

AGE 12+



D&D ENCOUNTERS™ LAUNCH WEEKEND
MURDER IN BALDUR'S GATE™

AN ADVENTURE FOR 1ST-LEVEL CHARACTERS
ED GREENWOOD • MATT SERNETT • STEVE WINTER

FORGOTTEN REALMS®



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RUNNING THE EVENT

Welcome to the *Murder in Baldur's Gate*™ Launch Weekend! This adventure expands on the opening of *Murder in Baldur's Gate*, putting players on the cusp of plunging into the whirlpool of blood that follows. At the end of the session, the players face a choice, and their decision will impact what experience they have in the upcoming D&D Encounters™ season, in which the full adventure plays out.

This scenario, like the complete *Murder in Baldur's Gate* adventure, is playable with three versions of the DUNGEONS & DRAGONS® game: 3rd Edition (v.3.5), 4th Edition, and the D&D® Next playtest rules. In advance of the day, indicate to the event organizer what edition of the rules you would prefer to use, or if you're willing to run whichever edition the organizer needs you to.

Players begin the event by creating 1st-level characters. You can help the organizer by providing character creation resources for the edition of the game you're running: the D&D Next playtest packet; *Heroes of the Fallen Lands*™, *Heroes of the Forgotten Kingdoms*™, and the 4th Edition *Player's Handbook*®; or the v.3.5 *Player's Handbook*.

This adventure also includes a poster map depicting the encounter location and the city.

INTRODUCTION

Baldur's Gate is a city on the verge of war—a simmering stewpot of social tensions where even the smallest spark of unrest threatens to turn the city against itself. Walls cut Baldur's Gate into three cities: The rich live atop the bluffs protected from the bourgeoisie clinging to the slopes by barriers that literally prevent the middle class from rising above their stations, and beyond the protection of the city's walls its many outcasts live with no law but the daggers of thieves.

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

Can the heroes keep the city from tearing itself apart? Can they prevent Bhaal from claiming the mind and soul of one of the city's worst citizens? Or, as they battle their way to the top of the heap, will Bhaal's favor fall upon one of the heroes?

Only one thing is certain: There will be blood.

CONNECTION TO D&D ENCOUNTERS

This play session is a springboard into the upcoming D&D Encounters™ season, *Murder in Baldur's Gate*. Players who go through this adventure can transfer their characters to the Encounters season.

Background

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

One Bhaalspawn named Abdel Adrian resisted the murderous nature imparted to him by his father. When he grew to adulthood, he set out to right the wrongs committed by his siblings and those who sought to control the rebirth of Bhaal or tap that power. Many of his battles took place in or near Baldur's Gate, and so the city became Adrian's home of sorts, and its citizens looked to him as their hero. Adrian eventually settled down in the city, was inducted as a leader among its mercenary military, the Flaming Fist, and was elected a duke for life. Thanks to his divine heritage, Adrian has lived a long time, but so has his one remaining half-sibling, Viekang. He and Adrian met briefly many years ago when Viekang was a fretful ne'er-do-well. Decades of dodging assassinations and battling enterprising Bhaalspawns have honed Viekang's murderous impulses to a razor's edge. Now he has come to Baldur's Gate to end it all, one way or another. He has also brought along some friends: assassins and thugs who believe that Viekang will reward them after the murder of Abdel makes him a god.

Abdel believes that since he is the last Bhaalspawn alive (to the best of his knowledge) and Bhaal has not arisen, the god of murder is well and truly dead. He's about to find out just how wrong he is. And the characters will have their bloody hands in these events, sowing the ground for Bhaal's return with each enemy they kill.

BALDUR'S GATE IN NOVELS AND VIDEO GAMES

Many of the events that set the stage for this adventure originate from past D&D video games and novels. The novels, *Baldur's Gate*, *Baldur's Gate II: Shadows of Amn*, and *Baldur's Gate II: Throne of Bhaal*, are available as audiobooks through Audible.com. You can also play through some of past events in *Baldur's Gate: Enhanced Edition*, now available on PC and tablet. For news and information, visit BaldursGate.com.

Scenario Summary

This play session has a relaxed beginning, but once the action starts, it should feel to the players as though things are spinning out of their control. The huge crowd in the Wide (the largest open space in the city and its only open-air market) will react to combat in its midst, surging this way and that depending on the threat. Citizens and visitors have packed the streets around the Wide, and as people near a problem push to get away, those far from danger press toward it out of curiosity (see "Running the Crowd," page 7).

The scenario includes the following events.

Arrival in Baldur's Gate: The heroes come to town as visitors, arriving during the celebration of Founder's Day.

1. Thieves!: The characters come to the Wide and see some cutpurses working the crowd as the city's leaders make their speeches.

2. Murderers!: Crossbow-wielding assassins lurking atop the roofs of nearby buildings attack the crowd.

3. Butchers!: The crossbow wielders weren't working alone. When the Watch moves to the buildings to get at the assassins, individuals in the crowd start a senseless slaughter.

4. Assassins!: All the chaos has been a cover for Viekang to get close to Abdel. The two fight each other as people in the crowd reveal themselves to be bodyguards of Viekang.

5. Transformation: Once Abdel or Viekang is dead, any remaining allies of Viekang pause their assault. A hush comes over the crowd as the last Bhaalspawn goes through a terrible transformation—and then starts killing people!

6. Invitations: Once the battle is well and truly over, the heroes are lauded for their actions and approached by three different people, each important in the city. The fate of Baldur's Gate hangs upon whose invitation the characters accept.

Important Characters

The following nonplayer characters appear in this scenario and feature in *Murder in Baldur's Gate*. Most of these individuals have merely a walk-on role in this scenario, but the details below can inform your roleplaying of them if the need arises.

Grand Duke Dillard Portyr: Baldur's Gate has elected four leaders as dukes for life since its founding. Each of these dukes had an equal say in governing. After an attempted coup by a duke named Valarken, that structure changed. A parliament largely made up of nobility now elects the dukes, and the one declared grand duke has the power to break ties when the Council of Four is split on an issue.

A survivor of the coup, Dillard Portyr is a short, portly man in his sixties. His once black hair is now gray and sparse, but he wears his shabby wig out of habit rather than vanity. Portyr doesn't like conflict,



Duke Torlin Silvershield

and he deals with stress by avoiding it. As a leader, Grand Duke Portyr is a weathercock, turning wherever the wind blows.

Duke Abdel Adrian: No matter whom you ask in the Gate, that person will say Abdel Adrian is the city's greatest hero, second only to Balduran the Brave. Duke Adrian was raised at Candlekeep by the wizard Gorion, but he was swept up in a series of deadly events as one of Bhaal's own children—one of the Bhaalspawn. His notorious life as an adventurer began when he saved Baldur's Gate from the machinations of the Iron Throne and averted a war with Amn and Waterdeep by killing his half-brother, Sarevok.

After that, Abdel fought many more battles against those who would use the power of his blood, killing them all. The people of Baldur's Gate know little of these adventures, and few alive today truly understand what it means that Abdel is one of the Bhaalspawn. To all, it appears that the god of murder is long dead, and if they know anything of his story, they believe that Abdel, a great hero of unusually long life, made certain Bhaal remained dead.

After living in contemplation in Candlekeep for a time, Abdel eventually settled in the city that had been his second home. He joined the Flaming Fist as a private but quickly ascended through its ranks to a blaze,



Blaze Ulder Ravengard

second only to the marshal. When the grand duke who was a Flaming Fist died in Valarken's coup, Adrian was made marshal and elected a duke.

Adrian is well over a century old at the time of this adventure but amazingly well preserved because of his father's divine blood. He appears to be perhaps sixty, and his body retains the strength of youth, again thanks to his divine heritage. Adrian towers over other men at nearly 7 feet in height. Graying black hair frames his unrelenting eyes and slightly wizened face.

Duke Torlin Silvershield: Leader of the greatest noble house in the city, head priest of its grandest temple, Duke Torlin Silvershield helped to defend the city against Valarken's coup and helped found the Parliament of Peers. He sees himself as the embodiment of the best of Baldur's Gate. As such he takes great pains with his appearance and grooming to present a proud example for others to follow. As the high artificer of the richest temple in Baldur's Gate, that of Gond, god of innovation and technology, Duke Silvershield richly adorns himself with the excellently crafted technological wonders of his god. The Gondar firmly believe in just rewards for labor, so displays of wealth are encouraged as proof of Gond's favor. He fasts for long stretches and exercises daily, giving him a gaunt but fit



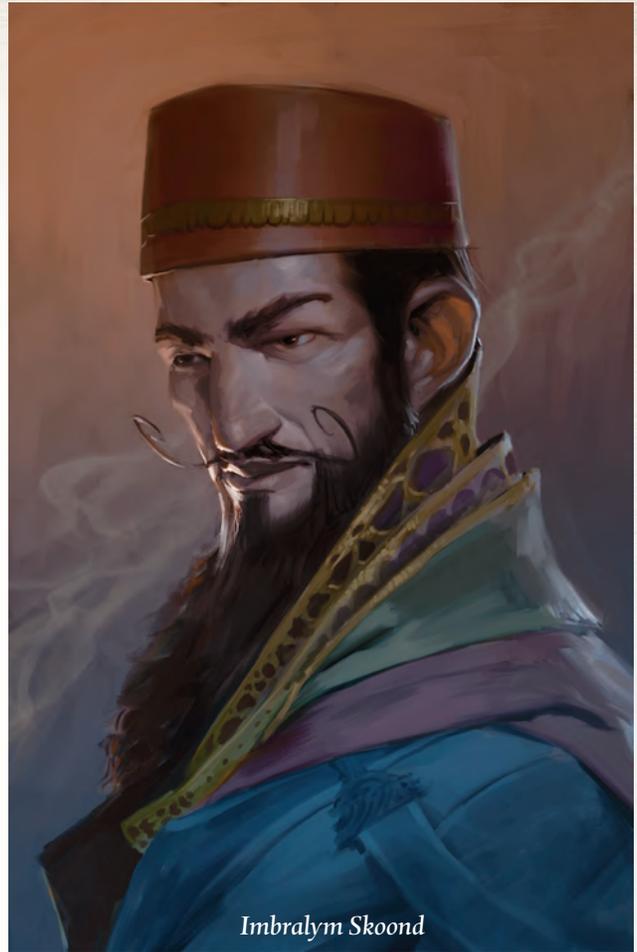
Rilsa Rael

appearance. His black hair has grayed at the temples, and he wears a well-trimmed salt-and-pepper beard.

With a nobleman's education and the masterful control over his voice and demeanor he has developed from a lifetime of sermonizing, Silvershield is a natural diplomat and a consummate actor. The best interests of Baldur's Gate are foremost in his plans, even above the interests of the temple of Gond. Silvershield never sought power and prestige within the temple hierarchy for their own sake, his sake, or Gond's sake, but rather as his best way to serve Baldur's Gate. He sees no hypocrisy in this. To Silvershield, the ends always justify the means.

Blaze Ulder Ravengard: Ulder Ravengard is the incarnation of militarism; the only beauty he appreciates is precision and the only thing he values is utility. Blaze (Major) Ravengard acts as Duke Abdel Adrian's right-hand man, the second-highest ranking officer in the Flaming Fist, and the Warden of Wyrms' Rock. He is a meticulous man who forgets nothing and forgives less. Ravengard is stolid and terse by nature, slow to speak and to decide except in battle. But once a decision is made, he never relents until he sees it through. He believes the Flaming Fist is the city's backbone and the key to its strength and superiority over its competitors.

Rilsa Rael: Rilsa Rael occupies a high station in the Guild, the criminal organization that controls most



Imbralym Skoond

illegal activity in Baldur's Gate. She thinks the Flaming Fist is cruel and uncaring and the nobles are hypocritical and self-serving. She sympathizes and identifies wholly with the poor in the Outer City and blames the Fist and the nobility for the terrible conditions there—and the fact that, in her words, “the people need the Guild to protect them from the city and themselves.” When the adventure begins, Rilsa views the assassination of Duke Adrian, a well-known sympathizer of the poor, as a calculated attempt to further marginalize the Outer City.

Lenta Moore: Lenta Moore serves as a vigilar (lieutenant) in the Watch. She wanted to join the Flaming Fist, but her elderly father, a wealthy Upper City merchant and a member of the Parliament of Peers, protested at the idea of her “being sent away and dying in some desert battle in Calimshan.” Moore was a sword (captain) in the Watch, but she was demoted by Duke Silvershield. She now commands thirty shields and three sarmars. She has a reputation as a deadly swordswoman who has killed more than once in the line of duty.

Imbralym Skoond: This greedy, amoral, young wizard is graceful, charming, and darkly handsome. He was a dancing master in Athkatla until he discovered his aptitude for the magical arts and began dreaming

about the immense wealth a successful wizard could amass. He departed his home to start a new career as a wizard by seeking out a well-heeled sponsor among the upper crust of Baldur's Gate. With his charm, a talent for magic, and no apparent scruples, Imbralyim quickly attracted Duke Silvershield's attention as a danger and then, when Skoond proved amenable, as a subordinate. Duke Silvershield used his influence to have Skoond made a peer (the most recent appointment to the parliament), and the wizard has been his lapdog ever since.

STARTING THE SCENARIO

At the start of the D&D Launch Weekend event, players should all receive character sheets and use the materials at the event to create characters for whichever edition of the game is going to be played. This character creation period should take 30 to 45 minutes.

Monsters: All the monster stat blocks needed for this scenario, for all three editions of the game, are provided on pages 12-15 of this booklet. Throughout the events of the scenario, a name in **bold** indicates a monster that is included on these pages.

ARRIVAL IN BALDUR'S GATE

The adventure begins with the characters arriving in the northern reaches of Baldur's Gate, the Outer City district of Blackgate. They've come to the city on Founder's Day, the celebration in memory of Balduran, founder of the city. It's also the only day of the year when no one has to pay the usual gate tolls for passage (merchants must still pay taxes on goods though), so people have flocked from the tiny communities strung north and south of the city for the celebration and the chance to visit the city for free.

If you deem it appropriate and time permits, you can roleplay the characters' interactions as they seek a place to board their horses (which are not allowed in the city) and rub shoulder to shoulder with the herders, merchants, and travelers who await entrance through the Black Dragon Gate.

Read or paraphrase the following:

You've come to Baldur's Gate for a job working as caravan guards for goods heading south overland from the city. But you've arrived to meet the shipment of goods from Waterdeep a few days early. Now you have time to spare and a city to explore.

A few miles out from Baldur's Gate, a squint-eyed herdsman tried to convince you to leave your horses with him instead of boarding them just outside the city. Now you're wishing you had listened. You found a place for the horses, but the price you're paying to keep them there is outrageous.

Because it's Founders Day, you don't have to pay the usual toll to enter the city, but that's small consolation for the high boarding fees the crowds create.

You've been waiting in line for an hour when you finally leave behind some of the stink and noise of the Outer City and pass through the first part of the Black Dragon Gate. In the muddy courtyard between gates, the rattle of smithing, the stench of beasts, and the barking of dogs fades somewhat. Leering balefully down at you from above the second gate, mouth agape, is the sculpture that gives this gate its name: a stone carving of a black dragon's head, said to be magically empowered with the ability to spew acid in times of siege.

As you at last pass under the dragon, guards in crisp black livery wearing black helms with bold red stripes look you over and point you toward a row of iron boot scrapers set into the cobbles by the wall. Once you've cleaned off the worst of the muck, another guard nods approval and waves you through to make room for the next group.

In the Upper City, you're immediately struck by many contrasts. The wide, muddy ways of the tumbledown shantytown outside have been replaced by narrow, cobbled streets and regular buildings of solid yellow granite, decorated with doors and shutters of bold red, blue, and green. Blossoming plants tumble out of window boxes, making the air sweet. The hubbub of the Outer City is gone, and the excited chatter of the crowd has quieted to a respectful murmur as you move with everyone toward the Wide, the city's grand market square.

Features of the Area

The Wide serves as the city's only open market, and laws forbid street sales elsewhere. With the throng drawn to the Wide for the Founder's Day speeches and celebrations, merchants' stalls crowd the area, selling goods from everywhere traders travel. A speakers' stage has been erected in the shadows of the buildings on the east side of the Wide.

When the characters arrive, the whole area is packed with people. City officials mill around the back of the stage, out of view of the public thanks to a brilliant white curtain erected atop it. Members of the Watch stand guard around the stage and behind it, and people generally avoid coming within 5 feet of the stage.

Twelve soldiers of the Watch—the lowest-ranking members, or “shields”—stand around the stage, and pairs of other shields ring the vastness of the Wide roughly 50 feet apart. None of them are expecting trouble (and they should not feature in combat).

The Beloved Ranger

Standing in the Wide is a 15-foot-tall statue of a powerful warrior in plate armor. Far from being the typical sort of grim guardian, this warrior grins enthusiastically and cradles a hamster in his hands. The statue was erected about 70 years ago by an eccentric textiles merchant named Orburt Lewel (now deceased). According to legend, the man is Minsc, a dull-witted but brave

ranger of Rashemen who saved Lewel's life from some forgotten danger, and the hamster is Boo, a pet that Minsc believed to be a "pygmy giant space hamster."

The quirky statue is a favorite landmark and meeting spot in the ever-changing sea of market stalls, both because it's easy to spot and because Baldur's Gate loves its peculiar characters. It can be climbed with a DC 10 Strength check, much to the disapproval of onlookers. Being atop the statue wouldn't give a character a better chance of hitting a target in the crowd, but the statue does provide a vantage point to see things happening at a distance.

Trade Stalls

A vast array of goods fills the stalls in the Wide. When the characters are shopping or crashing through them, consider the following contents in addition to any standard equipment they might buy.

- ◆ Scrimshaw from Icewind Dale (small sculpture 8 gp to 2 gp; dagger with scrimshaw hilt 3 gp)
- ◆ Golden Sands Beer smuggled out of Calimshan (basic, gold, or orange: hand keg 5 sp; cask 2 gp, 5 sp)
- ◆ Fish (by pound: salmon 5 gp; river eel 1 gp; freshwater crab 3 gp; cuttlefish 3 gp)
- ◆ Exotic birds (parrot from Chult 30 gp; toucan from across the Sea of Swords 40 gp; peacock from Durpar 50 gp)
- ◆ Silks and dishware from Kara-Tur (silk per square yard 20 gp to 40 gp; dishware by item 5 sp to 20 gp)
- ◆ Fine leather footwear (low boots 4 gp; riding boots 7 gp; sandals 2 gp; slippers 2 gp)
- ◆ Preserved fruit from the Sea of Fallen Stars (by pound: Chessentan olives 3 gp; Selgauntian raisins 5 sp; Thayvian black fig 20 gp; Thayvian citron 15 gp)
- ◆ Noodles from Kara-Tur (dry by pound, 15 gp each: Kozakuran udon, Wa soba, Shou Lung bean curd, ramen)

Running the Crowd

During the events of this adventure, dangers erupt here and there, and mobs of people push against one another. Nearest to danger, the crowd is a heavy press of bodies. A melee battle will have a clear space around the combatants as the crowd attempts to stay out of reach of any of the fighters, but movement outside these areas means forcing a way through.

- ◆ Area attacks and effects automatically hit and affect people in the crowd. A bystander has 1 hit point.
- ◆ Someone in the crowd who is targeted by a ranged attack has cover (three-quarters cover). A missed ranged attack against a target in the crowd hits one of the bystanders in the crowd.
- ◆ The crowd is considered difficult terrain. Before moving, a character can attempt to clear the way by making a DC 10 Strength check or Charisma check. On a successful check, the crowd is not considered

difficult terrain for that move. If the check fails by 5 or more, the character is knocked prone.

- ◆ Anyone who is prone in the crowd at the end of his or her turn takes 2 damage.

Optional Events

As the characters engage enemies in the Wide, all sorts of things are happening in the crowd around them. Pick ideas from those described below or improvise your own, and sprinkle them into the combat encounters. For example, you could pick two events at the start of an encounter and roll initiative for them, describing them for everyone when their initiative counts come up. Or you could randomly select a character and describe the event as something only that character notices in the heat of battle.

- ◆ A halfling scamp is taking advantage of a merchant's distraction to fill his pockets with jewelry from his stall.
- ◆ A noble lady is crying out that she'll give ten gold pieces to whoever brings back her cat. Just then a long-haired, gray tabby runs past a character. (It's a stray. The real cat is covering under a stall near the lady.)
- ◆ A crying child has been separated from her frantic mother who is trying to hold her ground against the surging crowd and call for her ("Elspla!"). Neither sees the other. As a character takes this in, someone in the crowd unwittingly knocks the little girl over.
- ◆ A merchant's stall filled with lit oil lamps and lanterns is pushed over. The stall and two bystanders catch fire. Unless aided (DC 10 Dexterity check), the bystanders die after 1 round passes. At the end of each round, unless the fire is squelched, it spreads to any stalls within 10 feet, and an additional bystander catches fire.
- ◆ An old man collapses and seems to be suffering some kind of anxiety episode. He begins wheezing and is unable to move unless healing is applied. If unaided, he dies after 3 rounds.
- ◆ A noble is cutting his way to safety by having his house guards stab anyone who presses to close, but many can't help being pushed in his way.
- ◆ A dwarf trips and falls next to a stall, and as he tries to push himself up, someone uses his back as a step to vault over the stall to a clear spot in the Wide. Someone else who sees this leaps upon the dwarf's back before he can stand up and repeats the action. If someone doesn't intervene, the dwarf will be trampled into the cobbles in 1d4 rounds.
- ◆ A crowd surges through a stall, strewing its contents everywhere it. A young woman in the midst of the group becomes entangled in a coil of thin cord that falls around her neck and shoulders. Someone steps on the trailing end of the coil, jerking her to a stop and tightening the noose. She tries to pull the cord off, but more movement in the crowd jerks her again. A

nearby character can try to keep her from being strangled by cutting the cord (AC 10, hp 1) or by grabbing it and pulling it off her (DC 10 Dexterity check).

1. THIEVES!

Read or paraphrase the following:

The whole city is in a festive mood that even the continuous light drizzle can't dampen. A sea of brightly hued awnings stretches out across the vast city square, and people from all strata of society and every realm of endeavor move about among the merchant's stalls.

On the eastern side you spot a freshly erected stage with a curtain of brilliant white emblazoned with the city's heraldry, a ship on calm seas. Guarded by members of the Watch, well-dressed individuals and folk wearing sashes of city office mill around behind stage, apparently waiting for the High House of Wonders, the city's famous temple of Gond, to ring the right hour.

It seems there's time left before the festival officially starts, and all about you folk are selling exotic goods from every corner of Faerûn.

Feel free to roleplay the heroes shopping around the Wide. They can purchase any nonmagical goods or equipment (excepting animals larger than a cat, which are banned within the city's walls). See "Trade Stalls," page 7, for some items the characters might want to peruse.

Important Persons: A few of Baldur's Gate's most significant figures are scattered about the square, including the following people.

Three members of the Council of Four, the elected-for-life dukes of the city, are here to give speeches.

Marshal Ulder Ravengard has come to the festivities along with some other members of the Flaming Fist. None of them wear their usual uniforms, weapons, or armor, having come into the Upper City as civilians. The Flaming Fist mercenary company is contracted as the city's army and guard, but it has no jurisdiction in the Upper City, where the nobility lives.

The Watch soldiers in the area are led by Vigilar Lenta Moore, who was recently demoted by Duke Silvershield for disrespect and negligence of duty (not taking a bribe from a noble). Her new post is leading the guards of the Black Dragon Gate, but she retained this duty for Founder's Day by the skin of her teeth. She's eager to show the dukes she can run a tight ship in the hope that she might appeal to one of them to reinstate her. Unfortunately for her, this eagerness leads her to make a rash command when event 2 occurs, telling all the guards to get to the roofs of the buildings on the square. They can't then hear any commands to recall them, and the battle plays out without their aid.

At some point while the characters are looking about, one of the characters is drawn into an argument.

Read or paraphrase the following, targeting one of the characters:

Suddenly, a shout breaks the happy mood. A bearded merchant grabs your shoulder. "That's the second time you've stepped on my cloak, sir," he yells. "You're either doing it on purpose, or you're the clumsiest oaf I've ever seen!"

This staged argument is an operation by the Guild. It is a deliberate distraction for two cutpurses (**thugs**) working the crowd. The bearded merchant tries to draw out the argument as much as possible, responding to the character insultingly.

"This cloak is fine silk, and see how you've frayed it! I expect that you will compensate the cost."

The shouting and insults continue as the bearded man seems increasingly indignant and prone to violence. Despite the characters' best efforts, the man seems bent on having it out no matter what.

Allow the players to involve their characters in the argument if they like. At some point, if a character succeeds on a DC 15 Wisdom check, he or she spots one of the two cutpurses stealing a bag of coins from someone watching the argument. A quick glance around reveals the other. If no one spots the cutpurses, each character is a target in turn until someone notices: Have the thieves make Dexterity checks against the characters' Wisdom scores. If the heroes still don't notice, the thieves get away with the characters' money, after which point the arguing man gets into a physical fight that is shortly broken up by one of his friends (more Guild members); eventually, they all fade into the crowd.

If confronted in the act, the thieves make a run for it. The arguing men start fighting and try to get in the way of pursuers if it won't seem too unnatural. And if all else fails, the thieves hurl stolen coins into the air behind themselves to make the crowd cluster. You can handle this scene with DC 12 checks to capture the culprits (Dexterity to sneak through the crowd, or Charisma to intimidate the crowd into getting out of the way). If the characters succeed on four such checks, they can catch the thieves (their accomplices have long ago disappeared into the crowd). A thief has 1d4 + 1 purses on him, each containing 20 gp.

The thieves struggle to escape if captured but they don't attack. A Watch member then approaches, seizes the hand of any captured thief, and cuts off a finger, after which the cutpurse is escorted away, bound for ejection from the Upper City. A few folk who had their money stolen reward the characters for their trouble with money amounting to 4 gp each.

Moving On

When this scene winds down, immediately begin event 2.

2. MURDERERS!

Read or paraphrase the following:

Someone wearing an official-looking sash starts speaking at the stage, but the crowd's noise makes it impossible to understand what he's saying.

A few moments later, it becomes apparent that he was delivering an introduction. The crowd filling the Wide erupts in wild cheers when an elderly but surprisingly strong-looking man steps to the front of the platform. The cheering, applauding, and tossing of hats into the air continues for minutes with no sign that it's dying down. A person next to you, noting your look of puzzlement, hollers into your ear that this is Duke Abdel Adrian, as if that alone explains everything.

When the man on the podium signals that he's ready to talk, the crowd obediently falls into rapt silence—all except for one person, who shouts, "We love you, Abdel!" The man on the dais responds, "I love you too, Baldur's Gate," and the cheering explodes even louder than before.

Another wave of the speaker's hand brings the crowd back to attention. For several minutes he heaps civic praise on Balduran, the founder of Baldur's Gate, expounds on the virtues of shared opportunity, and waxes poetic about the future.

Then quite suddenly, Duke Adrian's speech trails off, and he starts looking around among the crowd. But he isn't looking at anyone in particular. Instead it's like he's trying to look through people.

A worried murmur starts in the crowd, but above it all someone shouts, "Hey! Look up there! In the window!"

Not knowing which window to look at, you quickly scan the nearby buildings and among the onlookers from the upper floors you see several people armed with crossbows. Then they fire.

Make an attack for each of the six crossbow-wielding assassins (**thugs**). One targets a random player character, three target and kill random members of the crowd, another targets a member of the Watch, and one targets Duke Abdel Adrian.

After the violence breaks out, have the players roll initiative. You should roll initiative for the thugs. Other individuals on the scene act at prescribed times according to their initiatives listed below. The sections below provide descriptions for what the individuals and groups around the Wide do after the attack begins.

Thugs: The thugs are 60 feet away from the stage and 30 feet up in windows surrounding the Wide. They fire into the crowd, at members of the Watch, and at any characters approaching them.

Player Characters: The adventurers are free to do as they wish. A character can enter a building from any adjacent space (climbing through a window or using a door). Ascending to the third floor in the buildings where the thugs are takes 60 feet of movement (30 feet but difficult terrain). Climbing the outside of the building requires a DC 15 Strength check, and a climb to

the window is 25 feet. Thugs in the windows have half cover from ranged attacks.

Duke Abdel Adrian (Initiative 20): Compelled by a sense that something unusual is going on, the duke stands on the stage and scans the crowd. Because he is thought of as a natural-born leader, the fact that he isn't taking command of the situation intensifies the crowd's panic. Characters who try to get Duke Adrian to safety find him immovable as he dispassionately looks for something in the crowd.

Duke Torlin Silvershield (Initiative 15): Duke Silvershield moves away from the stage and then lingers on the fringes long enough to watch some of the characters' exploits, and then he whispers something into Imbralyum Skoond's ear (instructions to stay and watch and then magically relay what he witnesses) and then leaves. A character near the buildings to the north of the stage will spot this interaction. Skoond then stays on the fringes and watches, but he does not get involved.

Lenta Moore and the Watch (Initiative 10): The Watch members wait for Vigilar Lenta Moore's command. She commands them to get up into buildings around the square, apprehend the shooters, and search for any others. Moore runs into one of the nearby buildings with them. This removes the Watch from the rest of the encounter except that if there are still thugs in the buildings when event 3 begins, the Watch kills them by the time event 4 starts.

When Vigilar Lenta Moore orders the Watch to enter the buildings, Ulder Ravengard throws his hands up in disgust. He then tries to catch Abdel's eye by standing on some crates. As a duke and the commanding officer of the Flaming Fist, Abdel has the authority to order Ravengard's involvement, but Abdel issues no such order, even though he sees Ravengard.

City Officials (Initiative 5): At the end of the first combat round, the city officials on the stage climb down and flee with their personal guards to the alleys between the buildings, leaving the scene.

Moving On

After three rounds (or when the last crossbow-wielding thug falls, if that happens sooner), immediately begin event 3.

3. BUTCHERS!

Read or paraphrase the following:

Horrified screams pierce the frightened clamor of the crowd. Glancing around you see small clear spaces open up as people struggle to distance themselves from scenes of slaughter. Armed warriors are grabbing people in the crowd and stabbing them.

Roll initiative for the butchers and incorporate them into the initiative order. (For D&D Next, use two **tough**

thugs; for 4th Edition, use four **tough thugs**; for v.3.5, use three **thugs**.) Unless stopped by the characters, each of the butchers grabs one person from the crowd each round and kills that person. Consider using the guidelines in “Running the Crowd,” page 7, as the heroes try to navigate toward the killers.

Moving On

After three rounds (or when the last butcher falls, if that happens sooner), immediately begin event 4.

4. ASSASSINS!

Read or paraphrase the following:

A darkly cloaked figure suddenly leaps up onto the stage near Duke Abdel Adrian as two menacing-looking ruffians separate from the crowd and take up stations at either side of the stage. You hear the cloaked figure say, “Now we finish this!” Duke Adrian nods to him, and both draw their swords.

Roll initiative for **Viekang** and put **Abdel Adrian** at the same initiative count. The two concentrate on fighting one another, but the characters could help Adrian by attacking Viekang. Getting into melee with Viekang, however, requires defeating or getting past his guards (two **tough thugs**). The guards block anyone who tries to interfere in the battle between the two Bhaalspawn, though if enough of the adventurers charge the stage simultaneously, they might be able to assist Abdel.

When Duke Adrian and Viekang attack one another, roll both attacks simultaneously. To speed things up, in any round when both of them miss, both of them hit instead.

The characters might incapacitate Viekang but not kill him while Duke Adrian yet lives. In this case, have the Watch members reappear and strike down Viekang while Duke Adrian, realizing too late what could be at stake, screams at them to stop.

Moving On

When either Viekang or Abdel is reduced to 0 hit points or fewer, immediately begin event 5.

5. TRANSFORMATION

Read or paraphrase the following:

A horrified hush comes over the crowd as the slain Bhaalspawn crumples to the ground. The survivor then unleashes an unearthly howl of anguish. Bone cracks, flesh tears, even metal armor squeals and snaps as the victor’s body warps into a grotesquely muscled mockery of a human being. What emerges is not man anymore but monster. It opens blood-rimmed eyes, stares out at you with a look of madness and bloodlust, and roars, spraying the ground with spittle from its fanged maw.

The survivor has become the **Bhaalspawn slayer**, a bloody, ghoulish murderer of great strength. The slayer is a kind of avatar of Bhaal, but because Bhaal has not yet fully re-formed his consciousness in the world, the avatar is still quite weak.

The **Bhaalspawn slayer** lashes out at the citizens closest to it, and it threatens to lay waste to anything in its path. If the characters don’t put down the slayer themselves, it is eventually defeated by the Watch soldiers on the scene.

Moving On

When the slayer is reduced to 0 hit points or less, it falls in a bloody heap, and a circle of crimson mist explodes outward in a wave. Creatures within 200 feet must succeed on a DC 10 Strength check or be knocked prone. Everyone’s nostrils are filled with the scent of blood.

Move on to event 6.

6. INVITATIONS

Read or paraphrase the following:

The silence that follows the strange, misty explosion is broken by the groans of fallen people. As folk pick themselves up, the Watch attempts to restore order, cordoning off the bodies of the fallen and getting citizens to help attend to the wounded. Many in the crowd doff their hats or bow to you as they attempt to do as Watch members command.

If Duke Adrian is somehow still alive, at this point he collapses, mortally poisoned from the wounds delivered by Viekang. The clerics of Gond have fled the scene, and Adrian’s life quickly fades before any healing can be applied.

The characters can’t know it at this point, but the death of the slayer has completed Bhaal’s resurrection. Bhaal’s long slumber and the many years he was stymied by Abdel’s good soul have left him weak. As yet he cannot do more than subtly influence those in the city who have murderous intentions, and he will fixate on the three individuals who are about to invite the characters to meet with them. Bhaal wants the whole city to fear him. Already the death of Abdel has some in the Wide who remember Abdel’s origin whispering about the Lord of Murder.

The three main antagonists of the adventure—Torlin Silvershield, Ulder Ravengard, and Rilsa Rael—see in the adventurers a group of ambitious go-getters who could be useful in the twisted power plays of Baldur’s Gate. All three set out to recruit the characters. Roleplay the three invitations below, and then have the players decide whom among the three they would prefer to meet.

Silvershield’s Invitation

Most people in the crowd are simply stunned and in shock, but a few step forward to congratulate the characters for their quick action. One is a young man, darkly

handsome and smoothly graceful, wearing a sumptuous robe. The man is Imbralyim Skoond, Silvershield's trusted wizard. He grabs one of the character's hands to shake it, then leans in to whisper a message in the character's ear before slipping away through the crowd.

When Skoond whispers to the character, read:

"If you would discover who took Abdel's life, if you wish to save Baldur's Gate from the rot festering in it, meet me at the Three Old Kegs. My name is Imbralyim Skoond. Everyone there knows me. I will be there until eight bells."

Ravengard's Invitation

A few more Watch members and citizens congratulate the characters before they are approached by a powerfully built man who strides toward them with authority. The crowd parts as he approaches. Emblazoned boldly on a tabard he wears is a clenched gauntlet wreathed in fire—the symbol of the Flaming Fist mercenary company.

When Ravengard speaks to the heroes, read:

"Greetings. I am Ulder Ravengard, commander of Wyrms' Rock and—as of now—the Flaming Fist mercenary company. Duke Adrian had been our marshal. The Watch was responsible for his safety here and should have protected him from this attack. We are indebted to you for your heroic action on the duke's behalf.

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

While at first you thought Ravengard was alone, a dozen more hard-bitten figures in plain clothes join him from around the Wide. Moments later, he is consulting with officers of the Watch on how best to restore order.

Rael's Invitation

As the characters are about to leave the Wide, a peasant wearing a deep hood catches one character's eye and motions for that character to step near. Select a character who is a thief or a rogue, if possible, and mention that the peasant is using hand signals common among underworld types. The figure is helping to straighten up a fruit stall that was toppled by the panicked crowd.

When a character draws near, read:

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

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

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

CONCLUSION?

At the end of the session, award the following XP to each character based on which edition you're using: 400 XP (v.3.5 or 4th) or 100 XP (D&D Next).

The next step to playing out *Murder in Baldur's Gate* is to run the adventure, either in stores during the next D&D Encounters season or at home. Encourage players to return next Wednesday to play out the meeting with the individual they chose. See the instructions in the *Murder in Baldur's Gate* store kit for guidelines on running the adventure as a series of D&D Encounters sessions.

THANKS, PLAYTESTERS!

We'd like to thank those who helped playtest this adventure and its related products:

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Interested in becoming a playtester for D&D? Email playtesting@wizards.com with a short description of your roleplaying game experience and preferences.

D&D NEXT STATISTICS

1. Thieves! and 2. Murderers!

Thug

Medium Humanoid (Human)

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft.

Str 12 (+1)

Dex 11 (+0)

Con 11 (+0)

Int 10 (+0)

Wis 10 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

ACTIONS

Melee Attack—Dagger: +4 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) slashing damage.

Ranged Attack—Light Crossbow: +3 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d8) piercing damage.

3. Butchers! and 4. Assassins!

Tough Thug

Medium Humanoid (Human)

Armor Class 12 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

Str 14 (+2)

Dex 12 (+1)

Con 14 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

TRAITS

Thug Tactics: The thug has advantage on attack rolls against any enemy that is within 5 feet one or more of the thug's allies.

ACTIONS

Melee Attack—Dagger: +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 2) slashing damage.

Ranged Attack—Light Crossbow: +4 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

4. Assassins!

Abdel Adrian

Medium Humanoid (Human)

Armor Class 18 (plate mail)

Hit Points 22 (3d10 + 6)

Speed 25 ft.

Str 16 (+3)

Dex 14 (+2)

Con 15 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 12 (+1)

Alignment neutral

Languages Common

ACTIONS

Melee Attack—Gauntlet: +5 to hit (reach 5 ft.; one creature).

Hit: 1d4 + 3 bludgeoning damage. If the attack deals 6 or more damage, the target falls prone.

REACTIONS

Guardian: If an enemy within 5 feet of Abdel attacks a target other than Abdel, that enemy provokes an opportunity attack from Abdel.

Viekang

Medium Humanoid (Human)

Armor Class 15 (leather armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

Str 12 (+1)

Dex 19 (+4)

Con 14 (+2)

Int 13 (+1)

Wis 15 (+2)

Cha 14 (+2)

Alignment chaotic evil

Languages Common, Elvish

TRAITS

Blade in the Dark: If Viekang hits with a melee attack against a creature from which he is hidden, he deals 2d6 + 4 extra damage with that attack.

ACTIONS

Melee Attack—Short Sword: +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d6 + 4) piercing damage.

Ranged Attack—Light Crossbow: +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 8 (1d8 + 4) piercing damage.

Veil of Shadow (Recharge 4-6): A 10-foot-radius sphere centered on Viekang fills with darkness. Darkvision cannot see through this darkness, and no light can illuminate it, but Viekang can see in it. Viekang can then move if he wishes, and he can make a Dexterity check with advantage to become hidden. The darkness lasts until Viekang attacks or until the end of his next turn.

5. Transformation

Bhaalspawn Slayer

Medium Humanoid

Armor Class 14

Hit Points 30 (4d10 + 8)

Speed 40 ft.; climb, jump

Senses darkvision 60 ft.

Str 14 (+2)

Dex 17 (+3)

Con 15 (+2)

Int 11 (+0)

Wis 11 (+0)

Cha 13 (+1)

Alignment chaotic evil

Languages Common

TRAITS

Climb: The slayer can climb as part of its movement. No ability check is required.

Immunities: The slayer is immune to disease and poison.

Jump: The slayer can jump as part of its movement. No ability check is required. Jumping in this way does not provoke opportunity attacks.

ACTIONS

Melee Attack—Claws: +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) slashing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* The target's speed magically drops to 0. Instead of moving on its turn, or as its action, the target can attempt a DC 10 Constitution check, ending the speed reduction if the check succeeds.

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature that has a speed of 0). *Hit:* 11 (2d8 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* The target is stunned for 1 minute but can repeat the saving throw at the end of each of its turns, ending the stunned condition on a successful save.

4TH EDITION STATISTICS

1. Thieves! and 2. Murderers!

Thug		Level 2 Minion Brute	
Medium natural humanoid, human			
HP 1; a missed attack never damages a minion. Initiative +1		AC 14, Fortitude 14, Reflex 13, Will 14	
Speed 6		Perception +2	
STANDARD ACTIONS			
⚔ Dagger (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 6 damage.			
⚔ Crossbow (weapon) ♦ At-Will			
Attack: Ranged 15/30 (one creature); +7 vs. AC			
Hit: 6 damage.			
Str 11 (+1)	Dex 10 (+1)	Wis 12 (+2)	
Con 12 (+2)	Int 10 (+1)	Cha 10 (+1)	
Alignment unaligned		Languages Common	
Equipment dagger, crossbow, 20 bolts			

3. Butchers! and 4. Assassins!

Tough Thug		Level 2 Brute	
Medium natural humanoid, human			
HP 42; Bloodied 21		Initiative +3	
AC 11, Fortitude 13, Reflex 11, Will 11		Perception +2	
Speed 6			
TRAITS			
Thug Tactics			
While the thug is within 5 squares of another tough thug, the thug gains a +4 power bonus to damage rolls.			
STANDARD ACTIONS			
⚔ Dagger (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 2d6 + 3 damage.			
⚔ Crossbow (weapon) ♦ At-Will			
Attack: Ranged 15 (one creature); +7 vs. AC			
Hit: 2d8 + 1 damage.			
Str 14 (+3)	Dex 11 (+1)	Wis 12 (+2)	
Con 12 (+2)	Int 9 (+0)	Cha 13 (+2)	
Alignment unaligned		Languages Common	
Equipment dagger, crossbow, 20 bolts			

4. Assassins!

Abdel Adrian	Level 3 Soldier
Medium natural humanoid, human	
HP 47; Bloodied 23	Initiative +5
AC 19, Fortitude 16, Reflex 15, Will 14	Perception +6
Speed 5	
STANDARD ACTIONS	
Ⓣ Fist ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d6 + 4 damage, and Abdel marks the target until the end of his next turn.	
Ⓣ Powerful Strike (weapon) ♦ Encounter	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 5 damage, and the target falls prone.	
Skills Diplomacy +7	
Str 16 (+4)	Dex 14 (+3)
Con 15 (+3)	Int 10 (+1)
Wis 11 (+1)	Cha 12 (+2)
Alignment unaligned Languages Common	
Equipment plate armor	

Viekang	Level 4 Lurker
Medium natural humanoid, human	
HP 44; Bloodied 22	Initiative +10
AC 18, Fortitude 16, Reflex 18, Will 16	Perception +9
Speed 6	
STANDARD ACTIONS	
Ⓣ Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 6 damage.	
Ⓣ Crossbow (weapon) ♦ At-Will	
Attack: Ranged 20 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage.	
Ⓣ Blade in the Dark (weapon) ♦ Recharge when Viekang uses <i>veil of shadows</i>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 4d6 + 10 damage.	
Miss: Half damage.	
Ⓣ Veil of Shadows (zone) ♦ Recharge when Viekang uses <i>blade in the dark</i>	
Effect: Close burst 1. The burst creates a zone that lasts until the end of Viekang's next turn. The zone blocks line of sight for all creatures except Viekang. While entirely within the zone, creatures other than Viekang are blinded.	
TRIGGERED ACTIONS	
Ⓣ Clever Dodge ♦ At-Will	
Trigger: An enemy pulls, pushes, or slides Viekang while he is in the zone created by his <i>veil of shadows</i> .	
Effect (Immediate Interrupt): Viekang makes a basic attack against the triggering enemy and then shifts up to 2 squares to another square in the zone.	
Skills Bluff +9, Intimidate +9, Stealth +11	
Str 12 (+3)	Dex 18 (+6)
Con 14 (+4)	Int 13 (+3)
Wis 15 (+4)	Cha 14 (+4)
Alignment chaotic evil Languages Common, Elven	
Equipment leather armor, short sword, crossbow, 20 bolts, cloak	

5. Transformation

Bhaalspawn Slayer	Level 3 Elite Soldier
Medium natural humanoid	
HP 94; Bloodied 47	Initiative +6
AC 19, Fortitude 15, Reflex 16, Will 14	Perception +1
Speed 8, climb 8	Darkvision
Immune disease, poison; Resist 10 necrotic	
Saving Throw +2; Action Points 1	
STANDARD ACTIONS	
Ⓣ Claws ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage, and the target is immobilized (save ends).	
Ⓣ Double Attack ♦ At-Will	
Effect: The Bhaalspawn slayer uses <i>claws</i> twice.	
Ⓣ Cruel 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).	
MOVE ACTIONS	
Ⓣ Prodigious Leap ♦ At-Will	
Effect: The Bhaalspawn slayer jumps 4 squares. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
Ⓣ Blood Frenzy ♦ At-Will	
Trigger: A bloodied enemy adjacent to the Bhaalspawn slayer shifts.	
Effect (Opportunity Action): The Bhaalspawn slayer uses <i>claws</i> against the triggering enemy.	
Str 14 (+3)	Dex 17 (+4)
Con 15 (+3)	Int 11 (+1)
Wis 11 (+1)	Cha 13 (+2)
Alignment chaotic evil Languages Common	

3RD EDITION (v.3.5) STATISTICS

1. Thieves! and 2. Murderers!

THUG

CR 1/2

Female or male human warrior 1
hp 8 (1 HD)

N Medium humanoid
Init +2; Senses Listen +1, Spot +1
Languages Common

AC 14, touch 12, flat-footed 12; Dodge
Fort +2, Ref +2, Will +1

Speed 30 ft. (6 squares)
Melee dagger +1 (1d4)
Ranged light crossbow +2 (1d8)
Base Atk +1; Grp +1

Abilities Str 10 Dex 14 Con 10 Int 12 Wis 12 Cha 13

Feats Deft Hands, Dodge

Skills Bluff +3, Hide +4, Move Silently +4, Sleight of Hand +6,
Use Rope +4

Possessions dagger, leather armor

3. Butchers! and 4. Assassins!

TOUGH THUG

CR 2

Female or male human fighter 1/rogue 1
hp 15 (2 HD)

N Medium humanoid

Init +3; **Senses** Listen +0, Spot +0

Languages Chondathan, Common

AC 16, touch 13, flat-footed 13; **Dodge**

Fort +3, **Ref** +5, **Will** +0

Speed 30 ft. (6 squares)

Melee dagger +5 (1d4+2)

Ranged light crossbow +3 (1d8)

Base Atk +1; **Grp** +3

Atk Options sneak attack +1d6

Abilities Str 14, Dex 16, Con 13, Int 9, Wis 11, Cha 12

SQ trapfinding

Feats Dodge, Weapon Finesse, Weapon Focus (dagger)

Skills Balance +2, Climb +6, Escape Artist +2, Hide +5,

Intimidate +6, Jump +1, Move Silently +5, Swim +0

Possessions dagger, light crossbow, studded leather

4. Assassins!

ABDEL ADRIAN

CR 4

Male human fighter 4
hp 37 (4 HD)

NG Medium humanoid

Init +5; **Senses** Listen +4, Spot +6

Languages Alzhedo, Common, Chondathan, Dwarven

AC 17, touch 10, flat-footed 17

Fort +9, **Ref** +2, **Will** +4

Speed 20 ft. in half-plate (4 squares), base speed 30 ft.

Melee gauntlet +8 (1d3+4)

Base Atk +4; **Grp** +8

Atk Options Combat Expertise, Power Attack

Abilities Str 19, Dex 12, Con 17, Int 14, Wis 16, Cha 14

Feats Combat Expertise, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Balance -5, Climb +3, Diplomacy +5, Escape Artist -5, Hide -5, Intimidate +7, Jump -8, Listen +4, Move Silently -5,

Ride +6, Sense Motive +6, Spot +6, Swim -8

Possessions gauntlets, masterwork half plate

VIEKANG

CR 4

Male human fighter 1/rogue 3
hp 24 (4 HD)

CE Medium humanoid

Init +7; **Senses** Listen -1, Spot -1

Languages Common

AC 16, touch 13, flat-footed 13; **Dodge**

Resist evasion

Fort +4, **Ref** +6, **Will** +0

Speed 30 ft. (6 squares)

Melee shortsword +7 (1d6+1)

Ranged light crossbow +6 (1d8)

Base Atk +3; **Grp** +4

Atk Options sneak attack +2d6, Weapon Finesse

Abilities Str 12, Dex 17, Con 13, Int 9, Wis 8, Cha 14

SQ trap sense +1, trapfinding

Feats Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (shortsword)

Skills Climb +5, Disguise +9, Hide +10, Intimidate +4, Jump +7, Move Silently +6, Open Lock +6

Possessions light crossbow (20 bolts), masterwork studded leather, shortsword

5. Transformation

BHAALSPAWN SLAYER

CR 3

hp 33 (6 HD); DR 5/magic

CE Medium monstrous humanoid

Init +1; **Senses** Listen +6, Spot +6

AC 16, touch 11, flat-footed 15

Fort +5, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares), climb 30 ft.; **Jump**

Melee 2 Claws +8 each (1d8+2) and bite +6 (1d6+1)

Base Atk +6 **Grp** +8

Abilities Str 15, Dex 13, Con 12, Int 14, Wis 13, Cha 9

SQ blood mad

Feats Multiattack^B, Great Fortitude

Skills Climb +16, Hide +6, Listen +6, Move Silently +6, Sense Motive +6, Spot +6, Survival +6

Blood Mad (Ex) If the Bhaalspawn slayer takes combat damage, it is blood mad on its next turn. When blood mad, the Bhaalspawn slayer gains a +1 bonus to melee attack and damage rolls and suffers a -2 penalty to AC.

Jump (Ex) The Bhaalspawn slayer can jump as part of its movement. Jumping does not require a check and does not provoke attacks of opportunity.

DUNGEONS & DRAGONS ENCOUNTERS

ONE SHALL DIE

Duke Adrian Abdel is a living legend in the city of Baldur's Gate, and much of the city has gathered to celebrate him and his accomplishments. On this day of festivities, though, the duke's past will finally catch up with him—with dire consequences. Murder has returned to Baldur's Gate, and brave heroes are the city's only hope to stop the violence.

This *DUNGEONS & DRAGONS*® Roleplaying Game adventure is designed to kick off the 2013 August-October season of the D&D ENCOUNTERS™ official play program. The adventure comes with one full-color battle map, a short introductory scenario, information on the D&D ENCOUNTERS program, and statistics to play the adventure using 3rd Edition (v.3.5), 4th Edition, or the D&D® Next playtest.

For use with *Murder in Baldur's Gate* and any official *DUNGEONS & DRAGONS* 3rd Edition (v.3.5), 4th Edition, and D&D Next products.



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