

A detailed map of Baldur's Gate, showing the Upper City, Lower City, Trade Way, and River Chionthar. The map is divided into five labeled areas: A (Fields and Paddocks), B (Upper City), C (Trade Way), D (Lower City), and E (River Chionthar). The Upper City is a large, densely packed area with a grid-like street pattern. The Lower City is a crescent-shaped area along the harbor. The Trade Way is a road running north-south. The River Chionthar flows along the southern edge of the city.

A

FIELDS AND PADDOCKS

The shallow soil around Baldur's Gate makes for poor farming, but the grazing is good, so herders keep sheep, cattle, goats, and horses.

B

UPPER CITY

The strictly policed, orderly Upper City is home to the privileged patriar class. The patriars are the oldest families in Baldur's Gate and make up the city's nobility. Living alongside them in more humble, but nevertheless beautiful and well maintained, houses is an upper class of families that boast proud histories as stewards of the patriars (tailors, jewelers, head butlers, master chefs, lead gardeners, and the like) and as members of the Watch, a civil police force independent of the Flaming Fist that protects the Upper City.

C

TRADE WAY

An ancient path of travel, the Trade Way runs north from Baldur's Gate to Waterdeep. Nearest Baldur's Gate, the road is mostly gravel, but some crumbling, granite-paved segments remain from ancient attempts at empire building. Farther afield, the Trade Way becomes a dirt track that the area's frequent, light rains often reduce to sludge. The old road vanishes in the Fields of the Dead, separating into various trails taken by traders and travelers depending on the season and reports of bandits. When travelers come within sight of Dragonspear Castle, it resumes a more regular course.

D

LOWER CITY

The crescent-shaped Lower City rings the harbor and gains elevation up from the river until it meets the walls of the Upper City. Its narrow, cobbled streets give way to flights of stone steps in particularly steep locations.

Laborers and crafters of all sorts, including sailors, salthands, shopkeepers, bakers, and finehand artisans, whose work doesn't require noisy forges or noisome vats or ingredients, toil and dwell in the Lower City's labyrinth of small, often subdivided buildings.

E

RIVER CHIONTHAR

The River Chionthar wends west along the southern edge of the Fields of the Dead. Baldur's Gate sits some forty miles from the coast and a few miles east of the head of tide, making its harbor safe from rising waters unless exceptional rains inland cause flooding. Sailing to the city in a seagoing caravel takes about a day.



F

OUTER CITY

A sprawl of paddocks, dirt streets, shanties, and semipermanent buildings outside the walls, the Outer City accommodates everything the Upper and Lower cities don't. It houses the dirtiest and smelliest trades. Horses, oxen, mules, and other beasts of burden and livestock aren't allowed inside the city's walls, so they are stabled, loaded and unloaded, or butchered here. Long ago, the Council of Four decided not to pay the Flaming Fist to police the Outer City, so the only law here is what common custom and the Guild—the city's syndicate of thieves, thugs, racketeers, loan sharks, and assassins—impose.

G

WYRM'S CROSSING AND WYRM'S ROCK

Two bridges meet at a tall, rocky island in the river's center, where a fortress guards passage. Local legend claims that the island, long called Wyrms Rock, was once a bronze dragon's lair, but scholars give the tale little credence. The bridges have thus become known as Wyrms Crossing. The Flaming Fist, the city's mercenary army and police force, occupies Wyrms Rock. In times of trouble, the fortress raises both spans' drawbridges, leaving Outer City residents who have built their lives atop the bridges to fend for themselves.

F

H

H

BLUFFS

Nearly sheer cliffs border the River Chionthar for leagues east and west of the city. The bluffs are yellow granite, as are the city's walls and most of its buildings. Most Gate roofs are made from gray slate that comes from a Fields of the Dead quarry.

G

I

COAST WAY

The Coast Way goes south to Calimshan, passing through settlements the size of hamlets and kingdoms and everything in between.