 20 ft.

Melee bite +10 (1d4-1), no dagger

Skills Climb +14, **Swim** +7

In halfling form, Thurgo has the following statistics:

AC 18, touch 16, flat-footed 13

Ref +11

DR none

Melee dagger +7 (1d3-1), no bite attack

Skills Balance +9, Bluff +7, Hide +16, Move Silently +14, Tumble +16

Abilities Dex 21, Con 14

RAT SWARM

CR 2

13 hp (4 HD)

N Tiny animal (swarm)

Init +2; **Senses** low-light vision, scent; **Listen** +6, **Spot** +7

AC 14, touch 14, flat-footed 12

Resist half damage from slashing and piercing

Fort +4, **Ref** +6, **Will** +2

Speed 15 ft. (3 squares), climb 15 ft.

Melee swarm (1d6 plus disease)

Space 10 ft.; **Reach** 0 ft.

Base Atk +3; **Grp** -

Atk Options disease, distraction

Abilities Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2

SQ swarm traits

Skills Balance +10, Climb +10, Hide +14 +16, **Listen** +6, Move

Silently +8, **Spot** +7, **Swim** +10

Feat Alertness, Stealthy, Weapon Finesse^B

Disease (Ex) Filth fever—swarm attack, Fortitude DC 12,

incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

The save DC is Constitution-based.

Distraction (Ex) Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

GHOUL

CR 1

hp 13 (2 HD)

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; **Listen** +2, **Spot** +7

Languages Common

AC 14, touch 12, flat-footed 12

Fort +0, **Ref** +2, **Will** +5

Immune undead immunities

Speed 30 ft. (6 squares)

Melee bite +2 (1d6+1 plus paralysis and ghoul fever), 2 claws +0 (1d3 plus paralysis)

Base Atk +1; **Grp** +2

Abilities Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12

Feats Multiattack

Skills Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, **Spot** +7

Ghoul Fever (Su) Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghouls fever rises as a ghouls the following midnight. A humanoid of 4 HD or more rises as a ghast, not a ghoul.

Paralysis (Ex) Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.