

Siege of DRAGONSPEAR

FIELD REPORT



[BEAMDOG]

DUNGEONS & DRAGONS

FIELD REPORT CREDITS

Enhanced Edition Leads: Alex Tomovic, Keith Soleski, Scott Brooks, Phillip Daigle, Jonathan Hill, Alan Miranda, Jeff Payne

Field Report Lead: Dee Pennyway

Writing: Andrew Foley, Amber Scott

Editing: Andrew Foley

Additional Proofreading: Jamie Beadle, Filip Flechtner, Richard Hilton, Keith Marshall, Jeff Payne, Robert Rath

Producer: Alan Miranda

Publishing and Marketing Coordinator: Amber Scott

Cover Illustrator: Tom Rhodes

Interior Illustrators: Tom Rhodes, Mad Bee, Thea Kent, Nat Jones

SPECIAL THANKS

We'd like to extend special recognition to David Gershman, John Feil, Kate Irwin, Shauna Narciso, Ben Petrisor, Nathan Stewart, Emi Tanji, and all our friends at Wizards of the Coast.

© 2016 Beamdog. © 2016 Hasbro, Inc. All Rights Reserved. Baldur's Gate, Dungeons & Dragons, D&D, Forgotten Realms, Wizards of the Coast and their logos are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries, and are used with permission. Hasbro and its logo are trademarks of Hasbro, Inc. and are used with permission. ©1998 BioWare Corp. All Rights Reserved. Bioware, the BioWare Infinity Engine and the BioWare logo are trademarks of Bioware Corp. Black Isle Studios and the Black Isle Studios logo are trademarks of Interplay Entertainment Corp..All other trademarks are the property of their respective owners.

From the Inside Cover: Corporal Bence Duncan faces off with a sentry from the Shining Crusade in this death-defying scene illustrated by Tom Rhodes.



CONTENTS

Welcome Back!	5
Missives from the Flaming Fist	7
Sword Coast Power Groups	8
The Flaming Fist of Baldur's Gate.....	8
Waterdeep City Guard.....	8
Daggerford Militia.....	9
The Crusade.....	9
Uniforms of the Power Groups.....	10
Regions of the Sword Coast	11
The High Moor.....	11
The Troll Claws.....	11
Coast Way Crossing.....	11
Bridgefort & Boareskyr Bridge.....	12
Forest of Wyrms.....	13
The Winding Water.....	13
Trollbark Forest and the Troll Hills.....	13
Dragonspear Castle.....	14
Baldur's Gate.....	14
Threats of the Sword Coast	17
Ankheg.....	17
Basilisk.....	17
Beetle.....	17
Bonebat.....	18
Cyclops.....	18
Goblin.....	18
Myconid.....	19
Troll.....	19
Personalities of the Sword Coast	21
Crusaders.....	21
Locals.....	23
The Commanders.....	24
Resources of the Sword Coast	27
The Singing Menhirs.....	27
Dragon Scales.....	27

The Spectacles of Spectacle.....	27
Daeros Dragonspear's Armor.....	27
The Hold of Battle Lions.....	27
The Old Well.....	28
Timekeeping and Historical Events.....	31
The Calendar of Harptos.....	31
Timeline.....	31

WELCOME BACK!

Welcome back to the Forgotten Realms: a world of terrifying dungeons, fearsome dragons, sinister wizards, and at least one miniature giant space hamster. Welcome back to late nights spent battling foes, unraveling riddles, and hunting for traps and treasure. Welcome back to the Infinity Engine.

In 1998, Baldur's Gate raised the bar for roleplaying games in a spectacular fashion. Two years later, Baldur's Gate II raised it even higher. These games laid the foundation for generations of roleplaying games. Their impact is still felt today. Legions of dedicated fans have kept the series alive for almost two decades, creating a vast array of mods and add-ons.

Over 17 years after the original Baldur's Gate release, Beamdog is proud to present an all-new chapter in the tale of the Bhaalspawn. Baldur's Gate: Siege of Dragonspear begins where Baldur's Gate leaves off and acts as a bridge to the events of Baldur's Gate II, weaving the games together seamlessly.

In 1998 I was a youthful nerd scrounging worthless Canadian pennies together so I could afford my very own copy of Baldur's Gate. It had everything—a huge world to explore, a massive cast of fascinating characters, and nuanced combat rules that gave the game incredible depth. After finally getting my hands on it and being thrust head-first into the legendary Forgotten Realms, I knew I was going to be hooked for a very long time. I just didn't think it would be this long.

Now, instead of marvelling at games, I get to make them. Not only that, I get to work on the game that sent me venturing down this path in the first place. For me, and for everyone else on Team Beamdog, the experience has been an incredible honour.

As passionate fans of the series, we wanted to create a great roleplaying experience worthy of the Baldur's Gate name, one that will stand alongside the previous entries and shine on its own. And now, two years later, Siege of Dragonspear is that reality.

Welcome back to Baldur's Gate.

Phillip Daigle, 2016



MISSIVES FROM THE FLAMING FIST

1 ELEINT 1368 DR

CORPORAL DUNCAN:

Reports indicate an army may be massing near the ruins of Dragonspear Castle. Though we must remain focused on the security of the city in the midst of the brewing war with Amn, we cannot neglect other potential threats.

By Duke Eltan's order, you are to take a contingent of Flaming Fist officers and travel to Dragonspear Castle. Scout the terrain between there and Baldur's Gate with an eye toward sites of potential strategic value. Speak to farmers, villagers, and travelers on your journey and gather what information you can about this army and the difficulties we might face if we were to send a full force north.

The church of Helm has restored Duke Eltan to the world of the living, and he has agreed that your mission is necessary and must be conducted with all haste.

Report back with your findings as soon as possible.

Marshal Kyrill Nederlok

Flaming Fist, Baldur's Gate

3 UKTAR 1368 DR

MARSHAL NEDERLOK:

Find attached my report on the Dragonspear situation. I've made an extensive survey of the lands, people, and creatures between our city and the ruins. I think you'll find my report enlightening in several areas.

On returning to the city I learned the iron crisis was over. Thank the gods war was averted. Let's hope we don't end up with another in its place.

With respect,

Corporal Bence Duncan

CORWIN:

Review this. I've made some notes but I'd like your thoughts.

—N

SWORD COAST POWER GROUPS

IT'S MY UNDERSTANDING THAT THIS REPORT MAY BE DISSEMINATED BEYOND THE FLAMING FIST.

The growing army in the north seems intent on seizing lands, goods, and even people. It poses a definite threat to the cities of the Sword Coast. The following pages provide support for my conclusion: Caelar Argent and her crusade must be stopped.

I'll begin with an overview of those parties with a potential stake in any combat that arises.

THE FLAMING FIST OF BALDUR'S GATE

Naturally, as a representative of this fine organization, I include it first. As Baldur's Gate's official military force, the Flaming Fist has maintained order in the city for over two decades. Originally a mercenary company, we now work under Grand Duke Eltan to keep the peace in the city and surrounding area, as far south as Beregost.

The Fist's first priority is city security. If war threatens trade to Baldur's Gate, or its residents, we are obligated to resolve that threat. In the wake of Sarevok's machinations, our ranks are still over 1000 strong, but only half that number operate in or near the city. As I write, refugees from the north seeking sanctuary are arriving, and will continue to do so until the Crusade is dealt with. Protecting these newcomers while continuing to maintain order is a challenge that will only grow over time. I've left a contingent of one hundred soldiers at Dragonspear Castle in anticipation of the need for a military base there. It will stretch us thin, but I recommend dispatching at least one hundred additional troops.

Lose a third of our forces in the city? We can barely manage the refugees as it is. I don't like it, but I'm not seeing other options.

—Corwin

WATERDEEP CITY GUARD

The City of Splendors is our largest neighbor and must be called to action. Their size and wealth will not protect them if the crusade shuts down trade routes from the east and south. Undoubtedly they've been investigating the situation on their own and will come to the same conclusion.

Any action Waterdeep makes against Dragonspear Castle would be undertaken by their military force, the City Guard. Like the Flaming Fist in Baldur's Gate, Waterdeep's City Guard maintains order in the city but also handles any outside challenge

to its security. The organization has many times the number of soldiers we do. If I had the budget and recruits they did... But I digress.

Given its scope, it's difficult to say who would lead any forces Waterdeep might commit to military action against the crusade. My contacts in the City of Splendors put forward several possibilities, but one name has been mentioned several times—Cedric deLancie, an aristocratic torsin of the city guard who has been jockeying for a prestigious assignment. He is young but well-connected and has a sharp, strategic mind.

If what I've heard of him is true, deLancie cares more about his reputation than his soldiers. Tymora willing we won't have to deal with him, but if we do we should keep a close eye on him.

—N

DAGGERFORD MILITIA

Daggerford suffered the deepest scars from the second Dragonspear War. If another conflict erupts around the castle, nearby Daggerford will likely be involved once again. I recommend sending a report to Haither Stonehand, leader of the Daggerford militia, alerting her to the situation.

Daggerford is small—only 500 souls call the place home—but they proved a force to be reckoned with during the Dragonspear Wars. Its inhabitants don't back down when their home is threatened. Farmers and craftsmen went toe to toe with devils from the Nine Hells. The Daggerford militia numbers 50 hardy souls, which sounds like a small number until you consider that it amounts to one in ten citizens. Belonging to the militia is a mark of pride. Most families have at least one member serving. The militia trains hard and their courage can't be matched.

My father told me stories of the Daggerford massacre. Devils slaughtered scores of innocents. Were it not for a group of local heroes, the death toll would have been greater still. Another battle like that would be disastrous for the Sword Coast.

—Corwin

THE CRUSADE

Of course, the most important factor in this equation is the one we know the least about: Caelar's crusade.

Her followers call her the Shining Lady, though I've learned her true name is Caelar Argent. She has a powerful presence and commanding personality that draw people to

her cause. The army she's massed can be split into three groups:

First are the veterans, men and women who fought in the Dragonspear Wars who have both training and experience. I haven't learned exactly what Caelar has promised them, but they follow her with zealous devotion. A young man I spoke to said his elderly father couldn't be dissuaded from joining the crusade. "I owe it to them," his father insisted. Who "they" are and what debt the veteran owed them, the man could not say.

Second are the common folk. The crusade has sacked numerous villages along its march, claiming any treasure and supplies it can seize as its own. The crusaders also force villagers into service, though as word has spread more and more are choosing to abandon their homes and flee before the crusade arrives. While some of the common folk serve the crusade out of fear and intimidation, I've heard many tales of those forced to serve later coming to respect Caelar. Worship her, even.

I should note here that not all commoners join the crusade at swordpoint. Caelar's magnetism and her impassioned speeches sway many to her cause. Ordinary folk, many who lost loved ones in the Dragonspear Wars, make up a significant portion of the crusade's ranks.

Third are the mercenaries, hireswords paid with gold seized by the crusade on its march. Fighting for enjoyment and professional advancement, they lack the veterans' devotion to Caelar. Among these mercenaries are hobgoblins, gnolls, half-orcs, and other monstrous creatures. None are turned away from service.

All three factions are dangerous. I see no obvious weaknesses in Caelar's army, no simple way to break it apart.

Start with the hireswords. They follow gold, not people, no matter how charismatic they may be.

—N

UNIFORMS OF THE POWER GROUPS

ORGANIZATION	UNIFORM COLORS
Flaming Fist	Blue and gold
Waterdeep City Guard	Dark red
Daggerford Militia	Green and grey
Caelar's Crusade	Silver and white

REGIONS OF THE SWORD COAST

DURING THE JOURNEY TO DRAGONSPEAR CASTLE, I SCOUTED THE AREAS OUR FORCES WILL TRAVERSE. I've listed these areas and the challenges we can expect to face—and overcome—on our expedition.

Corwin: How's our stock of fire arrows? We may need to commission more if we'll be facing trolls.

—N

THE HIGH MOOR

Dragonspear Castle stands on the western border of the High Moor. The moor is a treacherous place, particularly for large groups or caravans. Wet, unstable ground slows wagon travel and I learned the hard way that patches of bog can suck the boots right off unwary travelers. Monsters and wild creatures prowl the scrub brush and twisted trees that grow out of the murk.

Old ruins dot the High Moor. Though I observed several crusader parties patrolling the area near Dragonspear Castle, it didn't seem they sought any particular structure. Whatever their ultimate goal is, it won't be found in the moor.

Given the moor's nature, I recommend we avoid traveling through it. If our forces use the Coast Way Crossing, we can take the trade road up the High Moor's western edge and stay out of its depths entirely.

THE TROLL CLAWS

This stone ridge with its jagged, broken hills, is known as the Troll Claws. The Winding Water runs through the inhospitable tors and out to the Sea of Swords. The Coast Way crossing sits on the western edge of the Claws. We should have no need to pass through the hills, but may need to scout or forage for supplies there. If we do, scouts should be sent out in groups with plenty of torches.

The area's rocky hills do resemble giant claws jutting into the sky, but the name is not entirely symbolic. Trolls roam the hills and we should anticipate skirmishes with the creatures. See my section on trolls for more information on killing them and getting them to stay dead.

COAST WAY CROSSING

The Coast Way trade road runs from Baldur's Gate to Waterdeep, crossing the Winding Water in the process. The bridge here is large enough to accommodate an expedition to Dragonspear. I spotted several crusade patrols north of the river, but no force large enough to challenge us. Circumstances may change, however, if we don't act

soon.

The area around the Coast Way crossing is popular with merchants and travelers. A roadside inn, the Sterling Silver, offers a place to rest, resupply, and hear news of the region, though of course our forces would have to camp elsewhere. The innkeeper is an abrasive halfling who served a delicious meal with so many grumbles and complaints that the stew began to taste burned and oversalted as I ate.

The trade road provides a wide, clear path through the forest in the area. To the east are the Troll Claws, while to the west stretches more forest with a few small paths running through it.

BRIDGEFORT & BOARESKYR BRIDGE

Boareskyr Bridge, northeast of the Troll Claws, is our other possible means of crossing the Winding Water. Bridgefort is a stone structure intended to protect travelers from raiders in the area. A small volunteer garrison keeps the bandits at bay but the fort's inhabitants are mainly merchants and caravanners stopping only for a short while. If necessary an army could stop there to resupply; Bridgefort has deep cellars. But Coast Way crossing is the preferable route for any forces the Flaming Fist sends north. The trade road is more direct and we'll save time on the march.

Addendum: I should also point out that Bridgefort stands at one end of Boareskyr Bridge, where Bhaal, Lord of Murder was killed. On my return to Baldur's Gate I learned this Sarevok who threatened the city may have been a spawn of Bhaal. If that's true we must proceed with extra caution should we visit Bridgefort. The fort is a trade center and Sarevok's Iron Throne allies may yet hold some influence there.

—Bence Duncan

Agreed that we should be cautious, though I'm less concerned about the Iron Throne's influence. We've traced all Sarevok's allies and none linger in Bridgefort. Even so, there's no sense tempting Beshaba. On a related matter, I've heard rumors the "hero of Baldur's Gate" may have ties to Bhaal as well. What do we know of the hero, beyond their role in ending the iron crisis?

—Corwin



The Troll Claws stand to the southwest of Bridgefort, the Forest of Wyrms to the east. The fort has a moat and is well-defended enough to deter any attacks from trolls or dragons, but as I said, their garrison is small—ill-prepared to deal with a sustained, organized military action.

FOREST OF WYRMS

The woods east of Bridgefort is called the Forest of Wyrms because of the preponderance of green dragons within its trees. The dragons rarely venture near populated areas, though some younger or bolder ones make occasional appearances. If we do travel past Bridgefort, it would be well to stay clear of these woods.

A nervous mage staying in Bridgefort told me that, in past years, one adult green dragon has been spotted repeatedly. The mage seemed quite anxious about this, though he admitted the dragon has never directly threatened the fort. Others behind Bridgefort's walls believe the dragon guards something nearby—a great treasure, perhaps, or a dungeon lair.

THE WINDING WATER

East of Boareskyr Bridge, the Winding Water is a clear and potable river. West of the bridge, though, the water turns gray and murky. Bhaal, the Lord of Murder, was slain by Cyric here. Though over a decade has passed since his death, the water remains cloudy and poisonous. If an expedition does find itself near Boareskyr, it must take care in where it procures water for its troops.

Any expedition from the Gate will use the Coast Way crossing, so this shouldn't be a problem.

—N

TROLLBARK FOREST AND THE TROLL HILLS

Before the trade road passes Dragonspear Castle, it skirts Trollbark Forest and the Troll Hills. As their names imply, trolls are a common sight in this area. I saw their claw marks on trees and cliffs as I traveled through. A bard I passed on the road warned me of basilisks and wolf packs. She also claimed that goblin raiders had waylaid her, demanding coin to pass. She was able to talk her way out of the situation but it seems goblin activity has increased in the area. Refugees of the crusade make tempting targets for the little beasts.

I think the Flaming Fist can handle a few goblins.

—Corwin

While surveying the terrain, I met a pair of local druids tending their sacred grove. Their tree was magnificent, a giant oak larger than any I have ever seen. They warned

me that a rival druid was experimenting on animals in the area and I should be wary of these creatures. This rival druid apparently lives in an underground cavern, but I was unable to find the entrance.

Just as well. Any time lost spelunking would have been better spent focused on Caelar anyway.

—N

DRAGONSPEAR CASTLE

Daeros Dragonspear, a warrior of note, financed this castle's construction over a hundred years ago with the gold he acquired on his adventures. He retired there with his companion, the copper dragon Halatathlaer. History tells that Daeros enjoyed his retirement for several decades before a wizard, coveting the dragon's hoard, killed Daeros and destroyed the castle by opening a portal to the Nine Hells beneath it.

The castle soon fell to ruin, and bandits later took it as a base. They raided the countryside for years before a combined effort between Waterdeep and Baldur's Gate dealt with them. Members of that force found the portal in the castle's bowels, but were unable to seal it. The best they could do was to build a temple of Tempus to watch the portal and deal with any threat it issued.

That effort proved insufficient. Fourteen years ago, devils surged out of the Hells and seized control of the castle. Small skirmishes over the following two years led to the first Dragonspear War. Again Waterdeep and Baldur's Gate cooperated, and together they slew the devils within the castle ruins.

The castle remained quiet for another seven years. Then the devils returned and gathered together an army. They attacked Daggerford and might have destroyed the town had a group of adventurers not arrived and led the people to victory.

Since then, the castle has stayed empty, with Baldur's Gate, Waterdeep, and Daggerford all keeping a close eye on the ruins. I've seen no evidence of infernal activity in area, but crusaders swarm like ants over the castle. Caelar must think the castle an ideal staging ground for her forces, despite its reputation as a den of evil. As the walls still stand, she may be right.

BALDUR'S GATE

I include this following for newer members of the Flaming Fist as well as any prospective allies who might not be familiar with our fair city. Baldur's Gate is relatively young, founded by the hero Balduran only a few hundred years ago. It has since grown into a powerful trade port. Thousands of travelers and merchants pass through our gates every year.

The Council of Four rules the city: Duke Eltan, Duke Silvershield, Duke Jannath,

and Duke Belt. Duke Eltan's name will be familiar to any member of the Fist, as he oversees our workings. Some might be surprised to learn that he was killed during the recent iron crisis, though by Helm's grace he has since been restored to full health.

I detailed the Flaming Fist earlier in this report. The city's institutions and sites of interest are noted below.

ELFSONG TAVERN

This tavern, run by Lady Alyth, is an inviting structure with a good selection of ale. The tavern is most noted for its resident ghost, an elf woman who can be heard singing in quiet moments. No other music is permitted within the tavern.

THREE OLD KEGS

The Three Old Kegs is one of the most popular inns in town. It's a comfortable building renowned for its large wine cellar. Guests invited to the ducal palace are provided rooms there, of course, but for any wishing to procure their own lodging, the Three Old Kegs is both near the palace and very secure, run as it is by a retired guardsman.

Their dark wine from Berdusk is excellent.

—Corwin

I prefer the winter white. Let's have a drink together once all this is over.

—N

SORCEROUS SUNDRIES

Halbazzar Drin, a wizard, sells potions, scrolls, and other magical creations out of this shop. He's known to carry assorted rare items and trades in enchanted weapons and armor as well. With the recent influx of refugees his business has been booming. I heard a relative of his from Calimport has arrived to lend aid.

IRON THRONE

Once the headquarters of the Iron Throne trading consortium, this building has stood empty since the consortium was manipulated by Sarevok and then exposed by the hero of Baldur's Gate. As I researched this report, I encountered many refugees making their way to Baldur's Gate. If the Grand Dukes require space to host those displaced by the crusade, the Iron Throne would work admirably.

FLAMING FIST HEADQUARTERS

The Flaming Fist headquarters is a grand stone fortress located near the docks. Duke Eltan keeps offices in the building, only visiting the ducal palace when Council busi-

ness requires his presence. Criminals and prisoners await justice in the cells of the Flaming Fist headquarters, though important political prisoners are sometimes held in the palace basement.

DUCAL PALACE

One of the tallest structures in Baldur's Gate, the towers of the ducal palace loom over the city. The Grand Dukes meet there to conduct official business and handle the day-to-day issues that come with ruling a hub of commerce and culture. Honored guests and dignitaries lodge there as well. Naturally, the Flaming Fist has a strong presence in the palace.



THREATS OF THE SWORD COAST

MONSTERS AND WILD ANIMALS POSE A THREAT TO ANYONE TRAVELING THE SWORD COAST, BE they a simple wanderer or a marching army. I spoke with those I met about the dangers local to the area, and have made notes on the survival tips I learned.

A mage I met on the road lectured me when I asked for his advice and insisted the best way to survive a dangerous encounter was to simply stay home. Then he tried to sell me a book about the wisdom he learned as a mage who refuses to study powerful magic, or some such angle. I declined.

ANKHEG

If you feel a trembling in the earth and see a mound pushing up from beneath the soil, an ankheg is about to strike. These burrowing creatures, large as horses, can tunnel as fast as a human walks. They look like giant insects with hard shells protecting their bodies and sharp pincers that can snap an arm off. Their most dangerous attack is acidic spittle that they can lob many yards. Protect yourself against acid when dealing with these creatures.

BASILISK

Most have heard tales of the fearsome basilisk. These huge, eight-legged lizards would be dangerous even without the gaze that is their most deadly weapon. A single glance from a basilisk can turn a living, breathing creature to stone. Be wary if you find a statue in a forest glen, as it could mean a basilisk lurks nearby. Use spells or potions that protect against petrification before engaging one. It's a good idea to also carry at least one scroll of stone to flesh, in the event that a companion falls prey to one of these beasts.



BEETLE

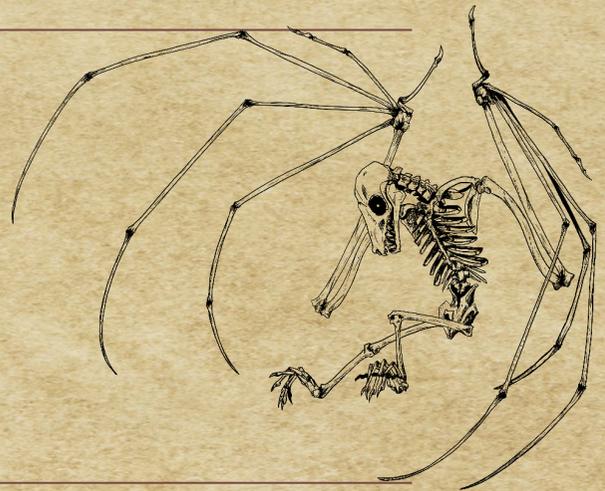
Several varieties of giant beetles roam the area between Baldur's Gate and Dragonspear Castle, mostly in underground caves or mountainous areas. Ordinary giant beetles measure anywhere from a foot to three feet in length. Though they are dangerous, a skilled adventurer can usually handle one with minimal difficulty. Swarms are much more difficult to destroy. A horse merchant's son at Bridgefort complained to me at

length about a swarm of beetles attacking one of their steeds on the road. Fortunately the beetles were relatively small and the caravanners drove them off.

Three types of beetles pose specific threats in this region. Bombardier beetles are small but emit toxic, corrosive gas that can stun unprepared opponents. Fight them from a distance when possible. Boring beetles are larger than bombardiers, and though not overly powerful, their rock-hard carapaces make them difficult to damage. The largest of all is the rhinoceros beetle, so named for its enormous size (nearly that of a rhinoceros itself) as well as the single horn curving up above its mandibles. These are extremely dangerous creatures and should be avoided when possible.

BONEBAT

These foul creatures are crafted from bone, then animated by necromantic magic. They often serve as guardians, and so where bonebats are found you may discover hidden treasure or a secret sanctum nearby. They defend their territory fiercely and like all undead creatures are susceptible to the holy power of goodly clerics. Being skeletal, they take more damage from blunt, crushing weapons than edged ones.



CYCLOPS

Cyclopes are giants, recognizable because each has only one eye located in the center of their brow. They are solitary and dislike other creatures, having no respect or care for life. They will often attack groups smaller than themselves but will retreat from a fight not in their favor. Watch for giant-sized footprints or knocked-down trees to see if cyclopes wander near.

I encountered a lone ogress hunting in the forest near Dragonspear Castle. She spoke to me warily and told me to be careful in the central part of the forest because, “Giant there’s even bigger than me! He only got one eye though so maybe he can’t see good.”

Cyclopes means more than one cyclops? Whoever conceived the common tongue was in their cups, I’d swear it.

—Corwin

GOBLIN

Goblins are a plague on the land. Dimwitted, cruel, and thoroughly evil humanoids, they’ll gleefully attack anyone they think they can best. They kill for sport as often as

in defense or when engaged in banditry. Fortunately goblins are also easy to slay and I encourage any Flaming Fist traveling north to do so whenever possible.

MYCONID

These fungus-folk are common in the area around the High Moor. Though not inherently evil or violent, they are alien in thought and inscrutable in deed. They speak amongst themselves through some silent method. Humanoid races find it difficult, if not impossible, to communicate with them. From the stories I gathered on my mission, it seems violent encounters with myconids can result from misunderstandings and perceived hostility on one or both sides. They can be dangerous creatures with the capacity to release spores that disorient their foes.

TROLL

Trolls are powerfully built humanoids with bumpy, mottled skin, sharp teeth, and long claws. They are savage fighters that attack with no care for their own safety. This may be because they regenerate, healing quickly from all wounds save those caused by fire or acid. In troll country it's best to carry flame- or acid-dealing weapons and prepare spells that deal these types of damage. In a pinch, a flask of oil and an open flame will do the trick.

BOUNTY NOTICE

LET IT BE KNOWN THAT THE CRIMINAL KNOWN AS

THE BARGHEST

HAS MURDERED HONEST CITIZENS OF BALDUR'S GATE.



A REWARD OF

1,200 GOLD PIECES

TO BE PAID TO ANY WHO BRINGS THIS MURDERER

ALIVE OR DEAD

TO THE FLAMING FIST.

BY ORDER OF GRAND DUKE ELTAN

PERSONALITIES OF THE SWORD COAST

AS WE DEAL WITH THE DAMAGE CAUSED BY THE CRUSADE, IT MAY BE HELPFUL TO KNOW THE individuals that make up the hierarchy running it. My personal adage has always been, “When you clearly see your enemy, then you see your way to victory.” I’ve also added a list of potential allies and information sources to use in case of a military action.

I taught him that line about “seeing the enemy!” Didn’t know it had stuck.

—N

CRUSADERS

CAELAR ARGENT

Unfortunately I’ve been unable to find much in the way of facts about the enigmatic woman at the head of the crusade. I know she originally hails from Waterdeep, and that her family has long been involved with the Order of the Aster. Her uncle, Aun Argent, was a noted paladin of the order before he died. Details of his passing are hard to come by, but it appears to have happened when Caelar was a young girl. Caelar left the order after her uncle’s death, and I could find no further information on her activities prior to the crusade’s appearance. The priests at the Waterdeep chapterhouse refused to deal with me. They seemed to harbor ill feelings towards Caelar, though they spoke of her uncle with great respect.

Caelar’s faithful followers consider her to be something akin to a saint, or even an angel. A pamphlet I found proclaimed her “the last and greatest member of a line of paladins birthed of gods.” I’ve heard her eyes glow with a golden light and that she cuts down an enemy with every stroke of her sword. I’ve also heard she is the child of a god. It’s been known to happen.

We’ve seen firsthand what sort of damage a god’s child can do. We need to investigate these rumors further.

—Corwin

Caelar is clearly leader of the crusade, but she relies on a coterie of advisors and officers to help manage her forces. Her closest advisor is a priest named Hephernaan. I’ve heard that he claims to revere all gods, as does Caelar, and that they do not tie themselves to one specific faith. I asked every refugee I met about this “Revered Brother Hephernaan” but learned only that he stays close to Caelar at all times and that he is relatively young. The same pamphlet told of a meeting between the two when Caelar

was in despair. Hephernaan advised her to follow her “righteous vision”, whatever that may be, and they began to gather the crusade together.

Whatever Caelar plans to do with her army, she does so with the knowledge that they will follow her faithfully to the end. Even the mercenaries she hires sometimes fall under her spell. I don’t know if she uses magic or if her personality is simply that powerful. Either way she poses a grave threat to the Sword Coast.

THE BARGHEST

The half-orc known as the Barghest was one of the bandits who lived in Dragonspear Castle over a decade ago. He fought the armies of Waterdeep and Baldur’s Gate and slaughtered many a good soldier. Now it seems he fights for Caelar.

The stories I’ve heard of the Barghest conflict. Many call him a butcher for his role in the second Dragonspear War. Tales of his barbarism and thirst for blood are told in taverns from here to Soubar. But I’ve also heard that he serves the crusade, not as a mercenary, but out of devotion to the Shining Lady. One peasant showed me a letter from his sister, a crusader. She wrote that the Barghest considers himself a knight in service to Caelar and holds himself to a standard of honesty and justness for her sake. I don’t know which version of the Barghest is true, or if both somehow are.

What I do know is that the Barghest is a criminal. If we can capture or kill him as part of our actions in the area, it would serve the greater good.

DELGAR MUNSCH

When I asked at Bridgefort about the crusade, several people mentioned the name Delgar Munsch. Munsch owns a cabin in the area and until a year ago led a company of hunters. Locals described him as overbearing, with an inflated sense of his own importance. No one who hunted with him seems to have liked him, but all grudgingly admit his skill with both sword and bow.

Munsch’s group hunted game together and organized trips to Baldur’s Gate to sell the meat and hides collected. I understand they didn’t limit themselves to deer or other wildlife, but hunted goblins and orcs they encountered for sport. Munsch retired from the group after a particularly fat season, but seems to have grown restless. When the crusade called for recruits, he joined. One of his former hunting partners claims Munsch has been made an officer, a position of authority he no doubt enjoys.

ADRAS ASHATIEL

The Ashatiel family is a small but established noble house in Waterdeep. Adras is the oldest heir to the line and joined the military when she came of age. Her younger brother, Arran, studied the family trade business. Arran was killed last year while con-

ducting business at the Iron Throne. Though initially reported as an accident, it now seems he was removed so Sarevok could make use of Arran's assets.

By all reports, Adras was devastated by the loss of her brother. She joined the crusade in part because she admired and respected Caelar, but also because she believes the crusade can help her avenge Arran. How she expects to get revenge when Sarevok is dead, I don't know.

LOCALS

THURM AND JEGG HILLCARVER

These dwarven smiths maintain a forge at Bridgefort. It's said Thurm can work any material, no matter how rare or strange. The couple makes their living repairing weapons, horseshoes, and tools. They keep a stock of good quality weapons and armor for sale. If things go poorly at Dragonspear and Flaming Fist needs repair work done, or requires a restock of weapons, the Hillcarvers may be able to lend aid.



ONOROTH

I heard several mentions of a druid, Onoroth, who lives as a hermit in the forest north of Bridgefort. Though I had my soldiers scout the area, we were unable to find him. Supposedly he provides advice and healing magic to those he is willing to speak with, but he is not willing to speak with many. Still, he may be a source of information if we are ever able to find him.

PHOSSEY DUGDEEP

A dwarf named Phossey Dugdeep has a reputation for doing creative things with combustible material. She's not a mage, at least not so far as I could determine, but she is something of an alchemist and mixes potions and natural materials together with dramatic results. I add her to my list because of reports that Dugdeep has ties with Torsin deLancie, of the Waterdeep City Guard. If Waterdeep is planning a military action,



I wouldn't be surprised if they used Dugdeep in some capacity.

WYNAN HESS

I can't say exactly where this wizard lives, but he's a common sight at Bridgefort. Hess reportedly visits the fort to trade supplies and sell his spellcasting services. He was not present during my time there, so I couldn't talk to him directly, but he may be able to offer information or magical support if we can track him down.

THE COMMANDERS

MARSHAL NEDERLOK

It seems strange to write about my own commander but as this field report may be reviewed by others beyond the Flaming Fist, I'll try to make an objective accounting.

Kyrill Nederlok has served in the Flaming Fist for over twenty years. He joined as a mercenary when the company first formed in 1345 DR. After several years of service, during which he distinguished himself in battle multiple times, he was promoted by Duke Eltan. Nederlok has risen in rank ever since until he attained the title of marshal six years ago. By all accounts he is a respected member of the organization and a trusted advisor to Duke Eltan.

Gods, he makes me sound like a paragon of military virtue.

—N

It's all true, sir.

—Corwin

TORSIN DELANCIE

As I mentioned earlier, Torsin deLancie may well be appointed head of Waterdeep's troops if that great city involves herself in this conflict. The deLancie patriarch is a man deeply involved in Waterdeep's politics. Torsin deLancie is the youngest to ever hold his rank, though some would claim he's yet to earn it.

Despite his position, Torsin deLancie has no significant battle experience. He is recognized as an expert on military history and tactics, skills which would serve him well in an actual conflict.

HAITHER STONEHAND

General Haither Stonehand commands the Daggerford militia. Her family, dwarven masons, have lived in Daggerford for generations. The Stonehands fought in the second Dragonspear War; her mother was killed in the conflict.

Given Daggerford's size, their military force is necessarily small. As a consequence, Stonehand knows all her people quite well, considering them friends and family as much as soldiers. Her authority in the organization is unquestioned, but she is perhaps more personally invested in her subordinates' lives than would be acceptable in a more sophisticated force.

They're not professionals—got it. So long as they follow orders and don't run at the first sign of trouble, we can work with that.

—N

Stonehand has a reputation for an honesty that often crosses the line from admirable to brutal. There is no questioning her bravery or battle experience, but diplomacy is not a skill she has nurtured.

I like her already.

—Corwin





RESOURCES OF THE SWORD COAST

ON MY EXPEDITION I HEARD SNIPPETS OF INFORMATION ABOUT MAGICAL ITEMS OR AREAS THAT might be of use to us. Some of these items, if found, could aid the Flaming Fist. Others seem dangerous and should be avoided.

THE SINGING MENHIRS

Around the Coast Way crossing stand a number of stone menhirs carved with ancient runes. The menhirs are known to “sing” with musical tones, though no one knows why. Perhaps they can be “played” to create a complete song. Magicians have turned their gifts to more frivolous aims.

DRAGON SCALES



Green dragons are known to live within the Forest of Wyrms. Dragon scales are noted for their durability and flexibility. Green dragons in particular often resist poisonous attacks. Our forces should watch for any shed dragon scales, as a skilled armorsmith can make shields or armor out of them.

THE SPECTACLES OF SPECTACLE

On my return to Baldur’s Gate I encountered a peculiar elf wearing a set of spectacles. The elf explained, in a roundabout and rambling fashion, that these “spectacles of spectacle” could pierce the veil between planes. He could see and even pull creatures from other worlds into our our own. I tried to confiscate this incredibly dangerous item but the elf slipped away into a crowd of refugees. We should keep watch for him, as I can only imagine the damage these spectacles could cause in the wrong hands.



DAEROS DRAGONSPEAR’S ARMOR



In his time, Dragonspear the man was a famed adventurer who accumulated great wealth. It is said his armor was crafted for him by the dwarves of lost Kanaglym. The distinctive chest plate had a copper dragon emblazoned upon it. Though Dragonspear’s castle was looted thoroughly by bandits, his armor has never been recovered.

A possible explanation for Caelar’s interest in Dragonspear Castle.

—N

THE HOLD OF BATTLE LIONS

When Baldur's Gate and Waterdeep first took Dragonspear Castle, they constructed a shrine to Tempus within. Known as the Hold of Battle Lions, this shrine has no doubt fallen to ruin. However the ruins may still hold healing magic or supplies stockpiled by priests of the Lord of Battles. If we can find the ruins it may offer us an advantage.

THE OLD WELL

A common rumor in the Boareskyr area involved a powerful entity imprisoned in a certain well. I located the well, but saw nothing within one wouldn't expect to find there. The water I drew up was clear and fresh, though the bucket and winch are somewhat rickety. Locals apparently throw in gold coins, hoping for their wishes to be granted, but I did not test the superstition.

I think the Nine Hells will give up the damned before Duncan willingly surrenders a single piece of copper from his clutches.







TIMEKEEPING AND HISTORICAL EVENTS

TO BETTER UNDERSTAND THE FULL CONTEXT OF THE SITUATION IN WHICH WE FIND OURSELVES, I've crafted a timeline of events pertaining to Dragonspear Castle, as well as the recent dangers Baldur's Gate has faced. For convenience I have also included a copy of the Calendar of Harptos, in the event that this report is shared with those who use a different timekeeping method.

THE CALENDAR OF HARPTOS

On the Sword Coast our days are 24 hours long. Our year consists of 12 months, each of 30 days, plus five holidays for a total year length of 365 days. Every month contains three "tendays" (a stretch of ten continuous days). The names and seasons of the months are as follows.

NAME OF THE MONTH	SEASON
Hammer, "Deepwinter"	Winter
Alturiak, "The Claw of Winter" or "Claws of the Cold"	Winter
Ches, "The Claw of Sunsets"	Spring
Tarsakh, "The Claw of the Storms"	Spring
Mirtul, "The Melting"	Spring
Kythorn, "The Time of Flowers"	Summer
Flamerule, "Summertide"	Summer
Eleasias, "Highsun"	Summer
Eleint, "The Fading"	Autumn
Marpenoth, "Leaffall"	Autumn
Uktar, "The Rotting"	Autumn
Nightal, "The Drawing Down"	Winter

Years are referred to as numbers followed by DR (Dalereckoning). Dalereckoning began the year humans and elves raised the Standing Stone together to mark the Dales Compact.

TIMELINE

YEAR	EVENT
75 DR	The sage Alaundo comes to Candlekeep to share his prophecies. In time he was regarded as the wisest of all the sages.
722 DR	The dwarven colony of Kanaglym is established. It fails after a single year.
1255 DR	Daeros Dragonspear builds his castle.
1290 DR	Daeros and his dragon companion Halatathlaer are slain. Bandits overtake the castle.
1315 DR	Waterdeep and Baldur's Gate send a combined force to Dragonspear Castle to expel the bandits within.

YEAR	EVENT
1356 DR	The First Dragonspear War. Devils overrun Dragonspear Castle until an army assembled by Waterdeep and Baldur's Gate destroys them. The army is unable to close the portal to the Nine Hells from whence the fiends came.
1358 DR	The Time of Troubles begins. In Eleint, the mad god Cyric slays Bhaal, Lord of Murder at Boareskyr Bridge.
1363 DR	The Second Dragonspear War. Devils return to Faerûn and attack Daggerford. A group of heroes rise to defend the town, driving the devils back. The heroes of the Dragonspear War discovered a way to close the portal to the Nine Hells though they were unable to destroy it. Details of how exactly they accomplished this feat remain unclear.
1368 DR	The year of the iron crisis. In Marpenoth, Sarevok's machinations are revealed and he is slain by the hero of Baldur's Gate. Sarevok's allies and servants in the Iron Throne are scattered. Caelar begins gathering support. Tales of the crusade begin circulating around Eleasis, perhaps a little earlier.

More than scattered now, they're wiped out, or as good as.

—Corwin

Good riddance to bad rubbish, as my grandmother used to say.

—N