

# WATCH OF BALDUR'S GATE



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# WATCH OF BALDUR'S GATE



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Upper City

Leader: High Constable and Master of Walls Osmurl Havanack  
Founded: TBD  
Members: 1000  
Alignment: Lawful Neutral  
Headquarters: City Watch Citadel  
Other strongholds: n/a  
Uniform: TBD

## HISTORY

## OVERVIEW



The Watch is the official constabulary of Baldur's Gate. Although the Watch is technically the Gate's only civil authority, its soldiers rarely leave the Upper City. Most of the police work in the Lower City is conducted by the Flaming Fist, and the Outer City is left to fend for itself. The Watch is limited to civil police work, which means it has no jurisdiction outside the city. In wartime its soldiers are prohibited from fighting anywhere outside the city and its immediate

environs. Such "foreign duty" is in the purview of the Flaming Fist.

A typical shift for a member of the Watch was eight hours long. Duties included standing sentry upon the Upper City's walls, going on regular patrols, training within the Citadel or carrying out the daily duties required to maintain such a robust police force. They were known for enforcing the curfew that was maintained in the Upper City, clearing folks out of the streets and most notably, within the Wide at dusk.

Watch members were easily recognizable among the passers-by of the Upper City and took pride in knowing the face of every resident within. They understood the behavior and mannerisms of the Baldurian patriarch and were skilled at identifying those who did not belong. They issued stamped-and-numbered badges, made of wood or silver, to each person who was a guest of any Upper City resident and kept a close eye on their activities.

Officers of the watch assisted the Bailiff of the Wide during their morning duties and provided security within the grand marketplace.

The Watch continually patrols the Upper City's walls. It's said in Bloomridge that you can tell the passing of a quarter hour, day or night, by timing the interval between Watch patrols marching past a certain point.



At dusk, the Watch evicts everyone from the Upper City except its residents and their invitation-carrying guests and livened servants. Watch soldiers, many of whom are lifelong Upper City residents, pride themselves on recognizing every Upper City citizen on sight. They also know every detail of how true patriarchs talk and behave, so they can often identify nighttime interlopers by watching suspects for a



few minutes, getting a good look at their faces and garb, and asking a few questions.

The Watch is the only organization allowed to keep warhorses within the city's walls. The Watch's stables are in the Citadel. Its small, elite corps of knights responds quickly in times of crisis.

## FORCES OF WATCH



### RANKS

- |   |                           |
|---|---------------------------|
| 1 | Shield (Private)          |
| 2 | Sarmar (Sergeant)         |
| 3 | Vigilar (lieutenant)      |
| 4 | Sword (Captain)           |
| 5 | Havilar (major)           |
| 6 | Commandal (colonel)       |
| 7 | Highsword (Major General) |
| 8 | Oversar (General)         |

The Watch has nine military ranks.



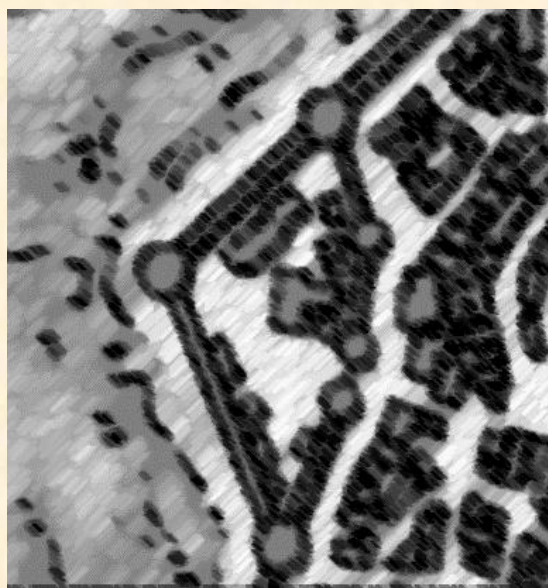
Six officers hold the rank of highsword, and two hold the rank of oversar.

An oversar is always on duty and reports directly to the grand duke or the rest of the Council of Four if the grand duke is unavailable.

The Citadel, the 'Watch's headquarters, is a massive keep built at an angle into the Upper City's walls. The Citadel has its own water supply and is amply provisioned to withstand a months-long siege.



City Watch Citadel



City Watch Citadel & Citadel Streets

## GOALS

1. Defend citizens of Upper City
2. Defend Baldur's Gate
3. TBD

## City Watch Citadel

The Upper City's police force uses the Watch Citadel as a barracks and for training, storage, and organizational needs. The citadel has only a few jail cells, which the Watch uses to



temporarily hold those awaiting a trial in the High Hall or a transfer to the prison in the Seatower of Balduran.

The Watch staffs the Upper City's walls and runs interior patrols day and night.

The Upper City is the exclusive domain of the Watch; the Flaming Fist has no jurisdiction here. And, conversely, the patriars do not call upon Watch members to work outside the area's bounds. Watch members all live in the Upper City, and most belong to families that have a proud tradition of loyalty to the patriars.

At night, the Watch evicts everyone from the Upper City except for residents and their guests. All Watch members know every patriar by sight. Anyone else is detained and politely (at first) questioned. Watch patrols release anyone who

## BELEIFS

1. TBD
2. TBD
3. TBD

has a good reason to be out and is dressed in a patriars house livery, bears a patriar signed invitation, or carries a Watch-issued stamped and numbered wooden or silver badge. Passes that the Watch supplies are collected and changed often to foil counterfeiters. First light finds the Upper City almost in silence. Only a few black clad Watch patrols sidle along the streets, moving as soundlessly as drifting ghosts. As the foredawn tints the darkness, fires are built up, lanterns are allowed to gutter out, delicious cooking smells strengthen and drift through the streets, and liveried servants emerge to run urgent errands for their masters or head to the Wide to await mer chants' arrivals.

Quiet evenings are enjoyed at home or another's manor. If the latter, Watch soldiers later escort sober visitors home while drunken ones typically sleep over.



Watch escorted apprentice wizards make rounds to recast any failed or dispelled light spells,

ensuring that the Upper City is always well lit and Watch patrols can see anyone they encounter out of doors.





### STRICT LAWS, SWIFT JUSTICE

Baldur's Gate keeps an extensive legal code in triplicate in three separate High Hall libraries, in case of fire. Various patriars and lipper City barristers also retain backup copies. A complex web of regulations, decrees, contracts, and treaties comprises the code, but most citizens never see it and wouldn't understand it if they did.

In practice, the legal code gives the most rights and protections to the patriars and Watch. All other citizens receive far less deference. Outer City residents are classified as "visiting economic interests," which affords them some rights. However, with a word from a duke or a peer, that classification could change to "visiting diplomat," which offers numerous perks, or "invader," which is essentially a death sentence.

Flaming Fist mercenaries are subject to the company's military law, but the organization is beholden to the Council of Four. Thus, any Fist soldier can be charged and arrested for civil crimes, such as breach of contract.

Meanwhile, the code grants Watch and Flaming Fist soldiers the authority to mete out immediate punishment, up to and including execution, to criminals caught in the act. However, soldiers avoid doing so when patriars or politically connected individuals are the ones

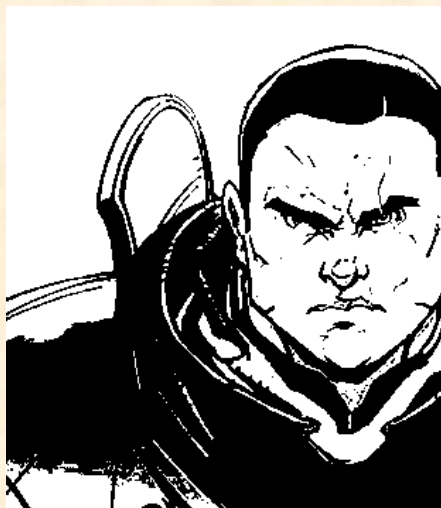
nabbed. Anyone caught in the commission of a lesser crime can expect swift punishment without a trial. Thievery or violence typically earns a public maiming, such as a whipping or the loss of a finger. Disrupting the peace or wantonness earns public embarrassment, such as being locked in stocks overnight or being marched through the streets with one's hands chained to a iron mask. Breach of contract earns forced labor, such as working as a rower or for a guild.

If guilt is unclear, if a public outcry ensues, if a patriar complains, or if the soldier involved doesn't feel confident meting out punishment, the accused criminal's case goes to trial, which a duke, or a proxy from among the peers, judges. Which duke or peer depends on the clout of the accused and his or her enemies. The accused can speak in his or her own defense or have





someone else do so. The amount of time given to present one's defense is up to the judging duke.



Although professional barristers operate in the city, only the wealthiest citizens can afford to hire them. Thus, the best

commoners can hope for if they're brought to trial is that the Flaming Fist's duke takes an interest in their case. Otherwise, trials are brief affairs that usually serve the judge's interests.

## High Constable and Master of Walls Osmurl Havanack

The high constable and master of walls functions as the Watch Citadel's castellan. While the Watch's two oversars oversee patrols, the escorting of patriars, and parade duties, the dwarf Osmurl Havanack manages the Citadel and makes certain the Flaming Fist upholds its contract to maintain the Lower City's wall additions, Wyrms Rock, and the Seatower of

Bal-duran. He also ensures that the Citadel is provisioned, that pay from the purse master is distributed correctly, and that Citadel and Old Wall maintenance needs are assigned and completed.

In addition, High Constable Havanack acts as warden for the few cells in the Watch Citadel that are used to temporarily hold those awaiting trial in the High Hall or the occasional Watch soldier or patriar servant who needs to be quietly disciplined. Havanack is stolid, wary, and always prepared. **THE WATCH**

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The Watch continually patrols the Upper City's walls. It's said in Bloomridge that you can tell the passing of a quarter hour, day or night, by

few minutes, getting a good look at their faces and garb, and asking a few questions.

The Watch is the only organization allowed to keep warhorses within the city's walls. The Watch's stables are in the Citadel. Its small, elite corps of knights responds quickly in times of crisis.

The Watch has nine military ranks. In ascending authority, they are shield (private), sarmar (sergeant), vigilar (lieutenant), sword (captain),



timing the interval between Watch patrols marching past a certain point.

At dusk, the Watch evicts everyone from the Upper City except its residents and their invitation-carrying guests and liveried servants. Watch soldiers, many of whom are lifelong Upper City residents, pride themselves on recognizing every Upper City citizen on sight. They also know every detail of how true patriars talk and behave, so they can often identify nighttime interlopers by watching suspects for a







havilar (major), commandal (colonel), highsword (major general), and oversar (general). Six officers hold the rank of high sword, and two hold the rank of oversar. An oversar is always on duty and reports directly to the grand duke or the rest of the Council of Four if the grand duke is unavailable.

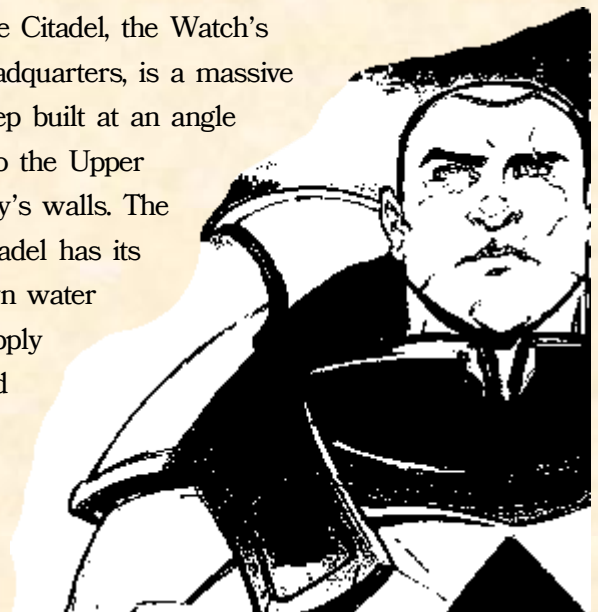


The Watch employs around a thousand members, and a duty shift lasts for eight hours, so one third of the force's total strength, roughly three hundred soldiers and officers, is on active duty at any moment. Most patrol the Upper City's streets while their remaining comrades in arms stand sentry on the walls, train in the Citadel, or perform the hundreds of mundane tasks involved

in keeping a police force functioning. A street patrol is composed of four to eight soldiers. Every Watch member carries a brass whistle with which to call for help if needed ... and the nearest guard detachment is never very far away.

In times of crisis, bells at the High Hall and the Citadel are rung simultaneously. If the pealing continues for more than fifteen minutes—the time it should take a force to assemble at the Citadel and march to Black Dragon Gate—every Watch member is required to rally at the Citadel or along the Upper City's walls. The bells are rung only in emergencies that threaten the entire Upper City, such as an invading army, a city-wide fire, or any scenario that threatens to overwhelm the soldiers on duty.

The Citadel, the Watch's headquarters, is a massive keep built at an angle into the Upper City's walls. The Citadel has its own water supply and



is amply provisioned to withstand a months-long siege.

Long ago, the Citadel's dungeons were the only prison in Baldur's Gate. They are seldom used now, and only for the purpose of housing suspects awaiting trial in the High Hall or sequestering patriars or their servants when such imprisonment must remain quiet. All other prisoners are locked up in the Seatower of Balduran.

## Vigilar Lenta Moore

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Lenta Moore serves as a Watch vigilar. She wanted to join the Flaming Fist, but her elderly father, a wealthy Upper City merchant and a Parliament of Peers member, protested, worrying she would be "sent away to die in some desert battle in Calimshan."

Moore commands a troop of thirty shields and three sarmars. She has a reputation as a deadly swordswoman who has killed in the line of duty.

On her shift, she oversees the inspection of all handcarts and cargoes that pass into the city through the Black Dragon Gate. Utterly incorruptible, she arrests anyone, regardless of social status, who offers or accepts a bribe within her earshot. Duke Silvershield demoted her from the rank of sword after her harsh treatment of a young patriar in this regard. (All four dukes can dismiss, recruit, promote, or demote Watch members.)

Nine Fingers, the leader of the Guild, has on numerous occasions considered eliminating Vigilar Moore to make the Black Dragon Gate a friendlier place for Guild operations. She resists doing so because the vigilar's father, Reavus Moore, is solidly in the Guild's pocket and his support would certainly be lost if something tragic happened to his daughter and the Guild was implicated. Nine Fingers is now leaning toward pulling a few strings to get Lenta

reassigned to a less bothersome post or promoted to a position where she can't interfere so directly with Guild interests. The Watch uses whispering candles with imbedded commands to time its shift changes. It has long been a fashion among patriars to record their wills in whispering candles. City Gates

The commercial blood of Baldur's Gate is channeled through its guarded gates. Eight gates allow traffic through the city walls. Three face outward from the city, five face inward toward the harbor, and one protects the Watch Citadel. Only the Citadel Gate houses no tax or toll collectors, because its use is restricted to the Watch. The gate toll is a trivial amount for anyone of even modest means—a few coppers at most—but it does curtail the comings and goings of beggars and the very poor. Merchants who pass through a gate pay taxes on the goods they bring to market. All these fees are low individually, but so much commerce moves through Baldur's Gate that transit fees fund much of the city's needs.

**Citadel Gate:** Citadel Gate is the only entrance to the Watch's fortress and barracks, which nestles in a salient of the Upper City's landward wall. The gate has Watch soldiers on duty day and night. The Citadel is one of the few places inside the city walls that has stables. The Watch maintains a small cavalry force, nominally for defense and crowd control, but its chief function is riding in parades and providing honor escorts for aristocrats and visiting dignitaries.

**Old Wall Gates:** Four smaller gates pierce the Old Wall within the city. From west to east, they are the Sea Gate, Manor Gate, Gond Gate, and Heap Gate. During the daytime, small Watch detachments guard these gates to ensure that only those under a patriar's order use them, and to protect the ubiquitous tax and toll collectors. These gates are guarded more closely at night, because no one is allowed into the Upper City



after dark unless in a patriar's company or livery or in possession of a patriar's invitation or Watch token.

## PERKS

1. TBD
2. TBD
3. TBD

## TYPICAL QUESTS

Quests undertaken by City Watch members might include following:

TBD

## TYPICAL CITY WATCH CACHE

4 spell scrolls (all from cleric spell list 1-2 level)

1d6+4 arrows +1 in quiver

40 arrows in two quivers

40 crossbow bolts in two bolt cases

4 longswords

4 shortwords

4 light crossbows

4 shortbows

4 scale mails

4 shields

4 spears

## ALLIES

Flaming Fist

Lord's Alliance

## ENEMIES

Cult of the Dragon

Knights of the Shield

Guild

Iron Throne

Kraken Society

## KNOWN MEMBERS

Watch members were allowed to live within the districts of the Upper City, alongside the patriar and other wealthy and influential Baldurians. 1 Membership within the Watch was often handed down, from generation to the next.

When the most dire emergencies arose, those that may have threatened the entirety of the Upper City, the bells of the Citadel and those in High Hall were rung simultaneously for a quarter-hour. In these rare instances, Watch members were expected to rally at the Citadel or stand guard atop the walls of the Upper City

Shieldrar Lenta Moore

High Constable and Master of Walls Osmurl Havanack

Velnar, LN male dwarf guard

Dovis Tobergate, LG male human veteran

# APPENDIX A - NEW NPC STATBLOCK

## CITY WATCH PRIVATE

1/2

Medium humanoid (any race), any alignment

**Armor Class:** 17 (scale mail, shield)

**Hit Points** 16 (3d8+3)

**Speed:** 30 f

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	13(+1)	10(+0)	10(+0)	10(+0)

**Saving Throws:**

**Skills** Athletics +4, Intimidation +2

**Senses** Passive Perception 10

**Languages** Common, and one human regional language or racial language

**Challenge** 1/2 (100 XP)

**Martial Advantage.** Once per turn, the City Watch private can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist private that isn't incapacitated.

### ACTIONS

⚔ **Longsword.** Melee weapon attack: +4 to hit, reach 5 ft., one target, Hit: 6(1d8+2) slashing damage.

🏹 **Crossbow, light.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

## CITY WATCH SERGEANT

2

Medium humanoid (any race), any alignment

**Armor Class:** 18 (chainmail, shield)

**Hit Points** 32 (5d8+10)

**Speed:** 30 f

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	14(+2)	10(+0)	12(+1)	12(+1)

**Saving Throws:** Str +5, Con +4

**Skills** Athletics +5, Intimidation +3, Perception +3

**Senses** Passive Perception 13

**Languages** Common, and one human regional language or racial language

**Challenge** 2 (450 XP)

**Martial Advantage.** Once per turn, the city watch sergeant can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist sergeant that isn't incapacitated.

### ACTIONS

⚔ **Longsword.** Melee weapon attack +5 to hit, reach 5 ft., one target, Hit: 7(1d8+3) slashing damage.

### REACTIONS

⚔ **Guardian Strike.** If enemy within 5 feet of the Sergeant attacks a target other than the Sergeant, that enemy provokes an opportunity attack from the Sergeant





## SHIELDRAR LENTA MOOR

5

Medium humanoid (Chondathan human), m lawful good

**Armor Class:** 18 (plate)

**Hit Points** 65 (10d8+20)

**Speed:** 30 f

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
16(+3)	12(+1)	14(+2)	14(+2)	14(+2)	16(+3)

**Saving Throws:** Str +5, Con +4, Wis +5, Cha +6

**Skills** Athletics +6, Intimidation +6, Perception +5, Persuasion +6, History +5

**Senses** Passive Perception 12

**Languages** Common, Chondathan, Dwarvish

**Challenge** 5(1100 XP)

**Martial Advantage.** Once per turn, Lenta Moore can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist lieutenant that isn't incapacitated.

**Pack tactics.**

### ACTIONS

**Multiattack.** Lenta Moore makes two melee attacks.

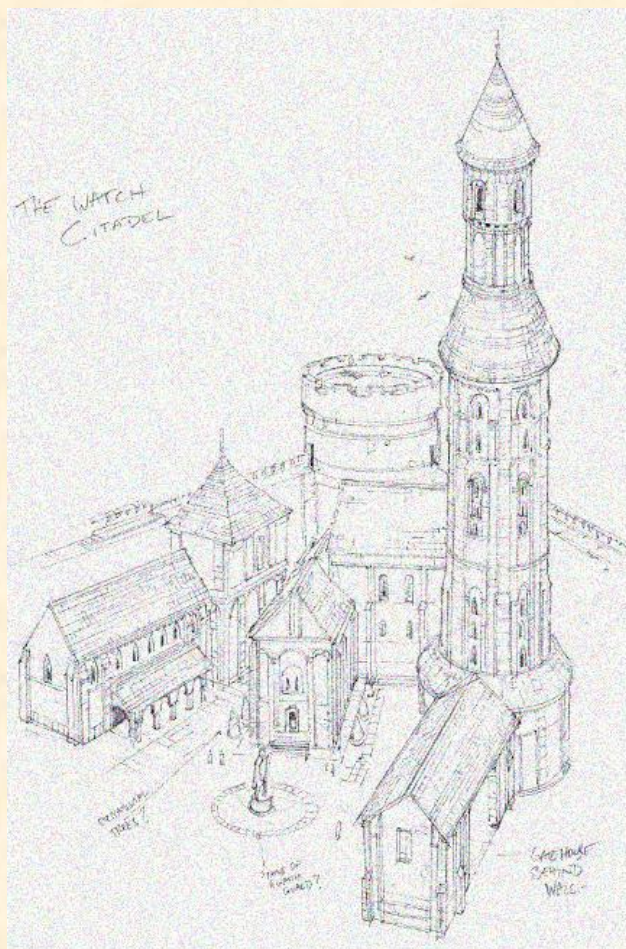
⚔ **Longsword.** Melee weapon attack: +6 to hit, reach 5 ft., one target, Hit: 7(1d8+3) slashing damage.

🏹 **Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

**Leadership (Recharges after short or long rest).** For 1 minute, Lenta Moore can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Lenta Moore. A creature can benefit from only one Leadership die at a time. This effect ends if Lenta Moore is incapacitated.

### REACTIONS

**Parry.** The Lenta Moore adds 3 to its AC against one melee attack that would hit it. To do so, she must see the attacker and be wielding a melee weapon.



**Version 0.1**

## **CHANGELOG**

[КИБОРГИ И ЧАРОДЕИ – UKRAINIAN RPG  
COMMUNITY](#)

## **Our team**

Anton Palikhov

Dmitry Nelyubov

Inna Ponomarenk

Dmitry Smolin

**We are doing  
Something.**



**CYBORGS AND MAGES**

**КИНЖАЛ В ПЕЧЕНЬ**



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Palant Inventory Excel Sheet

Sorcerous

SS 2