

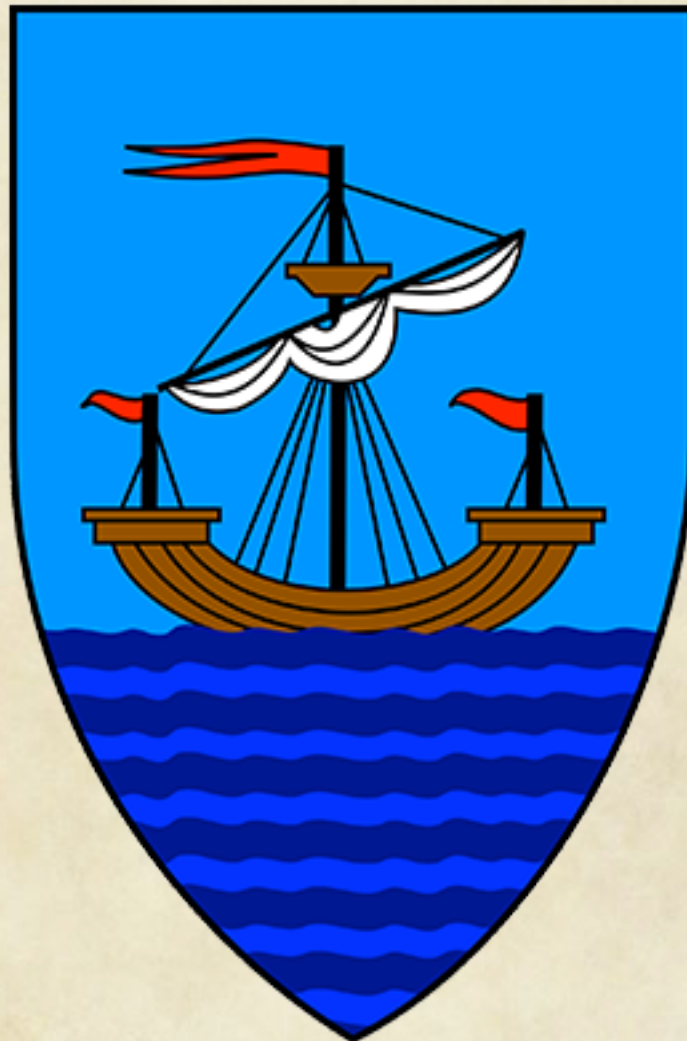
# BALDUR'S GATE: ITEMS & ENCOUNTERS



Thirty items and encounters set in Baldur's Gate in this supplement for the world's greatest roleplaying game

# BALDUR'S GATE: ITEMS & ENCOUNTERS

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# FOREWORD

Welcome to *Baldur's Gate: Items & Encounters*, an adventure set in the heart of Baldur's Gate, involving investigation, intrigue, and, worst of all, illithids. These encounters are perfect to supplement for campaigns in *Baldur's Gate: Descent into Avernus*, especially as the party explore the dark dealings the city offers.

I want to express my thanks Adam for editing this product, he was a joy to work with from start to finish. Another special thanks to my playtesters, stress testing the adventures in the ways only they know how.

My last thanks is to you; in picking up this product, you've helped add value to the hours we've spent lovingly putting this all together. Hopefully there is a little bit of everything in each adventure, that yourself, and your party will enjoy.

# CREDITS

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## ON THE COVER

A Hydro76 inspired cover, with the Arms of Baldur's Gate created by Ole Arnesen stylised by the author.

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# INTRODUCTION

Welcome to *Baldur's Gate: Items & Encounters*, with thirty short encounters and unique magical items to compliment the *Baldur's Gate: Descent into Avernus* adventure from Wizards of the Coast. Each encounter focuses on a magic item that can function as a major or minor aspect of the encounter.

These magical items vary in rarity, and are often scaled accordingly to the challenging rating of the encounter. So you do not have to worry about CR 0 encounters rewarding the party with a legendary sword of flaming acid and death. The encounters and items also vary in tone, all of which suitable for the setting of Baldur's Gate, but some can offer occasional levity.

## OVERVIEW

This supplement has the following sections:

- **Chapter 1: Upper City.** Ten short encounters that can happen around the Upper City of Baldur's Gate.
- **Chapter 2: Lower City.** Ten short encounters that can happen around the Lower City of Baldur's Gate.
- **Chapter 3: Outer City.** Ten short encounters that can happen around the Outer City of Baldur's Gate.
- **Appendix A: Magic Items.** Descriptions for new magic items found in the encounters.

## RUNNING ENCOUNTERS

It is recommended to have a copy of the D&D fifth edition core rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. You'll also need a copy of *Baldur's Gate: Descent Into Avernus*, as reading through the gazetteer provides the surrounding locations for each encounter.

While most of the encounters have been designed to be placed within Baldur's Gate, you could use most of these encounters within any city with a little adjustment. When a creature's name appears in **bold** type, that's a visual cue to then refer to the *Monster Manual* for the creature's stat block. Otherwise, the text will refer to a stat block, or another D&D hardcover.

## RANDOM ENCOUNTERS

It is recommended that for every eight hours of travel within Baldur's Gate, you roll a d20. On a roll of 12 or higher, choose the appropriate location encounter table and roll a d10, choosing the corresponding encounter. Alternatively, you can simply select one of the encounters from the list for the characters, as you see fit.

## ENCOUNTER DIFFICULTY

Each encounter has been given a general challenge rating, recommending the average party level to handle the encounter. It should be noted that some encounters have been designed to be non-combat focused, but as with any adventuring party, things can change suddenly.



## ALL ENCOUNTERS SORTED BY CR

Encounter & CR	Item	Location
Adapt and Overcome (CR 0)	<i>Lorrokan's Snowshoes</i>	Lower City
A Sweet Truth (CR 0)	<i>Truth Cakes</i>	Harbreeze Bakery
Balduran's Gift (CR 0)	<i>Balduran's Spyglass</i>	Unrolling Scroll
Little Calimshan's Least Wanted (CR 0)	<i>Tracker's Wine and Spectacles</i>	Little Calimshan
The Mechanical Builder (CR 0)	<i>Bracers of Construction</i>	The Steeps
To Run A-fowl (CR 0)	<i>Robe of Patterns</i>	Lower City
We, the People (CR 0)	<i>Radicaliser</i>	Whitkeep Hostel
A Different Kind of Price (CR 1)	<i>Husk-Maker</i>	The Wide
Deep Undercover (CR 1)	<i>Inspector's Cloak</i>	Sow's Foot
Drunken Truths (CR 1)	<i>Spindle of Tales-Told</i>	Bormul House
Finders Keepers (CR 1)	<i>Aquanaut's Sling</i>	Water Queen's House
A Price to Pay (CR 2)	<i>Pendant of Painful Endurance</i>	Shrine of the Suffering
Stolen Insight (CR 2)	<i>Ashes of the Drawing Tree</i>	Insight Park
Poison Me Once (CR 3)	<i>Purifying Potion</i>	Jopalin's
The Old Bait and Switch (CR 3)	<i>Smuggler's Bait Box</i>	Rivington
The Right to Bear Maces (CR 3)	<i>Brick's "Ornamental" Mace</i>	The Wide
The Other Other Way Over (CR 4)	<i>Chain of Nightmare's Reign</i>	Patriar Gates
A Seadog's Trade (CR 5)	<i>Gardak's Amulet of the Flaming Fist</i>	Wyrms Crossing
Breaking the Ice (CR 5)	<i>Frosted Breath</i>	Hall of Wonders
Bulettes Out the Pen (CR 5)	<i>Wild-Heart Charm</i>	Garynmor Stables and Menagerie
Enter the Ring (CR 5)	<i>Bracer of Baldur's Fighting Champion</i>	Dusthawk Hill
Need A Bigger Boat (CR 5)	<i>Shilbin's Guaranteed Sea-Monster Repellent</i>	Eastway Expeditions
Just Another Notch (CR 6)	<i>Light's Bane</i>	Low Lantern
On Death's Doorstep (CR 6)	<i>Whisper-Cloak of Myrkul's Frail</i>	Cliffside Cemetery
One Fateful Night (CR 6)	<i>Lantern-Soul of the First</i>	Hamhocks Slaughterhouse
Sickly Sweet (CR 6)	<i>Key to the Overgrowth</i>	Sewer Keep
Far From Home (CR 7)	<i>Gar's Shell-Shard</i>	Blushing Mermaid
Sins of Our Father (CR 8)	<i>Final Bite</i>	Black Dragon Gate
Mindless but not Mind-Lost (CR 10)	<i>Blade of Illithid's Erudition</i>	Tumbledown
In the Name of Lurue (CR 13)	<i>Treasure of the Unicorn Knights</i>	Helm and Cloak



# Baldur's Gate

## ALL ENCOUNTERS SORTED BY CR

Num	Upper City <span style="color: green;">■</span>	Lower City <span style="color: red;">▲</span>	Outer City <span style="color: blue;">●</span>
1	Harbreeze Bakery	The Steeps	Little Calimshan
2	Unrolling Scroll	Water Queen's House	Witkeep Hostel
3	The Wide	Shrine of the Suffering	Sow's Foot
4	Bormul House	Insight Park	Rivington
5	Patriar Gate	Jopalin's	Garynmor Stables and Menagerie
6	Hall of Wonders	Low Lantern	Dusthawk
7	Eastway Expeditions	Sewer Keep	Cliffside Cemetery
8	Black Dragon Gate	Blushing Mermaid	Tumbledown
9	Helm and Cloak	—	—

# CHAPTER 1: UPPER CITY

**M**ANY WOULD ARGUE THAT THE UPPER CITY is the heart of Baldur's Gate. The type of person who says that are likely to have soft hands, gold gem encrusted rings, and be accompanied by a personal guard or four. The differences between Baldur's Gate's upper and lower city are akin to night and day.

Everything about the Upper City speaks of privilege and wealth, and the Watch do their best to ensure it stays that way. There is a nightly curfew which routinely ensures the "riff-raff" of the Lower City is sent packing, or anyone without a designated Watch token.

## A SWEET TRUTH (CR 0)

In certain circles, Harbreeze Bakery is renowned for its cakes, but for the gossipers of the Upper City, it is simply the place to be to hear the word on the streets. Ellyn Harbreeze (a lawful neutral female human **spy**) openly allows people to sit and talk late into the late afternoon, overhearing and keeping note of the vital developments.

As for cakes, Ellyn is rather upfront with the selling of what she calls "truth cakes", cakes so good you'll be forced to tell the truth about how good they are. Most are aware of the magical effects they have, but customers see it as a conversational enhancer to enter a conversation with a truth. Each cake costs 10 sp.

## TRUTH CAKES

*Wondrous item, uncommon*

These cute square butter cakes are covered in a thin layer of sugar frosting, they have a distinct sweet taste.

If you eat this cake, you must succeed on a DC 15 Constitution saving throw or take a DC 15 Charisma saving throw with disadvantage. On a failed save, you can't speak a deliberate lie in response to the next question asked.

## BALDURAN'S GIFT (CR 0)

Ever since a **knight** of Oghma followed the gaze of the Balduran statue, the fellow priests and knights within the Unrolling Scroll have been checking the statue daily. Today, there is a significant commotion outside the temple, as the entire pavillion is filled with followers of Oghma.

In the center stands Umber Dawnhaven, a neutral good female human **knight**. She clutches *Balduran's spyglass*, telling the story of how she discovered the statue of Balduran this morning. The statue was kneeling, with an open palm offering the spyglass, and the moment Umber touched the spyglass, it shrunk down to normal size.

She believes it to be the key to discovering Balduran's Tomb, making a call for all adventurers to join her in her quest for knowledge. The crowd reaction is mixed, as there are countless skeptics who doubt Umber's story. However, she is no less determined to venture out of Baldur's Gate, alone if she has to.

## BALDURAN'S SPYGLASS

*Wondrous item, legendary (requires attunement)*

Once held by Balduran, this spyglass is just as pristine as when it was first crafted. While holding it, you gain the following benefits:

- Your Wisdom score increases by 2, to a maximum of 20.
- You have advantage on Wisdom (Perception) checks that rely on sight, if looking through the spyglass.

In addition, you can, as an action, look through the spyglass after specifying a desirable target, such as a creature, location, or item, and the spyglass will reveal the direction of that target. If the target is visible, the spyglass outlines the target in a faint white glow. The spyglass can't be used this way again until the next dawn.

Lastly, if you're standing before Balduran's Tomb, the presence of the spyglass dispels the pattern of magical lights that prevents entry.

## UPPER CITY ENCOUNTERS

d10	Encounter & CR	Item	Location
1	A Sweet Truth (CR 0)	<i>Truth Cakes</i>	Harbreeze Bakery
2	Balduran's Gift (CR 0)	<i>Balduran's Spyglass</i>	Unrolling Scroll
3	A Different Kind of Price (CR 1)	<i>Husk-Maker</i>	The Wide
4	Drunken Truths (CR 1)	<i>Spindle of Tales-Told</i>	Bormul House
5	The Right to Bear Maces (CR 3)	<i>Brick's "Ornamental" Mace</i>	The Wide
6	The Other Other Way Over (CR 4)	<i>Chain of Nightmare's Reign</i>	Patriar Gates
7	Breaking the Ice (CR 5)	<i>Frosted Breath</i>	Hall of Wonders
8	Need A Bigger Boat (CR 5)	<i>Shilbin's Guaranteed Sea-Monster Repellent</i>	Eastway Expeditions
9	Sins of Our Father (CR 8)	<i>Final Bite</i>	Black Dragon Gate
10	In the Name of Lurue (CR 13)	<i>Treasure of the Unicorn Knights</i>	Helm and Cloak

## A DIFFERENT KIND OF PRICE

### (CR 1)

An elderly male human, a known merchant of colorful trinkets named Lorren Hilp, is working at his stall located in the Wide of the Upper City. His stall is in a less than ideal location, having not paid Jedren Hiller, the Bailiff of the Wide a suitable bribe. However, in a strange change, Lorren is refusing payment of coins for his wares, instead requesting the patrons to carry out evil deeds like steal or lie, or in rare cases, requesting their soul in exchange (using the false pretense that Lorren is merely joking).

In truth, Lorren Hilp was killed by an **imp** in possession of a *husk-maker*. The imp is wearing the husk of Lorren in order to deceive and tempt patrons into committing sinister deeds, or come around to the idea of making deals with fiends. Any character can attempt to see through the disguise, but can only do so if they succeed on a DC 19 Wisdom (Insight) check. After the day is over, Lorren Hilp is never seen again, but the imp appears again in a week's time after killing a different morally dubious merchant and wearing their husk.

## HUSK-MAKER

*Weapon (dagger), rare*

This dagger deals necrotic damage instead of piercing damage. In addition, when wielding the *husk-maker*, you can use your action to instantly create a husk out of a nearby humanoid corpse. Creating a husk leaves no mess behind. Any creature of equal size or smaller than the husk may wear it. Upon wearing a husk, you appear indistinguishable from the original humanoid. Your voice sounds as theirs would (though you don't learn their known languages), and you move in the manner that they did.

Any creature that attempts to see through the disguise must succeed on a DC 19 Wisdom (Insight) check. Otherwise, they assume you are the stolen identity. The husk lasts up to 24 hours but can be dismissed at will, after which it disintegrates into ash. Only one husk may be used at any given time; if you create another husk, the first disintegrates.

## DRUNKEN TRUTHS (CR 1)

Garit Morrowan, a lawful evil male human **commoner**, once worked in Bormul House as a house servant, having left shortly following the strange arrival of a distant uncle. Garit did, however, ensure he left with a few "borrowed" trinkets that he assumed no one would miss. He'd rightfully earned them after all.

His most prized possession, however, was the *spindle of tales-told*, despite being entirely unaware of its magical properties, Garit found himself mesmerised by the manner in which it spins. With a little bit of savings, Garit now spends most of his time frequenting the many taverns of the Upper City.

In one of his of-drunken stumbles home, Garit crossed paths with a stray black cat (a shapeshifted **imp**), and took a liking to the seemingly poor feline. When he is at his drunkest, the cat speaks to him, asking him to tell legends before twisting the spindle, only to pass on the knowledge to its fiendish masters. The adventuring party can stumble upon Garit as he sits outside Bormul House, drunkenly speaking to his cat while turning the *spindle of tales-told*.

## SPINDLE OF TALES-TOLD

*Wondrous item, rare*

This wooden spindle has three sections carved and painted on its topside: one depicting a gold bar, another a severed tongue, and the last an open book of blank pages.

You may speak up to 30 words to the spindle, recounting a legend or ancient rumor, before spinning it. The GM then responds truthfully what the spindle lands on: gold if the legends are true, severed tongue if they are false, and blank pages if the legend told is missing information. The spindle property can't be used again until the next dawn.



## THE RIGHT TO BEAR MACES

### (CR 3)

As the sun begins to set in the Wide, a trio of Cellarers, the masked thugs who enforce order within the Undercellar, are casually roaming the streets. They are Brick, a chaotic evil female human **berserker**, joined by two lackies, Jarl and Urnam, both neutral evil male human **thugs**.

They have been stopped by a pair of **guards** from the Watch, who attempt to usher the trio out of the Upper City. However, as Brick brandishes her maul (*Brick's "ornamental" mace*), one of the guards is quick to reprimand her for brandishing a weapon in public.

Brick is loudly making the case that her maul is purely ornamental, rather than an actual weapon. She waits for the guard to get close to inspect it before bringing it back and around to knock the guard flat on their back while shattering their shield.

If the characters engage in combat, the Cellarers fight dirty and viciously, but once the fight turns against them, they seek to retreat back to the safety of the Undercellar, knowing that down there they cannot be touched by the guards, and the dastardly underbelly of Baldur's Gate will keep them safe.



## BRICK'S "ORNAMENTAL" MACE

*Weapon (maul), uncommon*

This maul is a glorified bolder on a stick. The only thing ornamental about it is the stag-shaped steel pommel on the opposite end. However on a closer inspection, the pommel appears to have been forcibly wedged on, having been stolen from a walking cane.

When making a successful melee attack roll, you can use a bonus action to make a contested Strength (Athletics) check against a target wielding a shield. If you win the check by 5 or more, the target takes an additional 1d8 bludgeoning damage, their shield shatters, and they are knocked prone. However, failing the check by 10 or more results in the wielder falling prone.

## THE OTHER OTHER WAY OVER (CR 4)

Guards by the set of Patriar Gates—Gond, Heap, Manor, and Sea Gates—have all individually spotted an individual swing over the gates while gripping a magical chain of sorts, leaving the Upper City each time. Each spotting coincides with a string of thefts throughout the manors, each one being of priceless heirlooms and the sort.

Cherry Pyre-Axe (a lawful evil female shield dwarf **master thief**) who found a *chain of nightmare's reign* for sale in the Undercellar. Not knowing of its fiendish origin, she's been using it to aid her biweekly thievery. Stepping into the Upper City before curfew, stealing as she needs to, and swinging over the walls without much issue.

## CHAIN OF NIGHTMARE'S REIGN

*Wondrous item, rare*

This darkened black chain was once the reigns of a nightmare claimed by a narzugon. While holding the chain, you may, as an action, throw the chain to any free space you see within 20 feet. This can include points in the air. After doing so, a 30-foot chain descends perpendicular to the ground in a puff of sulphurous smoke.

Any Strength (Athletics) check that uses the chain, such as swinging across a gap or climbing it, gains advantage. The chain lasts for 1 minute, after which it reappears in your hand.

## BREAKING THE ICE (CR 5)

Towards the evening hours of the Upper City, a commotion outside of the Hall of Wonders breaks out into the streets. Any character that succeeds on a DC 14 Wisdom (Perception) check can hear the sounds of conflict—swords clashing and calling for guards.

In the street are two **iron consuls (BG:DiA)** and three **fists of Bane (BG:DiA)** fighting one watch **guard**. One of the iron consuls wields a *frosted breath*, stolen from the Hall of Wonders and has used 2 charges to turn a nearby guard into solid ice. Watch guard reinforcements are 2d4 minutes away, but the Followers of the Dead Three are intent to flee with the stolen weaponry into the Undercellar, leading to a show of force against the watch.

Once apprehended, if the characters safely return *Frosted Breath*, the clerics of Gond inside the Hall of Wonders are eternally thankful and promise to craft elaborate mechanisms to assist the adventurers however they see fit.

## FROSTED BREATH

*Weapon (crossbow, light), rare*

This altered crossbow has the appearance of a white dragon's head with an open maw. This crossbow has 4 charges, and it regains 1d4 charges daily at dawn. You can use a bonus action to expend 1 charge and deal an extra 2d6 cold damage on your next successful ranged weapon attack with this crossbow.

You can use an action to expend 2 charges and choose a creature within range of the crossbow and make a ranged attack. If the attack hits, the target must succeed on a DC 15 Constitution saving throw or become frozen solid for 1 minute. While magically frozen, the target is vulnerable to all nonmagical damage. Upon taking damage, the ice shatters and the target is freed.



## NEED A BIGGER BOAT (CR 5)

Quint Brody (a neutral male human **commoner**) recently purchased an old boat to ferry people from the Lower City out towards Rivington for a fraction of the price of the tolls. He's a cautious man, so he went to Eastway Expeditions to purchase anything to keep whatever dwells in the waters around Baldur's Gate away from his boat.

Scalm Silvina (a neutral female tiefling **spy**) offered up Shilvin's guaranteed sea-monster repellent. A trinket she claims was created in Chult and keeps any water-lurking beast away. Confident with his purchase, Quint has carried out a few ferries with moderate success. However, each time has tempted a **giant shark** to grow closer.

If the adventurers ever board Quint's shabby boat, it is unlikely to survive the first bite from a giant shark, leaving them stranded to fend off the frenzied shark.

## SHILVIN'S GUARANTEED

### SEA-MONSTER REPELLENT

*Wondrous item, uncommon*

This wooden-carved grung skull has been painted in vibrant oranges, greens, and yellows. A tongue extends from the skull's mouth that constantly feels slick to the touch, covered in a transparent viscous liquid.

When placed in water, all water-breathing, non-shark creatures within 100 feet must succeed a DC 14 Constitution saving throw or become frightened by the trinket. Sharks are instead enraged and approach the trinket to attack immediately. A creature that succeeds on the saving throw is immune to the effect for the next 24 hours.

## SINS OF OUR FATHER (CR 8)

Kralgun was the adult black dragon slain by a valiant knight, known as Paloma Brigs, when she returned to Baldur's Gate. Kralgun's head was proudly displayed above one of the city's gates. Since then, that gate was later renamed to Black Dragon Gate in memoriam, and the head was replaced with a stone statue.

Kralha, a chaotic evil female **half-black dragon veteran**, and Krine, a chaotic evil female **young black dragon**, are both children of Kralgun. They vowed vengeance on the city of Baldur's Gate the moment they discovered their father's head was displayed as a trophy. Kralha wields the *Final Bite*.

The party sees Kralha riding on the back of Krine as she flies from the north towards the Black Dragon Gate intent on entirely destroying the statue before fleeing once more. 2d4 watch **guards** scramble to try and defend the gate, but they are incredibly ill-prepared for a dragon attack. Both Kralha and Krine flee the moment either one falls below half hit points, cursing the party for their interference.

## FINAL BITE

*Weapon (shortsword), very rare (requires attunement)*

This foot-long blade is carved from the tooth of a black dragon, with jagged ridges running up the sharpened blade edge. While attuned to this blade, you have advantage on saving throws against being charmed, as you feel the black dragon's refusal to be subjugated.

You also deal 1d6 extra acid damage against all creatures that are below half their maximum hit points. You can use a bonus action to spray acid from the blade, hitting all in a 10-foot line. Each creature in that line must make a DC 17 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save or half as much on a successful one. The shortsword can't be used this way again until the next dawn.

**Cursed** For as long as you are attuned to this blade, you gain the following flaw: In battle, I always seek to eliminate the weak first.

## IN THE NAME OF LURUE (CR 13)

The walls of the Helm and Cloak are adorned with countless trophies of its members, from bear skulls, whelp claws, and jars of gelatinous cubes. Vedren and Halesta (neutral good human **knights**) keep the Helm and Cloak ready for the eventual gathering of the Knights of the Unicorn.

However, in one rowdy meeting, the Knights of the Unicorn express displeasure about having not won a recent trophy worthy of the finest treasure. They all come to an agreement that the first Knight, whoever they may be, to return with the eyestalk of a **beholder** should be granted the sole greatest treasure of the Knights of the Unicorn for acting in the name of Lurue.

While not excluded from the deal, if the party somehow manages to find the eyestalk of a beholder, perhaps the one residing in the Riverveins under Baldur's Gate, they can return as victors. In exchange for completing this task, Vedren and Halesta name all members of the party as Knights of the Unicorn and bestow upon one of them the *treasure of the Unicorn Knight*.

## TREASURE OF THE UNICORN

### KNIGHT

*Weapon (dagger), very rare (requires attunement by a creature of good alignment)*

This magical dagger has been meticulously forged in the shape of a unicorn's horn, crafted from ores that give the blade a pearly white finish.

The dagger has 4 charges. When you hit a creature of evil alignment, the creature takes an additional 2d6 radiant damage. You may use an action to expend 2 charges to touch a target within 5 feet, whereupon the target magically regains 2d8 hit points. In addition, the touch removes all diseases and neutralizes all poisons.

You may also use an action to expend 4 charges to teleport yourself to a location you are familiar with, up to 1 mile away. It regains 1d4 expended charges at the next dawn.



## CHAPTER 2: LOWER CITY

FROM ROWS OF STEEPLY SLOPED NEIGHBOURHOODS the roads lead into the uncoordinated layout of the Lower City. The cramped streets and slate roofs result in countless dark alleyways, which invites the type of behaviour befitting of Baldur's Gate's infamous reputation.

During the day however, the streets are a bustle of activity with shops and roaming vendors, the green glow of lanterns ease into the late evening before disappearing for the night. The Flaming Fist roam the streets often, in part as a show of force, and equal part to crack down on criminals.

However, despite the reputation there are countless citizens living their lives untouched by crime, getting by and enjoying evenings in taverns or by the docks on the Chionthar river.

### ADAPT AND OVERCOME

#### (CR 0)

A span of cold weather grips Baldur's Gate, peppering the city with a thin layer of snow. While not entirely unnatural, the speed at which it arrived suggests some magical influence. Ever the opportunist, however, Lorroakan, a neutral male human **mage**, is selling both enchantments that repel moisture and ones that melt the snow around individuals.

Out in the windy weather, he is roaming the streets both perfectly dry and carving a path through the snow while wearing Lorrokan's snowshoes. He approaches the characters, offering his services while hinting that the weather may get worse before getting better. The weather eventually passes after a day or two, and in truth, Lorroakan in desperation for money has collaborated with a chaotic neutral female storm sorcerer (**transmuter**), known as Kayleth, who has been casting control weather in exchange for sixty percent of the profits.

### LORROKAN'S SNOWSHOES

*Wondrous item, common*

These normal-looking leather boots radiate heat, serving two purposes; first they are always warm to wear, and secondly, they melt all snow or thin ice within a 5-foot radius. The boots are also resistant to moisture, stopping them from getting wet unless submerged.

### THE MECHANICAL BUILDER

#### (CR 0)

As the morning begins to bring in the day's travelers and merchants, the Steeps's many storefronts are greeted with a peculiar sight. In the entrance to an offshoot alleyway, a semicircle of curious civilians has emerged. Their attention is on a somewhat intoxicated chaotic neutral male human **bard** named Paulton who plays a three-string lute to accompany the main attraction.

The main attraction is a small mechanized puppet (**bronze scout MToF**), who is taking a series of one-foot wooden cubes and somehow magically constructing mugs, juggling balls, and the occasional knife out of them. There is a hat out on the street that has collected a healthy number of copper and silver coins. If any characters inspect the puppet, a successful DC 15 Intelligence (Arcana) check reveals that both the puppet and the copper bracers it wears are both magical.

The pair continue to perform until there are ten wooden constructions completed, at which point they collect their earnings and retire to the Smilin' Boar, the bard leading the puppet around by its hand.

### LOWER CITY ENCOUNTERS

d10	Encounter & CR	Item	Location
1	Adapt and Overcome (CR 0)	<i>Lorrokan's Snowshoes</i>	Lower City
2	The Mechanical Builder (CR 0)	<i>Bracers of Construction</i>	The Steeps
3	To Run A-fowl (CR 0)	<i>Robe of Patterns</i>	Lower City
4	Finders Keepers (CR 1)	<i>Aquanaut's Sling</i>	Water Queen's House
5	A Price to Pay (CR 2)	<i>Pendant of Painful Endurance</i>	Shrine of the Suffering
6	Stolen Insight (CR 2)	<i>Ashes of the Drawing Tree</i>	Insight Park
7	Poison Me Once (CR 3)	<i>Purifying Potion</i>	Jopalin's
8	Just Another Notch (CR 6)	<i>Light's Bane</i>	Low Lantern
9	Sickly Sweet (CR 6)	<i>Key to the Overgrowth</i>	Sewer Keep
10	Far From Home (CR 7)	<i>Gar's Shell-Shard</i>	Blushing Mermaid

## BRACERS OF CONSTRUCTION

*Wondrous item, rare*

This pair of matching copper bracers bare the symbol of Gond on them. The bracers have 10 charges. The pair regains 1d10 charges daily at dawn. You require a block of a single material (wood, stone, or metal) in order to use the bracers, and the amount needed is based on the size of the desired construction. Alternatively, you may use your action to expend charges to fabricate a cube of material, 1 charge per square foot of cube (1-square-foot cube takes 1 charge, 2-square-foot cube takes 2 charges, and so on).

You can use your action to expend 1 charge to shape a 1-square-foot cube of any material into a Tiny object, 3 charges with a 3-square-foot cube for a Small object, 5 charges for a 5-square-foot cube for Medium, and 10 charges with a 10-square-foot cube for Large. The constructed object must be entirely one piece without any complex mechanisms, such as hinges or latches. Some construction examples include the following:

- **Tiny.** Mugs, or knives.
- **Small.** Chairs, or shields.
- **Medium.** Doors, or tables.
- **Large.** A small hut, or boat. A small hut, or boat.

## TO RUN A-FOWL (CR 0)

Pandeyr (neutral non-binary half-elf **mage**), often touts the Lower City offering magical services, such as presdigitations and mendings, in exchange for coin. They wear a vibrant colored robe of patterns adorned with countless patterned patches. As they approach the adventuring party, three loose Large peacocks (use **axe beak** statistics) begin to harass them.

The peacocks broke free from a cutthroat peacock-breeder, and as such, have quite the hostile attitude. The peacocks seem adamant about pecking the patches and pull them off Pandeyr, causing 10-foot chunks of land to abruptly shift. For each attack the peacocks make against Pandeyr, roll a d6 (ignoring any 6s rolled) and use the robe of patterns table to determine which patch has been pulled off.

Pandeyr attempts to flee, even while not wishing to call for assistance, because the peacock assault is only incredibly inconvenient at worst. If the adventurers intervene, they would be incredibly thankful, offering their services free of charge as a reward.

## ROBE OF PATTERNS

*Wondrous item, uncommon*

This robe has cloth patches of various patterns covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to alter a 10-foot square centered on you. Once the last patch is removed, the robe becomes an ordinary object.

The robe has two of each of the following patches:

### ROBE OF PATTERNS

Pattern Patch	Effect
Stripes	The ground around you flattens out perfectly, creating a 5-foot-wide, 5-foot-deep, and 10-foot-long ditch.
Spiral	The ground below you turns into a 60-foot-deep slick spiral slide, and standing on it counts as difficult terrain.
Hexagon	Six 1-foot thick stone walls, reaching 10 feet in height, appear from the ground and surround you in a hexagonal shape.
Floral	The surrounding ground is covered in a layer of soft dirt adorned with grass and an assortment of blooming flowers.
Tartan	Two <b>mud mephits</b> emerge from the ground, wearing kilts and speaking Dwarvish. While summoned, they are friendly to you and your companions. They obey any commands you give them, no matter which language you use. They vanish after 1 minute.

## FINDERS KEEPERS (CR 1)

Inside a boat that draws close to the docks, Kima Hookbush, a neutral good female halfling **bandit**, calls for assistance. She is rowing awkwardly with one hand, trying to use her aquanaut's sling with her other arm to ward off her pursuers. Kima is being chased by 1d4 **sahuagin** who manage to keep up with her boat and wish to drag her under the waves. Inside Kima's boat is a golden mantle clock. It was presented as a gift from the Water Queen's House to the sahuagin, and Kima stealing it has angered the sahuagin.

After the attackers are dealt with or scared away, Kima explains she is a treasure diver, and she found these golden items through some tunnels connected to the river. For assisting her, Kima offers to show them exactly where she found the golden items. In truth, Kima had only discovered where the followers of Umberlee, who reside in the Water Queen's House, leave their donations to appease the sahuagin.

If the characters steal the treasures, more and more sahuagin begin to appear within the river while the followers of Umberlee try and discover who stole their gifts through any means possible.

## AQUANAUT'S SLING

*Weapon (sling), rare*

This saddlebag-style sling is finely crafted from a nautical rope and tough shark leather pouch. You may attack underwater using the sling and not suffer disadvantage. In addition, you may use a bonus action to spin the sling behind you. Doing so grants you a swim speed of 45 feet whenever you take the Dash action.

## A PRICE TO PAY (CR 2)

Homeless travellers from Elturel or beyond have ventured for days to find some relative safety within the walls of Baldur's Gate. The roads are rife with dangers, and the journey can be beyond exhausting. Most find themselves arriving at the Shrine of the Suffering, where a warm meal can be a life saver.

Brother Hodges, a lawful good male strongheart halfling **priest**, meets and tends to travellers as they arrive. For some, the restless journey has addled them with exhaustion, rendering them immobile. In line with the teachings of Ilmater, Brother Hodges can offer a *pendant of painful endurance* that can give them the strength to carry on, if their body has the strength to allow for it. This is only used in dire situations, and he is even more hesitant as the last person to receive a pendant died using it.

Their body was placed into crypts behind the shrine and unintentionally fed to a **carrion crawler**. The pendant can be found around the neck of a skeleton deep within the crypt, its bones picked clean of flesh. In the event that the characters confront the carrion crawler, Brother Hodges is eternally grateful and can return their kindness with free healing services.

### PENDANT OF PAINFUL ENDURANCE

*Wonderous item, uncommon*

This spiked iron circle pendant is held by a red-dyed cord. As a bonus action, you can remove one level of exhaustion and your hit point maximum is reduced by 1d12. This reduction lasts until you finish a long rest.

## STOLEN INSIGHT (CR 2)

Most citizens in Baldur's Gate are aware of the Drawing Tree inside Insight Park, the one that grew almost instantaneously under Torimesh, a lawful neutral shield dwarf **druid**. His druidic magic has caused the entire park to flourish transforming dump it once was. However, the Drawing Tree holds a sinister story. It is said that Torimesh can peel back the red bark, revealing a prophetic scene in bloody sap.

Recently, however, on the other side of the Lower City, Jinks, a chaotic neutral male halfling **spy**, has been selling bags of *ashes of the Drawing Tree*. Each time, he promises that scattering them on the floor can tell you of what is to come. The bags are being sold at 5 gp a pouch, and Jinks has been getting them by sneaking into Insight Park late at night to steal the curled red bark.

If Torimesh were to find out what Jinks is doing, he would become apoplectic, vowing to hunt the halfling down and kill him with his own hands. It is clear that Torimesh means exactly what he says.

### ASHES OF THE DRAWING TREE

*Wonderous item, rare*

This simple pouch of ashes, gathered by burning the red bark of the Drawing Tree in Insight Park, has a reddish hue to it. You can use an action to scatter the entire bag of ashes onto the floor, which then fall in the shape of a dark prophecy. You may make a Wisdom (Insight) check to try and determine what you see, and the DM then describes an upcoming disaster depicted in the ashes. The imagery may be cryptic in nature.

The upcoming disaster may not be related to you or take into account any possible circumstances that might change the outcome.

**Cursed** Each prophecy seen informs a **horned devil** inside Avernus who may wish to make a deal with you in order to ensure the events happen or simply begin to corrupt you.

## POISON ME ONCE (CR 3)

In the Lower City Jopalin's is a well-known teahouse with a dark secret. All the teas within have been spiked with addictive herbs, slowly encouraging patrons to return again and again. Jopalin (a neutral evil male half-elf **thug**) is careful in selecting who gets the "special" tea and has a collection of addicts hiding in his basement. Jopalin made a mistake in targeting Art (a lawful neutral male tiefling **priest**) who happened to have the means to notice and prevent himself from becoming addicted, admittedly causing himself much confusing nausea as a result. Art has stumbled his way into the street, under the effects of drinking a *purifying potion*. He sways without any true direction, stopping and starting rather frequently.

Watching Art escape, Jopalin desperately hired Krant (a neutral evil female human **veteran**), who is accompanied by Spigtz (an **imp** disguised as a mastiff), to find Art and silence him. The pair currently stalk Art while not attempting to be particularly discreet, knowing most would turn a blind eye in Baldur's Gate.

The adventuring party can observe Art as he stumbles through the streets, and the stern stares from a well-armed individual and her softly growling mastiff always close behind.

### PURIFYING POTION

*Potion, uncommon*

This small vial contains a golden fluid that swirls around as if pushed by a current. While holding this potion, if you become poisoned, the color shifts to a dark navy.

When you drink this potion, it cures any nonmagical poison affecting you. However, there is a detrimental effect as it expels toxins from your body. The effect caused can be determined randomly from the options below, and last for 1d6 x 10 minutes.

#### PURIFYING POTION

1d4	Effect
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2	The creature doesn't move or take actions this turn.
3	The creature can act normally, but their movement speed is halved.
4	The creature can act and move normally.

## JUST ANOTHER NOTCH (CR 6)

Seated in the Low City tavern are the twins Aerith and Beldan (chaotic good **drow**) trying to acclimate to life above the Underdark. Their absence was noticed within the city they abandoned, an insult to those staying behind. Both sit not knowing they're being hunted. Prowling into Baldur's Gate during the darkest hours of night are three drow assassins.

Led by Zilvra Myrret (chaotic neutral female **drow elite warrior** equipped with *light's bane*) who has aspirations to become the next high priestess of Lolth, an aspiration which requires her to assassinate any and all enemies to her city. She is joined by two **drow** who have been ordered to remain vigilant but, ultimately, to not get in Zilvra's way.

The trio of assassins emerged from a deep underwater cavern, while skulking to the barge where Low Lantern stands. Zilvra has been using *light's bane* to remove all surrounding lanterns, concealing their approach. The adventurers may notice the sudden dwindling of lights, or hear the sounds of conflict inside the Low Lantern.



### LIGHT'S BANE

*Weapon (any bow), very rare (requires attunement)*

This dark oaken bow has a row of six onyx gems embedded up its length, each one devoid of all color and reflecting no light. The bow is clearly of drow creation, with engravings of Lolth carved around the gems.

The bow has the capacity for 6 charges, but starts with 0. You can use a bonus action to target a source of light within 100 feet. The target no longer sheds any light for up to 1 hour, and the bow gains 1 charge. If the target is a flame, it still burns but provides no dim or bright light. After the hour, the source of light returns, and you lose 1 charge.

When you make a ranged attack roll with this weapon, if the attack hits you may expend all remaining charges to deal an extra 1d6 necrotic damage for each charge spent.

## SICKLY SWEET (CR 6)

The Sewerkeepers, a crew of druids and smugglers that hide within Sewer Keep, have been long running the purification facility while smuggling goods through the

sewers below the city. One Sewerkeeper **druid**, a chaotic neutral male elf known as Ceilac Leafbloom, has grown bitter and disenfranchised with his line of work.

Ceilac has had enough. Far too long has he watched the sewage and bodies of Baldur's Gate flow through his keep. He takes his faithful sweet smelling **shambling mound**, created using his key to the overgrowth, and proceeds from Sewer Keep on a spree of destruction, destroying buildings, uprooting sewage pipes, and generally making a mess.

As the 2d4 Flaming Fist **guards** draw closer, Ceilac steps inside the safety of the shambling mound. Assistance from the adventuring party would be greatly appreciated, considering Ceilac's rampage.

## KEY TO THE OVERGROWTH

*Wondrous item, rare*

This foot-long metal rod has a key carved in one end and blackened scorch marks on the opposite end. You can use an action to cast *call lightning*, with the key being the target. If the key is placed in a mound of vegetation, a **shambling mound** emerges. Only one shambling mound can be summoned at once, attempting to summon another causes the first to dissolve into a pile of vegetation. The key can't be used this way again until the next dawn.

While summoned, the shambling mound is friendly to you and your companions. It obeys any commands you give it, no matter what language you use. If you fail to command it, the shambling mound defends itself against attackers but takes no other actions.

You may also use an action to place the key inside the shambling mound, at which point it opens up and safely consumes you. While there, you have total cover against attacks and other effects originating outside of it. By expending 5 feet of movement you may voluntarily leave the mound. If the shambling mound dies or you willingly leave it, you appear to the nearest unoccupied space within 5 feet of it.

## FAR FROM HOME (CR 7)

The Blushing Mermaid in the Lower City is renowned for being a gathering of the unsavory people of Baldur's Gate. The wooden mermaid with nailed rotting hands should be enough of a warning that newcomers are not typically welcome.

Unfortunately for Gar, a neutral good male **turtle** (MToF), he wasn't quite that well informed. He had just arrived in Baldur's Gate by boat, and while trying to find a suitable place to rest, Gar bumped into serious trouble, causing a fight to break out inside the Blushing Mermaid.

Three angered **swashbucklers** have thrown Gar out into the streets as he cowers within the safety of his shell. If the party intervene and save Gar, he offers up a smashed chunk of his shell (*Gar's shell-shard*), saying that he has little in the way of worldly possessions.

### GAR'S SHELL-SHARD

*Wondrous item, uncommon*

This buckler shield-sized shell-shard once belonged to Gar the turtle. You may use a reaction against an incoming attack to gain a +4 bonus to AC until the start of your next turn. Each time the shell-shard is used, roll a d20. A result of 10 or less causes the shell-shard to shatter into pieces, becoming unusable.

## CHAPTER 3: OUTER CITY

**T**HOSE WHO FAIL TO PAY THE TOLL TO get into Baldur's Gate, or are simply barred from the city by the elite find themselves in the Outer City. There are ten different neighborhoods that span the Outer City as it curves around Duskhawk hill, each one offering refuge to differing communities.

Everyday life is the harshest for those in the Outer City, often out of range of the Flaming Fist's support, they are often beset by followers of the Dead Three, or those passing through to make a quick coin. The result is tight-knit communities or gangs forming, that deters others from causing trouble.

Most of the Outer City settlements sit close or on the Chionthar river, which means the smuggling of goods or people to and from Baldur's Gate is quite profitable. Only the desperate, and foolish try, because if they're not caught by the Flaming Fist, the waters hold enough dangers for them to never be seen again.

### LITTLE CALIMSHAN'S LEAST WANTED (CR 0)

Late at night, three members of the Right Pashas (**bandits**) are roaming the streets of Little Calimshan. One of the members, Kael Ramish, a chaotic good female human, wears an ornate pair of spectacles, as her eyeline scans the floor. They wander until they come to a home, at which point the bandits knock loudly. The moment the door opens, all three of the Right Pashas grapple Hamit Kraen, a chaotic neutral male human **bandit**, as he answers the door, and yank him out of his home. Inside Little Calimshan, there is a gang war between the Right Pashas and the Guild. The three Right Pashas members have used *tracker's wine and spectacles* to oust Guild members, taking matters in their own hands. They believe Hamit Kraen to be a Guild informant, which he is.

Depending on how the characters respond, they can begin to make enemies of either the Guild or the Right Pashas. The latter believe they are simply ridding their home of criminal individuals who steal and cheat against Calishite beliefs. As the fight escalates, 1d4 amlakkars (**guards** with scimitars instead of spears) emerge, causing both Hamit and the Right Pashas members to flee.

### TRACKER'S WINE AND SPECTACLES

*Wondrous item, uncommon*

This pair of rose-tinted oval spectacles is magically paired with an enchanted liquid, aptly named "*Tracker's Wine*." The liquid is often kept in an unassuming wine bottle, and the core ingredient is saliva from a blood-hound.

You may pour the liquid over a 5-foot. area. Any creature that steps into the area leaves an invisible trail of footprints that remains for 1 hour, after which they leave no further tracks. While you wear the spectacles, all tracks become visible, and each unique creature's tracks are shown in a different color.

### WE, THE PEOPLE (CR 0)

Within Whitkeep Hostel, Perbukka "Prole" Cabrenock (a chaotic neutral female rock gnome **bandit captain**) and Ardryn Deagle (a chaotic good male rock gnome **mage**) have been preparing a secret project for weeks now, something to finally strip away the bonds of capital. Their revolution is a simple one—to open the eyes of the blind masses, whether they like it or not.

They have been mass producing *radicalizers*, small spherical devices capable of magically convincing people to believe a single message and act upon it. They've created 250 of them, each prepared with this message: "*You will break the establishment and burn the Upper City*." Prole intends to test one of the *radicalizers* from atop the roof, placing one of the adventurers in her crosshairs as they pass the hostel.

#### OUTER CITY ENCOUNTERS

d10	Encounter & CR	Item	Location
1	Little Calimshan's Least Wanted (CR 0)	<i>Tracker's Wine and Spectacles</i>	Little Calimshan
2	We, the People (CR 0)	<i>Radicaliser</i>	Whitkeep Hostel
3	Deep Undercover (CR 1)	<i>Inspector's Cloak</i>	Sow's Foot
4	The Old Bait and Switch (CR 3)	<i>Smuggler's Bait Box</i>	Rivington
5	A Seadog's Trade (CR 5)	<i>Gardak's Amulet of the Flaming Fist</i>	Wyrms Crossing
6	Bulettes Out the Pen (CR 5)	<i>Wild-Heart Charm</i>	Garynmor Stables
7	Enter the Ring (CR 5)	<i>Bracer of Baldur's Fighting Champion</i>	Dusthawk Hill
8	On Death's Doorstep (CR 6)	<i>Whisper-Cloak of Myrkul's Frail</i>	Cliffside Cemetery
9	One Fateful Night (CR 6)	<i>Lantern-Soul of the First</i>	Hamhocks Slaughterhouse
10	Mindless but not Mind-Lost (CR 10)	<i>Blade of Illithid's Erudition</i>	Tumbledown

## RADICALIZER

*Wondrous item, uncommon*

This spherical device is engraved with rows upon rows of gnomes marching in unison. You may throw the *radicalizer* at a target creature within 30 feet of you. The target must succeed on a DC 10 Dexterity saving throw to catch the sphere. If they catch it, the top of the sphere opens up to deliver a message. If the target can understand the message, they must succeed a DC 15 Charisma saving throw or believe the message without hesitation for the next hour.

You may change the message, but it can be no longer than 10 words. The message can be a command, but it cannot be directly harmful to the target. After the effect ends, the target knows it was charmed by the *radicalizer*.

## DEEP UNDERCOVER (CR 1)

Inspector Cludero (lawful good female deep gnome **martial arts adept** (VGtM)), with her *svirfneblin* magic, is particularly good at solving cases and staying relatively unknown. Inspector Cludero wears her inspector's coat, investigating crimes within the Sow's Foot area, as well as delivering justice where the Flaming Fists fail. She prioritizes those from Sow's Foot, mostly because, as a band of outsiders on the outskirts of an unforgiving city, they need all the help they can get.

As the characters approach Sow's Foot, they see Inspector Cludero chasing "Three Ears" John (a chaotic neutral male human **spy**) who has been stealing from a family of lizardfolk to sell their belongings as "exotic" goods within Baldur's Gate. Inspector Cludero thanks the adventurers for any assistance they offer while handing them a business card that reads, if they need a crime solving, she's the lady to ask for.

## INSPECTOR'S COAT

*Wondrous item, very rare (requires attunement)*

This brown woolen coat has a silver buckle across the middle and countless magically deep pockets on the inside.

While wearing the coat, you can use an action to reach into one of the pockets and reclaim one of the following items;

- *Smoking pipe*. It grants advantage on ability checks to find secret doors.
- *Magnifying glass*. It grants advantage on Intelligence (Investigation) checks to inspect small objects or fine details for information.
- *Pocket watch*. When placed on an item, the watch reveals the last time it was touched.
- *Notebook*. When opened, it transcribes the spoken words of one creature within 5 foot.
- *Rounded spectacles*. While wearing them you have advantage on Wisdom (Perception) checks to discover if a creature is disguised.

Only one item can be removed from the coat at any given time, removing a second item causes the first to magically return to a pocket inside the coat. Unless returned, each item can only be removed from the coat once, and if the item is lost or destroyed, it returns to the cloak in 1d10 days.

## THE OLD BAIT AND SWITCH

### (CR 3)

In the early hours of the morning, multiple shipments arrive by boat in Rivington. Overseen by two members of the Flaming Fist (**guards**) traveling from Wyrms Crossing. A sudden commotion breaks out. A **thug** pretends to be an angler moving a crate of fish, but he's unable to move it. In reality, he is a member of the Rivington Rats, and the crate is actually a *smuggler's bait box*. A character succeeds a DC 12 Intelligence (Arcana) check can detect the box is magical. A successful DC 18 Wisdom (Insight) check reveals that the thug is only trying to buy time.

While the distraction unfolds, four **thugs** begin to steal or move wares from crates into other smuggler's bait boxes. They can be spotted acting suspiciously with a successful DC 14 Wisdom (Perception) check. If confronted, the four thugs attempt to pacify the two guards and adventurers before fleeing via boat. The deceiving thug always attempts to flee.

After these events, the members of the Flaming Fist and other anglers thank the adventurers for getting involved, the latter offering some of the caught fish as a reward. One Flaming Fist guard explains how the Rivington Rats run a smuggling operation in Rivington, something that they've been unable to track down or stop.

## SMUGGLER'S BAIT BOX

*Wondrous item, uncommon*

This unassuming shipping crate, created by the Rivington Rats, serves two unique purposes. You may speak a command word to make all contents inside the crate either weigh half or double their natural weight.

## A SEADOG'S TRADE (CR 5)

As the adventuring party passes over Wyrms Crossing, a commotion breaks out between two **swashbucklers** (VGtM) (chaotic neutral female half-elf named Jorrae and a chaotic neutral male goliath named Krok) and two **commoners**, as a deal goes sour. Jorrae has snatched a bag of gold, as she begins to flee south with Krok in tow, having made it 100 feet away from Wyrms Rock.

The current commander conveniently emerges from Wyrms Rock, The commander, a neutral evil shield dwarf **mage** named Gardak Horn is joined by two **guards**. He is equipped with *Gardak's amulet of the Flaming Fist*, which he intends to use to pacify the swashbucklers. His pet **homunculus** looms on a nearby roof, watching intently.

If the characters manage to apprehend the thieves, Gardak reluctantly thanks them while eyeing them suspiciously. He offers no reward or payment for their acts, instead demanding that all nearby citizens quit loitering before he retreats back to Wyrms Rock.





## GARDAK'S AMULET OF THE FLAMING FIST

*Wondrous item, very rare (requires attunement)*

This solid bronze insignia of the Flaming Fist bears a magical enchantment allowing it to act as an arcane focus and cast spells. The amulet has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (spell save DC 16): *command* (2 charges), *sleep* (2 charges), *calm emotion* (3 charges), or *hold person* (4 charges).

The amulet regains 1d6 + 1 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the amulet loses all magical properties and becomes a nonmagical amulet.

## BULETTES OUT THE PEN (CR 5)

Ubis Garynmor, a chaotic good male human **commoner**, runs the Garynmor Stables and Menagerie, a place to store your horse or other exotic pet and see what his menagerie has to offer. Unfortunately, in the chase for more wild and exotic animals, Ubis found himself in possession of a **bulette**. Without the suitable facilities to house such a monstrosity, and not having the adequate time to train it, the adventurers find themselves arriving on scene just as the great escape is happening.

Seeing the adventuring group approach, Ubis throws a wild-heart charm towards them while pleading with the party to capture the bulette that has burrowed

underground. Ubis seems far too preoccupied trying to manage and contain the many other animals, such as his **owlbear** or one of his two **hippogryphs**.

Chasing down the bulette, using the wild-heart charm to discern its desires, reveals that it wants to eat an entire halfling most. In the event the party feed the creature a halfling, it becomes their ally. Otherwise, it'll have to be captured by other means. When returning to Ubis, if the bulette was slain or captured, he offers up a gold reward for the inconvenience and stopping the monstrosity before it ruined his business's reputation.

## WILD-HEART CHARM

*Wondrous item, rare*

This heart-shaped metal charm bears engravings depicting a multitude of beasts. The charm has 4 charges. While holding it, you can use an action to expend 1 charge to target a beast or monstrosity within 30 feet. The charm allows you to discern what the creature desires most.

You may also, as an action, expend 2 charges to attempt to charm a target beast or monstrosity within 30 feet. It must succeed a DC 16 Wisdom saving throw or be charmed by you for one hour. It has advantage if you or your companions are fighting it. While they are charmed, if you give the creature what it desires most it then remains friendly toward you after the effect expires. Otherwise, it will know it was charmed by you.

The charm regains 1d4 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the charm loses all magical properties, and becomes a nonmagical charm.

## ENTER THE RING (CR 5)

In the Outer City, towards the peak of Dusthawk Hill lies a trampled dirt ring. Around the circle gather 1d8 + 2 **gladiators** of differing races and genders, most looking bruised to some extent. Mona Kindle-Spout (a chaotic neutral female strongheart halfling **gladiator** wearing the *Bracer of Baldur's Fighting Champion*) stands in the middle of the ring with her foot atop an unconscious male dwarf. A gold and ruby encrusted band encircles her wrist as a trophy.

The group is naturally wary as the adventuring group approaches, but Mona welcomes them. She demands someone step into the ring for her first Ring of Champions title defence. The terms for the fight are these: once you enter the ring you cannot leave, and all weapons and armor must be removed before entering. However, more than one contender is welcome in this free-for-all brawl.

## BRACER OF BALDUR'S FIGHTING CHAMPIONS

*Wondrous item, rare (requires attunement)*

While wearing this ring, your Strength score increases by 2, to a maximum of 20. You also have advantage on melee attacks that grapple your opponent.

**Cursed.** While wearing this ring, you cannot refuse a challenge of one-on-one combat. Failure to accept a challenge, or losing that challenge, results in the ring automatically teleporting to the challenging creature, whereupon they become attuned to it.

## ON DEATH'S DOORSTEP

### (CR 6)

The group is approached by a frantic man who introduces himself as Kyne Rought (a neutral male human **commoner**) and asks if they have seen an elderly man. He goes on to explain that he has discovered that his elderly father, Borten Rought, fearing his life being at its end, has become a follower of Myrkul and the Dead Three.

Kyne knows of rumors that all the followers of Myrkul tend to gather around the Cliffside Cemetery around nightfall. Inside the cemetery at night, there are four elderly **necromites of Myrkul** (*BG:DiA*), all wearing **whisper-cloaks of Myrkul's frail**, joined by one **master of souls** (*BG:DiA*). They loom over four corpses. Each necromite is removing bones to present to Myrkul for the creation of wax skulls.

The necromites of Myrkul do not surrender until the master of souls is slain, at which point a successful DC 16 Charisma (Persuasion or Intimidation) can convince Borten Rought and the remaining necromites to surrender. He freely admits that he is scared of dying and wished to simply understand what he could.

## WHISPER-CLOAK OF MYRKUL'S

### FRAIL

*Wondrous item, uncommon*

This ragged bone-coloured cloak is provided to the eldest followers of Myrkul, the Lord of Bones. While wearing the cloak, any mobility issues related to age or frailness are partially alleviated.

You may also drape the cloak over a humanoid corpse and hold it there for 10 minutes, whereupon a bone is seamlessly removed from the body and placed inside the cloak. You can't use this property again until you finish a long rest.

## ONE FATEFUL NIGHT (CR 6)

In the darkness of night, a gathering of Myrkul's followers emerge from Hamhocks Slaughterhouse. They are led by a **master of souls** (*BG:DiA*) clutching a lantern, flanked by one **skull lasher of Myrkul** (*BG:DiA*), and 1d4 **necromite of Myrkul** (*BG:DiA*). The lantern is a *lantern-soul of the first*, which hosts the soul of Nissa Orlo, a lawful neutral human female **revenant**. It gives off a flickering green light that casts tall shadows against the surrounding buildings.

Nissa attended one of the infamous masked revels at the Eomane House, finding herself victim to Nysene Eomane's cruel antics. However, being the resilient woman she is, Nissa refused to play along, leaving the house and getting arrested for being caught in the Upper City without a Watch token. She was held in the cells of the Citadel overnight, not let out until dusk the next day.

Returning home, Nissa was forced to venture through sections of the Lower City, where she came across a Dead Three murder squad. Nissa fought valiantly, but ultimately fell. Her body was destroyed, bones to dust, and used to create wax skulls. Her soul raged, blaming the entire series of events on Nysene Eomane, vowing revenge with such vindication that she become a revenant.

However, the followers of Myrkul felt the revenge brewing inside Nissa's soul and trapped it inside a rune-covered lantern. The lantern became the *lantern-soul of the first*, apt given she is the first victim of Nysene Eomane and the first revenant captured by the cultists of the Dead Three.



## LANTERN-SOUL OF THE FIRST

*Wondrous item, rare*

This cast-iron lantern has tinted green glass. Inside it is a cage shaped candle with an eternal green flame inside. While the lantern door is closed, the flame inside intensifies, providing a bright green light in a 30-foot radius and dim light for an additional 30 feet.

While you hold the lantern, you gain resistance to necrotic and psychic damage. You may use an action to raise the lantern to shine light at one target within 30 feet. The target must make a DC 15 Wisdom saving throw or become paralyzed until your next turn. The lantern can't be used this way again until the next dawn



**Cursed** Every time you sleep, you must succeed on a DC 15 Charisma saving throw or be possessed by the soul of a revenant for 1 hour. In addition, the revenant soul attempts to animate the first humanoid corpse you come across. You can make a DC 14 Charisma saving throw to stop the revenant soul from escaping. If the soul escapes, the lantern loses all magical properties.

## MINDLESS BUT NOT

### MIND-LOST (CR 10)

Inside Tumbledown, as the fog still grips the surrounding buildings, obscuring distant views, the creepy atmosphere is suddenly disrupted by a male goliath, clutching the corpse of a male dwarf and sprinting towards the party. He introduces himself as Neogan Thrashwatcher (a lawful neutral male goliath **conjurer**) as he lays Grundle Stoutbarrel down.

A successful DC 15 Intelligence (Investigation) check reveals that Grundle's brain has been devoured. Neogan explains that he and Grundle are illithid hunters. Duke Belyne Stelmane hired them, though that detail is not freely shared by Neogan. The pair tracked two intellect devourers to a nearby basement, only to be ambushed by a mind flayer. While Neogan is upset about Grundle's death, he explains that Grundle can be saved using one of his daggers, the *blade of illithid's erudition*. He offers it freely and explains that the dagger must deal the killing blow to the **mind flayer**.

Guiding the characters to the basement of a two-story abandoned home, Neogan offers what assistance he can. Inside the basement entrance lurks a mind flayer joined by two **intellect devourers**. Deep in the shadows, they wait for nightfall. If successful, Grundle and Neogan thank the adventurers and let them keep the dagger. They both swear to give up illithid hunting for good after reporting to Duke Belyne Stelmane.

### BLADE OF ILLITHID'S ERUDITION

*Weapon (dagger), rare (requires attunement)*

You gain a +1 bonus to attack and damage rolls with this magic weapon. This bonus increases to +4 when you use the dagger to attack a mind flayer or intellect devorer.

Upon killing a mind flayer or intellect devourer, the ruby embedded in the dagger hilt glows, as it drains all their knowledge. You may speak a command word while stabbing the dagger into a dead creature, and if you slew the mind flayer or intellect devourer that devoured their brain, the creature's brain returns and they are brought back to life with 1 hit point.

The dagger's property can't be used again until the next dawn. In the meantime, the dagger can still be used as a magic weapon.

## APPENDIX A: MAGICAL ITEMS

This appendix contains information on the unique magical items not found in the *Dungeon Master's Guide*. The items are all in alphabetical order.



AQUANAUT'S SLING

### AQUANAUT'S SLING

*Weapon (sling), rare*

This saddlebag-style sling is finely crafted from a nautical rope and tough shark leather pouch. You may attack underwater using the sling and not suffer disadvantage. In addition, you may use a bonus action to spin the sling behind you. Doing so grants you a swim speed of 45 feet whenever you take the Dash action.

### ASHES OF THE DRAWING TREE

*Wondrous item, rare*

This simple pouch of ashes, gathered by burning the red bark of the Drawing Tree in Insight Park, has a reddish hue to it. You can use an action to scatter the entire bag of ashes onto the floor, which then fall in the shape of a dark prophecy. You may make a Wisdom (Insight) check to try and determine what you see, and the DM then describes an upcoming disaster depicted in the ashes. The imagery may be cryptic in nature.

The upcoming disaster may not be related to you or take into account any possible circumstances that might change the outcome.

**Cursed** Each prophecy seen informs a **horned devil** inside Avernus who may wish to make a deal with you in order to ensure the events happen or simply begin to corrupt you.

### BALDURAN'S SPYGLASS

*Wondrous item, legendary (requires attunement)*

Once held by Balduran, this spyglass is just as pristine as when it was first crafted. While holding it, you gain the following benefits:

- Your Wisdom score increases by 2, to a maximum of 20.
- You have advantage on Wisdom (Perception) checks that rely on sight, if looking through the spyglass.

In addition, you can, as an action, look through the spyglass after specifying a desirable target, such as a creature, location, or item, and the spyglass will reveal the direction of that target. If the target is visible, the spyglass outlines the target in a faint white glow. The spyglass can't be used this way again until the next dawn.

Lastly, if you're standing before Balduran's Tomb, the presence of the spyglass dispels the pattern of magical lights that prevents entry.



BALDURAN'S SPYGLASS

### BLADE OF ILLITHID'S ERUDITION

*Weapon (dagger), rare (requires attunement)*

You gain a +1 bonus to attack and damage rolls with this magic weapon. This bonus increases to +4 when you use the dagger to attack a mind flayer or intellect devorer.

Upon killing a mind flayer or intellect devourer, the ruby embedded in the dagger hilt glows, as it drains all their knowledge. You may speak a command word while stabbing the dagger into a dead creature, and if you slew the mind flayer or intellect devourer that devoured their brain, the creature's brain returns and they are brought back to life with 1 hit point.

The dagger's property can't be used again until the next dawn. In the meantime, the dagger can still be used as a magic weapon.

### BRACER OF BALDUR'S FIGHTING CHAMPIONS

*Wondrous item, rare (requires attunement)*

While wearing this ring, your Strength score increases by 2, to a maximum of 20. You also have advantage on melee attacks that grapple your opponent.

**Cursed.** While wearing this ring, you cannot refuse a challenge of one-on-one combat. Failure to accept a challenge, or losing that challenge, results in the ring automatically teleporting to the challenging creature, whereupon they become attuned to it.

## BRACERS OF CONSTRUCTION

*Wondrous item, rare*

This pair of matching copper bracers bare the symbol of Gond on them. The bracers have 10 charges. The pair regains 1d10 charges daily at dawn. You require a block of a single material (wood, stone, or metal) in order to use the bracers, and the amount needed is based on the size of the desired construction. Alternatively, you may use your action to expend charges to fabricate a cube of material, 1 charge per square foot of cube (1-square-foot cube takes 1 charge, 2-square-foot cube takes 2 charges, and so on).

You can use your action to expend 1 charge to shape a 1-square-foot cube of any material into a Tiny object, 3 charges with a 3-square-foot cube for a Small object, 5 charges for a 5-square-foot cube for Medium, and 10 charges with a 10-square-foot cube for Large. The constructed object must be entirely one piece without any complex mechanisms, such as hinges or latches. Some construction examples include the following:

- **Tiny.** Mugs, or knives.
- **Small.** Chairs, or shields.
- **Medium.** Doors, or tables.
- **Large.** A small hut, or boat. A small hut, or boat.

## BRICK'S "ORNAMENTAL" MACE

*Weapon (maul), uncommon*

This maul is a glorified bolder on a stick. The only thing ornamental about it is the stag-shaped steel pommel on the opposite end. However on a closer inspection, the pommel appears to have been forcible wedged on, having been stolen from a walking cane.

When making a successful melee attack roll, you can use a bonus action to make a contested Strength (Athletics) check against a target wielding a shield. If you win the check by 5 or more, the target takes an additional 1d8 bludgeoning damage, their shield shatters, and they are knocked prone. However, failing the check by 10 or more results in the wielder falling prone.

## CHAIN OF NIGHTMARE'S REIGN

*Wondrous item, rare*

This darkened black chain was once the reigns of a nightmare claimed by a narzugon. While holding the chain, you may, as an action, throw the chain to any free space you see within 20 feet. This can include points in the air. After doing so, a 30-foot chain descends perpendicular to the ground in a puff of sulphurous smoke.

Any Strength (Athletics) check that uses the chain, such as swinging across a gap or climbing it, gains advantage. The chain lasts for 1 minute, after which it reappears in your hand.

## FINAL BITE

*Weapon (shortsword), very rare (requires attunement)*

This foot-long blade is carved from the tooth of a black dragon, with jagged ridges running up the sharpened blade edge. While attuned to this blade, you have advantage on saving throws against being charmed, as you feel the black dragon's refusal to be subjugated.

You also deal 1d6 extra acid damage against all creatures that are below half their maximum hit points. You can use a bonus action to spray acid from the blade, hitting

all in a 10-foot line. Each creature in that line must make a DC 17 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save or half as much on a successful one. The shortsword can't be used this way again until the next dawn.

**Cursed** For as long as you are attuned to this blade, you gain the following flaw: In battle, I always seek to eliminate the weak first.



FINAL BITE

## FROSTED BREATH

*Weapon (crossbow, light), rare*

This altered crossbow has the appearance of a white dragon's head with an open maw. This crossbow has 4 charges, and it regains 1d4 charges daily at dawn. You can use a bonus action to expend 1 charge and deal an extra 2d6 cold damage on your next successful ranged weapon attack with this crossbow.

You can use an action to expend 2 charges and choose a creature within range of the crossbow and make a ranged attack. If the attack hits, the target must succeed on a DC 15 Constitution saving throw or become frozen solid for 1 minute. While magically frozen, the target is vulnerable to all nonmagical damage. Upon taking damage, the ice shatters and the target is freed.

## GARDAK'S AMULET OF THE FLAMING FIST

*Wondrous item, very rare (requires attunement)*

This solid bronze insignia of the Flaming Fist bears a magical enchantment allowing it to act as an arcane focus and cast spells. The amulet has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (spell save DC 16): *command* (2 charges), *sleep* (2 charges), *calm emotion* (3 charges), or *hold person* (4 charges).

The amulet regains 1d6 + 1 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the amulet loses all magical properties and becomes a nonmagical amulet.

## GAR'S SHELL-SHARD

*Wondrous item, uncommon*

This buckler shield-sized shell-shard once belonged to Gar the turtle. You may use a reaction against an incoming attack to gain a +4 bonus to AC until the start of your next turn.

Each time the shell-shard is used, roll a d20. A result of 10 or less causes the shell-shard to shatter into pieces, becoming unusable.

## HUSK-MAKER

*Weapon (dagger), rare*

This dagger deals necrotic damage instead of piercing damage. In addition, when wielding the *husk-maker*, you can use your action to instantly create a husk out of a nearby humanoid corpse. Creating a husk leaves no mess behind. Any creature of equal size or smaller than the husk may wear it. Upon wearing a husk, you appear indistinguishable from the original humanoid. Your voice sounds as theirs would (though you don't learn their known languages), and you move in the manner that they did.

Any creature that attempts to see through the disguise must succeed on a DC 19 Wisdom (Insight) check. Otherwise, they assume you are the stolen identity. The husk lasts up to 24 hours but can be dismissed at will, after which it disintegrates into ash. Only one husk may be used at any given time; if you create another husk, the first disintegrates.

## INSPECTOR'S COAT

*Wondrous item, very rare (requires attunement)*

This brown woolen coat has a silver buckle across the middle and countless magically deep pockets on the inside.

While wearing the coat, you can use an action to reach into one of the pockets and reclaim one of the following items;

- *A smoking pipe.* It grants advantage on ability checks to find secret doors.
- *Magnifying glass.* It grants advantage on Intelligence (Investigation) checks to inspect small objects or fine details for information.
- *Pocket watch.* When placed on an item, the watch reveals the last time it was touched.
- *Notebook.* When opened, it transcribes the spoken words of one creature within 5 foot.
- *Rounded spectacles.* While wearing them you have advantage on Wisdom (Perception) checks to discover if a creature is disguised.

Only one item can be removed from the coat at any given time, removing a second item causes the first to magically return to a pocket inside the coat. Unless returned, each item can only be removed from the coat once, and if the item is lost or destroyed, it returns to the cloak in 1d10 days.

## KEY TO THE OVERGROWTH

*Wondrous item, rare*

This foot-long metal rod has a key carved in one end and blackened scorch marks on the opposite end. You can use an action to cast *call lightning*, with the key being the target. If the key is placed in a mound of vegetation, a **shambling mound** emerges. Only one shambling mound can be summoned at once, attempting to summon another causes the first to dissolve into a pile of vegetation. The key can't be used this way again until the next dawn.

While summoned, the shambling mound is friendly to you and your companions. It obeys any commands you give it, no matter what language you use. If you fail to command it, the shambling mound defends itself against attackers but takes no other actions.

You may also use an action to place the key inside the shambling mound, at which point it opens up and safely consumes you. While there, you have total cover against attacks and other effects originating outside of it. By expending 5 feet of movement you may voluntarily leave the mound. If the shambling mound dies or you willingly leave it, you appear to the nearest unoccupied space within 5 feet of it.



## LANTERN-SOUL OF THE FIRST

### LANTERN-SOUL OF THE FIRST

*Wondrous item, rare*

This cast-iron lantern has tinted green glass. Inside it is a cage shaped candle with an eternal green flame inside. While the lantern door is closed, the flame inside intensifies, providing a bright green light in a 30-foot radius and dim light for an additional 30 feet.

While you hold the lantern, you gain resistance to necrotic and psychic damage. You may use an action to raise the lantern to shine light at one target within 30 feet. The target must make a DC 15 Wisdom saving throw or become paralyzed until your next turn. The lantern can't be used this way again until the next dawn.

**Cursed** Every time you sleep, you must succeed on a DC 15 Charisma saving throw or be possessed by the soul of a revenant for 1 hour. In addition, the revenant soul attempts to animate the first humanoid corpse you come across. You can make a DC 14 Charisma saving throw to stop the revenant soul from escaping. If the soul escapes, the lantern loses all magical properties.

## LIGHT'S BANE

*Weapon (any bow), very rare (requires attunement)*

This dark oaken bow has a row of six onyx gems embedded up its length, each one devoid of all color and reflecting no light. The bow is clearly of drow creation, with engravings of Lolth carved around the gems.

The bow has the capacity for 6 charges, but starts with 0. You can use a bonus action to target a source of light within 100 feet. The target no longer sheds any light for up to 1 hour, and the bow gains 1 charge. If the target is a flame, it still burns but provides no dim or bright light. After the hour, the source of light returns, and you lose 1 charge.

When you make a ranged attack roll with this weapon, if the attack hits you may expend all remaining charges to deal an extra 1d6 necrotic damage for each charge spent.

## LORROKAN'S SNOWSHOES

*Wondrous item, common*

These normal-looking leather boots radiate heat, serving two purposes; first they are always warm to wear, and secondly, they melt all snow or thin ice within a 5-foot radius. The boots are also resistant to moisture, stopping them from getting wet unless submerged.

## PENDANT OF PAINFUL ENDURANCE

*Wonderous item, uncommon*

This spiked iron circle pendant is held by a red-dyed cord. As a bonus action, you can remove one level of exhaustion and your hit point maximum is reduced by 1d12. This reduction lasts until you finish a long rest.

## PURIFYING POTION

*Potion, uncommon*

This small vial contains a golden fluid that swirls around as if pushed by a current. While holding this potion, if you become poisoned, the color shifts to a dark navy.

When you drink this potion, it cures any nonmagical poison affecting you. However, there is a detrimental effect as it expels toxins from your body. The effect caused can be determined randomly from the options below, and last for 1d6 x 10 minutes.

### PURIFYING POTION

#### 1d4 Effect

- 1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
- 2 The creature doesn't move or take actions this turn.
- 3 The creature can act normally, but their movement speed is halved.
- 4 The creature can act and move normally.

## RADICALIZER

*Wondrous item, uncommon*

This spherical device is engraved with rows upon rows of gnomes marching in unison. You may throw the *radicalizer* at a target creature within 30 feet of you. The target must succeed on a DC 10 Dexterity saving throw to catch the sphere. If they catch it, the top of the sphere opens up to deliver a message. If the target can understand the message, they must succeed a DC 15 Charisma saving throw or believe the message without hesitation for the next hour.

You may change the message, but it can be no longer than 10 words. The message can be a command, but it cannot be directly harmful to the target. After the effect ends, the target knows it was charmed by the *radicalizer*.

## ROBE OF PATTERNS

*Wondrous item, uncommon*

This robe has cloth patches of various patterns covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to alter a 10-foot square centered on you. Once the last patch is removed, the robe becomes an ordinary object.

The robe has two of each of the following patches:

### ROBE OF PATTERNS

Pattern Patch	Effect
Stripes	The ground around you flattens out perfectly, creating a 5-foot-wide, 5-foot-deep, and 10-foot-long ditch.
Spiral	The ground below you turns into a 60-foot-deep slick spiral slide, and standing on it counts as difficult terrain.
Hexagon	Six 1-foot thick stone walls, reaching 10 feet in height, appear from the ground and surround you in a hexagonal shape.
Floral	The surrounding ground is covered in a layer of soft dirt adorned with grass and an assortment of blooming flowers.
Tartan	Two <b>mud mephits</b> emerge from the ground, wearing kilts and speaking Dwarvish. While summoned, they are friendly to you and your companions. They obey any commands you give them, no matter which language you use. They vanish after 1 minute.

## SHILVIN'S GUARANTEED

### SEA-MONSTER REPELLENT

*Wondrous item, uncommon*

This wooden-carved grung skull has been painted in vibrant oranges, greens, and yellows. A tongue extends from the skull's mouth that constantly feels slick to the touch, covered in a transparent viscous liquid.

When placed in water, all water-breathing, non-shark creatures within 100 feet must succeed a DC 14 Constitution saving throw or become frightened by the trinket. Sharks are instead enraged and approach the trinket to attack immediately. A creature that succeeds on the saving throw is immune to the effect for the next day.

### SMUGGLER'S BAIT BOX

*Wondrous item, uncommon*

This unassuming shipping crate, created by the Rivington Rats, serves two unique purposes. You may speak a command word to make all contents inside the crate either weigh half or double their natural weight.



SPINDLE OF TALES-TOLD

### SPINDLE OF TALES-TOLD

*Wondrous item, rare*

This wooden spindle has three sections carved and painted on its topside: one depicting a gold bar, another a severed tongue, and the last an open book of blank pages.

You may speak up to 30 words to the spindle, recounting a legend or ancient rumor, before spinning it. The GM then responds truthfully what the spindle lands on: gold if the legends are true, severed tongue if they are false, and blank pages if the legend told is missing information. This property can't be used again until the next dawn.

### TRACKER'S WINE AND SPECTACLES

*Wondrous item, uncommon*

This pair of rose-tinted oval spectacles is magically paired with an enchanted liquid, aptly named "Tracker's Wine." The liquid is often kept in an unassuming wine bottle, and the core ingredient is saliva from a blood-hound.

You may pour the liquid over a 5-foot. area. Any creature that steps into the area leaves an invisible trail of footprints that remains for 1 hour, after which they leave no further

tracks. While you wear the spectacles, all tracks become visible in a color unique to each creature.

## TREASURE OF THE UNICORN

### KNIGHT

*Weapon (dagger), very rare (requires attunement by a creature of good alignment)*

This magical dagger has been meticulously forged in the shape of a unicorn's horn, crafted from ores that give the blade a pearly white finish.

The dagger has 4 charges. When you hit a creature of evil alignment, the creature takes an additional 2d6 radiant damage. You may use an action to expend 2 charges to touch a target within 5 feet, whereupon the target magically regains 2d8 hit points. In addition, the touch removes all diseases and neutralizes all poisons.

You may also use an action to expend 4 charges to teleport yourself to a location you are familiar with, up to 1 mile away. It regains 1d4 expended charges next dawn.

### TRUTH CAKES

*Wondrous item, uncommon*

These cute square butter cakes are covered in a thin layer of sugar frosting, they have a distinct sweet taste.

If you eat this cake, you must succeed on a DC 15 Constitution saving throw or take a DC 15 Charisma saving throw with disadvantage. On a failed save, you can't speak a deliberate lie in response to the next question asked.

## WHISPER-CLOAK OF MYRKUL'S

### FRAIL

*Wondrous item, uncommon*

This ragged bone-coloured cloak is provided to the eldest followers of Myrkul, the Lord of Bones. While wearing the cloak, any mobility issues related to age or frailness are partially alleviated.

You may also drape the cloak over a humanoid corpse and hold it there for 10 minutes, whereupon a bone is seamlessly removed from the body and placed inside the cloak. You can't use this property again until you finish a long rest.

## WILD-HEART CHARM

*Wondrous item, rare*

This heart-shaped metal charm bears engravings depicting a multitude of beasts. The charm has 4 charges. While holding it, you can use an action to expend 1 charge to target a beast or monstrosity within 30 feet. The charm allows you to discern what the creature desires most.

You may also, as an action, expend 2 charges to attempt to charm a target beast or monstrosity within 30 feet. It must succeed a DC 16 Wisdom saving throw or be charmed by you for one hour. It has advantage if you or your companions are fighting it. While they are charmed, if you give the creature what it desires most it then remains friendly toward you after the effect expires. Otherwise, it will know it was charmed by you.

The charm regains 1d4 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the charm loses all magical properties, and becomes a nonmagical charm.



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