

Journey to Baldur's Gate – At the Table

Reading back over my articles I have realised that while I am happy with the content, I am not overly happy with the presentation. There is a lot of text and it would be helpful to have an 'At the Table' cliff notes version and guidance on using the content. So that is what this is.

The idea is that you only need this sheet to run the journey, but the [articles on the blog](#) are there to give you further guidance, clarification and an alternate presentation if you digest information better that way.

This is my first attempt at doing something like this, so if you have any advice or suggestions as to what might help you run your session so please let me know on the [Sarainy.com](#) blog or over on [Twitter](#).

Setup

- Decide the number of sessions for the journey (2 recommended, assuming 3:30 hour sessions)
- Choose which scenes interest you or use the pre-made 2 Session Journey below.
- Consider stopping on a victory, loss, transition, or revelation.
- Use the Floating Scenes to either extend the session or add scenes you feel will improve the session (narrative, problem solving, combat).
- Prepare relevant Statblocks (print them below or add to your VTT) and [Dara's Refugees](#) sheets.

Choosing Scenes

At a minimum you will need to choose scenes establish the following 3 major points.

- Staying near Elturel is dangerous.
- Duke Ravengard came to Elturel from Baldur's Gate for diplomatic talks with Thavius Kreeg. Both are presumably lost in the fall of Elturel.
- You have arrived in Baldur's Gate!

You may wish to choose scenes from multiple of the following **Types**. This will help balance your sessions; however, every group is different so favour the types you and your players will enjoy.

- **Core:** Essential scenes which must be run for the content to make sense or function.
- **Social:** These establish relations with Dara's Refugees, which can be leveraged in Baldur's Gate.
- **Puzzle:** Get the players thinking about the logistics of the journey, resolve issues and work through problems.
- **Combat:** Sometimes players just want to hit things!
- **Lore:** Provides background information about the narrative.

Premade Journey

Here is a sample journey, based on a 3:30 hour session (we play 4 hours with a half hour break in the middle to eat).

The idea is that you only plan for 3:00 hours of content, not the full 3:30. This gives you some contingency extra time should you need it, but more importantly it allows you to stop the game at a dramatic moment, even if that means the session finishes slightly early. Better to stop 10 minutes early on a cool or dramatic moment, rather than keep going past it and then ending in the middle of something or on a boring bit!

If you have different session lengths, you will obviously need to adjust this to fit your sessions.

2 Session Journey

Session 1

- **Day 1:** A Hope and a Prayer (15 minutes), A Lack of Food (15 minutes), Worse than Vampires (15 minutes)
- **Day 2:** Far from Home (10 minutes), Fort Morninglord (15 minutes), Death on the Road (10 minutes)
- **Day 3:** Fessel's Body (15 minutes)
- **BREAK**
- **Day 4:** The Liar (60 minutes)
- **Day 5:** Flaming Fist Get Rough (15 minutes)

Session 2

- **Day 6:** The Merryweather (10 minutes), Harsh Weather w/ combat (30 minutes)
- **Day 7:** Goblin Ambush (30 minutes)
- **Day 8:** Devil in the Details (30 minutes)
- **Day 9:** A Wagon Breaks w/ combat (30 minutes), Hope at Last (15 minutes)
- **BREAK**
- **Day 10:** Arrival at Baldur's Gate (15 minutes)

Scenes

The scenes are spread out across the whole tenday journey, although 3 of them (Bad Fortunes) are floating scenes, able to be slotted anywhere you like.

Daily Scenes

While they are listed next to a particular day, as that is where I used them in my campaign, you can move most of these scenes to any day you like. Those you cannot are marked in their description, along with the reason why.

- **Day 1:** A Hope and a Prayer (Core, 15 minutes), A Lack of Food (15 minutes), Worse than Vampires (Core, 15 minutes)
- **Day 2:** Far from Home (10 minutes), Fort Morninglord (Core, 15 minutes), Death on the Road (10 minutes)
- **Day 3:** Fessel's Body (15 minutes)
- **Day 4:** The Liar (60 minutes)
- **Day 5:** Flaming Fist Get Rough (15 minutes)
- **Day 6:** The Merryweather (10 minutes)
- **Day 7:** Goblin Ambush (30 minutes)
- **Day 8:** Devil in the Details (30 minutes)
- **Day 9:** Hope at Last (Core, 15 minutes)
- **Day 10:** Arrival at Baldur's Gate (Core, 15 minutes)

Floating Scenes

These floating scenes are able to be slotted anywhere you like. You can use them to inject some combat, to extend a session or just to give the players something immediate to focus on... or not at all!

- **Spoilt Supplies** (10 minutes, 30 with optional combat)
- **Harsh Weather** (10 minutes, 30 with optional combat)
- **A Wagon Breaks** (10 minutes, 30 with optional combat)

Core Scenes

The following scenes are considered Core and should almost definitely be included.

- **Day 1:** A Hope and a Prayer, Worse than Vampires
- **Day 2:** Fort Morninglord
- **Day 9:** Hope at Last
- **Day 10:** Arrival at Baldur's Gate

Scene Summaries

Each scene summary is made of the following parts.

- **Type:** Core, Social, Puzzle, Combat or Lore as defined under Choosing Scenes above.
- **Day:** Which day of the adventure it takes place on and whether this is fixed or can be changed.
- **Duration:** An estimated duration. May be wildly different depending on how long your players spend on the type of scene.
- **NPCs Present:** NPC Sheets, statblocks, tokens or miniatures you are likely to need. Only calls out specifically mentioned NPCs, feel free to add any additional refugees.
- **Setup:** What happens, where and why?
- **Purpose:** The intent of the scene.
- **Key Info:** Any important information required to run the scene you do not want to have to remember or look up at the table.

Daily Scenes

A Hope and a Prayer (Core, Social, Lore)

Day: 1 (fixed) **Duration:** 15 minutes

NPCs Present: Vasha Hall, Dara

Setup: Morning after the fall of Elturel. Vasha says a Unity Prayer over the first meal and people talk about what has happened.

Purpose: Establish what happened last session, introduce concept of Unity

Key Info:

- “Before all, we give thanks to the Companion, whose light gives us the bounty of the fields and shields us from the dark; whose eternal presence is a constant ally against all those who would threaten Elturgard. Let all those who stand within its blessing remember that it is a beacon of righteousness, which we will follow to our greater glory.”

A Lack of Food (Puzzle)

Duration: 15 minutes **Day:** 1 (non-fixed)

NPCs Present: Ippon, Pal, Vollis, Hasterine

Setup: Ippon and Pal have checked and there’s not enough food. Vollis wants to raid empty farmsteads, Hasterine wants to go hunting.

Purpose: Establish that this was not a planned journey and life on the road is difficult.

Key Info:

- Water does not matter, the River Chionthar is present for most of the journey.
- Allow any common-sense rolls to find food (Investigation, Stealth, Nature, Survival, etc.).
- Do not overcomplicate this. At most make a group check each day, failure equals 1 level of Exhaustion.

Worse than Vampires (Core, Social, Lore)

Duration: 15 minutes **Day:** 1 (non-fixed)

NPCs Present: Anyone native to Elturel (Vasha, Segren, Billiam, Wellum, Ippon, Pal)

Setup: Spooky campfire stories about vampires in Elturel 50 years ago at the Night of the Red Coup

Purpose: Establish backstory for Elturel and The Companion and that High Observer Thavius Kreeg and Grand Duke Ulder Ravengard were in negotiations in Elturel and now likely both dead (they are not but no one present could know this).

Key Info:

- 55 years ago, in 1439 DR vampires infested the High Moor near Elturel.
- Ikaia the High Rider (previous title for High Observer's) lead an expedition and wiped them out.
- Unknown to the rest, Ikaia himself was infected and turned into a vampire.
- Ikaia corrupted Elturel over the next five years.
- In 1444 DR Naja Bellani the High Watcher (priestess) of Helm discovered the corruption and fled the vampires. She found the High Hall (fortress of the Hellriders) a slaughterhouse and the vampire coup took full control of the city.
- For 14 days terror gripped Elturel, while Bellandi lead a resistance group to stop them. Then the Companion appeared, a giant second sun high above the sky of Elturel, which destroyed the vampires.
- The Companion has shone over the region for the past 50 years. High Watcher Bellandi became High Observer Bellandi as the roles were merged.
- She died a few years later, and a couple other High Observers have ruled the region of Elturgard since. High Observer Thavius Kreeg has held the position the past 13 years.
- Kreeg was in negotiation talks with one of the four Dukes of Baldur's Gate named Grand Duke Ulder Ravengard. Both are now likely dead.

Far from Home (Social)

Duration: 10 minutes **Day:** 2 (non-fixed)

NPCs Present: Wellum, Vollis, Hasterine, Dara

Setup: Wellum performs a religious practice

Purpose: Mostly world building and social interactions between NPCs and PCs who might be from far away locations or of unusual heritage.

Key Info:

- **Wellum** buries a coin in the earth and says a prayer to Chauntea (goddess of life and bounty), a practice common in his homeland of Turmish.
- **Vollis** is half-Turmish but doesn't know the customs. She was raised in Baldur's Gate.
- **Hasterine** spent most of her life in the Feywild (plane of Faerie) and finds Toril strange in comparison.
- **Dara** is the Chosen (child demigod) of Ilmater (god of perseverance and suffering) and from Amn far to the south. She is on a pilgrimage with Ghorin and Clyde to the Shrine of the Suffering in Baldur's Gate.

Fort Morninglord (Core, Social, Lore)

Duration: 15 minutes **Day:** 2 (fixed)

NPCs Present: Star Jan Edelgard (knight) and Hellrider Katja Sturms (knight)

Setup: The Fort itself is cured so a small camp was built nearby. It is overflowing with refugees.

Purpose: Reinforce that they cannot stay in Elturgard and need to get to Baldur's Gate. Possibility to buy supplies at twice PHB prices (x5 for food), introduce new PCs and spread rumours of Elturel's destruction.

Key Info:

- Star Jan Edelgard is the highest (known) ranking member of the Elturgard's military left.
- His latest intelligence is that The Companion exploded, and nothing remains of Elturel. He would pay for eyewitness accounts.
- Katja Sturms and her 4 Hellrider knights plan to head to Elturel to find out what happened.
- There are more refugees here than capacity for them. Food is already scarce. Most hope a boat will come, but there is no telling how long that will take (The Merryweather will arrive in 2.5 days but no one knows that – see scene The Merryweather below).

Death on the Road (Social)

Duration: 10 minutes **Day:** 2 (non-fixed but must be prior to Fessel's Body and The Liar if you use them)

NPCs Present: Alyssa Obaartaen

Setup: A rider on horseback charges towards the camp at night. It is Alyssa who is fleeing after her and her husband were attacked on the road last night.

Purpose: Sets up future scenes Fessel's Body and The Liar.

Key Info:

- Alyssa and her husband Fessel were coming from Baldur's Gate and heading to Elturel so that she could give birth around her family.
- Alyssa is 7 months pregnant; her husband Fessel was from Elturel.
- Fessel made her horse bolt and gave her time to flee. She saw Fessel being dragged from his horse.
- Finding his body tonight requires DC 10 Survival check, otherwise they find it the next morning by the side of the road.

Fessel's Body (Puzzle, Lore)

Duration: 15 minutes **Day:** 2 (non-fixed but must occur after Death on the Road and prior to The Liar if you use them)

NPCs Present: Alyssa, Dara, Ghorin and Clyde, Vollis, Segren

Setup: Fessel's body is found hanging from a tree.

Purpose: Sets up future scene The Liar and potential insight into Gargauth. Foreshadows the murders in Baldur's Gate.

Key Info:

- Fessel's body is strung up on the side of the road by a noose.
- A bloody carving of a curled horn is cut into his chest.
- Religion check to identify the curled horn symbol:
 - DC5 An unholy symbol of a devil.
 - DC10 Gargauth's symbol, an Arch-Devil.
 - DC20 Gargauth is known as the Tenth Lord of the Nine or the Hidden Lord. They were once the treasurer of Hell but was exiled and stripped of rank long ago.
 - DC25 They were exiled after forming an alliance with the Dark Gods (Bane, Bhaal, Loviatar and Talona) to invade Hell and seize it. The plan failed and Asmodeus exiled Gargauth from the Nine Hells.
- Dara, Ghorin and Clyde comfort Alyssa who assumed his death but is stricken with grief to see him like this.
- Vollis and Segren help get the body down and bury him after he is examined (this establishes that Vollis saw the carved symbol).



The Unholy Symbol of Gargauth

The Liar (Social, Puzzle, Combat, Lore)

Duration: 60 minutes **Day:** 4 (non-fixed but must occur the day after The Liar)

NPCs Present: All refugees, Devilspawn (cosmetically changed Abyssal Wretch with devil subtype)

Setup: Vollis (a secret cultist of Zariel) has murdered Billiam (a secret cultist of Bel), carving the symbol of Gargauth into his chest during the night as a scapegoat. The PCs must find out who the killer is.

Purpose: Hints at the backstabbing going on in Avernus, acts as a kind of tutorial for investigating the murders in Baldur's Gate.

Key Info:

- *Change the carved symbol in the module to Gargauth's instead of Zariel's.*
- Vollis is the murderer.
 - She is secretly a Zarielite cultist and has an *amulet against proof of detection* to help hide her true motivations.
 - She intends to pin the blame on Fessel's killers or Vasha (who she has tried to frame by placing Billiam's journal in her possessions).
 - Failing that she will try to flee back to Baldur's Gate and join the Hamhock Slaughterhouse cell.
- **Examining the Scene:**
 - **All these skill checks are DC 12, except Religion.**
 - **The camp - Intelligence (Investigation):** Confirms no one could have made it into the camp unseen, so likely the murderer is a member of the caravans.
 - **The symbol - Intelligence (Arcana):** The carving was likely ritualistic.
 - **Religion:**
 - DC5 An unholy symbol of a devil.
 - DC10 Gargauth's symbol, an Arch-Devil.
 - DC20 Gargauth is known as the Tenth Lord of the Nine or the Hidden Lord. They were once the treasurer of Hell but was exiled and stripped of rank long ago.
 - DC25 They were exiled after forming an alliance with the Dark Gods (Bane, Bhaal, Loviatar and Talona) to invade Hell and seize it. The plan failed and Asmodeus exiled Gargauth from the Nine Hells.
 - **Billiam's wounds – Wisdom (Medicine):** The carving on his chest was made either immediately before or after he was killed.
 - **Looking around the room – Wisdom (Perception) or Passive Perception 12+:** Billiam's journal is missing.
 - **Outside the tent – Wisdom (Survival):** The campfire was extinguished intentionally.
- **Gordrick:**
 - Was on watch, did not see anyone entering or leaving the camp.
 - Billiam visited him to try and find out why he was exiled.
 - Vollis sat with him for a few hours then headed towards Vasha's tent.
 - **Mentioning Pal and Wellum's altercation:** DC 13 Persuasion check, Gordrick says they both have affections for Hasterine and likely argued about that.
- **Hasterine:**
 - Meditated through the night (elves mediate 4 hours rather than sleep).
 - Went for a walk before final light.
 - Saw Billiam talking with Vasha but did not interrupt.
 - Does not know who would want to kill Billiam but did see him talking often with Ippon and Vollis.

- **Ippon:**
 - Says Vasha should have better organised the watch.
 - Thinks Vasha has been acting on edge, not been the same since his death/nearly dying in their inn The Fabled Fawn.
 - Does not really know Billiam but heard him saying horrible hurtful things to himself.
- **Pal and Wellum:**
 - In a massive argument. Wellum calls Pal a liar and punches him in the face. They scuffle.
 - **Wellum's side:**
 - He is clearly drunk.
 - Spotted Pal with papers written by Billiam.
 - Pal was being elusive about why he had them.
 - **Pal's side:**
 - Distraught about Billiam's death.
 - Asked Billiam yesterday to help him write a poem. He gives it to the PCs as it makes him sad now – it is a love poem to Hasterine.
 - Wellum overheard him practicing the poem and got angry, as he too has hidden feelings for Hasterine.
- **Vasha:**
 - Vasha is studying something when they see her, but she hides it.
 - **Passive Perception 12+ or pressuring her:** It was Billiam's journal.
 - She claims she found it in her pack after Billiam was discovered.
 - Vasha blames herself for Billiam's death. He was distracted and self-loathing and rather than helping him she scolded him (Hasterine saw them).
 - Afterwards she went back to their tent and saw the tent flap was disturbed. Vasha assumed someone came to see her and left realising she was not there and Segren was asleep.
 - Segren was asleep and saw nothing (if he was saved from the on-fire stables, otherwise not present).
 - Billiam's journal contains the poetic tale of their journey to Baldur's Gate. There is no entry for the day he died.
- **Vollis:**
 - **DC 12 Wisdom (Insight):** She seems disingenuous and her demeanour is different.
 - *Amulet of Proof Against Detection and Location:* Cannot be targeted or perceived by Divination magic.
 - Expresses her condolences for Billiam and wants to help investigate.
 - Mentions that Pal visited Billiam often (he was after love poem advice to impress Hasterine).
 - Vasha visited Billiam often too and has been erratic since the loss of her inn (and Segren's death if he did not survive).
 - **Asking if she spoke with Vasha or went to her tent:** Claims she discussed helping more with duties, but they did not talk long (False, Vasha was not there and Vollis planted Billiam's journal in her pack while Segren was asleep).
 - **Confronting Vollis:** She curses at them in Infernal and attacks
 - **4 PCs:** Vollis (Cult Fanatic)
 - **5 PCs:** Vollis (Cult Fanatic) and 1 Devilspawn (Abyssal Wretch with devil subtype)
 - **6 PCs:** Vollis (Cult Fanatic) and 2 Devilspawn (Abyssal Wretch with devil subtype)
 - **Vollis feels threatened:** If she can steal a horse and escape to Baldur's Gate and join the Hamhock Slaughterhouse Dead Three cell, she will do so – preferably at night.

Flaming Fist Get Rough (Social, Lore)

Duration: 15 minutes **Day:** 5 (non-fixed)

NPCs Present: Flame Daryn Falburn (knight on horse), 11 Flaming Fist (guards on horse)

Setup: Flame Falburn and her squad have been dispatched to Elturel to find out what has happened and if Grand Duke Ulder Ravengard still lives.

Purpose: Further reinforce Ravengard being in Elturel when it fell, and name drop the Flaming Fists and Thavius Kreeg. Flame Falburn could be a returning NPC later in Baldur's Gate.

Key Info:

- The Flaming Fists are Lawful Evil. They do not care about the refugees and want them to submit to their questioning.
- Flame Falburn's primary concern is knowing whether any of them saw Grand Duke Ravengard before, during or after the incident.
- Falburn thinks the Red Wizards perhaps took advantage of both political leaders, Ravengard and Kreeg, being together and destroyed the city to kill them both.

The Merryweather (Social)

Duration: 10 minutes **Day:** 6 (non-fixed)

NPCs Present: Captain Odhani (rock gnome NG bandit captain), 5 gnome sailors (NG bandits) and 30 upper class or noble Elturians.

Setup: A boat is seen coming from Elturel, west towards Baldur's Gate. It is overloaded with rich looking Elturians and captained by a gnomish merchant. The boat stops in the middle of the river, 50 feet from the bank if called to.

Purpose: Establishes that there are many refugees, not just those in their caravan. Allows for skipping ahead to the end of the journey if desired. Can also be an opportunity to introduce new PCs or NPCs.

Key Info:

- Captain Odhani and his crew are looking to save as many people as possible.
- The Elturians are unlikely to want to leave. DC 15 checks to convince 5 (+5 refugees convinced at 20, 25 etc.) and they still demand 20 gp each and to join the caravan.
- Vasha or Ippon might offer to loan/pay if the PCs have been suitably heroic.

Goblin Ambush (Puzzle, Combat)

Duration: 30 minutes **Day:** 7 (non-fixed)

NPCs Present: Goblins and wolves (1 of each per person, minus 1. 4 PCs = 3 goblins and 3 wolves) and more fighting other NPCs (Vasha, Wellum, Gordrick, Pal)

Setup: In a wooded area the caravan is ambushed by goblins of the Black Fang Clan. There are shouts in goblin to surrender and hand over their supplies.

Purpose: Some combat, potential to avoid it with clever thinking

Key Info:

- The goblins are fighting any combative NPCs 'off-screen'. The PCs are fighting their own part of the defence.
- The goblins send their wolves forward while they hang back in cover shooting their bows. If all the wolves die the goblins will flee, as will any goblins who take damage. They want supplies, not to fight to the death.

Devil in the Details (Social, Combat, Lore)

Duration: 30 minutes **Day:** 8 (non-fixed)

NPCs Present: Pip Kip (imp, disguised as raven), 1 gnoll per 2 PCs led by a Gnoll Flesh Gnawer

Setup: An imp disguised as a raven sits on a tree stump and calls out in common, *"Help! Help!"*

Purpose: This is our first real scene where we explain exactly how devils and their contracts work. It also foreshadows gnolls and their intrinsic chaotic evil nature. The main purpose is to establish that "Deals with devils can be rewarding and aren't just a screw job" which sets them up to take bigger, worse deals later in the campaign.

Key Info:

- Pip Kip will call out to the PCs as a raven asking for help. He explains he was summoned here and is now trapped until some gnolls are dead. He can give them minor magic items if they help him.
 - If pressed he will admit to being an imp, summoned to the Material Plane and now unable to get back.
- The imp Pip Kip was summoned by a wizard and agreed to a bad deal – "Help him find the gnolls who murdered his son and stay on the material plane until the gnolls were dead".
- The wizard was killed by the gnolls, leaving Pip Kip trapped until the gnolls somehow die!
- He shows them his half of the contract with the wizard, explaining that all contracts come in two parts – both of which must be destroyed together if the pact is to be broken.
- If the PCs will help him, he summons contracts, explaining that no devil can make a contract and break it without suffering for all eternity, thanks to the Pact Primeval agreed between Asmodeus and the Gods.
- The contract details how the PCs will help Pip Kip kill the gnolls as quickly as possible, or at worst recover the other half of his contract from the wizard's body. Should they do either Pip Kip will give them each a minor magic item:
 - Armour of Gleaming, Ruby of the War Mage, Tankard of Sobriety, Enduring Spellbook, Charlatan's Die, etc. (Xanathar's Guide to Everything page 140).
 - Should any PCs desire it, Pip Kip could serve them as a familiar for a tenday instead. Pip Kip might extend this further if new contracts are made.
- Most of the refugees will be against helping a devil, but Dara confirms what the imp is saying is true based on his contract – he is legitimately trapped here without the gnolls dying or the other half of his original contract – plus gnolls are creatures of chaos and evilness who should be stopped if possible.

Hope at Last (Core, Social)

Duration: 15 minutes **Day:** 9 (fixed)

NPCs Present: All refugees

Setup: The caravans make their way to the top of a hill to set up camp for the night. At the top they see the city of Baldur's Gate! It looks like they will arrive tomorrow afternoon.

Purpose: This scene is a moment to pause and reflect upon the journey. You can also establish that some of the refugees will be leaving soon, should you want to get rid of them.

It is also not a bad point to stop the session if you are running out of time – as the revelation of their arrival can be quite impactful.

Key Info:

- This scene is very malleable and should reflect the journey itself. If people died, it could perhaps be mournful and reflective. Should things have gone heroically well perhaps it is a celebration of their success.
- Consider a Unity prayer to thank the Companion for its blessing on their journey.
- Time to mourn and talk about those who died.
- Plans once they arrive in Baldur's Gate
 - Dara wants to visit the Shrine of the Suffering to complete her pilgrimage.
 - Alyssa wants to find Fessel's family and inform them of his death.
- Speculate what happened to Elturel, if Baldur's Gate will be safe, or perhaps the same fate might befall it.
- The [website article for this scene](#) lists potential reasons for each of the refugees to leave the campaign once they arrive in Baldur's Gate. This is not recommended yet is an option if you want to get rid of some of them.

Arrival at Baldur's Gate (Core, Social, Lore)

Duration: 15 minutes **Day:** 10 (fixed)

NPCs Present: Marsaadi Woodsoul (wood elf Druid), many commoners

Setup: Farmland gives way to small villages and then the Outer City district of Rivington and Wyrms Crossing.

Purpose: A transition from the wilderness and wild countryside into an urban campaign. Outer City should be cruel, unkind, and even at times hostile. Entering the city proper should be essential to being safe, especially with the murders taking place.

Key Info:

- Wyrms Crossing is stopping all river traffic and redirecting them to a temporary dock in Rivington.
- Everyone is forced to cross Wyrms Crossing and pay the 5 cp per person toll.
- There are many beggars on the bridge itself. A scrawny teenage girl asks for a silver piece to pay for her and her sister to pay the toll. Even if the PCs pay it, she immediately just asks the next group and gives them the same sob story.
- Inns of Outer City will not take refugees. Most are already full, while others believe the growing fear that the refugees are a precursor to an Elturian invasion.
- Everyone redirects them to Basilisk Gate where a refugee camp is forming.
- The refugee camp is squeezed between the Stonyeyes district and the city wall.
- Marsaadi Woodsoul, a wood elf druid and leader of the camp approaches the PCs and welcomes them.
 - She is a former companion of Hasterine.
 - The Basilisk Gate is closed to anyone without proper citizenship papers.
 - Many of the locals fear the refugees are scouts or an advanced force from Elturel, after they killed Grand Duke Ravengard in failed negotiations and now seek to drain the cities resources before an invasion.
 - Some refugees risk purchasing forged papers and paying extortionate fees for 'The Guild' (thieves guild) to smuggle them into the city.
 - *GM Note:* It is not The Guild, it is Amrik Vanthampur's agents.
 - Refugees are being murdered and dumped behind an inn nearby.
 - The Flaming Fist are not investigating, but perhaps the PCs could speak with Flame Zodge, who commands Basilisk Gate, and convince him to help make the place safe.

Floating Scenes

Spoilt Supplies (Puzzle, Social, optional Combat)

Duration: 10 minutes, 30 with optional combat **Day:** Any

NPCs Present: Pal, Ippon, Boars / sahuagin / bandits

Setup: Ippon has had Pal check the supplies and some are spoilt. More food will have to be found somehow.

Purpose: Make the players creatively problem solve. An opportunity to develop relationships with refugees. Add a combat encounter if desired.

Key Info:

- The PCs may want to split up and try different things, encourage them.
- Tiny village nearby named Groatfield has small supply of fruit and vegetables.
- Woodlands provide an opportunity to hunt local deer.
- River Chionthar has fish to catch.
- **Optional Combat:** 2 bandits per PC ambush those leaving Groatfield desperate for food themselves, 1 boar PC charge those in the woods to defend their territory, 1 sahuagin try per 2 PCs try to kidnap someone at the river.

Harsh Weather (Social, optional Combat)

Duration: 10 minutes, 30 with optional combat **Day:** Any

NPCs Present: Stirges

Setup: Thick thunderclouds loom on the horizon and quickly hang overhead. Thunder and lightning fill the sky, making travel almost impossible for the rest of the day.

Purpose: Opportunity for social time huddled inside tents trying to keep warm. Add a combat encounter if desired.

Key Info:

- A great 'forced stop' to slow down the pace if necessary and give a chance for downtime tasks if desired.
- **Optional Combat:** 2 stirges per PC descend from the downpour to attack. They each drop down, try to latch on, and fly back into the air if unsuccessful. Ranged attacks have disadvantage due to the weather.

A Wagon Breaks (Puzzle, optional Combat)

Duration: 10 minutes, 30 with optional combat **Day:** Any

NPCs Present: Ippon, Wellum, Ankheg

Setup: A wagon slips into a ditch by the side of the road, breaking its axle. It needs to be dragged out and repaired somehow.

Purpose: Makes use of unusual skills or checks. Add a combat encounter if desired.

Key Info:

- Reward clear problem solving, likely involving things such as Athletics, Carpenter's Tools, the *Mending* spell, or other solutions.
- Ippon could provide some tools or supplies, Wellum might be able to help with the repairs.
- **Optional Combat:** An ankheg bursts out of the ground. Consider having it attack a horse in the first round if the party is still 1st level. It will burrow and flee (preferably with prey) at half HP and may need to be tracked back to its nest.