

IDW
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3
COVER A
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DUNGEONS & DRAGONS
EVIL AT
BALDUR'S GATE



ZUB • TOLIBAO • RODRIGUEZ

IDLE CHAMPIONS
OF THE
FORGOTTEN REALMS
EXCLUSIVE GAME CODE INSIDE!



DAVAR

DUNGEONS & DRAGONS

EVIL AT

BALDUR'S GATE



STORY SO FAR:

The Baldur's Gate heroes return to the city at last, but their time adventuring in Ravenloft and the frozen northern reaches of the Realms has changed them. Each of them must face great trials ahead before they'll be ready to embrace their destiny...

Delina searches for something to cure her wild magic, but the solution she seeks plunges her into danger unlike anything she's faced before.

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MECHANUS IS, AS THE NAME SUGGESTS, A PLANE OF GEARS, COGS, AND PULLEYS LINKED TOGETHER INEXTRICABLY. THERE'S NO SUN, MOON, OR STARS IN MECHANUS. THERE'S ONLY THE GEARS, TURNING AND CLICKING ETERNALLY AROUND EACH OTHER, STRETCHING OFF INTO THE INKY BLACKNESS FOR AS FAR AS THE EYE CAN SEE.

NO ONE'S EXACTLY SURE WHAT THE GEARS ARE FOR, BUT THERE ARE SOME THEORIES THAT HAVE NEVER BEEN DISPROVED. THE MOST POPULAR ONE IS THAT THE GEARS ARE THE MACHINERY OF THE MULTIVERSE: WITHOUT THEIR MOVEMENT, NATURAL LAW AS IT'S KNOWN IN THE MULTIVERSE WOULD CEASE TO EXIST. TIME WOULD STOP, NO SCIENCE OR RESEARCH WOULD HAVE ANY MEANING, AND CHAOS UNBOUNDED BY LAW WOULD REIGN IN EVERY REALITY.

IDENTIFY AND EXPLAIN.

IDENTITY.

PURPOSE.

OR, SPOKEN IN THE MANNER OF YOUR ORGANIC PROGRAMMING...

... "WHY ARE YOU HERE?"

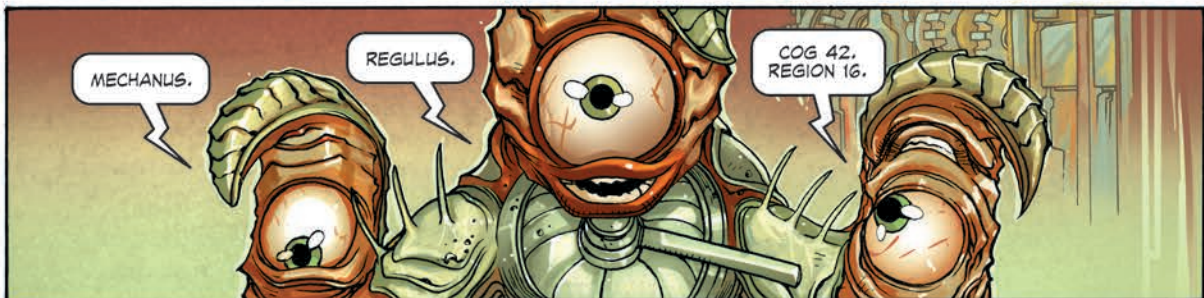
EVIL AT BALDUR'S GATE

Part Three: Delina in "Wild Ways"



THAT'S A REALLY GOOD QUESTION, BUT FIRST OF ALL, I NEED TO KNOW...

WHERE IS HERE? WHAT IS THIS PLACE?



MECHANUS.

REGULUS.

COG 42. REGION 16.



UH, WOW! THAT DOESN'T SOUND FAMILIAR AT ALL...

I THINK MY ARRIVAL HERE MAY HAVE BEEN A MISTAKE.



"MISTAKE" INDICATES ABSENCE OF PURPOSE.

LACK OF PURPOSE IS ILLEGAL IN MECHANUS.

OH!

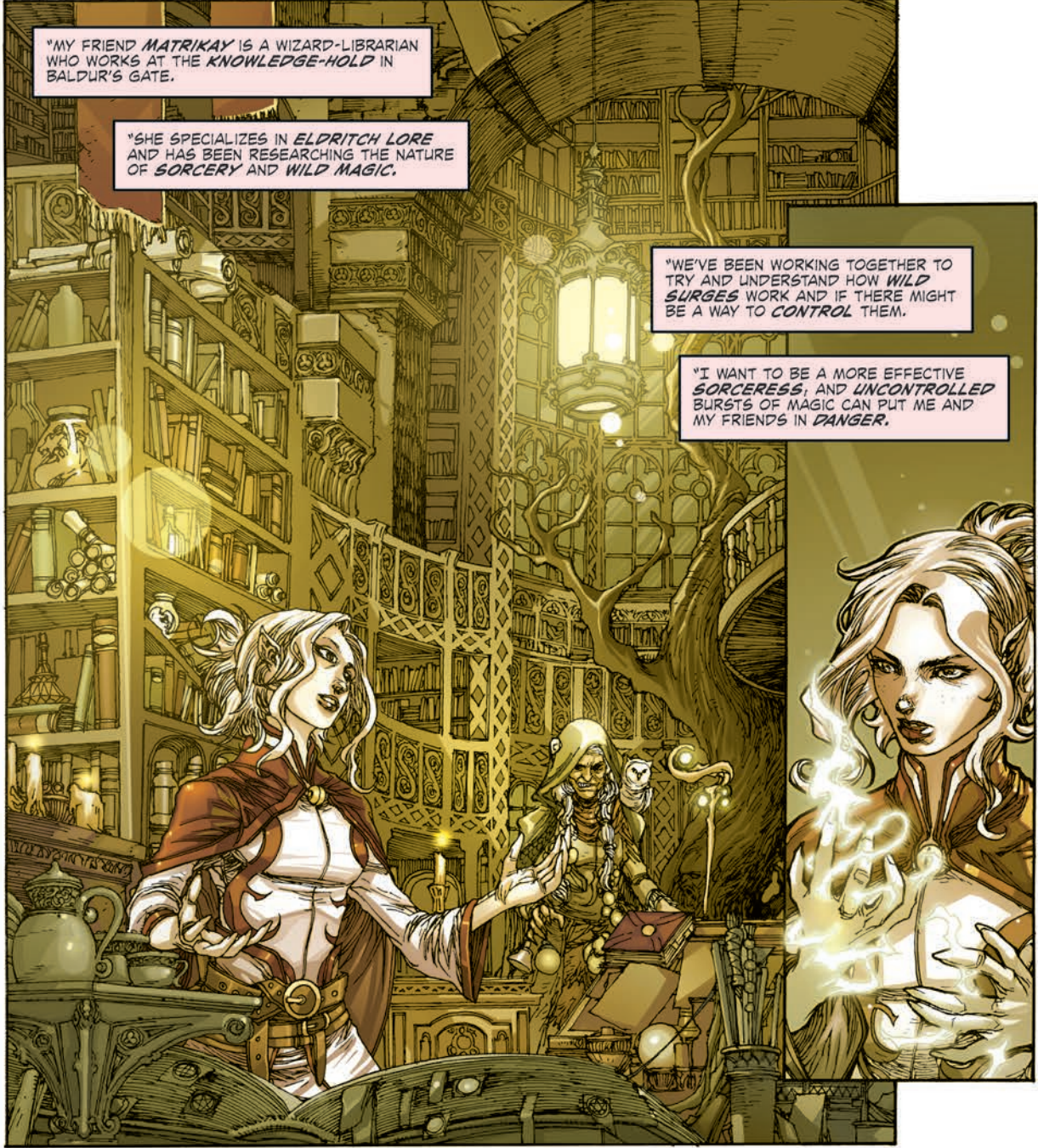
NO, NO, NO... I CAME HERE FOR A REASON, I JUST DON'T THINK IT'S WORKING OUT QUITE HOW I HOPED...



WHO IS YOUR SPONSOR?

"SPONSOR?"

PLAINSPEAK PROTOCOL—
"WHO BROUGHT YOU HERE?"




"MY FRIEND *MATRIKAY* IS A WIZARD-LIBRARIAN WHO WORKS AT THE *KNOWLEDGE-HOLD* IN BALDUR'S GATE.

"SHE SPECIALIZES IN *ELDRITCH LORE* AND HAS BEEN RESEARCHING THE NATURE OF *SORCERY* AND *WILD MAGIC*.

"WE'VE BEEN WORKING TOGETHER TO TRY AND UNDERSTAND HOW *WILD SURGES* WORK AND IF THERE MIGHT BE A WAY TO *CONTROL* THEM.

"I WANT TO BE A MORE EFFECTIVE *SORCERESS*, AND *UNCONTROLLED* BURSTS OF MAGIC CAN PUT ME AND MY FRIENDS IN *DANGER*.



"ANYWAY, *MATRIKAY* DISCOVERED INFORMATION ABOUT A PLACE OF *ABSOLUTE ORDER*, AND SHE BELIEVED IF I TRAVELLED THERE, THE *CHAOS* INSIDE ME WOULD BE *RELEASED* AND I'D BE *CURED*.

"SHE USED A *POWERFUL SPELL* TO TRANSPORT ME, SO NOW I'M HERE, BUT I DON'T THINK *THIS* IS WHAT I WAS LOOKING FOR..."

