

## DARK SECRETS

During character creation, once players have developed their own characters, they should collectively choose a dark secret shared by the entire party. Every member of the party is entangled in this dark secret, regardless of how new they are to the city or how incorruptible their morals. Maybe they're merely witnesses, maybe they're covering for a friend's crimes, or maybe they're deep in denial. Regardless, in the eyes of the law, they're guilty. Each dark secret shares a number of elements. Players should work with you, the DM, to customize these particulars to their group.

At least one NPC in Baldur's Gate knows the party's dark secret. Use the "Who Knows?" table to determine the identity of this NPC, or use another NPC of your choice. The NPC might use the information to blackmail the characters or push them toward a course of action.

### WHO KNOWS?

#### d8 NPC

- |   |  |
|---|--|
| 1 | Captain Zodge (see page 12)            |
| 2 | Duke Thalamra Vanthampur (see page 38) |
| 3 | Thurstwell Vanthampur (see page 34)    |
| 4 | Amrik Vanthampur (see page 30)         |
| 5 | Mortlock Vanthampur (see page 26)      |
| 6 | Falaster Fisk (see page 40)            |
| 7 | Nine-Fingers Keene (see page 170)      |
| 8 | Ultiss (see page 27)                   |

## CONSPIRACY IN BALDUR'S GATE

The characters are all that's left of a group that strove to change Baldur's Gate and failed. Now the city's leaders or other powerful figures seek to stamp out the last notes of their movement. Perhaps they were rebels, or members of a union or some clandestine organization. Regardless, their rivals didn't get where they are by being oblivious or merciful.

### CONSPIRACY DETAILS

Opportunities to subvert minds and deeds exist throughout Baldur's Gate. When an opportunity presented itself, the characters seized on one in particular. Define the particulars of their conspiracy, either by having the players craft their own or by rolling on the Conspiracy Details table.

#### CONSPIRACY DETAILS

##### d4 Conspiracy Details

- |   |  |
|---|--|
| 1 | Working amid the High Hall's records, you came to realize just how little separated commoners from patriars. Slowly you worked to upend the old families' control over the city—but then someone noticed.                          |
| 2 | You knew something powerful lurked within Mandorcai's Mansion. You and others sought the tools and rites to prod the power within, to draw it out and make it yours. But what lies within the mansion refuses to ever serve again. |

##### d4 Conspiracy Details

- |   |  |
|---|--|
| 3 | Too long has the Guild monopolized control over criminal operations in Baldur's Gate. You sought to add a little competition and break the Guild's monopoly. It was going well after your last heist, too—until the Guild came for its cut.                  |
| 4 | You and the other revolutionaries of Whitkeep Hostel sought nothing less than a new, egalitarian future for Baldur's Gate—a future that neither the dukes nor the patriars can envision. Someone clearly had enough of your art and shouted slogans, though. |

### ROLES IN THE CONSPIRACY

Each character plays a role in the conspiracy, determined by rolling on the Conspiracy: Character Roles table or choosing an appropriate entry.

#### CONSPIRACY: CHARACTER ROLES

##### d6 Character's Role

- |   |  |
|---|--|
| 1 | <b>Leader.</b> Yours was the voice the others followed, the call they heeded, following you to their end.                                |
| 2 | <b>Survivor.</b> You should have fallen with the rest of your group, but fate interceded. Now you're a loose end.                        |
| 3 | <b>Partner.</b> You knew little of the conspiracy, but your partner, family member, or associate did. Now they're gone, and you're next. |
| 4 | <b>Innocent.</b> You knew nothing of the conspiracy. That matters little to those stamping it out, though.                               |
| 5 | <b>Affiliate.</b> You worked with the conspirators but weren't a member—a detail that only matters to you.                               |
| 6 | <b>Witness.</b> You got a glimpse of what happened to your fellow conspirators and the fate that awaits you.                             |

### CONSPIRACY CONSEQUENCES

Determine the challenge currently facing the characters by rolling on the Conspiracy Consequences table below or by having the players devise other grim consequences of their conspiracy.

#### CONSPIRACY CONSEQUENCES

##### d6 Conspiracy Consequences

- |   |   |
|---|---|
| 1 | The other members of your group were arrested, rightfully or otherwise. Now you're on the run.  |
| 2 | Your group's meeting place burned, slaying all inside. Only by happenstance did you survive. You're sure it wasn't an accident, though. |
| 3 | The other members of your group have been murdered, slain in some distinctive way.  |
| 4 | None of the other members of your conspiracy remember you or have any memory of being aligned with you.                                 |
| 5 | The other members of your group betrayed you to save themselves.  |
| 6 | The other conspirators vanished, disappearing one at a time and without a trace.  |



## MURDER IN BALDUR'S GATE

There's blood on the characters' hands. They all had a part to play in a murder—justified or not. Shared guilt, coercion, and fear keep the secret between them.

### MURDER DETAILS

Did they kill for justice or just for the thrill? Define the particulars of the murder, either by letting the players craft their own or by rolling on the Murder Details table.

#### MURDER DETAILS

##### d6 Murder Details

- 1 She knew, which meant tomorrow every pastry-loving patriarch in Baldur's Gate would too. The Upper City's most notorious gossip, Ellyn Harbreeze of Harbreeze Bakery, had to be dealt with. Who knew a bakery could be so dangerous?
- 2 Revenge will come for the sadistic Nysene Eomane eventually. You thought you'd have a hand in it—you exacted your plan perfectly. But your snare caught another. Now Dolandre Eomane lies dead, while the intended target yet lives.
- 3 Doctor Holk Thinster jeopardized lives every night he worked at Cliffgate Hospital. Who knows how many were crippled on Thinster's table or died under his inept knife. For them, you put an end to Thinster's practice for good.
- 4 The first step to healing is admitting you have a problem. The second is seeing your abusive dealer bleeding out on the floor. Jopalin, of the teahouse of the same name, had it coming, and you haven't felt the moonflower itch since.
- 5 You were only protecting your own—in a way. Olten Grinn of Cliffside Cemetery's Gravemakers was going to put a mace through your grandpappy's skull. You put one through his first. It was the right thing to do. After all, grandpappy never asked to be a ghoul.
- 6 They should call it justice. Jedren Hiller, Bailiff of the Wide, had preyed on desperate business owners for years, growing fatter and richer every day. Fate gave you the opportunity. You're a hero, but no one cheered.

### ROLES IN THE MURDER

Each character plays a role in the murder, determined by rolling on the Murder: Character Roles table or choosing an appropriate entry.

#### MURDER: CHARACTER ROLES

##### d4 Character's Role

- 1 **Murderer.** Via a blade, a shove, or deliberate inaction, you took a life.
- 2 **Bystander.** You could have prevented a death. You chose not to.
- 3 **Instigator.** You're the architect of someone's demise, your words spreading death.
- 4 **Liar.** You know what happened, but didn't tell.



### MURDER CONSEQUENCES

People are talking. Members of the Watch, the Flaming Fist, the Guild, or others are asking questions. If they find out what the characters did, their trial will be short and their deaths will be just. Determine the fallout of the characters' murderous deeds by rolling on the Murder Consequences table, or allow the players to create their own ominous stakes.

#### MURDER CONSEQUENCES

##### d6 Murder Consequences

- 1 You're not sure who, but someone saw the murder and has turned your names over to the law. Now you're wanted fugitives, your faces and names plastered on posters throughout the city.
- 2 Someone associated with your victim wants revenge—the sort the law won't provide.
- 3 Your victim won't stay dead, having fought their way back from death to take vengeance.
- 4 Your victim was a member of a larger organization, such as the Guild. This organization refuses to let the killing go unanswered.
- 5 Somehow, your victim is still alive and knows what you did. Now you've got to figure out how to put them down a second time.
- 6 Your victim's death ignited a social spark. Now you're being sought by mobs seeking to bring new justice to Baldur's Gate.



## THEFT IN BALDUR'S GATE

The characters broke the law by stealing something valuable. The question is, did the characters perpetrate the theft because they needed or wanted something, or because they didn't want someone else to have it?

### THEFT DETAILS

Define the particulars of the party's theft, either by having the players craft their own or by rolling on the Theft Details table.

#### THEFT DETAILS

##### d6 Theft Details

- 1 You did it for the prestige as much as the money. It took months to plan and even longer to get everyone into place. The High Hall is locked down tight every evening. Its crypts less so. Now a priceless treasure of the city, the spyglass of Balduran himself, is yours.
- 2 With the help of an inside man, you purloined money from the Counting House, the most secure bank in Baldur's Gate. With the bank's reputation at stake, you know the Honorable Order of Moneylenders won't rest until the money is returned to its rightful owners and the thieves are brought to justice.
- 3 Dangerous goods mean hazard pay. You stole four kegs of *smokepowder* from Felogyr's Fireworks and sold them to a gang of revolutionaries. Your pay is already spent, but the fireworks have yet to begin.
- 4 Stealing a night's worth of earnings from the Low Lantern, a ship-turned-tavern and gambling den, proved to be quite a feat. You didn't think you left any loose ends, but now a gang of kenku killers haunts your trail and your nightmares.
- 5 It seemed like buried treasure—a collection of strange, topaz-eyed statues hidden deep in the Riverveins. You absconded with them, but now the smugglers who stole them first want their booty back. They don't know who took them, but they know you're involved from a clue you inadvertently left behind.
- 6 Both the Guild and Little Calimshan's Right Pashas wanted it—such a little thing, a vial that could hold no more than a few perfume drops. It spoke to you, though. You could hear it in your mind. You knew it needed to be free. But now that it is, you can't bring yourself to open it.

## ROLES IN THE THEFT

Each character plays a role in the theft, determined by rolling on the Theft: Character Roles table or choosing an appropriate entry.

### THEFT: CHARACTER ROLES

#### d6 Character's Role

- 1 **Breaker.** Force is your specialty, whether your breaking through a wall or breaking bones.
- 2 **Burglar.** It was theirs, but all you had to do was reach out to make it yours.
- 3 **Distraction.** While all eyes were on you, your friends were making off with the goods.
- 4 **Lockpicker.** Every lock is just a puzzle to be mastered.
- 5 **Lookout.** Watching out for trouble is the best way to avoid it.
- 6 **Mole.** You knew the job inside out, particularly because you were on the inside all along.

### THEFT CONSEQUENCES

Determine how the characters' heist turned out by rolling on the Theft Consequences or having the players determine the consequences of their dubious enterprise.

#### THEFT CONSEQUENCES

##### d6 Theft Consequences

- 1 The owner of what you stole got the authorities involved. Now they're offering a reward for your capture.
- 2 Another group of thieves is after you now, trying to claim what you stole.
- 3 What you stole wasn't what you thought. You want to get rid of it, but that's become a problem—especially since it's grown, hatched, or started talking.
- 4 Everyone wants what you have. Multiple dangerous groups have approached you to buy it, and will be offended if you sell to anyone else.
- 5 What you stole belonged to someone other than your intended mark. Now a deadly organization such as the Guild is after you.
- 6 You were caught! The owner demands their property's return, threatening death or worse, but it's already been taken from you.



## FAILED COUP IN BALDUR'S GATE

The characters schemed with others to seize power and failed, revealing their ambition and treachery. The dark deed can be something as small as attempting to gain control of a patriar house, to something on a much grander scale, such as trying to unseat a duke, seize control of the Guild, or topple the Flaming Fist.

### FAILED COUP DETAILS

Define the particulars of the failed coup, either by having the players craft their own or by rolling on the Failed Coup Details table.

#### FAILED COUP DETAILS

##### d4 Failed Coup Details

- 1 Your patriar parents seemed like relics. Their days of leading the family and its business holdings were long past. With the help of their partners, you sought to seize your family's holdings, but you underestimated the cunning that comes with age.
- 2 A patriar promised you riches or something else of value if you helped remove Duke Dillard Portyr from power, creating a vacancy on the Council of Four. Your plot to blackmail the duke into retirement backfired when a rival of the treacherous patriar learned of the plot. Will the patriar give you up to save themselves?
- 3 Nine-Fingers Keene thinks she has the Guild under her thumb, but various kingpins are plotting against her. The Guild will descend into violence unless it has a strong leader. You knew that Nine-Fingers wasn't going to step down willingly. Scaring her into retirement seemed like the only humane thing to do, but she refused to take the hint. Now she and the kingpins have it out for you.
- 4 The Flaming Fist is corrupt. You turned against your commanding officer, seeking to take the Fist in a new direction. Now you're branded a traitor.

### ROLES IN THE FAILED COUP

Each character plays a role in the failed coup, determined by rolling on the Failed Coup: Character Roles table or choosing an appropriate entry.

#### FAILED COUP: CHARACTER ROLES

##### d6 Character's Role

- 1 **Facilitator.** You wouldn't benefit directly from the new power structure, but you'd benefit enough.
- 2 **Beneficiary.** This was your chance for glory. Your chance to rise above them all.
- 3 **Voyeur.** You should have prevented the power grab from happening. Your inaction makes you culpable.
- 4 **Opportunist.** You saw the opening and shared it with those who'd help you take advantage of the situation.
- 5 **Patsy.** You might have been tricked into helping, but you helped all the same.
- 6 **Traitor.** You'd been looking for chance to lay your ally or superior low. You thought this was it.

### FAILED COUP CONSEQUENCES

Those opposed to the attempted coup didn't take the characters' treachery lightly. Determine how the coup's intended target turned the tables on the characters by rolling on the Failed Coup Consequences table or crafting some worse situation.

#### FAILED COUP CONSEQUENCES

##### d6 Failed Coup Consequences

- 1 You've been ousted by the same group you sought to subvert. They've taken everything from you, and they plan to take more.
- 2 The whole opportunity was a set-up! Now your former target is conducting a campaign of retribution against you.
- 3 You were a moment too late. A rival swept in and deposed your target. Now you're all that stands between them and total control.
- 4 Your target had allies you didn't realize—interests from outside the city that now seek reprisal.
- 5 Your efforts were rebuked handily. You didn't realize your target had such a weapon at their disposal, but now they're using it to hunt you down.
- 6 One of your own ratted you out. Now you're all being hunted, but one of you is a traitor among traitors.

