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DUNGEONS & DRAGONS

EVIL AT

BALDUR'S GATE



ZUB • KOTZ • RENNEE

IDLE CHAMPIONS
OF THE FORGOTTEN REALMS™
EXCLUSIVE GAME CODE INSIDE!

DUNGEONS & DRAGONS

EVIL AT

BALDUR'S GATE



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THE LOWER CITY IS A GREAT CRESCENT OF STEEP SLOPES DESCENDING TO THE DOCKS OF BALDUR'S GATE. ITS NARROW ALLEYS ACCESS INTERIOR COURTYARDS AND OTHER STREETS. STONE BUTTRESSES OFTEN SPAN ITS ROADWAYS, LITERALLY HOLDING APART THE UPPER FLOORS OF STRUCTURES THAT FACE EACH OTHER. EVEN THOUGH SOME OF THESE NARROW SUPPORTS ACT AS PEDESTRIAN BRIDGES, MOST ARE USED BY PIGEONS, GULLS, RATS, AND CATS.

LOWER CITY CITIZENS ARE ACCUSTOMED TO THEIR NOISY, CRAMPED EXISTENCE. AS THE SAGE ASTURGEL OF THE GATE ONCE WROTE, "IN THE LOWER CITY, WE LIVE AND WORK ATOP EACH OTHER UNTIDILY."

I WILL SAVOR
EATING YOU!

NO, YOU WON'T,
UGLY-FACE!

I TASTE QUITE
TERRIBLE!

EVIL AT BALDUR'S GATE

Part One: Minsc The Mighty



SHAK

STRIKE NOW, MY HAMSTER!



AAHHH?



WELL DONE, BOO!

KRACK
CHOP

NOW I'LL JUST DISARM HIM AND—



WHUMP

OOOF!

I DON'T NEED A WEAPON TO KILL YOU!



YOU SHOULD NEVER HAVE COME BACK TO BALDUR'S GATE!

BELIEVE ME, THIS... ISN'T THE HOMEcoming... I HAD IN MIND...



THREE HOURS EARLIER...

SQUEE!

I AGREE, BOO. IT IS A SHAMEFUL WAY TO TRAVEL.



FIVE "GUESTS," 10 SILVER PIECE... SO THAT'S 50.

FINE...



WE ARE DRAGON SLAYERS AND GIANT KILLERS!

EVERY MAN, WOMAN, AND RODENT SHOULD KNOW OF OUR HEROIC DEEDS!

SURE, BUT THAT'S JUST NOT POSSIBLE RIGHT NOW, MINSC.



WHATEVER GREAT THINGS WE'VE DONE ABROAD, WE'RE STILL CONSIDERED OUTLAWS HERE IN BALDUR'S GATE. IT'S EASIER TO SNEAK IN AND KEEP OUR HEADS DOWN THAN CAUSE A RUCKUS.

IF THESE CLOSE-MINDED BALDURANS CANNOT RECOGNIZE OUR SHINING GOODNESS, THEN WHY RETURN AT ALL?



TWO REASONS—

—ONE: IT'S BETTER THAN A NETHER-DIMENSION OF UNDEAD HORROR OR A FROZEN LANDSCAPE TEEMING WITH GIANTS.

TWO: FOR ALL ITS FAULTS, THIS IS HOME.

BESIDES, YOU DON'T FIGHT EVIL JUST FOR GLORY, DO YOU, MINSC?

N-NO! GLORY IS JUST THE SUGARY TOPPING ON THE COOKIE CRUNCH OF HEROISM!

WELL, SOMETIMES WE DON'T GET TO SAVOR ITS SWEETNESS. THIS IS ONE OF THOSE TIMES...



LOOKS LIKE OUR OLD HIDEOUT IS STILL IN GOOD SHAPE.



"GOOD" BEING A RELATIVE TERM...



WELL, AT LEAST NOW I KNOW WHERE TO FIND YOU.

YOU'RE NOT LEAVING OUR PARTY OF GRAND ADVENTURE, ARE YOU?

NO, BUT I MUST PRAY AT THE CHURCH OF KELEMVOR AND LET FATHER ALBY KNOW WE HAVE FINALLY RETURNED.



I NEED TO CHECK IN WITH MY UNDERWORLD CONTACTS AND GET THE LAY OF THE LAND HERE IN THE CITY.

HOLD ON, KRYDLE! I'M COMIN' WITH YOU!

HM?



FEAR NOT, NEERA! I SHALL PROTECT YOU FROM THESE COBWEBS AND TINY SPIDER-FRIENDS!

I APPRECIATE THE THOUGHT, MINSC, BUT I HAVE OTHER BUSINESS TO ATTEND TO AS WELL.

I'M GOING TO THE LIBRARY TO DO SOME IMPORTANT RESEARCH.

THANKS, BUT I'M GOOD...

ALLOW ME TO JOIN YOU! BOO IS A PRODIGIOUS READER AND—



HMMM...

SOMETIMES,
A WARRIOR CAN
ONLY TRUST HIS
HAMSTER.

SQUEE!

EXACTLY!

OUR FRIENDS
ARE DISTRACTED
BY THEIR *BUSY-WORK*
AND *TALKY-TALK*, BUT
WE SHALL *NOT* LOSE
SIGHT OF THE
PRIZE...

KICKING *EVIL*
IN ITS *BULGING*
BEHIND WITH OUR
SWIFT BOOTS OF
JUSTICE!

BUT *FIRST*,
WE MUST FIND AN
APPROPRIATE DEN
OF *UNSAVORY*
CRIMINALITY.



THE
HAPPY
JOUST

TOO
JOVIAL...



THE
DRUNKEN
LOUT

TOO
INEBRIATED...



THE
GIBBERING
GIZZARD

THIS
ONE SMELLS
AWFUL...

I
APPROVE!

