



Baldur's Gate™

The god of murder
is dead, but he's
left a few choice
parts behind.

BALDUR'S GATE IS THE STORY OF TWO OF THE SONS of Bhaal, the dead god of murder in the FORGOTTEN REALMS® campaign setting. One of them is a mercenary who has no idea that the blood of a dead god courses through his veins, and he struggles to master his inner demons. His half-brother is a more savage creature who revels in his portion of Bhaal's legacy and, for his own greater glory, seeks his brother's death—and the destruction of thousands of innocents.

Sarevok has forged an alliance with a cruel Sembian cabal known as the Iron Throne, through which he intends to resurrect his dead father's power within himself. All he needs is a tremendous blood sacrifice. To that end, he has sabotaged the iron mines of the Sword Coast, sowing the seeds of war between the realm of Amn and the powerful city-state of Baldur's Gate.

The legacy of Sarevok's half-brother begins to unfold when two Harper agents visit a learned monk in the great library-fortress of Candlekeep. The monk, Gorion, has been serving as the foster father for another of the children of Bhaal. Abdel Adrian grew up in a monastery, but a powerful bloodlust he never understood led him to the life of a wandering sellsword. When Gorion is brutally murdered by Sarevok's men, Abdel must face his destiny alone, learning to trust an odd assortment of strangers who know more than they are willing to say, more than they seem

willing to believe. The mystery ultimately leads to a confrontation with a brother Abdel never knew he had, to prevent the resurrection of a father he couldn't have imagined in his worst nightmares.

The following AD&D® characters are inspired by characters appearing in the bestselling computer game *Baldur's Gate*. Expanded for the novel, they've been revised for use with your FORGOTTEN REALMS campaign.

Here are the sons of Bhaal and the women who risk their lives to turn them away from the blood of the god of murder.



Philip Athans is a gamer, editor, and author whose inner child has been so overstimulated it's starting to take an interest in British television drama and Barbra Streisand movies just to get a break. He thanks Ray Muzyka at BioWare, and Jess Lebow and Jim Bishop at Wizards of the Coast

by
Philip Athans

illustrated by
Dennis Calero

7TH-LEVEL HUMAN FIGHTER

STRENGTH	19
DEXTERITY	16
CONSTITUTION	18
INTELLIGENCE	10
WISDOM	9
CHARISMA	7
AC	3
THACO	10
HIT POINTS	82
ALIGNMENT	Chaotic neutral
SPECIAL ATTACKS	Murderous frenzy
SPECIAL DEFENSES	Nil
SIZE	M (6'10")

Nonweapon Proficiencies: Endurance (18), Reading/Writing (11), Swimming (19), Land-based Riding (12), Running (13)

Weapon Proficiencies: Broadsword (specialized), Dagger, Club, Long bow, Battle-ax

Appearance: Nearly 7 feet tall, Abdel is a huge, imposing man of almost 350 lbs., and opponents are usually surprised by his speed and agility. Abdel keeps his dark hair long and his face shaved. His dark eyes are always moving, scanning for any threat, and his skin is sun-bronzed, though he was born of fair, northern stock. Abdel never wears jewelry nor anything like a uniform. He dresses plainly, rarely taking off his simple chain-mail tunic. He carries a small pouch containing a few coins, flint and steel, and little more. Abdel wears his sword strapped to his back and his dagger in a belt sheath.

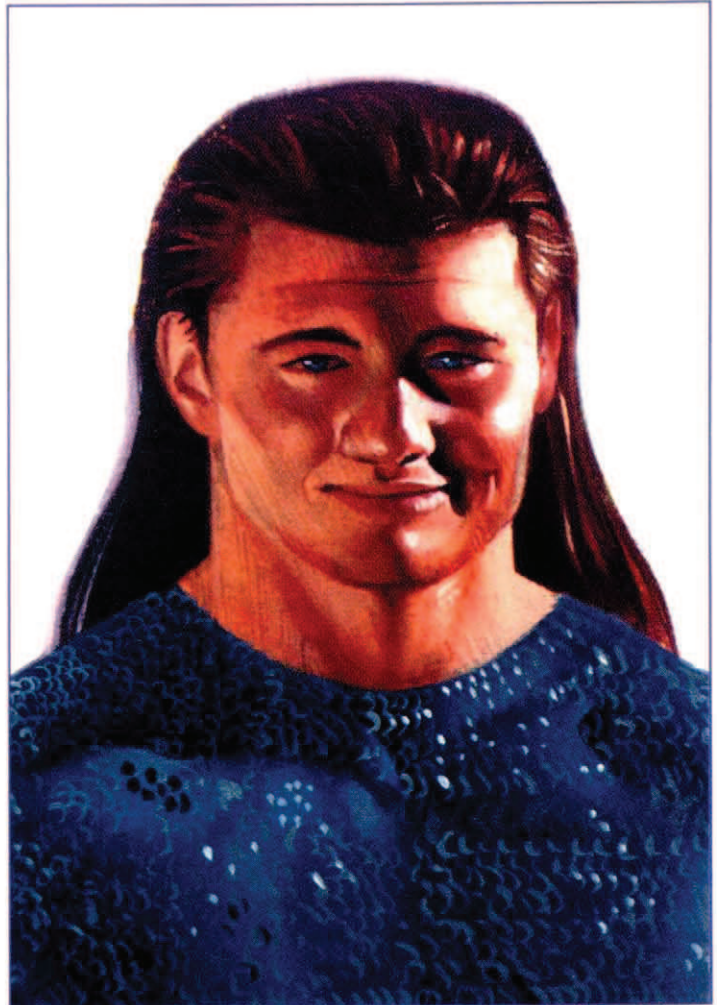
Magical Items: Abdel owns a finely crafted silver dagger with a wide, heavy blade presented to him as a coming-of-age gift by his foster father. This *dagger* +2 is Abdel's most prized possession, even though he has no idea the blade is magical.

Background: Abdel's full name translates from ancient Netherese as "Son of the Dark." This is an appropriate name for a son of Bhaal, the god of murder.

Abdel was born in the Year of the Boot (1343 DR). As an infant, Abdel was rescued from a cult of Deathstalkers by an order of paladins, the Hands of the Loyal Fury. Though the order had intended to kill the unholy spawn, Sir Daesric the Pious simply didn't have it in him to slay an infant. Unwilling to take Abdel into the care of his holy order, Daesric called on an old friend, a priest of Oghma, to raise the child.

Gorion was reluctant at first to take in this strange orphan, but Daesric persuaded him that the child might escape his father's dark legacy if he were raised in the library-fortress of Candlekeep. As Gorion raised Abdel as his own son, the paladins tracked the child's progress, watching for the faintest sign of innate evil. When Bhaal was killed in the Time of Troubles, the paladins lost interest in his offspring.

Abdel grew up with almost superhuman strength and a



natural affinity for combat. Gorion tried to educate him as a monk, but Abdel was too independent for that life. He longed for the life of a sellsword. On his seventeenth birthday, a cool autumn day in the Year of the Turret (1360 DR), Abdel bid his foster father good-bye.

Abdel has spent the last eight years traveling up and down the Sword Coast guarding caravans and ships or fighting in any of dozens of petty skirmishes and squabbles between the powerful realms that sprinkle the coast.

Roleplaying Notes: Abdel doesn't realize why he feels best when locked in mortal combat, because Gorion never told him of his true parentage.

Abdel often comes across as sullen and humorless. He is slow to trust and is extremely cynical for his age. Abdel sees people as petty, corruptible, and selfish.

Bhaal's blood energizes Abdel in a fight. Once he makes his first kill, he enters a murderous frenzy that grants him a cumulative +1 attack and damage bonus and a -1 initiative bonus for each opponent he slays. Those facing Abdel in this state must make saving throws vs. petrification or suffer a -1 penalty to attack and damage rolls and a +1 penalty to initiative.

Abdel backs down from a fight only in the most extreme circumstances. If Jaheira is with him, Abdel gains a saving throw vs. petrification to avoid his murderous frenzy.

Jaheira

9TH/5TH-LEVEL HALF-ELF DRUID/FIGHTER

STRENGTH	15
DEXTERITY	14
CONSTITUTION	17
INTELLIGENCE	10
WISDOM	14
CHARISMA	15
AC	8
THACO	16
HIT POINTS	61
ALIGNMENT	Neutral
SPECIAL ATTACKS	Nil
SPECIAL DEFENSES	30% resistance to <i>sleep</i> and <i>charm</i>
SIZE	M (5'5")

Nonweapon Proficiencies: Animal Lore (10), Direction Sense (16), Healing (12), Herbalism (8), Modern Languages—Elvish (10) and Sylph (10), Reading/Writing (11), Survival—Woodland (10), Swimming (15), Tracking (14)

Weapon Proficiencies: Longsword, Knife, Sling

Appearance: Jaheira's dress and accent are decidedly Amnian, though she was actually born in Tethyr. She keeps her tawny hair shoulder length, so it barely covers her gently pointed ears. Her brow is often furrowed in thought. Jaheira wears a scratched leather bustier over a simple underblouse and Amnian trousers. A plain longsword hangs at her waist.

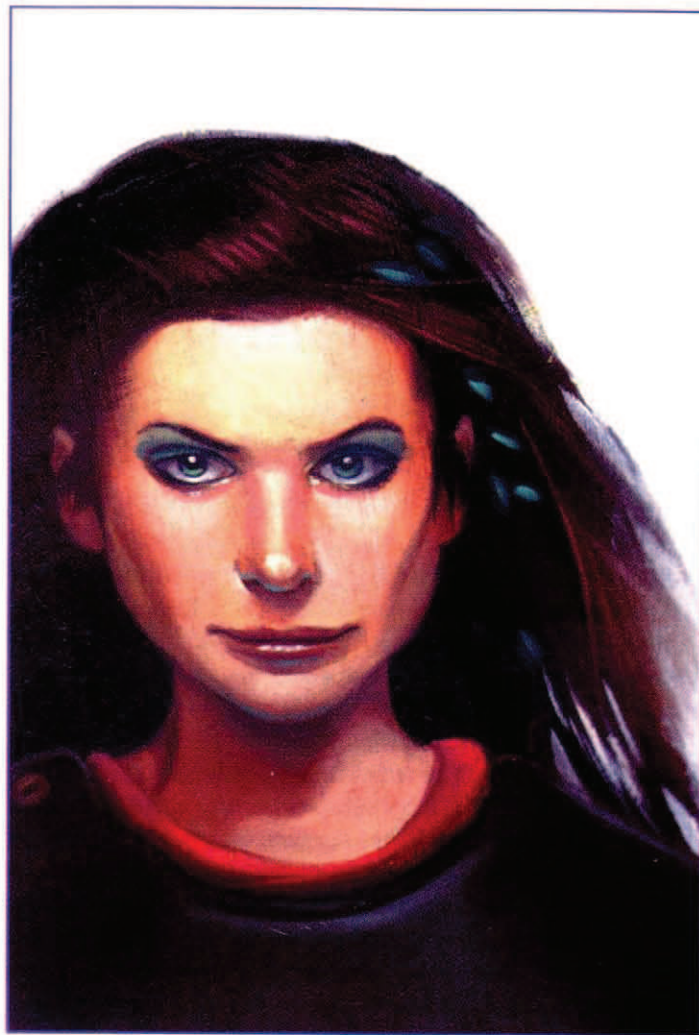
Magical Items: Jaheira is inherently suspicious of magical items and possesses none. She prefers the magic granted by Meilikki in the form of spells.

Background: Jaheira was born in the Year of the Bright Blade (1347 DR) to the second son of a noble family and an elf diplomat. Only weeks old, Jaheira was taken from the city of Zazesspur by a servant girl amid a riot. On the orders of Jaheira's mother, the servant brought the infant north to the edge of the forest of Tethir. The servant died at the edge of the pass, and a group of elves found the infant Jaheira barely clinging to life. The elves brought Jaheira back to Suldanessellar and the care of her mother's family. Jaheira was raised thinking her aunt Faenyar was her mother.

When Jaheira was ten, her mother suddenly reappeared, but a frightened Jaheira refused to believe this stranger was her real mother. Rather than live with her, young Jaheira insisted on being sent to study in the temple of Meilikki.

Jaheira thrived in the temple, but she was uncomfortable in the elf city and always curious about her human father. When word came from a Harper agent that her father might have survived the civil war, fifteen-year-old Jaheira left to search for her father in the Amnian city of Keczulla.

The pace of the human realm of Amn was an eye-opening experience to Jaheira. Though intimidated at first, she soon learned to make her way among the humans and found the



society of Amn refreshing and exciting. Though she never found her father, she settled in Keczulla and befriended Charessa Keel, an experienced swordswoman and Harper agent.

Charessa recruited Jaheira into the ranks of the Harpers and helped her enlist in the army. Her army training and tutoring from Charessa instilled in Jaheira a surprising skill with the longsword. During a spy mission, she met Khalid, another Harper posing as a general's aide-de-camp.

When the pair finally uncovered the evidence necessary to condemn the general, they found themselves in a harrowing chase that took them from one end of Amn to the other. It was during that time that Jaheira and Khalid fell in love. They were married soon after returning to Keczulla.

Roleplaying Notes: Above all else, Jaheira is a dedicated agent of the Harpers. So far, the desires of the Harpers have not conflicted with her religious beliefs. Jaheira can be rash, preferring a straight-line course through any problem. She's a staunch defender of the natural world but feels more comfortable in the cities of Amn.

Her principal contact with the Harpers is still Charessa Keel. Jaheira has no idea that it is Laeral herself who has taken an interest in her and was responsible for the false rumor that led her to Keczulla in the first place. Why the Lady Mage of Waterdeep is so interested in Jaheira is a tale for another time.

11TH-LEVEL HUMAN NINJA SHADOW WARRIOR

STRENGTH	17
DEXTERITY	18
CONSTITUTION	14
INTELLIGENCE	12
WISDOM	10
CHARISMA	15
AC	3
THACO	10
HIT POINTS	49
ALIGNMENT	Lawful neutral
SPECIAL ATTACKS	Backstab damage $\times 4$, 2 attacks/round
SPECIAL DEFENSES	Nil
SIZE	M (5'3")

Nonweapon Proficiencies: Blind-fighting, Endurance (16), Etiquette (15), Jumping (18), Modern Language—Common (12), Running (8), Tumbling (18)

Weapon Proficiencies: Katana (specialized), Ninjutsu (specialized), Ninja-to

Thieving Skills: Pick Pockets 25%, Open Locks 25%, Find/Remove Traps 30%, Move Silently 95%, Hide in Shadows 95%, Detect Noise 65%, Climb Walls 85%, Read Languages 20%

Appearance: Tamoko is a small Kozakuran woman with impressive hidden strength. In backward areas of Faerûn she's often mistaken for an elf, but the resemblance is superficial at best. Her long, straight hair is as black as pitch, and her skin is soft and smooth, unblemished by scars.

She dresses in a simple black silk bodysuit that she can adjust to go from loose and blousy to form-fitting. She never wears metal armor and has no jewelry or any reflective surfaces on her person except the blade of her extraordinary, curved sword. She wears soft-soled black sandals or no shoes at all. Sewn into the collar of her night-suit is a masked hood that, when she chooses to wear it, covers all but her eyes.

Magical Items: The black silk night-suit was a gift from her clan master and acts like a *robe of protection* +3. Her *katana* +3 is one of the finest ever crafted by the swordsmiths of Kozakura.

Background: Tamoko was born in 1350 DR in the village of Kiraan on the west coast of the island of Mikedono. The third of three girls, she was sold by her disappointed father to the Konishi Clan, who noticed a raw talent in the four-year-old Tamoko and her sister. The girls were trained in the art of ninjutsu at the Konishi Clan dojo in the mountains east of Chimotoge. Both took to the training well, and Tamoko grew to become a ninja of note, bringing honor and respect to her clan.

One night, Tamoko was sent to kill a high-ranking wu jen. Somehow the wu jen was forewarned of her coming. Tamoko not only failed to kill him but was surprised by his magic. She



was pushed into a dimensional portal that opened into a madhouse on an island near the Amnian city of Athkatla. She escaped the island and disappeared into the city.

Fearing the retribution of her dishonored clan as well as the wrathful wu jen, Tamoko fled the city and headed north. By the time she reached Baldur's Gate, she was working as an assassin and had begun to attract the attention of several of the more dangerous power groups—including the Iron Throne.

Eventually, Tamoko met Sarevok, who became her teacher, lover, and employer. She has lived with him in a labyrinth of passages, tunnels, and rooms under the city of Baldur's Gate ever since. She wishes she could return home but knows she has lost her honor, so she has devoted herself to Sarevok.

Roleplaying Notes: Tamoko is a highly trained assassin—a killing machine of the first order. She is, even after her years of service to Sarevok, a professional.

Tamoko speaks with a thick accent and speaks little, and then very slowly. This is as much a part of her training and practiced calm as it is a discomfort with the Common tongue of Faerûn, which is a language she's still learning.

If Tamoko is pressed into a fight she didn't initiate, she disappears into the darkness at her first opportunity. She never allows herself to be at a disadvantage in combat. If she is sent to kill, she appears suddenly, kills quickly, then disappears again.

Sarevok

15TH-LEVEL HUMAN FIGHTER

STRENGTH	18/00
DEXTERITY	17
CONSTITUTION	18
INTELLIGENCE	15
WISDOM	14
CHARISMA	15
AC	-4
THACO	-6
HIT POINTS	125
ALIGNMENT	Chaotic evil
SPECIAL ATTACKS	Nil
SPECIAL DEFENSES	90% resistance to fire, lightning, acid, and cold
SIZE	M (6'7")

Nonweapon Proficiencies: Blind-fighting, Endurance (18), Etiquette (17), Reading/Writing (17), Religion (14), Swimming (18)

Weapon Proficiencies: Two-handed Sword (specialized), Dagger, Heavy Crossbow, Halberd, Longsword, Whip

Appearance: Sarevok is a large and intimidating man with a deep, resonant voice. He keeps his raven black hair cropped close, his face cleanly shaven, and his dress neat. When he is angered, his eyes flash with an inhuman yellow glow.

Though he easily moves about the city of Baldur's Gate and has even—through his contacts with the Iron Throne—managed to attain a level of power and influence sufficient to put him in the line of ducal succession, Sarevok is finding it more and more difficult to pass for a normal human.

Magical Items: Sarevok's *platemail* +4 is said to have been created by Bhaal himself. It provides 90% resistance to fire, lightning, acid, and cold. The gauntlets act as a *ring of spell storing*, holding up to twelve levels of wizard spells. To use that function, both of the wearer's hands must be free as the gauntlets form the complex patterns necessary to cast the desired spell. To aid this function, Sarevok's matching *two-handed sword* +3 can be left to float in the air by his side for up to 3 rounds.

Sarevok keeps track of his many agents through the Frame of Taerez-Zeez, a magical device that allows only Sarevok to converse with or spy upon certain programmed individuals.

Background: Sarevok's mother was a priestess in the service of Bhaal and a high-ranking Zhentarim agent sent to infiltrate her husband's organization, the Iron Throne. She escaped the paladins who sought to slay the spawn of Bhaal. When she returned home with what was obviously a bastard son, her husband, Reiltar, had her killed. Reiltar's contacts informed him of Sarevok's parentage, so he spared the infant's life, certain that he would someday be of use to the Iron Throne.

Sarevok was sent to Yhaunn, where he was placed in a small, exclusive military academy. This loveless upbringing, peppered with visits from mad cultists, nurtured Sarevok's dark



nature. Sarevok took to his military training well, and it kept him from descending into homicidal mania.

Eventually, a priest of Bhaal visited Sarevok on the eve of his graduation, revealing the secret of Sarevok's parentage and inviting him into the Zhentarim. Young Sarevok had other plans, however, and left the priest of Bhaal behind, in pieces.

Sarevok found Reiltar and persuaded him to allow Sarevok to begin working for the Iron Throne. Over the next several years, Sarevok impressed Reiltar and others in the Iron Throne as much as he frightened them. When Reiltar needed someone to lead a new operation hundreds of miles from Sembia, he offered the job to Sarevok.

Roleplaying Notes: Sarevok rarely makes his presence known directly. He is surrounded by a veritable army of thugs, spies, assassins, dopplegangers, humanoids, slavers, and outlaws. Sarevok has influence at the highest level within the Iron Throne, as well as the power structure of Baldur's Gate. He even has agents of the Zhentarim working on his behalf.

Sarevok is quick to anger and not as infallible as those around him believe. He is driven to the point of obsession with the completion of a ritual that will awaken in him the lost power of Bhaal. He believes that by completing this ritual he will become Bhaal, the risen god of murder. This ritual requires a massive sacrifice—murder, on a grand scale.