

EROAN'S JOURNEY

An EET playthrough adventurer's log

Contents

Introduction.....	12
Day 1 (Lion's Way BG2700)	13
Day 1 (Lion's Way BG2700) ...continued	14
Day 2 (Coast Way - BG2800)	15
Day 2 (Friendly Arm Inn - BG2300).....	15
Day 2 (Inside the Friendly Arm Inn - BG2301).....	16
Day 3 (High Hedge- BG3200)	18
Day 4 (Beregost - BG3300)	19
Day 5 (Beregost - BG3300) night	20
Day 5 (Beregost - BG3300) dawn	22
Day 5 (Trade Way North - BG3800).....	22
Day 5 (Temple of Lathander - BG3400).....	23
Day 6 (Trade Way South - BG4300).....	25
Day 7 (Trade Way South - BG4300).....	25
Day 8 (Carnival - BG4900).....	26
Day 8 (Nashkel - BG4800).....	27
Day 8 (Nashkel Temple - BG4802).....	28
Day 8 (Nashkel - BG4800) continued.....	28
Day 9 (Wilderness Lake - BG4200)	30
Day 10 (Red Canyons - BG3700).....	30
Day 11 (Finishing open quests)	31
Day 13 (Larswood - BG2900)	32
Day 14 (Demoniac Scroll Quest).....	33
Day 15 (Ulcaster School - BG3900).....	33
Day 16 (Ulcaster School Dungeon- BG3901)	34
Day 17 (Ulcaster School dungeon, level 2 + 3 - CM2680/1).....	34
Day 18 (Lonely Peaks - BG4400).....	35
Day 19 (Regrouping my party).....	36
Day 21 (Xvart Village - BG4700)	37

Day 22 (Garrick's Quest).....	38
Day 26 (Nashkel Mines - BG5400).....	39
Day 27 (Nashkel Mines - inside)	40
Day 28 (Valley of Tombs - BG5000).....	41
Day 29 (Fire Leaf Forest - BG5300).....	41
Day 30 (Dryad Falls - BG5200)	42
Day 31 (Dryad Falls, demon's lair - CVNAR2)	43
Day 32 (Revisit Nashkel)	43
Day 33 (Revisit Beregost)	44
Day 34 (Gullykin - BG4000).....	45
Day 35 (Firewine Bridge - BG4500)	46
Day 36 (Shard quest finish)	47
Day 37 (Peldvale - BG2400)	48
Day 38 (Bandit Camp - BG1900).....	48
Day 39 (Journey to Waterdeep)	49
Day 39 (Old Waterdeep Road - CVROA1).....	50
Day 39 (Waterdeep South West Ward - CVROA2)	50
Day 39 (Waterdeep Central Ward - CVELM1)	51
Day 40 (Khattark's lair, Waterdeep sewers - CVSEW1).....	52
Day 40 (Waterdeep fish market - CVROA3)	53
Day 40 (Waterdeep - Fishermen quest)	54
Day 40 (Waterdeep - Elminster's House)	55
Day 41 (New quests).....	55
Day 42 (Old quests)	56
Day 45 (Secret of Bone Hill - Part1 - BH0100)	57
Day 46 (Secret of Bone Hill - Part1 - BH0200)	58
Day 47 (Secret of Bone Hill - Part1 - BH1200)	59
Day 49 (Secret of Bone Hill - Part1 - BH0500)	60
Day 50 (Secret of Bone Hill - Part1 - BH1000)	61
Day 51 (Secret of Bone Hill - Part1 - New tasks)	62
Day 53 (Seawatcher - BG3600).....	63
Day 55 (Rocky Coast - BG3100)	64
Day 57 (Cloakwood - BG2200).....	64
Day 58 (Cloakwood Falls - BG2100).....	65
Day 59 (Cloakwood Grove - BG1600).....	65

Day 60 (Cloakwood Crossings - BG1700).....	66
Day 60 (Cloakwood Mine - BG1800)	66
Day 61 (Cloakwood Mine Prison Levels - BG1804).....	67
Day 61 (Cloakwood Mine Lower Levels - BG1802 and down).....	68
Day 64 (Out of the Cloakwood)	68
Day 65 (DSotSC - Jet'laya's Sister)	69
Day 68 (Beregost Interlude - old and new quests).....	70
Day 69 (Spider Wood - BG3000).....	71
Day 70 (DSotSC - Nashkel Dragon)	72
Day 71 (Gibberling Mountains - BG5500)	73
Day 73 (Stone of Askavar & DSotSC quests).....	74
Day 80 (Castle Daerthmac - DSC010)	74
Day 80 (Castle Daerthmac Dungeon - DSC016).....	75
Day 82 (Bluebell Wood - ARS002)	76
Day 84 (Stone of Askavar - Finding the medallions).....	76
Day 85 (Dystra's Watchtower - ARS005)	77
Day 90 (Otho's Nephew - DSotSC).....	78
Day 91 (Otho's Nephew continued - DSotSC)	79
Day 92 (Chasing the Bregan D'aerthe - DSotSC).....	80
Day 93 (Finishing DSotSC).....	80
Day 94 (Sharp Teeth Plain aka Mutamin's Garden - BG3500).....	81
Day 95 (Lower Chionthar - BG1400).....	82
Day 96 (Wyrms Crossing - BG0900).....	82
Day 96 (Upper Chionthar - BG0400).....	83
Day 97 (Ulgoth's Beard - BG1000)	84
Day 98 (Ice Island - BG1008).....	85
Day 98 (Crossing the Bridge - BG0900)	85
Day 98 (East Baldur's Gate - BG0800)	86
Day 98 (East Baldur's Gate - Insides)	87
Day 98 (South East Baldur's Gate - BG1300)	88
Day 99 (South Baldur's Gate - BG1200).....	88
Day 100 (Northern Coast - AR20PB).....	89
Day 101 (Field of the Dead - AR10PB)	90
Day 102 (Wood of the Dead - AR01PB)	91
Day 104 (More of the big city - BG0700 south of the wall).....	91

Day 104 (Oversight Headquarters - CM0750)	92
Day 104 (Central Baldur's Gate - BG0700 north of wall)	93
Day 105 (NE Baldur's Gate - BG0300)	94
Day 106 (Glorham - CVPIR4)	94
Day 107 (Becoming sailors - CVPIR3)	95
Day 108 (Book of Unknowing - AR82PB)	96
Day 113 (Northern Wood - AR40PB)	97
Day 123 (Balduran's Isle - BG2000)	97
Day 149 (Return from Balduran's Isle - AR9PBA)	99
Day 150 (North Baldur's Gate - BG0200, Part1)	99
Day 150 (North Baldur's Gate - BG0200, Part2)	100
Day 150 (The Serpents of Abbathor - Part1)	101
Day 151 (North West Baldur's Gate - BG0100)	102
Day 151 (South West Baldur's Gate - BG1100)	103
Day 152 (West Baldur's Gate - BG0600)	104
Day 153 (Poisoned by the Iron Throne)	105
Day 159 (Bear River - BG4600)	106
Day 160 (Gnoll Stronghold - BG5100)	106
Day 161 (Dynaheir's Diary)	107
Day 162 (The Serpents of Abbathor, Part2 - AC4400)	108
Day 163 (Ancient Ruins - BG4100)	109
Day 164 (Firewine Tower - AR51PB)	109
Day 167 (Waterdeep revisited)	110
Day 169 (The Grey Clan - BW0501)	110
Day 170 (The Grey Clan - Friendly Arm Inn - BW0503)	111
Day 171 (The Grey Clan - Feldepost Inn - BW0506)	112
Day 172 (Academy of Legencase - CVAKA1)	113
Day 173 (Northern Citadel - AR30PB)	113
Day 174 (Salamander island - AR90PB)	114
Day 178 (Temple of the Black Hand - AR60PB)	115
Day 184 (General Ghotal's Redemption)	116
Day 187 (Iron Throne - BG0616)	116
Day 188 (The Nether Scrolls Theft)	117
Day 194 (Vampire's Revenge)	119
Day 196 (Return to Candlekeep - BG2626)	120

Day 197 (Candlekeep Catacombs - BG2615).....	121
Day 197 (Bone Hill, Part 2 - BH0500).....	121
Day 198 (Garotten - BH2000).....	122
Day 199 (Garotten Assassin's Guild - BH2300).....	123
Day 200 (Lake Lizards - BH2200).....	124
Day 201 (Garotten Castle - BH2100).....	124
Day 202 (Criminals).....	125
Day 202 (Dismantling Sarevok).....	126
Day 203 (The Maze - BG0146).....	126
Day 203 (Undercity - BG0123).....	127
Day 205 (Odds and Ends).....	128
Day 206 (Durlag's Tower level 1 - BG0511).....	128
Day 206 (Durlag's Tower level 2 - BG0512).....	129
Day 206 (Durlag's Tower level 3 - BG0513).....	130
Day 207 (Durlag's Tower level 4 - BG0514).....	130
Day 207 (Soultaker Dagger - BG0516).....	131
Day 210 (To Hell and Back - F_6666).....	132
Day 211 (Bruenor's Cabin - F_7777).....	132
Day 212 (Storm Marsh Mountains - F_0222).....	133
Day 213 (Dragon Caves - F_7779).....	134
Day 214 (Drow Caves - F_8889).....	134
Day 215 (Mountain of the Dead - F_9898).....	135
Day 217 (The Sword of Chaos).....	136
Day 226 (Korlasz Tomb - BD0120).....	137
Day 227 (Catacombs - BD0130).....	137
Day 241 (Ducal Palace - BD0103).....	138
Day 242 (Baldur's Gate under siege).....	139
Day 243 (Leaving Baldur's Gate - BD0101).....	140
Day 245 (Coast Way Crossing - BD1000).....	140
Day 247 (Coast Way Forest - BD7000).....	141
Day 247 (Meeting Caelar - BD1000).....	142
Day 247 (Dwarven Dig Site - BD1100).....	143
Day 248 (Repository of Undeath - BD1200).....	144
Day 248 (Troll Claw Woods BD7100).....	144
Day 249 (Forest of Wyrms - BD7200).....	145

Day 250 (Cyrlic Temple BD7230)	146
Day 251 (Boareskyr Bridge BD2000)	147
Day 252 (Crossing Boareskyr Bridge - BD2000)	148
Day 254 (Coalition Camp - BD3000)	149
Day 255 (Dead Man's Pass - BD7300)	150
Day 256 (Bloodbark Grove - BD7400)	150
Day 257 (Underground River Outside - BD5000)	151
Day 259 (Dragonspear Castle Exterior - BD4000)	152
Day 261 (Underground River - BD5100)	152
Day 262 (Kanaglym - BD5300)	153
Day 263 (Bwoosh - BD5100)	154
Day 264 (The Warrens - BD5200)	155
Day 265 (Joining Caelar - BD5200)	156
Day 265 (Avernus - BD4400)	157
Day 265 (The Murder - BD4100)	158
Day 268 (The Escape - BD6200)	159
Day 295 (Irenicus' Cells - AR0602)	160
Day 295 (The Captive Dryads - AR0602)	160
Day 295 (Air Plane - AR0601)	161
Day 296 (Irenicus' Dungeon 2nd Floor - AR0603)	162
Day 297 (Waukeen's Promenade - AR0700)	163
Day 297 (Circus Tent - AR0600)	164
Day 297 (Gaelan Bayle - AR0311)	165
Day 297 (City Gates - AR0020)	166
Day 298 (Tower of Deception - VA#001)	166
Day 299 (The Arena - RA4300)	168
Day 300 (Eshpurta - DD2300)	168
Day 301 (King Heafnal's rescue - DD4002)	169
Day 301 (Duergar trap - DD4003)	170
Day 302 (The Slums - AR0400)	171
Day 302 (The Bridge - AR0500)	172
Day 303 (The Docks - AR0300)	173
Day 303 (Loron's Quest - AG0042)	174
Day 304 (Five Flagons Inn - AR0511)	175
Day 306 (Surprise at Waterdeep - CVSANS)	176

Day 309 (Purskal - DD1900).....	176
Day 312 (Encounters around Athkatla)	177
Day 313 (Trademeet - AR2000)	178
Day 313 (Trademeet Dao Problem - AR2007)	179
Day 314 (Druid Grove - AR1900)	180
Day 316 (Trademeet quests - AR2000).....	181
Day 317 (Athkatla Graveyard - AR0800).....	182
Day 317 (Copper Coronet side quests - AR0406)	183
Day 318 (Nib's Skyship - CVSKYS)	184
Day 318 (Hornswamp caves - CVSHA1)	185
Day 319 (Orcland Crossing - CVSHA10)	185
Day 320 (Shauhana recaptured - CVSHA8).....	186
Day 320 (Sharkta Fai - CVSHA8).....	187
Day 321 (Harper Business - AR0308).....	188
Day 321 (Dragonfang Isle - ARO#01)	188
Day 322 (Moiya's dept - AR0812).....	189
Day 322 (The Unseeing Eye - AR0701)	190
Day 322 (The Forgotten Temple - AR0204).....	191
Day 322 (Sewer activities - AR0705).....	192
Day 323 (Boo's Kidnapping - AR0314)	192
Day 324 (Finally Kangaxx - AR0331)	193
Day 325 (Riatavin - Orgoth's Tower - DD7000)	194
Day 326 (Riatavin - Mage District - DD0200).....	195
Day 334 (Stormhorn Mountains - CVSHA3)	196
Day 335 (Orc Graveyard - CVSH11)	197
Day 335 (Frozen Waterfall - CVSH12).....	197
Day 335 (Hai 'Ulthak - CVSH15).....	198
Day 336 (The Factory - CVSH20).....	199
Day 336 (Closing down the Factory - CVSH21).....	200
Day 337 (Battle of the Frozen Waterfall - CVSH22).....	201
Day 338 (Ariena's quest - AR0903).....	201
Day 339 (Umar Hills - AR1100)	202
Day 340 (Umar Quests - AR1100).....	203
Day 341 (Umar Cave - AR1106)	204
Day 342 (Temple Ruins - AR1404)	205

Day 343 (The Shade Lord and his dragon - Ar1402).....	206
Day 344 (Party Changes)	206
Day 346 (Odd Jobs in Athkatla)	207
Day 348 (Illithium and Mithral)	208
Day 349 (Viconia in Trouble)	209
Day 350 (Detective Work)	210
Day 351 (Sisters - AR0804)	211
Day 351 (Slavers - AR0405)	212
Day 351 (Lilarcor - AR0404).....	213
Day 352 (Trollford - DD9000)	213
Day 353 (Dinan's Rescue - DD9005)	214
Day 354 (Orogs, slavers and a limping cat)	215
Day 356 (Arlax - RR3100).....	216
Day 357 (Arlax Farms - RA4500).....	217
Day 360 (Monzuma's Cave - RR3200)	217
Day 362 (Umar's Return - AR1104)	218
Day 364 (Wild Forest - OH6000).....	219
Day 365 (Hidden Refuge Quests - OH6100)	220
Day 366 (Thayans in Athkatla - OH6100)	221
Day 367 (Adoy's Enclave - OH2000)	222
Day 368 (Planar Sphere - AR0411)	222
Day 370 (Solamnic Knights)	223
Day 372 (Westchar - RR3300).....	224
Day 373 (Gragha world - RR3303)	225
Day 374 (Bruenor's rescue - RR3304).....	226
Day 375 (Renal's Job - AR0306)	226
Day 375 (Working for Edwin - AR0304).....	227
Day 377 (Windspear trap - AR0304).....	228
Day 378 (Planar prison - AR0516).....	229
Day 379 (Kido's quest - AR0408)	229
Day 380 (Firkraag - AR1202).....	230
Day 381 (Working for the Order - AR0903).....	231
Day 383 (Portpentyrch - YS1000)	232
Day 385 (Cerendor Hold - YS0360).....	233
Day 386 (Black Lotus - YS0370)	233

Day 388 (No lotus for Athkatla - YS0360).....	234
Day 389 (Dwarven Tomb - YS0200).....	235
Day 390 (Silverale Hall - YS0380).....	236
Day 391 (Imradim - YS0410).....	237
Day 393 (de Arnise Keep - AR1300).....	238
Day 394 (Lord of de Arnise Keep - AR1306)	239
Day 395 (The mute woman - AR0406)	240
Day 396 (Two Castles - RR3450).....	241
Day 397 (Extended Sphere - Ar0410)	241
Day 398 (Mystra's Artefact - AR0709).....	242
Day 399 (Nalia abducted - AR1009)	243
Day 400 (Olmar's Castle - RR3400).....	244
Day 401 (Limited Wish - AR0500).....	244
Day 402 (Chasing Artefacts - AR2008).....	245
Day 403 (Crown of Horns - AR2008).....	246
Day 404 (Skie's Soul - AR0319)	247
Day 405 (Alternatives - AR00511)	248
Day 406 (Aster's Way - AR0319).....	249
Day 407 (Uprooting the vampires - AR0801)	250
Day 412 (Brynnlaw arrival - AR0801).....	250
Day 412 (Saving Sanik - AR1602).....	251
Day 413 (Finishing open quests - AR1613).....	252
Day 414 (Spirit Soaring - RR3700)	253
Day 415 (Asylum access - AR1500).....	254
Day 415 (Losing divine souls - AR1516).....	255
Day 415 (Spellhold maze - AR1512)	256
Day 415 (Bodhi's hunt - AR1514).....	256
Day 416 (Escape from Spellhold - AR1515)	257
Day 417 (Saemon's plan - AR1606)	258
Day 418 (City of Caverns - AR2300).....	259
Day 419 (Underdark - AR2100).....	260
Day 419 (Afaaq and Divalir - A77005)	261
Day 420 (Solaufein - AR2200).....	262
Day 421 (Intrigues - AR2202).....	263
Day 422 (Xulaye's deal - AR2402).....	264

Day 422 (Phaere - AR2202)	264
Day 423 (Ardulace - AR2202)	265
Day 424 (Dragon eggs true or faked - AR2201)	267
Day 425 (Illithid city - AR2400)	268
Day 426 (Adalon's rewards - AR2102)	269
Day 427 (Elhan - AR2500)	269
Day 428 (Kamuzu - TS0322)	270
Day 429 (Waterdeep Vampires - CVELS1)	271
Day 430 (Return to Imnesvale - AR1100)	272
Day 431 (Return to Legencase - CVAKA4)	273
Day 431 (Finishing the tanner quest - AR1300)	274
Day 432 (Maribur - RR3900)	275
Day 433 (Gholim riddle - RA4006)	275
Day 434 (Crystal Tower - RA4002)	276
Day 436 (More mindlayers - AR0711)	277
Day 436 (The Book That Writes Itself - CVTML1)	278
Day 437 (Bodhi's last tricks - AR0800)	279
Day 438 (Bodhi's End - AR0809)	280
Day 439 (Neng's Horse Farm - AR3597)	281
Day 440 (The Broken Lanthorn - AR1800)	281
Day 441 (Tethir forest - AR2600)	283
Day 442 (Suldanessalar - AR2800)	283
Day 443 (Tree of Life - AR2804)	284
Day 444 (Ellesime - AR2812)	285
Day 445 (A new home - AR4500)	287
Day 446 (Saradush - AR5000)	288
Day 446 (Other quests in Saradush - AR5003)	289
Day 447 (Saradush underground - AR5006)	290
Day 448 (Visitors - AR6400)	291
Day 449 (Watcher's Keep - AR3000)	292
Day 450 (The deva and the demon - AR3012)	293
Day 451 (The Imprisoned One - AR3020)	293
Day 452 (Back to Avernus - BD4400)	294
Day 453 (Bhaal Temple - AR5202)	295
Day 453 (Kanaglym - BD5300)	296

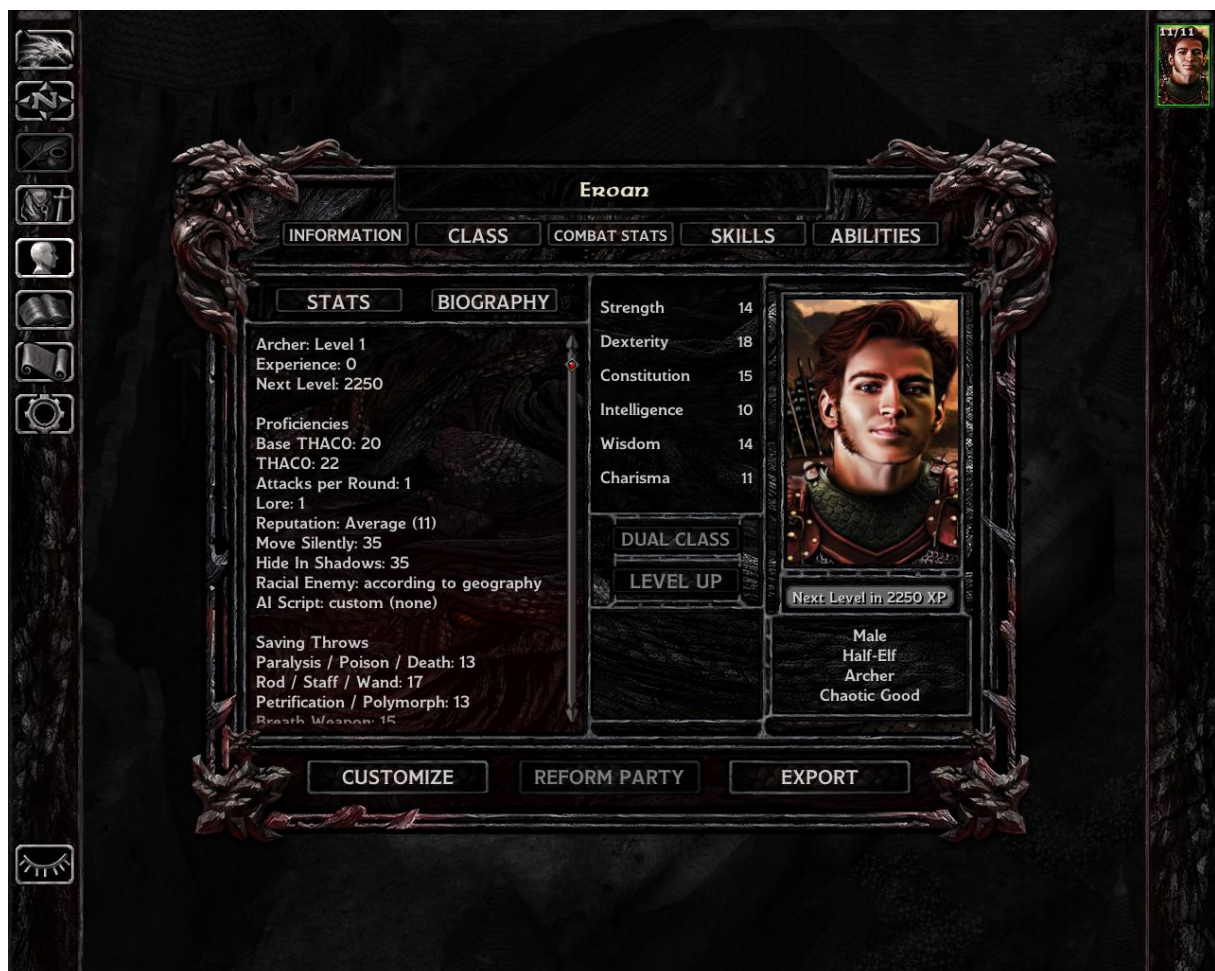
Day 455 (Marching Mountains - ar5200)	297
Day 456 (Saradush's fall - AR5203).....	298
Day 457 (Road to Amkethran - AR6300)	298
Day 458 (Amkethran - AR5500).....	299
Day 459 (Undermountain - CVUMO2).....	300
Day 459 (Qilandrha - CVUMO5)	301
Day 459 (Vongoethe - AR5509)	302
Day 460 (Djinns in Amkethran - AR5509)	303
Day 462 (Abazigal - AR6000)	304
Day 463 (Nearer to the Throne - AR6005)	304
Day 464 (Sendai - AR6001)	305
Day 466 (Balthazar - AR5505).....	306
Day 467 (Ancient Grove - DW#TETH)	307
Day 468 (Throne of Bhaal - AR6200)	308
Day 468 (Two Endings - CVRTF1).....	309
The Sequels	310

Introduction

The modlist I use was installed with the <https://github.com/EE-Mod-Setup/EE-Mod-Setup> and is the one that comes with the tool in the compilations folder called EET_Roxannes_Campaign2019.ini.

I quickly created my protagonist for this game. **Eroan**, who is a male archer, half-elf, chaotic good, with some random stats as they came out on first roll. I found a fitting portrait and name and started the adventure. I never spend more than a minute on character creation, just decided I want an archer to try the A7#ImprovedArcher kit I had installed and because I never before played an archer.

This is Eroan



Day1 (Candlekeep - BG2600)

Right in Candlekeep, when I walked up to Phlydia, one of the watchers approached me and gave me a weapon "Gift of Mystra" that someone had left for me the day before. I received

Phlydia's book quest.

With 100GP starting money, I visit Winthrop at the inn to purchase a short bow and some arrows, some bullets (360 in 3 slots with the mod setting for 120 ammunition stacks) for a later companion, 20 bolts (for Fuller) and a studded leather armour.

I talked to Linda and Firebead to get their quests. I went upstairs for some loot but with little success, my sword could only open one chest and I have no thieving skills, so what.

I fought Shank in the priest's quarter and retrieved Phlydia's book. I talked with Dreppin to get a new quest and cleared the rats in the storehouse. Mendas was a real challenge with the mod setting I have. I had to leave the battle and ask for a healing potion at the infirmary to stay alive. At that time I solved Linda's quest with Sir Trun and received Hull's quest at the gate. I returned to Mendas and was able to kill him this time.

After the Mendas fight, Carbos in the bunkhouse was no problem anymore. After a short visit to the barracks (asked Fuller for an errand and sold him the bolts - took Hull's sword and the potion from the chest) I returned to Hull and Dreppin to finish those quests.

Now to the inner court where I ran into Imoen. After her standard talk she started to tell me of a priestess of Mystra she had met the night before (same that left the sword I received earlier). The two girls discovered Imoen's dormant talent for magic and Imoen asks the "hypothetical" question which kind of companion I would like should I ever go adventuring. The options are thief, mage or thief/mage, from which I chose mage.

As soon as I got into Gorion's sight, I witnessed a conversation between him and *Sandrah*. She tries to offer some help but my foster father sent her away, claiming that the powers at work here were beyond her skills. Avoiding Gorion still, I took a circle around the library and met *Finch* on the western side near the chanters. The priestess of Deneir had finished her studies and set out for the Sword Coast where we may meet again. Continuing the round, I met Tethtoril who gave me the scroll for Firebead.

Back at the inn, I sold my meagre loot to Winthrop, delivered the scroll to Firebead and finally went to meet Gorion. I left Candlekeep with 300XP and 174GP for the big adventure ahead.

Day 1 (Lion's Way BG2700)

I escaped the ambush without an injury, the arrow aimed at me missed. *Imoen* joined me and she was in deed a mage. The initial spell she knows is "Charm Person", which includes me. Imoen was mage level 2 with the choices I made.

I followed her initial advice to look for the letter on Gorion's corpse. I found *Sandrah* over Gorion's corpse, the priestess who left the Gift of Mystra sword at Candlekeep and who spoke

to Gorion and Imoen already. Of course I let her join. She is a well-equipped fighter/priestess of Mystra. She came at level 2/3 due to the fact that her adventuring days already have started earlier and she came all the dangerous way from Waterdeep alone to meet us.

I took the letter from Gorion's body as well as a special dagger. The dagger caused a journal entry for a quest and I kept it.

I followed Imoen's suggestion to bury Gorion under some stones.

A short time later, we were approached by a non-hostile wolf. He was introduced as *Haiass*, my tame companion during my youth and willing to follow the adventure. I received a whistle that can call him if necessary. I used the force talk (PID) option to give him instructions how to behave during combat. My choice was that he shall attack spellcasters with priority. Haiass automatically follows the party and joins combat without occupying a party slot. He accepts healing potions or spells.

The remaining day was spent with exploring the area further. I ran into *Xzar* and *Montaron* and neither Imoen nor Sandrah liked them to join. I took them anyway although I do not like them myself. I distributed their potions among the other party members and myself but kept them as meat shields for the first encounters.

- Note - I never keep Xzar or Montaron long and when they die I remove them and forget about them. I normally treat my companions fair and make sure we part as friends when there is need to part, but those two are an exception. Even my evil protagonists never drag them along.

Day 1 (Lion's Way BG2700) ...continued

I checked what Binkos had to say and found that diamonds grow in trees.

The wolves and bears in the area do not attack us because I am a ranger but also because Haiass is with me who has a similar effect.

Kolssed was as little help as a hermit can be. I saved a man named Chase from jumping off a cliff by telling him to do just that. Psychology works in game like in real life.

I felt ready to lead my party against the first real enemy, 2 hobgoblins and a bunch of kobolds in the NW of the area. Imoen's charm spell helped as some of them reacted and could be used to attack the others. My arrows together with Sandrah's hammer and the quickness of Haiass killed the rest. We "lost" Xzar to a stray arrow but not even his friend Montaron mourned over him. Removed from party and gone.

Before I left the area, I tried the PID (force talk) option with my remaining companions. All of them offer various dialogue options that allow to learn more about their background and such, or just to keep the spirit of my company up.

Looking over the edges of the map left me with two travel options: High Hedge or Coast Way. I decided on the latter because it leads towards Friendly Arm Inn where Gorion wanted me to go under such circumstances.

I now had 358XP (need 2250 for next level) and 1359GP (thanks to rich girl Sandrah), a party of Imoen, Sandrah and Montaron plus my animal companion Haiass.

Day 2 (Coast Way - BG2800)

Upon area entry, an old man approached with some strange inquiries. Among other things, he seemed to imply that Sandrah had left her home without her father's approval. Sandrah herself was not too happy to meet the guy because she thought that followers of Mystra might know her father. She and Imoen got closer with a shared secret.

I explored the area anticlockwise - my usual habit with big overland areas. I did not solve the issue with the boy Jase, I never found out what he was good for in all those years. Not even unfinished business finished him...

I ran into a bunch of caravan raiders. They provided me with better armour for Montaron and a fibula from the murdered boy at their feet. They also had bandit scalps and those could be sold at different places but I did not take any. My character is a ranger but no headhunter and the idea of scalps is disgusting.

North of the caravan we defeated an ogre who was much too strong. I used Sandrah as bait who let him follow her in circles while Imoen and me hit him with arrows and bullets until he was finished. When I picked up the girdles from his corpse, Sandrah warned me about the cursed belt of gender. She explained to me the use of the large book she carries and that she can use it to identify items with it. The item must be in her inventory and she can use the book once in eight hours.

At the crossroads we met *Eldoth*, a slimy bard, and I took him to disgust the girls. Imoen and Sandrah did not like him instantaneously. I silently agreed but I am the boss and we could use the extra fighting power.

The exploration of the area gave me three more travel options: Beregost, Larswood and Friendly Arm Inn. I selected the latter to follow Gorion's hint. However, before moving there we needed a rest. Sandrah took the opportunity of the camp fire to tell a bit about her home Waterdeep and earlier experience on the road.

The ring of princes (AC +1) found beneath a stone north of the way sign was for Imoen.

I now had 536XP and 1557GP, a party of Imoen, Sandrah, Eldoth and Montaron plus my animal companion Haiass.

Day 2 (Friendly Arm Inn - BG2300)

Before going inside, we took a tour once around the compound. The ring Evermemory (one extra spell for Imoen) under a stone in the SE was protected by a bunch of hobgoblins that gave us the hardest battle so far.

There was another band of hobgoblins including wizards in the NE of the area. But the worst surprise was the hobgoblin with a stolen flame dance ring who used that ring to cast some flame spell. Montaron and Eldoth were killed. After that battle Sandrah offered to use her special healing connection to Mystra's Weave to bring back one of the fallen. I selected Eldoth and he was revived but both, Eldoth and Sandrah just survived the ritual with 1 HP left.

We continued after some healing potions were consumed and I removed Montaron from the party. Like with Xzar I had no interest to invest in his resurrection.

On the western side of the area we encountered two duergar who attacked us. Sandrah commented how strange their presence was because no entry to the underground was known to be nearby. (An explanation for it will become evident later.)

It was time to enter the compound now and we went into the first house on the left. Joia inside gave us a quest. I already had the ring for which Montaron gave his miserable life, so the issue was solved real quickly.

I sold the diamond and girdle of gender to the merchants in the yard. Inside the temple Ratava Artsym had interesting items yet too expensive. Sandrah greeted her like an old friend and hinted at her name spelled backwards.

A bounty hunter Tarnesh awaited us on the steps of the inn. After his demise there was a discussion with Imoen and Sandrah during which she dropped the names Khalid and Jaheira although I am sure I never mentioned those names to her. My female companions both indicated that the bounty hunter and those back at Candlekeep were sent by Gorion's murderer. But he does not know where we are and is too busy to pursue us personally.

Imoen requested the spell book of Tarnesh for her mage studies and I agreed. Even if Imoen is erratic at times she has a priestess of Mystra at her side to prevent the worst. Imoen gained the scribe scroll ability; of course she had ten years at Candlekeep to look over the shoulders of monks doing it.

Now it was time to get inside to consult Gorion's friends.

Day 2 (Inside the Friendly Arm Inn - BG2301)

Upon entering the inn I was greeted by an old man Jopi who claimed to know a lot of old stories but had none for me this time. I made a mental note for later. There was also a gnome

named Ygnatius Bombastus who involved me in a long winded story - in the end I agreed to find the book of one Karlini for him that should be at a place named Ulcaster School.

I talked to Thorengrim in the corner and showed my polite manners. He mentioned a strange veiled creature that arrived a bit earlier and went to the upper rooms of the inn. I made a note to check this out later. He opened his shop for me and I bought a short bow +1 for me and a sling +1 for Imoen. Sandrah is sufficiently equipped so nothing for her. I did not invest in Eldoth.

I tried my luck with Bentley but he had a quarrel with Eldoth just recently, as long as the bard is in our company, we will not be served at this inn, it seems.

- Note - I ignore Dorn in this play through. I tried him in another one and will not waste time again. If I want evil, I rather take Boo. Nothing more to say about this topic.

Finally we found *Khalid* and *Jaheira* in a corner, the ones we came for. During the conversation about Gorion and the next steps to take there was also an interlude between Sandrah and Jaheira and it becomes clear that the couple knew her parents and have met her as a child before. Khalid and Jaheira have joined my party. I had still some money left to buy some better equipment for the pair from Thorengrim.

We went upstairs. (BG2302)

The only interesting thing on the first floor was Unshey who lost her girdle to some ogre. I still had it and decided to give it back to her instead of keeping it for my party.

On the second floor I talked to Landrin and received her quest. (BG2303)

- Note - I skip the golden pantaloons. I solved that riddle before and it is not interesting enough for a replay.

In the last room on the right I found a dead soldier and a githyanki who killed him. *Jen'lig* explained why she killed the man who committed a crime against her folks and Jaheira, Sandrah and Imoen provided some insights into the specific customs and advantages of a githyanki. I agreed to take her with us. The githyanki is a female and a thief; but with the specialization of her race for close combat with their silver swords she is as well a valuable fighter even if not getting fighter bonus.

To have her in the party, I parted with Eldoth who went to wait at the Feldepost Inn at Beregost. This gave me the chance to try again my luck with Bentley, who now was much friendlier and provided regular services to us.

After we left the inn, Jaheira took a chance to inquire with Sandrah. Jaheira does not fully trust Sandrah because the younger woman seems to act without consent of her father. Both women share some knowledge about my Eroan but agreed that it is too early to reveal anything to Gorion's ward. Jaheira will observe Sandrah's every move, she said.

While travelling from the inn a number of conversations from my companions triggered:

- Jen'lig provided more detail about the very special artefact she is seeking, namely the very sword Gith herself was once wielding. The people who stole it are from the city of Baldur's

Gate which is currently closed by the dukes. Travelling together may give all of us a chance to access the city sooner or later.

- Jaheira brought up the topic of Gorion's burial and we decided that Candlekeep would be the adequate place for him if we could get access to the library again.

- Sandrah received a letter from her father that indicated he found out about her current activity and is not too angry with her. The messenger was a little boy Giran who asked for 200gp for his service - we gave him 5gp. We will see him again for sure.

This day's summary:

- I had 1086XP and 607gp
- I established an appropriately equipped party of six with Imoen, Sandrah, Khalid, Jaheira, and Jen'lig + my wolf companion Haiass
- Our target seemed to be Nashkel in the south which was not yet directly reachable
- From the Friendly Arm Inn I could reach Larswood and Upper Chionthar in addition to the maps already revealed before. I also learned about Ulcaster from the gnome in the inn, although the area was shown it was not directly reachable.
- I decided to go to High Hedge (the first area revealed from Lion's Way) before going to Beregost on the road to the south.

Day 3 (High Hedge- BG3200)

While on the road to High Hedge (I travelled via Coast Way hoping for some new spawns to kill for XP) my companions start to banter with me or among each other. Sandrah is very interested in any memories I may have of my past and also about Imoen. She and Imoen are sometimes serious and sometimes silly together. Jaheira teaches and corrects us.

With the party of six, enemy groups that spawn have become more challenging due to my mod selection.

- Note - I avoid *Kivan* at High Hedge for the moment; I want to keep Khalid/Jaheira until I finish the first quest (Nashkel mines).

South of the Tower building a gnoll veteran dropped Perdue's short sword. Named items are always worth picking up.

Jen'lig had a very interesting banter with Khalid and Jaheira about the *concept* of marriage which is unknown to her race. Jaheira tries to explain to her the difference between marrying and enslaving spiced with some comments from Khalid on the subject...

I ran into Permidon Stark to have a completely pointless conversation with that fool.

In the hut in the north I ran into a werewolf. There were two dialogue options to either attack or retreat; I retreated to learn more about the situation first. On the stairs to the tower we met Aiwell. We learned that the werewolf in the hut actually is her husband Tonder who was

infected by another werewolf. There are only two options, either kill Tonder for her or help to convince Thalantyr to produce a cure. I agreed to talk to the mage.

Sandrah took the chance with Jaheira not in sight to ask Khalid about her mother. Khalid had known her and provides some detail before they are interrupted by the ever watchful Jaheira.

In another conversation Sandrah asked me again about Imoen and her appearance and past in Candlekeep. She was puzzled by the story told by the monks that she and I came to Candlekeep at different times which did not really match to what little memory we both had of those events. I became aware how little I actually know about myself.

Jen'lig asked me to look for a silver amulet and I told her that they should be easy to find. These things seem to play an important role for her race. I really found a silver necklace on one of the gnolls we defeated in the area. Jen'lig took it and turned it into an anti mindflayer amulet. Those are the nemesis of the githyanki and they enslaved her race until Gith started the rebellion against the oppressors and freed the githyanki. Not that there are mindflayers on the surface of the Sword coast...

It was time to enter Thalantyr's home. I sent Jen'lig and Sandrah ahead to take care of the flesh golems while we fired from the distance. They hardly survived but we defeated them and Jen'lig could level up to gain points for finding traps and opening locks.

We introduced ourselves to Thalantyr. First I asked him about the cure for Aiwell and he claimed he would do it if I could provide one of the necessary ingredients. I selected belladonna and we need to find that now. In a second talk I tried to trade with him but found that his items were still beyond my budget. He also recognized Sandrah whom he had met as a child - not a great wonder as he is as well an agent of Mystra.

On outside areas I always explore the map edges to make adjacent areas visible. High Hedge added Rocky Coast and Red Canyons to my worldmap. I now had 1580 XP and 891gp. Party remained Imoen, Sandrah, Khalid, Jaheira, and Jen'lig + my wolf companion Haiass.

We were ready to travel to Beregost.

Day 4 (Beregost - BG3300)

As soon as we entered town, Imoen wanted to go shopping, Sandrah chimed in with that. I explored the town starting in the north.

We ran into a group of adventurers on the square in the north. They had a riddle trying to figure out how to distribute the gold earned with their recent adventure. Imoen quit the mathematical problem and left it for me to solve. I gave them the answer

Spoiler

270

and earned Jaheira's approval.

Shortly thereafter we met *Neera* who asked for help. When the red wizards of Thay made their appearance, Sandrah immediately took the side of the wild mage and expressed her

disgust for the *red scum*. The red wizards in return were not happy to find a priestess of Mystra siding with Neera. We helped her and Sandrah pointed out that we had a kind of obligation to assist somebody whose life we saved. The party was full and I want to keep Khalid/Jaheira until I finish the Nashkel mines, so I used my trick for such situations:

- Note - I accepted Neera into the party and when the selection screen came up to kick a member out, I again selected Neera. This opened her parting dialogue which allowed me to send her to Friendly Arm Inn where I may pick her up later at my discretion. There are some Neera related mods in my setup and she is the only one among the new EE companions I consider to take as a party member.

Next came a visit to the large mansion in the north of town. I talked to the guards and the owner; Imoen and Sandrah discussed about owning such a place one day and the husband to share it with. (This is a bit foreshadowing events, as Travenhurst mansion plays a central role in the Sandrah/Imoen quests later on.)

Sometime after we entered the town, Sandrah told me about a petrified priestess in some playground area who awaits her rescue. (This obviously relates to Branwen). I agreed that we keep our eyes open.

We visited the house of Mirianne and received her quest. Upstairs in the house we found a Golem Construction Manual. Once you identified the item, Sandrah points out its usefulness because knowing how golems are constructed gives you an advantage when fighting them since you know their weak points.

It was still too early for Taerom's smithy to open, so we entered the "Red Sheaf". A bounty hunter was awaiting us, but we got help from *Finch*, the cleric of Deneir I already met at Candlekeep. She can join the party either now or later. My group was full so I left her at the inn. Finch is a nice addition to the game with her own quest and a lot of dialogue with the protagonist and other NPCs. Her content however is for BG1 only. We also collected a small reward with Perdue's sword found at High Hedge when we talked to him at the inn.

Day 5 (Beregost - BG3300) night

The Burning Wizard further up the street had potential companions although I took none of them along at the time.

Rose, a bard, asked us for help because a drunkard accused her of theft and would not let her go. I scared the fool away just and Rose gave me my *share* of the booty and offered to join. I did the same trick as with Neera and she will be at the Burning Wizard if I want to take her later.

Drake, a priest of Tyr, was sent to hunt Basilius and is best recruited before you hunt that madman although he is not depending on that event.

- Note - both are interesting NPCs to be tried at least once. Drake has as well SoD content, Rose has a quest regarding Silke and has only BG1 content - she was planned for a bigger mod but sadly abandoned many years ago.

In front of the inn we talked to *Garrick* and agreed to do his job. He led us back to Silke in front of the Red Sheaf. We refused to kill the merchants and had to fight her.

- Note - You can recruit Garrick at any time after that event, he has a nice quest from BG1NPC mod. I usually kick him out shortly after his quest that starts at the carnival and ends at Ulcaster. Once he has his item, he is not too interesting anymore and the mods that enhance him in BG1 are too buggy for me.

The new day arrived and we are still in Beregost. I sent Jen'lig into a number of houses to open locks and look for some loot. Thanks to her skills Eroan levelled up (+5 HP +1 lore).

In the north of the main square a woman named Alanna approached me and told me of her trouble. She led me to a house in the south-west of the square. Inside was her neighbour turned into a slime. I inspected the slime to find a note that mentioned Tulbor. I had seen this guy earlier at the Red Sheaf so I went back there. There is an option to get the elixir to revert the transformation with dialogues. I refused to pay the scoundrel and had Jen'lig steal the bottle from him. We returned to release the guy and hear his story. Most fun in this quest is the reaction of the party members and Imoen/Jaheira/Khalid is the ideal combination for this episode.

I went next door into Kagain's shop. I talked to him until I received the information about the emblem we found on the boy murdered at the caravan raid north of Beregost.

- Note - I did not recruit Kagain and have no intention to use him later. Even with all the mods I have installed he is just too uninteresting to drag along. The *finished* caravan quest that is now part of the game (former mod content) is too little to change that.

I went into the Jovial Juggler and was greeted by *Morwen* who wanted to join me. I sent her away.

- Note - This NPC is from the Dark Horizon mod and was a planned addition that never came to be. Except for the joining dialogue there is nothing. Maybe one day there will be but it is like this for quite a long time already, so I am not waiting.

I talked to Bjornin and received his half-ogre quest. Afterwards Sandrah, my healer, took care of his injuries in her way.

Gurke gave me another quest for a lost cloak in Cloakwood.

When I went up the stairs in the back near the kitchen I found a group of necromancers in a room. I did not pester them; they were beyond my party's skills at that time. They provide nothing but XP for higher level parties so nothing lost by avoiding them.

In the house next door we ran into a bunch of spiders. Afterwards I was able to gather the items required by Landrin at the Friendly Arm Inn.

At the fountain in the square west of that house was Magnus, a dwarven merchant with a lot of good but expensive stuff.

- Note - the merchant (and some others) is there throughout the whole trilogy. Things you sell to him in one part of the game can be bought again in later parts. Of course this has its price but still it is useful at times.

I bought a better weapon for Khalid. It was the only item we could afford but my party is overall well equipped for this part of the early game. I may not need to buy much stuff anymore from this point on since booty will get richer from here on.

Day 5 (Beregost - BG3300) dawn

In the house opposite to Feldepost Inn we met again Firebead from Candlekeep. This time he asked me to get him a book. It can be bought just across the street at the inn (the most logical place in Faerun to buy books).

When we entered the inn, Sandrah seemed to feel at home immediately enjoying the luxury and she infected Imoen with it as well. When I played along that line, she flirted with me. I sold all unnecessary items from our inventories to the innkeeper and purchased Firebead's book and some gurryl berries - the latter where a possible ingredient for the anti-werewolf potion that Thalantyr could brew.

In the inn you can find *Tiax*, cleric of Cyric.

- Note - in this setup Tiax has an extra quest from the BG1NPC mod. It is also interesting to have him and Sandrah in the party due to the history of Cyric and Mystra. Finally you can recruit Tiax again in SoA after the revolt in the Asylum where you free him.

We returned to Firebead with the book and got rewarded. One thing was a History of the Dead Three - this is essential reading for everyone who wants to play the whole saga and get the story, you MUST know who those three guy were. The other thing was a quest for Sandrah to get a demonic scroll from a chest upstairs to be delivered to her father should she meet him on her travels. We went upstairs and found the scroll which provided a journal entry. Going back down again there was a message to inspect the scroll a bit more and we found that it can talk. Only, what it had to say made little sense at this moment. I stored it in the inventory for later use.

By that time, Thunderhammer Smithy had opened and we checked it out, but with our limited budget there was nothing of interest among the affordable items.

New travel options from Beregost were Temple and Trade Way North.

Day 5 (Trade Way North - BG3800)

When we entered the area there was a terrible whining from someone named Kessy although she was not in sight anywhere. Following the road we ran into ogrillons who had killed a man. We picked a letter for Mirianne from the dead body to return it to his wife in Beregost. Jaheira got injured significantly while fighting the ogrillons and Sandrah cast a healing spell on her - this caused a lecture from the druid and once more Jaheira expressed that she does not trust Sandrah's motifs.

We followed the road further halfway down the map to find Kessy. She was missing Jumper, a rabbit. I agreed to find him for her just to stop that noise in the area. She directed me to the west of the map.

In a tree beside the sunken house was a key. I kept it for later (it fits to Haeball's desk in Larswood - more of that when the time comes). Near a lone cave we ran into Bud Snikt - a relic from old days and a joinable NPC without any content. A hobgoblin nearby dropped a pair of boots for Jen'lig (can be given to Zurlong in Beregost for a small reward but I kept them.)

In the cave we found an injured elf but Jen'lig immediately warned me of evil and a voice manifested in my brain trying to communicate. The elf turned out to be an illithid and although already badly wounded he was still very dangerous. Afterwards Jen'lig gave me more information about her enemy race and it became a bit clearer why githyanki are such fierce fighters to survive against such a foe.

West of the cave was the ogre Ugh who played with a rabbit. It was of course Jumper. I convinced Ugh to give the rabbit to me and promised to find a new friend for him. I gave the rabbit to Kessy and found out that her father breeds these animals. At the Nashkel carnival I should be able to buy a new friend for Ugh.

At the southern end of the road were two bounty hunters, Tristan and Isolde.

- Note - They are added by the Dark Horizon mod and have quite powerful items. It is a matter of taste to pick them up or ignore them. I gave Imoen a returning dagger and Khalid a sabre. For my player character there was a leather+1. (The add-on mod Dark Horizon Tweaks delays their appearance to a later chapter when difficulty and reward are slightly more adequate.)

New areas on my worldmap were Ulcaster and Trade Way South.

Day 5 (Temple of Lathander - BG3400)

I went back to Beregost and exchanged the letter for Mirianne for a ring of protection +1 she gave me. Upon leaving her house I continued to the temple area.

Near the entry to the temple I met *Gavin*. He had just some introductory words this time but becomes joinable once you come out of the temple again.

- Note - Gavin is an NPC who can accompany you through the whole trilogy. He has smaller quests in BG1 and in SoA and can have a romance with a female character. He

has a wide spectrum of banters with the protagonist and many NPCs including some mod NPCs. He is a very well integrated character. The special thing about this NPC is that he has nothing special. He is Mr. Normal and that makes him refreshing. His topics are everyday topics and he likes to exchange opinions without enforcing his views.

In the yard of the temple there was *Sirene*, a tiefling paladin of Ilmater.

- Note - Sirene is another NPC with content all through the trilogy. She has a friendship path during BG1/SoD and a possible romance in SoA. As a paladin she is sensible to alignment and reputation.

I took neither Gavin nor Sirene at this time; they stayed in their places and can be picked up later.

Inside the temple Kelddath gave us the quest about the mad priest Basilius. The temple is one of the central places in this region for items and plot triggers at various times.

North of the temple we ran into a drunk who pretended to be a lich and wanted all our money. He fell asleep but my companions urged me to organize some help. We reported the event to the temple and they agreed to take care.

I went further east from the temple into the wilderness to test the abilities of my party in combat against several monster groups.

An astrologer Galileus told of his observation of two new starts in a region of the sky where gods are represented. A few steps further on, Rudier had a more real problem and told us of phantoms in a nearby cave. This turned out to be the most challenging area in the game so far with a variety of new opponents.

That cave contained many useful items and enough XP to level up Jaheira and Khalid. We talked to the phantom Torqion and I agreed to help him because it is more interesting to solve his quest than to just kill him. Once out of the cave there was an option to consult with Sandrah about the sword he asked for. She had a hint to ancient places on the Sword Coast which reminded me of a man named Charleston Nib who visited Candlekeep a while ago.

After killing some vampiric wolf we had enough points to level up Jen'lig and my own character.

We found a petrified woman in the south east of the area and had to go back to the temple to buy a scroll to free her. I sold most of the loot from the Torqion cave at the occasion. Cattack's group of hobgoblins was no threat to us anymore after the experience boost from the area. We freed the petrified woman and gained some information about basilisks.

We had just explored the whole area when it became dark. The option was to take an inn at

Beregost or rest outside because some companions got sleepy and we had spent all our spells at well. I tried the camp in the wilderness.

Sandrah asked me about Gorion's ring and while inspecting it we found the letter "A" engraved, not "G" like Gorion. She suggested it might be a hint to his murderer but I knew Gorion had the dagger already a long time. The only "A" I could think of in his life was Alaundo but again it showed how little I knew about my foster father.

New areas revealed: Sharp Teeth Plain.

Day 6 (Trade Way South - BG4300)

As soon as we reached the area, there was a quarrel between Imoen and Sandrah with Imoen getting angry about Sandrah flirting with all the men they meet. They agreed that the next one would be Imoen's prey.

As we followed the road, we came to a hobgoblin camp which was no problem for the party which gets more and more efficient.

The bigger challenge was a secret cave behind a bush just east of the camp fire. It was the home of a goblin chief with his bodyguards, worgs and shamans. We found a knight's shield in the cave which Sandrah's tome could identify.

Just west of the hobgoblin camp were the bodies of a murdered family. We found an amulet that identified them as the (or part of the) Colquetles. (A surviving family member can be found in Beregost and the amulet can be returned there.)

After another encounter with a vampiric wolf, Imoen was ready to level up. With her new spells added and the fact that it was near midnight and we had exhausted all our healing spells and potions - it was time for a rest.

Day 7 (Trade Way South - BG4300)

We woke up with Jaheirah's reminder to go to Nashkel soon.

A while later we met a strange eremite Portalbendarwinden and Sandrah kept her word, this guy she left for Imoen...

Next was a half-orc named Uguth on his way to Baldur's Gate. I kept him alive and wished good luck (this leads to a small quest later at the Elfsong).

In the middle of the area *Shar-Teel* challenged me for a fight, she lost and agreed to join me.

- Note - She has a wild romance added by the BG1NPC mod and equally wild interactions with Sandrah. She can play a significant role for a male NPC in later parts

of the game. There is also an attempt for Shar-Teel in SoD but that mod got stuck in early beta and is not compatible with the rest; it is not considered in this setup.

I will pick up Shar-Teel later in this play through.

Lord Foreshadow on the road to the south triggered a discussion about Neverwinter among my companions.

The remaining area contained mild encounters to harvest XP and Khalid could again gain a level.

New areas added were Lonely Peaks, Carnival, Nashkel and Wilderness Lake.

Day 8 (Carnival - BG4900)

I chose the Carnival as our next destination before we go to Nashkel itself. In the north east was a herb collector who gave Sandrah some Aescalus leaves she can use to enhance normal healing potions. We stored them away because my healer would need a tool she left at Waterdeep to make use of the herb. Maybe our travels will lead us there some day.

The whole northern wooded part of the area was infested with kobolds who were really nasty as some of them had fire arrows.

When we came to the tents of the carnival itself, Sandrah recognized the scenery and reminded me of the petrified priestess I promised to free.

A locked chest by the eastern tents contained a special book (it is one of the books for Finch's quest). I stored it for later use. In the same area were some NPCs, *Keira* and *Skeezzer*, who tried to join our party, I rejected them.

- Note - these are NPCs from DSotSC that have no content at all and were created in the early days of modding as role models. Similar to Bud Snikt (same mod) they are just historical supernumeraries in an EET environment.

Imoen had taken her leisure time to study Tarnesh's spellbook and presented proudly her results. I put her new item into one of her quick slots to test what it can do.

We found the petrified Branwen and Zeke tried to squeeze us for money to buy a scroll to free her. Jaheira stepped in and simply smacked the bastard until he delivered the scroll. I did not yet take Branwen into the party.

- Note - Branwen is a possible romance for a male NPC thanks to the BG1NPC mod. The romance covers only the BG1 part of the game where Branwen originally existed only. There is a mod that continues Branwen in SoA, but it was done in the days before SoD and does not really fit into an EET setup. This is the case for some older mods that tried to continue BG1 NPCs into SoA. *Ajantis* and *Tiax* are the only exception I know that fit into a continuous game. *Coran* works if you use the BG1NPC component for him together with the BG2 Coran mod.

In a tent we defeated the mage Zordral and saved Benthia. Near the tents we found the rabbit breeder who sold us one specimen for the ogre Urg.

The carnival was closing and our spells were used from fighting those kobolds, so I ordered a rest. In the morning Sandrah woke me up with a kiss on the cheek. I did not object to see what would come next.

Areas added to the worldmap: Valley of Tombs, Nashkel Mines.

Day 8 (Nashkel - BG4800)

Since we came from the carnival, we entered at the east side of the map near the windmill and Joseph's house. We went into the house and received the quest from his wife to look out for him.

Near the bridge was Mrs. Blackwood with her children. She has a long-winding, sometimes funny quest where you need to babysit her children for a while. It is one of those little quests you can do once...I did in the past so skip it this time.

Also near the bridge, when Sandrah saw *Edwin* she warned me once more of the red wizards. (Like illustrated in the Neera episode, she really disgusts them. However it is no problem to have her and Edwin in the party, they quarrel a lot but that is all.)

- Note - Edwin is one of the continuous NPCs that appear in all parts of the game. When you take him into the party and develop him, you get the same Edwin with spells and stats in the various parts. There are also mods that add friendship and romance options to his SoA/ToB part. Special to Edwin is that he appears in the SoA thieves' guild even if killed in BG1 or SoD in order not to disrupt the quest. The same is true for Imoen's appearance in Irenicus' dungeon. Otherwise NPCs do not appear in later parts of the game if they died earlier.

At the entrance of the Belching Dragon, Mrs. Brunnstein asked for help. Her son Aaron and his girlfriend Marina were missing. The girl was found dead but the son was not found. The ranger Barin in the temple had more information.

Inside the Belching Dragon we talked to Volo. He had a long tale about the mines. He seemed to know Sandrah's father and gave her a book about Mystra's history - probably one of his own works. It is interesting reading to know about a companion's background. Volo appears in other parts of the trilogy and is always worth talking to.

We found a side entrance of the Belching Dragon on the north side of the house that led to a snirfneblin's room. Karea is a merchant who is either here or near the Nashkel shop outside, depending on the time of day. Karea had interesting things to sell and bought just about everything except stolen goods. She can also enhance the shield we found in the goblin's cave earlier when the right dialogue options are chosen.

North of the inn, I talked to *Minsc* to learn about *Dynaheir*. I agreed to help him and did my take into party/kick out again trick. Anyway, I have no intention to take him through BG1.

- Note - Minsc is another one of the EET continuous NPCs.

Next I talked to Oublek who offered me a reward as he mistook me for a bounty hunter. I had no scruples to leave him to his error and took the money.

The major Berrun Ghastkill approached us and gave us the quest for the mines. Jaheira was delighted when I accepted it.

Standing next to Berrun was *Valerie*, a cowled wizard of Amn to investigate the events in the border area between Amn and Baldur's Gate where we currently are. She was stuck at the moment in her quest because of Brage, commander of the local garrison, was missing. I will recruit her later.

- Note - Valerie is an interesting NPC with her background as a cowled wizard. Playing with her in BG1 and then meeting her organization later in SoA may change the role playing aspect quite a bit. Cowled wizards are no longer faceless opponents but individuals with a history and story of why they serve this organization. The mod has only BG1 content, much was written about a SoA/ToB extension but it never happened until now. Maybe it is not too bad, the NPC feels complete as it is and having her in Amn may just over-complicate things.

Next we went into the temple of Helm.

Day 8 (Nashkel Temple - BG4802)

We talked to Barin about Mrs. Brunnstein's quest. He told us that the ambush took place near a waterfall in the south. There were traces of gnolls that probably took the boy further west from there. He also told us of a ghost, probably the murdered girl, which appears near the waterfall at night.

Nalin, the priest of Helm, recognized Sandrah from former times. He gave us more details about the missing Brage who was already mentioned by Valerie outside. The captain of the guard seems to be under some influence that makes him act like a madman. He asked us to bring him to the temple for cure if we find him instead of killing him or delivering him to the garrison for execution. There seemed to be some interesting story to Brage which makes killing the least preferable option.

While being save at the temple I also took the opportunity to use PID on all my party members to learn more about them.

Finally I talked once more with the demonic scroll which provided me with further detail and a journal entry but still no real clue what to make out of it. Wait and see.

Day 8 (Nashkel - BG4800) continued

In the graveyard I could not resist to click on Mark D's gravestone to check if Daer Ragh

would still appear...(No spoiler, see yourself).

The shopkeeper Henning seemed to have some interest in Imoen beyond selling her pink garments. She started a discussion with Sandrah a while later indicating that this interest was not one-sided.

Next to the shop we met Karea again, the snirfneblin merchant. This time she asked us for gooseberries. I had collected some in the wilderness areas before and gave some to her as a gift.

Nearby *Rassad* did his acrobatics. I ignored him for the same reason I already ignored Dorn.

A rather pathetic single assassin waited inside the inn. In a side room was the family Undentzieht who play a role in another quest later.

Crossing the bridge in the north of the area makes Haiass gain an extra level from the experience he made with the party. I went on to explore the area west of the river. I found another Ankheg plate mail beneath the lone bush at the side of the ploughed field. Khalid or Sandrah were the only ones who could use it at this time and both were already well equipped. I stored it for a future party member.

I stepped into something...eh, Noober. I endured him to have a later episode where he looks for a warm place to recover. Afterwards I talked to *Edwin* and did the take into party/kick out trick with him.

Near the large mansion in the north I saved the boy Arnim from his hostile baby wyvern. This will have some consequences with the aforementioned Undentziehts. Inside the mansion I avoided talking to Trask, he is part of the Finch quest and the gnome cleric was not with me at this time.

Outside again, Imoen came up with the urgent shopping list of missing supplies and ran ahead to the Nashkel shop to place our orders. We followed her, knowing her true reason to re-visit the shop. We were stopped by the Undentziehts and a soldier who accused us of having killed her son's pet. I was able to sort the misunderstanding but there remains the open issue about a mixed up delivery. (This quest has a sequel in the Cloakwood...)

At this point I decided to gain some more experience with the party before going to the Nashkel mines. Jaheira's urge to meet Ghastkill was satisfied and the worldmap was full of unexplored areas. There were still the items for Landrin in my inventory.

Area added Xvart Village and Fire Leaf Forest.

Day 9 (Wilderness Lake - BG4200)

As soon as we came to the wilderness, Imoen started to study animal tracks. She was looking for traces of winter wolves. Further discussion revealed that of course it was because of Henning in Nashkel and it was an excuse to return there once we had a pelt. Romance seemed to be in the air anyway as Sandrah flirted with me again.

Teyngan and his friends tried to rob us but were no real challenge. Further north we eliminated the half-ogres who injured Bjornin. Sandrah would just have been too happy to report this back to the paladin, but I denied her too much pleasure.

We helped *Drizzt* against the gnolls. In the conversation after the battle he made a remark regarding Sandrah's hammer and her father which indicated he knew her already. I did not fight Drizzt - in my setup there is much mod content regarding him and I need him alive.

- Note - In BG1, Drizzt appears in the Dynaheir quest from BG1NPC mod as well as in the Drizzt Saga after finishing Durlag's tower. Next is his appearance for Region of Terror in SoA and later as a possible ally against Bodhi after Underdark.

I tried to rest in the hut at the lake but resting inside was not permitted so we camped on the lakeside. Imoen approached Jen'lig with a pan because it was the githyanki's turn to cook this day. We received some insight into the eating habits of her race but Imoen discovered just in time that she made an error with the schedule. This time Sandrah woke me with a real kiss but I told her that I would like to build our relationship a bit slower, if at all.

Imoen made her fun of Sandrah's advances and had to clarify that my rejection was not because of some interest between me and Imoen...Group dynamics were getting even more complicated when Jaheira quarrelled with Sandrah claiming that she and her husband walked together far too often.

The whole trouble dissolved with the sun reflecting in the nearby lake and my counsellor proposing for us all to take a splashing bath. After that scene, everybody needed to get dressed again and gather their equipment, a good chance to get rid of a lot of unused luggage.

More adventure would keep my party occupied and away from quarrelling so I decided on Red Canyons.

And there were no winter wolves at Wilderness Lake

Area added to worldmap: Ancient Ruins.

Day 10 (Red Canyons - BG3700)

We found Basilius surrounded by undead in a stone circle in the south east. Jaheira spoiled my attempt to persuade the madman to give up without fight. After his defeat Sandrah was mumbling about "family business" which only made sense later on when her relation to Cyric became more apparent.

In the middle of the area we ran into the hobgoblin Zargal and his men. What appeared like

just another hobgoblin encounter turned into a bigger challenge when Zargal called his reinforcements, two Ettins.

The double encounter of Basilius and Zargal left its toll on the party's health and spell resources, so we sought some sheltered place to make camp. At the nightly campfire Sandrah told me about her dead mother for the first time.

Next morning Jaheira and Imoen had a conversation about Jaheira maybe being less frustrated if she would become a mother - that dialogue alone is reason to keep this party combination for so long.

I have re-considered Sandrah's offers for romance. In my current party she is the only candidate (Jaheira and Imoen are no options and for the female githyanki love is an unknown "concept"). Also, Sandrah does not kill any other romance if the chance arrives later. I used the PID option to re-activate her romance talks.

In a dead end passage in the north east was a merchant Trungle for supplies. Not far away Kissiq told us of a talking chicken.

Sandrah now provided me with an option to ask her about my suspicions regarding her heritage. She confessed who her father was and also provided me with an explanation why she did not tell me that detail right from the start. It may be true but like with many things she states, some doubt remained whether it is already the full truth.

In the north east we killed a lonely wolf and were approached by the talking chicken mentioned before. When the chicken mentioned Mystra as the source of his current state, Sandrah issued the suspicion that this could only be Melicamp, an old acquaintance. We agreed to take him to his teacher Thalantyr.

New areas available: Seawatcher

Day 11 (Finishing open quests)

We now did a bit of travelling back to already visited areas with the plot items we found for the still open quests:

- We brought Melicamp to Thalantyr to be transformed to his former self. The mage required a skull for his work which was easy to provide since all the skeletons outside dropped one. The human Melicamp told us of how he became a chicken and we also learned about his past experience with Sandrah at Waterdeep.
- While we were at High Hedge I gave the mage the guril berries I had found and he turned them into a potion for the werewolf. I gave the potion to Tonder who swallowed it but it did not work and he attacked us. I reported the outcome to his wife who accused me of not even having tried to help, she called me killer and I lost 1 point rep. (This reaction feels like it is a bug in the mod?)

- We brought the rabbit to Urg at Northern Nashkel Road who was happy about his new best friend.
- When we entered the Friendly Arm Inn to deliver the items to Landrin, an inn dream scene triggered. I observed Elminster and Sandrah discussing the death of her mother Khalindra. Her fate was involving the God of Murder and his spawns and took place during the Time of Troubles. (Sandrah's story is at all times very closely related to the protagonist's Bhaal heritage.)
- After that interlude, I brought the items to Landrin. I triggered the talk with her four times, 3 times for each of the items and one more to let her travel back to Beregost to her home. She invited me for a tea should I pass through town in the future. (From that point on she will be in the house in the south of Beregost and you will receive some healing for the party if you drink a cup of tea with her.)

In order to go south again and make it to the Nashkel mines, I decided to take a route via those maps east of the Trade Way.

Day 13 (Larswood - BG2900)

In the south east of the area was a large group of goblins including a chieftain and shaman. They had a gnome prisoner. We had to be careful with our spells and weapons to keep the gnome slave alive.

After the battle we freed the slave and he gave us the location of a small treasure. Of all companions, it was Jen'lig who encouraged me to set the impertinent gnome free, claiming that no creature should be enslaved. There was a pair of useful goblin boots on a dead shaman.

The tower in the south of the area was inhabited by the mage Haeball. Sandrah did not trust him nor did he like her presence, but this was foreshadowing later events.

- Note - Do NOT use the key to his desk (from the sunken house) at this time. Just be polite and use his large offer of supplies. He is a plot figure for several quests and you should confront him as late as possible to finish a quest quite late in BG1.

Fighting Osmandi brought me a studded leather +2 and some druid items for Jaheira. Finding out Corsonne's fraud and defeating him gave us usable items as well. Jaheira made frustrated comments on the behaviour of these druids.

A messenger, Landrel, appeared and addressed Sandrah. Elminster would need our assistance with a problem and invites us to meet him at the Temple of Wisdom at Friendly Arm Inn (This is a timed quest in so far as you need to visit Elminster within 2 hours real clock playing time, otherwise Sandrah will go alone to do the task. Once you talked to the old mage, there are no more constraints.)

New area revealed: Spider Wood

Day 14 (Demonic Scroll Quest)

After Landrel's visit and having finished Larswood for the moment, it was convenient to go back to the Friendly Arm Inn to pursue Elminster's quest. Elminster informed us that his Shard has been stolen from him. The theft was probably performed by some duergar, which reminded us of the ones we met west of the inn.

It came out that the demonic scroll we received from Firebead was involved in the plot. We were witnessing the struggle between two demons named Naronguth and Alzaligundrel. The scroll was some kind of entry pass for the lair of one of them. To trace the missing shard, the scroll was our only hint. Its dialogue gave us the clue to search for a waterfall in the south of the region, most likely in the Cloudpeak mountains.

As a last bit of advice, Elminster tutored us to use our wits rather than our weapons when dealing with those demons. They are far too powerful for a fledgling adventurer party.

We took the opportunity to rest at the inn. I had a second dream involving Sandrah's mother and the child of Bhaal she mothered. The message of that dream was that children of the God of Murder are not evil by birth but can shape their inherited power if their will is strong enough. Those children now have reached adulthood.

The southern areas were on our list anyway and Elminster's quest not pressing, so I decided to continue the eastern path southward just like planned. After an overland ambush we took a cup of tea with Landrin at Beregost that healed the party.

As Bjornin was just next door we went to report about the half-ogres and received a shield +1 reward. He asked Sandrah once more for her healing skills.

I decided on Ulcaster School next. On the way we stopped at the Beregost temple to hand in Basilius' holy symbol and receive our reward.

Day 15 (Ulcaster School - BG3900)

We entered at the northern rim and although the mob groups awaiting us did not appear spectacular, they caused significant damage due to their numbers and enhanced tactics.

Some shady character Furret tried to sell us a magical gem for whatever purpose. The price was too steep for an item I could not inspect, so no deal.

In a peaceful part of the area there was a scene between Jaheira, Khalid and Sandrah. The three went to explore an ancient druid grove together and when they returned it seemed that they had settled their former disputes. Jaheira and Khalid were closer than ever and Sandrah had obviously not tried to steal Khalid from his wife, they just were friends in the best sense.

The battles in the area allowed Eroan to level up to archer, level4. We were ready to enter the ancient school now. I talked to the Ulcaster ghost several times until I received his book quest.

The confrontation with Icharyd and his end by our joint force caused Jen'lig to talk about her home plane. Her city is built on the petrified corpse of a dead god like Myrkul. She also

hinted at the danger that awaits her at home after the success of her mission. The lich-queen of the githyanki is known to assimilate the essence of those of her kin that are too strong or dangerous.

After that laborious day the party needed a rest before going down into the Ulcaster ruins.

New area revealed: Gullykin

Day 16 (Ulcaster School Dungeon- BG3901)

Down the stairs in the area to the east we found the ghost Mal Kalen. Another spirit that asked us to set him free. His request was rather cryptic and there was no real hint of how we could help him other than setting his poor soul free to rest in peace.

- Note - You can bring him a dead body so that he escapes to take his revenge, but the bodies needed are so remote (Samuel's body, Brage's corpse, the dead boy from Cloakwood spider lair etc.) that it is unlikely you have any of those ever with you for this encounter. There is a body further south in the dungeon but unless of course you read this first, you would not know and once the conversation started there is a loop that does not let you out unless you kill Mal Kalen. Unfinished business from the original game sometimes was left out for a reason...

In a remote room in the south east was Karlini's spellbook for the gnome at the Friendly Arm Inn. We found the journal of a dead Rashemen scout on another body in a northern room.

We defeated the wolf of Ulcaster in the most epic battle so far. With the experience gained, now everybody in the party had reached level 4. In the rubble past the wolf we found the book for the ghost outside.

In the most south west room of the dungeon we found steps leading further down.

However, my badly battered party needed a rest first and I went back to deliver the book to the ghost and rest. I studied the journal of the scout and it told of events during the Time of Troubles (Its full meaning will be revealed in the further plot).

Day 17 (Ulcaster School dungeon, level 2 + 3 - CM2680/1)

The level was occupied by some undead arch mages and their minions. Burning archers, ghouls and the mages themselves tried to prevent us from looting.

- Note - this sounds harder than it is. The vanilla level above as improved by my mod setup was equally hard already. The extra is added by the Dark Horizons mod and proves that the old mods as incorporated in EET are not exaggerated, at least not this one. My level 4 party did not feel out of place here.

I spent all resources to defeat Anton Valor who blocked the access to the next level - but we defeated him! The level contained enough resources to refill spells and potions.

Another level down (CM2681) we were lucky. With a haste spell we were able to overwhelm the mage and his cohorts awaiting us in the front hall. We found highly trapped tombs with some worthy loot including a tome of wisdom. In another area was some amount of gold.

The final arch mage was in a highly guarded room in the west. I used every wand, scroll and potion the party had to kill him. The loot was worth it, including a tome for strength and a ring to give Imoen extra spell slots. This was a hard battle but I am no tactical player and managed it with the levels and resources gained up to that point.

This was not the end yet. Coming to the surface again, three red wizards were waiting to get the fine items we found below. They were pathetic after the encounters in the dungeon.

Day 18 (Lonely Peaks - BG4400)

After some exploring and battling Ogres, Sandrah mentioned an uninhabited hut in the area. Whatever she had in mind...

- Note - her mod makes the hut in this area accessible and adds a small quest.

Sarhedra in the north east invited us to hunt ogres - there were just enough of them around. I killed those who were south of her position, reported back and received some XP.

Near the aforementioned hut we saved Hulrik's cow from xvarts and were informed that this kin and kobolds have been seen in large numbers around the Nashkel mines.

Inside the hut we found a little girl. She and her mother had been ambushed by ogres and the girl could escape into the hut. Her mother was missing and we agreed to look for her. The girl followed us outside; we could not keep her alone for the case that the ogres would return. After we explored the area for a while with the girl in tow, Sandrah asked her again for a hint. The girl revealed her true identity as an ogre mage who had led us into a trap with two more of his friends waiting. The bodies carried a fair amount of gold.

The fact that the bandits in the middle of the area were named did not really distinguish them from any other bandits.

After we cleared the remaining area, I led my party to the hut again. Once inside I took the PID option to ask Sandrah about the place and the party soon turned the run down place into a home for the night. In addition I found a helmet of charm protection for Eroan.

I finished my southward journey with a visit to the carnival. In the north west wooded part we found some shadow druids planning an attack on the fair itself. They were angry about the perversion in the middle of the forest and the garbage and disrespect for nature. When they noticed our group, they turned hostile and called their kobold followers to join the attack.

- Note - this encounter happens for a party higher than level 4 only.

Last but not least, we found a winter wolf and hunted it for its pelt to make Imoen happy.

New area revealed: Firewine Bridge

Day 19 (Regrouping my party)

I made a short visit to Nashkel to sell the winter wolf pelt to Henning. Imoen and he were both very happy about this.

I sold some excessive loot to Karea next to the shop. At that occasion I also engaged her in a talk about possibly enhancing some equipment. I had to pay her 500gp to contact a transmuter to provide her with details. I paid because I had gold in excess already.

Before going to the mines, I decided the time was right to regroup my party. Khalid and Jaheira had guided me on my path just like they promised to Gorion and could have had other harper business waiting for them. (I had all their martial banters and their interactions with Imoen, Sandrah and Jen'lig.)

I am always fair to those NPCs I send away from my service, they keep the equipment they have earned for helping me along. I send the couple to the Friendly Arm Inn for now.





Since my party was strong enough, it was the right time to take some "weaker" NPCs for a time. We travelled to Beregost to have *Garrick* join us. (Also a good time to do his mini quest.)

In a spontaneous attack of madness I decided to take *Rose* from the Burning Wizard along as well. A party with two bards...

"By the time we got to Nashkel ~~Woodstock~~
We were half a million strong
And everywhere there was song and celebration..."

- Note - Although there exist two Garrick mods, the only addition in my setup is his quest from BG1NPC mod. This is relatively short and not too difficult, a little episode that fits into the current part of the game.
- Rose obviously was once planned as a full BGT character but never came much further than Beregost before she was given up. There is a lot of potential in this bard but currently she has some small banters and a mini-quest that is as well related to Silke.

I returned to the carnival area and Garrick was keen to visit it. When we came to the tents, a retiring librarian named Archibald engaged us in a conversation. By picking the polite answers we got to the point where he gave Garrick a book. It contained an episode about a famous hero. His spirit was said to be found near Ulcaster. Garrick pleaded with me to go there to check the truth of that story.

Day 21 (Xvart Village - BG4700)

I took a detour prior to the Ulcaster School and selected Xvart Village. In all the time since the game exists, nobody found any reason why the protagonist should go there other than that

the area exists.

The xvarts attacked us without a chance to negotiate. We fought our way through to the cave north of the village. After we did the dirty job, Sandrah was very frustrated, even when I argued that it was better that we met those blue devils than a group of unarmed travellers. She insisted that we should inspect the cave more closely to find a possible source for the xvirt's aggression.

I found steps leading down to another cave (CVDRU0). There were more cave bears and xvirt shamans. Every now and then a party member would drop to the ground unconsciously for a time. The reason seemed to be some vapour coming from pools within the area filled with unknown liquids.

In a cave room in the south we found a shadow druid who admitted that he and his colleagues were indeed using the xvarts as their army to protect nature. Another shadow druid was in the most northern extension of the cave system.

After the druids were gone, the remaining xvarts outside stayed neutral and avoided us. (Only applicable for the xvarts in this area.)

The only other noteworthy thing was a merchant Borda who sold me a fake potion of healing that made me drunk - I should have listened to Imoen who warned me.

New area revealed: Bear River

Day 22 (Garrick's Quest)

After a night's sleep I was sober again. We passed through Beregost on our way to Ulcaster when a group of mercenaries stopped us. They were after Rose. Their leader Thespian was another actor who wanted to take Silke's place and blame her death on Rose. We stopped this "theatre".

As it became dark and half of the party was sleepy, we went into the Red Sheaf to rest. I had the first Bhaal dream and woke up with the Healing Touch ability. Both Imoen and Sandrah had seen the change the dream had done with me and initiated their talks about it.

Meanwhile Garrick and Sandrah have begun to flirt with each other, although it seems rather a game that none of the two takes too serious. Sandrah loves bards but does not believe in their honesty.

Garrick's meeting with the ghost Myr Cutio at Ulcaster did not take the expected turn and ended in violence. However, the former hero dropped a bardic chain mail for Garrick to equip. Garrick in that chain mail swept Sandrah away, or so she pretended.

We returned to Nashkel and visited the shop. This time Henning had a present for Imoen: the winter wolf pelt had been made into a fur coat for her - a pink fur coat with some protective spells. A great gift.

Outside I consulted with Karea about the transmuter and she found that the shield I had found in the goblin cave could be enhanced with a common mirror and a diamond to reflect the

deadly gaze of certain creatures. I had the shield but no mirror. I found the mirror a bit later in one of the farmhouses across the river.

In the inn there was a discussion between Imoen and Sandrah concerning Henning. Imoen really cares about the man but she had dreams of a shining knight, not of a shopkeeper. Sandrah persuaded her to listen to her heart and also pointed out that Henning is not just a shopkeeper but the owner of an aspiring business to which Imoen's heroic reputation might add significantly.

A short time later, Garrick revealed that a talent scout had been in the audience last night. He had the offer for a major engagement now to perform at the Elfsong in Baldur's Gate. So he was out of the party for now and I decided to replace him with Valerie who was still in Nashkel.

We shortly returned to Beregost to buy back the diamond I had sold there earlier (the one originally found in a tree near Gorion's death site). With that I went back to Karea. Now I commissioned the shield in return for the knight's shield, the mirror, the diamond and 11000gp. She told me it would be ready in two days.

During the quick excursion to Beregost there was also a further conversation between Imoen and Sandrah about Imoen's boyfriend and a banter with Sandrah about the Weave and Mystra after which my protagonist received an ability to charm persons.

Finally my party was ready to investigate the Nashkel mines. That party was now Imoen, Jen'lig, Rose, Sandrah, Valerie, and me followed by Haiass.

Day 26 (Nashkel Mines - BG5400)

Near the barack another bounty hunter, Zargos Flintblade, was waiting for us. He had four dwarven fighters with him that gave us a bit of a battle. A sling + 2 for Valerie and a ring + 1 CHR for the protagonist were our compensation.

In the south west were the artist Prism and a paladin *Isra* guarding him. I agreed with Prism and Isra to guard the art work against the bounty hunter Greywolf. Greywolf appeared shortly afterwards and we opposed him and the four archers he brought with him. I even managed to keep Prism alive, he finished his masterpiece and dropped dead anyway.

After the event, Isra introduced herself as a paladin of Sune whose church had sponsored Prism and who was now willing to help me explore the mine problem. I exchanged her for Rose.

- Note - I take NPCs along mostly for their story, content and group interaction with little care about class/stats etc. There was no further content in Rose so I sent her back to the Burning Wizard.
- Isra is an NPC that spans the complete trilogy with a friendship path in BG1/SoD and a possible romance + quest in SoA/ToB but she no EET continuous character (there is a "new" Isra creature in Amn but you can select a dialogue option saying "we have known each other before" to make her content continue.)

The varscona +2 was a good piece of equipment dropped by Greywolf since Isra's sword had broken in the fight against him. I left the emeralds intact on the statue, after all that was the goal of siding with Prism and Isra. Instead I looted the wand of frost from the tree in the utmost north west corner of the area.

The defeat of Greywolf was also a step to gain some respect from Jen'lig to accept me as her commander and follow my combat orders more often (githyanki in battle communicate by psychic messages not words, something the protagonist is not capable of).

The fights against the dwarven bounty hunters and the Greywolf group had exhausted the party and we rested before meeting Emerson to get permission to enter the mine.

New area revealed: Gibberling Mountains, Dryad Falls

Day 27 (Nashkel Mines - inside)

The miner Dink gave us a dagger for his friend Kylee. Except for two kobolds this was the main event on the first level of the mines.

On the next level we saved the miner Beldin from a kobold assault and sent him to the surface and safety. In the western room we delivered the dagger to Kylee (what an adventure!). Sandrah suggested collecting samples of the tainted ore and other evidence we could find. Some kobolds in the eastern corridor carried vials of green liquid, this time Valerie advised me to take a sample with us. Near the south east exit to the next level, a kobold captain and a shaman gave us the only significant encounter so far.

Near the entry of the third level (BG5403) was Joseph's dead body and a greenstone ring to take back to his wife in Nashkel. The interesting part of the level was the eastern part. There were more kobolds now, many with fire arrows. The worst encounter was a party of duergar bounty hunters led by Gorken Bloodaxe.

- Note - the equipment those duergar dropped was surely overpowered including a morningstar +3 and a plate +4, I left it on their corpses. Dark Horizons mod adds the duergar - an option is to take the loot and only use it later on, but I do not carry unused weight with me, so I left stuff where it lay.

In the south of that level stood Mur'Neth, a disciple of Ghaunadaur (god of slimes etc).

- Note - this is an old mod NPC with little content and only for BG1. I wished him good luck. The thief NPC feels like an unfinished experiment.

We defeated Mulahey and found a number of interesting items on his body and around the cave. A letter found on a dead dwarf told us of a contact person to be met at night on the Beregost market near the obelisk. A sword sheath with rich ornaments pointed to githyanki origin. Xan's moonblade, Mulahey's symbol of Cyric and letters from Tazok were plot items to pick up. The rest were spells potions, gauntlets of the faithful warrior and some boots.

In the side cave I talked to Xan gave him his moonblade (by shortly taking him into party and then kicking him out again) and sent him to the Friendly Arm.

We left Mulahey's hideout and Jen'lig asked me for the sword sheath. I belonged to her teacher/tutor/superior Kastya and sheathed the sword of Gith she searches. She told me that six men were involved in the murder of Kastya and the theft of the sword. The first was the sergeant she killed at Friendly Arm Inn. We agreed that staying together would be the best opportunity to find the others.

I took the short cut exit in the north east from the area after defeating a group of hobgoblins guarding it.

Day 28 (Valley of Tombs - BG5000)

After we emerged from the mines, my companions Valerie, Isra, and Sandrah provided me with their assessments of the situation. The kobold invasion was just the initial sign of a greater conspiracy and all we had was some names from Mulahey's letters (Tranzig and Tazok). We decided to report back to Berrun and re-visit Beregost.

Before we followed the main quest however, I had two more steps on the agenda. One was to explore the current area, the other to go to the southern areas to follow Mrs. Brunnstein's and Elminster's quests.

Tomb [#1](#) South east corner of the map - we found an ornate key (It opens a house in Beregost, related to several quests from some mods). Valerie informed me about an old race that buried their dead in tombs like that and warned me about their traps.

Not far from the tomb, Narcilius was doing his slime experiments. When he went hostile, neither he nor his jellies survived.

In front of tomb [#2](#), Hentold gave me a dagger to return to his owner before that one would come for revenge. When we entered the tomb we found a revenant looking for said dagger. We handed it over and he dropped dead. In one of the coffins was a mithral ring (it is a plot item for Xzar's quest from BG1NPC mod - Xzar is history in my current game, so I have no need for it...).

Tomb [#3](#) was slightly north west of [#2](#). It contained a single ghoul and a coffin with little gold. This was the suitable finish of exploring the most uninteresting outdoor area in the game, despite all the mods I have installed (theTravellers of Faerun mod and Twisting With the Rune add content but were not yet finished at the time of this adventure).

Day 29 (Fire Leaf Forest - BG5300)

This is part of the region of the Cloudpeaks.

We talked to Ordolath in the north of the area and accepted his quest although we could do nothing until reaching the city of Baldur's Gate. The ground pile next to him held no spell scrolls I was missing so I left its contents for later.

A bit west of him, Albert asked us to search his doggie and gave us a chew toy to make him follow. Rufie was just east of Albert in the next group of trees and he followed us to his master who revealed his true nature before disappearing.

Some nobles from Amn (Sendai-not-the-bhaalspwan and company) tried to start a fight with us but Valerie handled the case with her cowled wizard backing. I agreed to her since those hunters had nothing that our well-equipped party could need. (Such small variations of well-known encounters make NPCs interesting and I appreciate them.)

Vax and Zal were less lucky, nobody saved their hides.

In the south east I found Larry Darryl and Darryl and asked them for their autographs. (There are some teenage fans later in BG City to impress with it.)

We followed the river to the north until we met a demon knight guarding a waterfall. He was easy to overwhelm despite his power because he concentrated his attacks on the protagonist and by keeping Eroan out of his reach my party defeated him. As soon as he fell, a cutscene triggered in which we discovered the secret entry behind the waterfall that the demonic scroll from Firebead had talked about.

We found ourself in front of one of the demons mentioned by Elminster, one named Naronguth. He offered several options to escape his lair again but of course my interest was to solve Elminster's quest. So I remembered the mage's advice to use wit instead of force. I bluffed him with our knowledge about his arch enemy we had gained from the talking scroll and finally persuaded him to agree on a deal. If we would bring him the heart of his enemy we would receive the stolen shard in return. I gained a second scroll I needed for the quest.

I searched the area for some loot before asking the demon to get us back to the surface.

Day 30 (Dryad Falls - BG5200)

This is as well part of the region of the Cloudpeaks.

As soon as we entered the area, the demonic scroll sprang to life and I conversed with it. It told me the portal we were searching was near but not yet close enough to be opened.

The Dryad of the Cloudpeaks begged for our help and I agreed. With Isra and Valerie in party, another decision would have had impact on my party that I had no need for.

We inspected the waterfall and found a dead cat. Sandrah remarked that the entry to the second demon's lair was not a waterfall this time but still close by. She pointed me to the little girl standing above the waterfall. The girl mentioned strange creatures in the cave at the bottom of the hill. She also rewarded us for bringing her dead cat along.

The cave was now accessible but I decided to first explore the remaining outside area.

The gnoll Ludrug approached us and demanded a 50gp toll. I told him we had no money and he challenged our champion for a duel. The games choose Jen'lig who had no problem to show Ludrug his error.

Dusk was approaching and we went back to the waterfall again. There was the ghost we heard

about in Nashkel. I talked to her and found out it was Aaron's girlfriend Marina. She had been killed while Aaron had been captured. It happened at the moment Aaron was about to reveal a surprise to her. Now she was destined to remain a ghost until she would receive Aaron's surprise. I promised to find Aaron and thus help her.

I went to rest the party before going into the second demon's lair. I had the second Bhaal dream and this time only Sandrah noticed it and discussed its possible meaning with me.

New area revealed: Gnoll Stronghold

Day 31 (Dryad Falls, demon's lair - CVNAR2)

I went into the cave and again the demonic scroll reacted in my backpack. I told it to open the portal and went inside. After some zombies and mephits in the entry corridor, the first real obstacle was a death knight in the first large hall. I could have sneaked by and solved the whole dungeon without much fighting (and without much loot) but I felt that my level 5-6 party might be up to the challenge. Haste and protection from fire helped us to bring the guardian down.

I took the most northern path through the cave system to reach Alzaligrundel without much opposition. (All fights in this area are optional, they range from mildly challenging to hard, depending on your mod setup and party level.)

Again I made a deal with the creature and received the demon heart of one of his kin that was killed in the recent battle. It should be sufficient to bluff Naronguth.

At this point I received an indication that the exit from the cave was open and I could have left without problems. But I felt strong enough to try out the rest of the area to get some items. I found three more death knight throughout the area each one guarding some small treasure. It took a lot of my resources to kill them.

After my success with the knights, I felt crazy enough to try Alzaligrundel himself. I had nothing to lose, so I saved and tried my luck. With summoning all I could and casting haste we were lucky and actually succeeded with a critical strike rolled. Now I had the real heart and some significant treasure as well as the fake heart to return to Naronguth.

As I left the cave, I met a guy from Nashkel who told me of the bandits striking back after we cleared the mine. There had been a raid on the town and especially on Henning's shop. I did not need Imoen's extra pressure to decide we needed to go there right away.

Day 32 (Revisit Nashkel)

I went to Nashkel but made an intermediate stop at the Fire Leaf Forest to get back the shard, near the waterfall a skeleton servant was waiting and I told him to take me inside.

I tested my luck and gave Naronguth the fake heart. He was so happy that he did not see the fraud and invited us to celebrate with him. I reminded him of our deal and he got angry and wanted to throw us out. I omitted the hostile reaction choices from the dialogue and asked Sandrah instead. She was so angry that she told the demon to just go to hell. Somehow that struck the right note with the homesick creature. He clicked his heel three times...and was

gone.

We found that he had dropped three items in his hasted departure though. A bow, his slippers, and the shard. As soon as we had identified the shard, Sandrah offered to activate it to return to her father. However, Sandrah's abilities were just sufficient to get us back outside of the cave but not all the way to Friendly Arm Inn. We were just outside of the waterfall again.

Convenient, I wanted to go to Nashkel first anyway and then Beregost until we would deliver the shard to Elminster.

When we entered Nashkel, a messenger awaited Isra and gave her a letter. Her order had approved that she may follow my adventures for the time. We delivered the greenstone ring and the news of her husband's death to Joseph's wife.

Next we informed Berrun about the outcome of our mission in the mines. He advised us to consult Taerom at Beregost about the substance we found on the kobolds.

Then I made haste to check out Henning's shop. He was missing and we found traces of orc blood and signs of a struggle. We went back to Berrun and he informed us that the recent raid was just focused on Henning. Obviously we had made ourselves some strong enemy with our recent actions and our foe knew about the shopkeeper's connection to Imoen. The hint we receive was about a caravan leader who met an orc party on their way to the Cloakwood.

Another assassin named Nimbul awaited us in front of the Nashkel Inn, a pathetic fool to face may party alone.

While in Nashkel, I checked the status of my order with Karea and it was ready. I paid the rest of the required sum to get a shield +1 that was said to reflect gaze attacks. I equipped Isra with it.

We left Nashkel to the north to check Beregost next (Tranzig, Taerom, and the dwarf at the obelisk).

Day 33 (Revisit Beregost)

On Trade Road South we met two ogres who wanted to eat David Jansen. I encouraged them to do it, no Jansens for me, sorry. Blame it on Jan.

A bit further we met a scared man, Hugnot. He had escaped a group of orcs, about 30 who also had a man-sized sack with them, although he could not see what was inside. According to the witness these orcs were unsure about their route and at a crossing took the way to Gullykin, not the one towards the Cloakwood. I decided to check that thoroughly but the next step remained Beregost.

In Beregost we were greeted by Elminster and a girl Chloe. The mage confirmed we were on the right track and the girl sent us to Officer Vai in the Jovial Juggler. The officer would reward us if we brought bandit scalps but my need of money was not such to justify trophy hunting.

I delivered the liquid from the mines to Taerom who advised me to check for results in some days.

- Note - after the patch 2.5 included the small quest into the vanilla game, the tainted iron from the mines seems to have no further function, only the liquid.

We went to Feldepost and met Tranzig upstairs in a room. The meeting ended as expected and we learned about Larswood and Peldvale and a hidden camp in that area (With the Henning's kidnapping quest running, Bandit camp is not yet on the worldmap as reachable destination.) Tranzig's death earned me another round of respect from Jen'lig. She made some strange remarks about how the female of her race would choose their males - even stranger since githyanki have no "concept" of love or romance.

It was nearly 20 hours now, so I decided to wait for the dwarf to appear at the obelisk just like we read in the letter found near Mulahey. Tarash gave us a wild chase all around Beregost before we defeated him and found another letter. There was a planned ambush at the way sign of the Lion's Way. We raced there to prevent it.

We came too late. When we entered the Lion's Way map, we saw a cutscene in which the dwarf Bashrik was murdered. All we could do was pick up his journal at the way sign. It told us that we should seek another dwarf Wostock at the temple of Helm in BG City. Until we get there, this quest must remain unresolved.

Enough for that day, the group needed a rest.

Day 34 (Gullykin - BG4000)

On the road to Gullykin we were ambushed by Lamalha and her girl group. They left a useful bow for Eroan and bracers for Valerie.

At Gullykin we talked to Gondolar at the village gate and asked about orc sightings. He knew of none but told us that one of his people was missing from inspecting his beehives in the southern orchard. Imoen pressed me to check that out immediately.

In the orchard we found a "Ring of Power" (cursed) on a kobold. We also found the wounded Telben Beewaxler among the trees. I let Sandrah heal him with some spells and he was ready to talk to us. His injuries came from an encounter with orcs who had a human prisoner with them. Henning was alive and well, Telben told us. He gave Imoen a ring from her boyfriend. The orcs had indeed missed their route. One half had moved on to find Tazok; the others went to grab some stash in a cave in the eastern part of the Gullykin hill. Telben marked the point on my local map.

We now went east to find the orc cave. We found the entrance on the southern rim of the hill east of the village, at a point that looked like some old fossil skeleton. The cave had a large number of orcs. The orc priests and shamans were especially nasty.

In the very north of the cave we found a broken wagon with some loot and Relruk, one of the orc leaders. Imoen inquisitioned him and he told us of Tazok, the bandit camp and of a new man, Daevorn, whom the orcs actually may have been working for. We had to kill him so that he could not alert the bandit camp in advance of our coming.

When we left the orc cave, Sandrah told me what her encyclopaedia had to say about the Cloakwood mine. Even with that knowledge we still needed Tazok to find the hidden mine in the vast forest that was the Cloakwood. We came to the conclusion that our enemies might have reactivated the old dwarven mine in order to produce iron - and in order to gain a monopoly as provider have sabotaged the one at Nashkel. (Bandit camp was now shown on the worldmap.)

I returned to Gandolar and he told me about some trouble in the Firewine ruins and an access from the cellar of the local winery. In the eastern part of the village the halfling Smeagol asked us to find his ring. It was the one we already found earlier and we could solve the whole Lord of the Rings in the twinkling of an eye.

In the basement of the house south of the winery, the halfling Jenkal attacked us. In a shelf we found another book for Finch's quest. Through a secret door we landed right in front of the ogre mage who terrorized Gullykin. We eliminated the mage Lendarn next to him as well. I went back out to report to Gandolar.

- Note - there is a mod component that can block the direct access to the ogre from the basement and that forces you to go through the whole Firewine labyrinth to reach him. It was not in my current setup and honestly I did not miss it...

Day 35 (Firewine Bridge - BG4500)

We came to the northern map entrance and told Bentan that we did not worship Ilmater and we had sorcerers (Valerie) among us - he left frustrated. I explored the western part and the river bed first before inspecting the bridge itself. In the riverbed we found some desert trolls and Sandrah advised me that those are not killed with fire like the other trolls but with acid (I had acid arrows for that purpose).

Near one of the pylons was Sylast who asked us not to prevent what was going to happen. His dead brother appeared and took his revenge; both died and now rest in peace.

On the bridge the bard Poe invited us to listen to his tale and Isra begged me to do so. I did and gave the aspiring artist 10gp for the road. One of the southern pillars had a dungeon entrance but we had not the right key to enter it yet. (It needs the scroll from Charleston Nib to become accessible.)

On the other side of the bridge in the north was Meilum, sword saint and former caravan leader. He was obviously mad after some event long ago that made him lose a caravan in his care. Imoen and Sandrah revealed that this must have been as long ago as the Time of Troubles. Sandrah received a piece of cloth from him.

After we had identified the cloth, Sandrah could associate it with the events from the scout journal we had found at Ulcaster. The events seem to be connected and included a group of travellers, some children and someone else hunting them. That was all, except that Sandrah had the feeling that she once had seen the cloth pattern before but could not remember the details.

Not long after these events, an othlor Winski Perorate appeared and warned us to continue our

hunt. He used the expression "a rising god" who will sweep us away if we stand in his way. Whatever he meant, he disappeared after those words. It looks that the story behind all the current events lies buried deep in the past of the Sword Coast and is related to the events of the Time of Trouble. According to Sandrah it would help to find out more about those past events as such knowledge would give us the advantage we need in the present. I decided to let her study the past while I would deal with the now.

Down in the riverbed north of the bridge we met Carsa, another mad person in this area. I sent her away, but she slipped and broke a jar while she ran away. It set an ogre mage named Kahrk free. His claim to be the mightiest ogre magi on the Sword Coast was not exaggerated. We finally defeated him but lost Isra in that battle. On his body we found Valiant, a historical sword. Sandrah warned me that the possession of this sword would make us the target of others of his kin. I kept it anyway, stating that all ogre magi we had met so far had attacked us, Valiant or not.

We went into the Firewine dungeon for a bit and moved into the corridor leading south. We found a wounded half-elf fighter mage *Indira*. After Sandrah healed her from a poisoned wound, I let her join to replace the fallen Isra.

- Note - Indira is one of the few so-called One Day NPCs who made it into EET. Still there is no real content in this NPC except a few banters with Finch, Sandrah and Mur'neth.

Day 36 (Shard quest finish)

We still has Elminster's shard to be delivered to the Temple of Wisdom, so we now traveled towards Friendly Arm Inn.

On the road we were first ambushed by Necardian and two other bounty hunters who left only mildly interesting loot. Afterwards an ogre mage Wrarkh appeared who accused us to have killed the mighty sword bearer who had Valiant. We learned that their leader Kharaz will hunt us as long as he thought we had the sword. The problem was that there was no place we could bring it to even if I had wanted to.

Since everybody was tired, hurt and had to regain their spells, I stopped at Feldepost to rest. Several scenes were triggered by our stay at the inn that revealed aspects of Valerie's and Jen'lig's relation to the protagonist.

Outside of the Friendly Arm compound, a fat man and his injured thin woman asked for our help. When I asked why he did not go to the Inn for help he claimed that only we could help and he needed the shard to help his wife. It became clear that this was a trap.

Just when we had won another big encounter, a bunch of ogre magi appeared once more who were after Valiant. We added them to the pile of corpses.

We finally brought the shard to Elminster and received our reward. He slipped a parcel into Sandrah's pocket when he left. I asked her about it afterwards and she explained its function to me.

Another feature after the completion of the shard quest was an option to discuss travelling to Waterdeep with Sandrah. Despite the distance and the dangers of the road, there existed an ancient connection between the Friendly Arm Inn and Waterdeep. Sandrah proposed to ask those who are long enough at the inn already for information. (I postponed Waterdeep in order to go to the bandit camp first.)

While at the Friendly Arm Inn I exchanged Indira (all content had triggered already) for Shar-Teel. With Shar-Teel and Sandrah in the party the game of pussycat and wildcat started right away. (There is a lot of action between the two. Also Shar-Teel later plays a significant role in those parts of the game where she is no longer available as a party NPC.)

Day 37 (Peldvale - BG2400)

We went to Peldvale in order to gain access to the bandit camp. The Black Talons in the setup I have were terrible enemies with their arrows and enhanced AI, even for my level 6 party.

One of the barrels at the lakes contained another book for Finch's quest.

In the north west we met the drow *Viconia*. Party members had their pro and con opinions on helping her but my decision was to side with her against the flaming fist who tried to murder her. After his defeat, I let her join and sent Valerie back to Nashkel.

- Note - In my modded setup, Viconia appeared as a Darkcloak of Shar, which is a new aspect for me. The current party combination led to a number of banter interactions with interesting likes and dislikes showing. There were some dynamics that would become interesting in the future.

In the north east of the area was a group of bandits which were not immediately hostile. They were led by Raiken whom Sandrah seemed to know from Waterdeep. We convinced him that we were suitable new recruits for Tazok. The prospect of being our boss in the bandit ranks helped and he led us into their headquarters.

Day 38 (Bandit Camp - BG1900)

Raiken brought us to Tazok who questioned our abilities himself. Viconia as a drow impressed him but he doubted the rest of us. With the right choice of responses I could convince him to give us a chance. He admitted us to the camp and wanted to go on patrol to the mine. Sandrah suggested that we may best prove our worth by accompanying him. He liked such initiative and agreed.

As we left camp with Tazok he came to his senses after a while. Jen'lig caught his attention and he admitted he had seen and killed one of her kin before. He also mentioned that some sorcerer was involved in that killing. He would say no more and attacked us.

Tazok was dead but we were out of sight of the camp and his men, so the fact remained unnoticed for some time. After some time interval, a bandit would find the corpse and raise the alert but meanwhile we had a chance to explore the camp and find evidence and clues for

our quests.

In the southern tent by the lake we met Knoll. He recognized Imoen from a description that only the orcs could have given him. When Imoen threatened him enough, he told us to look into the cave in the north. Tersus in the north west tent gave us a similar hint.

In the cave we eliminated the gnolls and found a wounded orc in the back. He was left behind by his companions since there were no other orcs in the camp. Imoen begged Sandrah to heal the orc so he could tell us about Henning. When he was back on his feet he told us that Tazok had wanted the orcs to move on to the mines as fast as possible. Tazok was afraid that our group may find the way into the camp by following the orcs. The orc leader's name was Knowlod and Tazok showed him the road on a map in the big tent.

Just when we were leaving the cave, Ardenor Crush appeared and accused us of Tazok's murder - the corpse had been found. Taurgosz Khossan was the only remarkable enemy in the fight that broke out in the camp.

We finally entered the big tent and eliminated the remaining bandits. Ender Sai had additional information for Imoen about Henning. The letters found in the trapped chest confirmed the name Daevorn as the next one in line of command but also gave us the name Sarevok. Sandrah reacted to that name and told me that as a boy he was suspected to be a bhaalspawn. He disappeared as a youth but by now would be a grown man if still alive. Jen'lig had found the second murderer - Tazok - and now knew that the people she was seeking belonged to the Iron Throne in Baldur's Gate.

During a conversation Viconia gave a piece of cloth to Sandrah. It matched the one we received at the Firewine and obviously Viconia was the drow mentioned in the earlier events. With those two pieces put together, Sandrah recognized the pattern as part of a bed cloth used in her father's house long ago. She assumed that one of the children mentioned by the witnesses might have been her own missing brother or sister. Still the clues we found to that puzzle were not yet sufficient to reconstruct the whole story.

We did a round through the remaining area to clear it from bandits. In a locked chest by one of the tents was another book for Finch's quest.

It was time to return to the Friendly Arm Inn to refresh and plan the next steps.

New area revealed: Cloakwood (first area)

Day 39 (Journey to Waterdeep)

Near the entrance to the Friendly Arm Inn compound Najara and her group waited for us with the accusation that we had killed innocents and such and they attacked us. They carried some useful equipment and a letter that identified them as just another bunch of bounty hunters despite their Torm justice speech.

Near the inn's entrance I once more met Elminster. He confirmed that we need to find the mine in the Cloakwood. He also saw that I had Gorion's dagger. He enhanced the dagger with a spell and claimed that the item has not yet revealed its true significance to me. Sometime afterwards, Sandrah asks me to inspect the dagger again and we found out that by its design it

might have belonged to a woman. Some attributes also indicated that it was a ritual item more than a weapon. There was a dark feeling what kind of rituals would involve the use of daggers though.

I asked Gellana at the Temple of Wisdom about the Waterdeep Road and she told me that old Jopi at the inn might know these ancient stories. We went to the inn and I was polite to the old man. He gave me an old roadmap for listening to his tales.

Before using it, I rested the party at the inn. I had another Bhaal dream. This time Imoen inquired about it the next morning.

When we left the inn, Sandrah offered me to use the map to find the road to Waterdeep and I agreed. In a cutscene we marched to the western part of the map, the place where we long ago met the duergar (they came from Waterdeep as it now showed). There the Old Waterdeep Road started.

- Note - After this first travel, the new area is added to the worldmap and you can travel there normally. When you leave Waterdeep, you always end up at the FAI map.

New area revealed: Old Waterdeep Road

Day 39 (Old Waterdeep Road - CVROA1)

The way sign at the area entry said we were 20 hours north of Friendly Arm and 1 hour south of Waterdeep.

We moved north to kill some bandits and observed how Khattark killed a man and fled with a baby to a nearby hut. Lady Hillath, the wife and mother, came running for help. Of course I agreed and we went to the hut.

I used the bluff option, which is the most interesting of the several solutions to deal with the kidnapper holding the baby hostage. This option gave us the baby alive but let the bandit chief escape for now.

The lady thanked us for our help and pointed out that the bandit had escaped towards the city, most likely to use the advantage of the capital with its many possible hideouts.

The entry to the town was now available north of the hut.

- Note - this transition map is the access for all Waterdeep maps and used frequently in the Sandrah mods. A lot of events take place here at various times throughout the trilogy and its extensions. Waterdeep is accessible at all times except during the SoD initial inner city chapter.

Day 39 (Waterdeep South West Ward - CVROA2)

We entered the town through the big white South Gate. Of course the watcher near the entrance had not seen Khattark, we let him sleep on. Sandrah offered me a little introduction

to her hometown and mentioned a few places to go and see. I took a clockwise tour through the current area.

The Temple of Splendor, dedicated to Waukeen, looked just the opposite. The priest explained that Khattark and his gang had robbed everything. The temple would give a big reward to the one defeating the bandit.

The transition to the north west ward was not accessible yet, the area plays a role later.

In the Siamorphe's House of Divine Law we were not greeted by Lady Ilvastarr since the place was not for the "lower classes". After she left, nobody objected to our searching the rich coffers of the temple. A magical portal led into the Waukeen temple but no explanation for this connection was provided.

- Note - Lady Ilvastarr is the mother of the paladin Ajantis, whom we have not yet met in this campaign. If he is in the party at this meeting, they will exchange some lines but nothing required for the game/plot.

The next house was guarded by a growling watchdog and not accessible - it plays a role in a coming quest. The same was true for the Harbour master building; you can buy ship passages there in later chapters but not yet in BG1.

The Festhall is part of Sharness' temple district and offers pole dancers, courtesans and really expensive drinks and rooms. I talked to the barmaid who immediately identified me as a peasant from the hinterland. However she also saw the adventurer in me and gave me the key to a backroom where a collector was interested to buy all kinds of rare artefacts. I found him and he was immediately interested in Imoen's fur coat. Imoen was pretty upset and scared the guy away.

- Note - the Collector plays a central role in the game later on. His appearance in that episode is just a bit of foreshadowing.

The Thermae in the south of the area was another part of Sharness' installations. The visit shed an interesting light of Sandrah's life in her hometown.

The big white house in the middle of the area was not marked in any way. This had its reason as we soon found out. The house appeared to be empty when we entered. We found a large number of interesting items and spell scrolls. When we were about to leave, shadow thieves returned to their base. After we defeated them, Sandrah discussed with me that the guild was considered to be removed from Waterdeep already. But the Khattark events and their secret presence seemed to point to some weakness in the town's security. This topic evolves in later episodes.

Day 39 (Waterdeep Central Ward - CVELM1)

An animal friend greeted Sandrah upon entering the area. This was her home and her father's house was in the east of the area. (I visited it later.)

We walked south towards the waterfront and were greeted by Clarissa Bloomwhiffler. She was a cousin of Finch and gave us a book to be delivered to Finch on the Sword Coast.

- Note - the book task is the start of a big quest. The quest is given regardless of Finch being in party or not, just the initial meeting is slightly different in this case as Finch will directly receive the book from Clarissa.

Clarissa then moved into her shop in the south west of the area. (She has a store and is also the contact person for several later quests.)

In the middle of the area was Faerun's most expensive restaurant. Since we had helped Lady Hillath with her child, we could pass the Maitre although we had not reserved half a year in advance. After dinner, Sandrah invited me to her house but I delayed that until we could finish the Khattark quest.

The south east exit led to the West Gate and the Commander's headquarters. There was nothing of interest there at this time.

The north east exit brought us to the area of Mystra's temple. Of course, Sandrah wanted to visit it. Inside the priests greeted Sandrah and asked her to talk to the priestess Rhanthona, a yuan-ti on the eastern platform. The conversation revealed that the Temple was monitoring our deeds and progress constantly although they claimed that Sandrah was not acting as their agent in this matter. Finally she asked us to go to the inner sanctum for a task awaiting Sandrah.

- The priestess also provides temple services like any other temple.

The inner sanctum was reached through the eastern door. Sandrah's former teacher Ringhontal gave us a clue to look for Khattark in the underground, i.e. the sewers. He had a second problem for Sandrah to solve once we had dealt with the bandit.

The eastern exit from the sanctum lead to Khalindra's locked grave (another plot area for later).

Day 40 (Khattark's lair, Waterdeep sewers - CVSEW1)

The grates that led us into the right sewer area were in the South West Ward near the shadow thieves' house.

The area was well protected by skeleton warriors controlled by Khattark's mage, black talons including a general, and traps.

I cleared the southern part of the complex first so that the troupes there would not attack my back once I moved to the northern part where Khattark and his inner circle were hiding.

In the north east hall was the mage whom we eliminated before facing Khattark himself. The bandit leader required a large part of our resources to be defeated even being alone as he was by that time.

We reported our success to the temple of Waukeen and received our reward; the Purse of Infinite Coin (really gives you 1GP per day for as long as you have it!)

The next to learn of our success was Ringhontal at Mystra's temple. While marching between areas I took the opportunity to use PID frequently to learn more about my companions. The ones in my current party (Imoen, Sandrah, Jen'lig, Shar-Teel, and Viconia) have a large

selection of topics.

We collected our reward from Ringhontal and Sandrah learned a new healing skill from him. He then reminded us of the second task he had once we were ready.

The second task included a sick girl that needed some blood transfusion to heal her. The healing process required that the protagonist and some party members including Sandrah had to donate some blood for the girl. After I agreed to the procedure, I sent Sandrah to pick up the girl's body and a dagger from the altar in the room. The girl Leyala was healed but Sandrah and I were severely injured.

After a rest however we recovered and talked again to Ringhontal. Sandrah received a girdle from Midnight's former possessions that I immediately equipped on her. The temple dagger used during the ritual turned out a splendid weapon for Imoen when the throwing dagger ability for it was selected.

- Note - the girl will re-appear later with a problem about the blood she has received. In the RtF sequel she has grown up and becomes a joinable NPC.

We left the temple and turned to the north, the fish market area.

Day 40 (Waterdeep fish market - CVROA3)

In a tent on the east side of the market we found some doppelgangers who attacked.

A herd of cows in the middle of the market triggered some unexpected reaction from Jen'lig.

The large tent on the west side marked as "Dwarven Pub" provided access to the Black Pits located below Undermountain. When we chose the right dialogue option with the bartender he opened a portal to use - it was a one way door. (You may need to talk several times to the guy until the right dialogue option shows.)

- Note - This back door offers the possibility to play the Black Pits 1 extension with your party as part of the current game. You keep your party and equipment and go through the challenges. You keep no items from the pits nor do you gain XP that may unbalance your group for the remaining games. Some high level encounters have been tuned to fit your party level when you enter. Once in the pits, the only way out again is by killing your host. Of course he is not showing up again in BG1 if you did that - furthermore the extension is only available if he is not a party member at the time already.
- The whole extension has no deeper connection to the main game other than everything is possible in Undermountain. Do it or skip it, it does not matter.
- The black pit entrance can be used at any time you think your party is ready for it. However, go late and it will be boring - go too early and the final challenges may be over the top. My average level 6 party managed to survive even if some encounters were quite challenging. I was lucky that my archer had fire arrows against those fission slimes that otherwise multiply and against some trolls.

Once I mastered the pits, I spoke to the djinni and he returned me to the pub. I went to the bar keeper to complain and he just escaped my wrath.

On the northern shore a fisher pair addressed us. Henk and Yantl were followers of Umberlee and spoke for all the fishermen of Waterdeep. Umberlee was angered and the nets were empty since days. Sandrah urged us to help because the fishermen were an important factor in supplying her hometown with food. Sandrah proposes to call an ambassador of the sea to the shoreline to learn about Umberlee's wishes. For this ritual we needed a bowl and a scroll. Since Mystra does not deal with the Waterbitch, we had to inquire at some of the other temples.

Day 40 (Waterdeep - Fishermen quest)

We went to the Temple of Splendor and asked for the summoning items. We were told that the bowl was over at the Siamorphe temple but the scroll had been stolen during Khattark's raid on the temple. We had not found it in the sewers, so chances were that it was either at the hut on Old Waterdeep Road or the bandits sold it - maybe to the unknowing Clarissa Bloomwhiffler.

We really found the bowl in a chest in the other temple.

We then asked Clarissa about the scroll and she had indeed bought it from a mage some days ago. Upon hearing that it was a stolen item she was glad to get rid of it. It was on one of her book shelves. While searching the shelves I found a tome of strength to enhance Viconia's stats.

- Note - the location of the scroll is random, in my case it was with Clarissa but it may also be at the hut.

With those two items we made our way back to the shore at the fish market. I talked to Henk and Sandrah started the recitation.

The sea creature appeared and demanded that a siren was found and freed from a magician who held her captive. No easy task in a town as big as Waterdeep, but we could get a hint from the fishermen. Whether involved or just a witness, a man named Whyrtman had been seen at the shore in the night the siren got lost. Sandrah knew that he lived in a house near the Harbour Master building.

Jen'lig was able to unlock the southern door of the house guarded by the watchdog and we entered. The dog turned out to be a pack of hell hounds. The hall off the house was dominated by a large crystal. The crystal had controlled the beasts but had lost almost all of its energy by now. Sandrah assumed that the mage may have controlled the siren with that crystal but lost control over her as well.

We entered the door at the left side of the hall. We found a mage turned to stone and Neerol, the siren. We agreed to listen to her story and learned about a tragic love. It seemed the mage used the crystal to neutralize the siren's dangerous powers and they were actually happy together. They were so much in love that they forgot to reload the crystal in time. The mage was turned to stone by his lover's gaze and she was confined by the hounds outside out of control.

Before my protagonist made a decision, the companions all gave their different views on the subject and voted either for killing the siren, leaving her to die or taking her to the shore. The task was to solve this quest and to help Waterdeep, so I agreed to take Neerol back to the

shore. She jumped into my inventory. I had a scroll of stone to flesh and used it on the petrified mage. It did not work and he died when coming out of the petrification.

We went back to the fishermen one last time. I spoke to Henk, the siren went back into the water, and we gained XP and a reputation point.

It was finally time to visit Elminster's house.

Day 40 (Waterdeep - Elminster's House)

Landrel and Elminster were present when we entered the house. I talked to Landrel first and learned that Pelligram was waiting for Sandrah in the garden. Elminster told us that the demon we had fooled in the shard quest might still be after us. He went to his study room to investigate. He asked us to consult him again before leaving Waterdeep again.

Entering the garden triggers a conversation with Sandrah because it was the garden I had seen in the Khalindra dreams before. Sandrah and the protagonist had some options to speculate about those dreams' meaning.

When we moved further into the garden, we found Pelligram, Sandrah's panther companion to follow us from thereon. (There is much content related to that mysterious companion and she plays a large role throughout the whole Sandrah mod.)

Near to where we met Pelligram was an altar of Mystra and up some stairs was the pavilion from the first dream. (The area and the altar are often revisited in the upcoming Sandrah quests.) For the first time in Waterdeep there was nothing more to do here.

We went back into the hall and through the northern door to visit Sandrah's tower and quarters (Check the area map for map notes). On the tower, she showed the protagonist a lonely light on the shoreline in the south - Candlekeep. Eroann and Sandrah then moved to her rooms while the other companions enjoyed themselves elsewhere.

The next morning we went up to the tower once more and then down to the hall to meet the rest of the party. Sandrah reminded me again to talk to Elminster before leaving. Elminster was in his study and informed us about Naronguth's latest activities. He is searching for the slippers he left behind at the last meeting and which we took together with the shard. Elminster gave us a copied pair that was enchanted with an entangle spell claiming they might help us if we encounter the demon again.

On Old Waterdeep Road Naronguth awaited us and demanded his slippers. Out of the available options I chose to give the entangled slippers to the demon. They did their magic and I could pick up some gold from the fallen demon. (No fear, he will return...)

We left the area to the south and were at Friendly Arm Inn again. Old Waterdeep Road now has an icon on the worldmap, on the coast north of Dragonspear Castle.

Day 41 (New quests)

From Friendly Arm we went south to the Coast Way again. Two encounters followed both of which started new quests.

A man named Davenport approached us and claimed an organisation was sent to eliminate us. He had some "section elite" fighters and a mage with him. On their corpses we found a key and a note that described a house in Beregost next to the smithy.

- Note - this encounter starts the main "quest" of the Dark Horizons mod. In fact this is more of a series of tactical encounters in a row of dungeon that you reach through the house in Beregost. The opponents drop a lot of items that some people find "overpowered" for this part of the game. It is intended by the mod author and no attempt has therefore been made to adjust this specific mod for EET. Personally, I just ignore the loot except for the plot items (here the key and the letter).

The second encounter was with some book enthusiasts who tried to get the book for Finch from us. When we offered them a copy, they got angry and claimed that only the original would do. We had to defend ourselves and kept the book, Sandrah asked me to let her study it at the next rest to find why people gave their life to gain it.

- Note - this is the start of the "Bookhunters" quest that runs almost for the remaining part of the BG1 part of the game. Even after you finish it, there are later quests that relate to its plot.

I decided it was the right opportunity to visit the Section in Beregost before starting off to the Cloakwood, so we visited Taerom to finish the quest about the vial from the mines. Afterwards we went to the house just west of Taerom's smithy and found the entrance to the dungeon there.

After a transit area we met Andrea who transported us to some kind of tribunal. We faced some absurd accusations that were supposed to justify our extinction by this group. Only one member, *Nikita*, opposed and left before the battle broke out - she re-appeared later to help us with the second part of the quest.

Once we had survived the initial high level battle at the section's tribunal, we searched the area for clues and then had to fight our way back to the surface through a number of areas full of enemies. In a way the areas were the Nashkel mines arranged in reverse.

Outside again on the street of Beregost, Nikita, the renegade Section member, approached us again and gave us a hint to Oversight, the organisation's headquarters in Baldur's Gate (more about it later). I rejected her offer to join us.

- Note - Nikita is another unfinished NPC from the Dark Horizons mod. She has no content other than the joining dialogue and the quest you already receive without her joining.

We came out of the dungeon past midnight, so a rest was due at Feldepost. Eroan could not resist joining Sandrah in her bathtub.

Day 42 (Old quests)

Still in Beregost we visited Finch at the Red Sheaf to deliver the book to her. She made a copy of it but left the original to our care - probably a good idea given the book hunters that were after it.

I consulted my journal to see open quests before going to Cloakwood and decided to revisit Gullykin to check for the ogres and Valiant. The area was invaded by a large tribe of ogres and ogre magi led by that Kharaz who was after us and the sword. We fought numerous ogres but sneaked around the south and east of the mountain and approached Kharaz from the back. I managed to lure him to the open space in the east alone and we killed him. Afterwards we cleared his remaining troupes from the halfling area and village.

On our way back to the Friendly Arm, we were ambushed by Molkar and his pathetic bounty hunters.

Sandrah took the opportunity to state that our time together had been quite eventful and significant for her and she took me to explore a minor bit of the Weave which means so much to her. I gained a healing ability from it like from the bhaaldreams.

At the Friendly Arm Inn we delivered Karlini's spellbook to Ygnatius. I was interested in the use of the book and finally volunteered to witness him using it at the stone circles near where Gorion had died. We travelled again to Lion's Way.

A demon appeared and took Ygnatius with him. I could have traded my soul for the lives of him and Karlini but I rejected that deal and the demon disappeared. However, with Sandrah's help we were able to recapitulate the formula and free the gnomes. We earned a mirror shield for our help.

Next we went to the Beregost temple where Pelltar from Lendore Island was looking for help with problems at Restenford. We agreed to help.

Day 45 (Secret of Bone Hill - Part1 - BH0100)

- Note - The island consists of a couple of areas in an secluded part of the worldmap. You can travel between those areas but need Pelltar to come and go to the island. Once you are there you need to finish a number of quests before you can leave again. The second part of the mod starts after you leave Candlekeep catacombs later on and can only be done if you did the first part. However, you can turn down the second part if you want. It is an old mod but playable and it does not contain overpowered items or enemies. Dialogues and quests are maybe not fully up to current standard, you can have a local bard *Fabio* join your party who will stay behind when you leave the island. It is a bit of nostalgia and a worthy mod to include if you like quest mods and diversions.

Pelltar gave us a short introduction to the island and its situation and left us to explore the areas.

Unrelated to Bone Hill's quests, we were again visited by book hunters. Once more the encounter ended in violence. After inspecting the corpses, we found that those must have been sailors or pirates. This gave Sandrah some clue but she needed time to study her tome before

she wanted to say more.

In the basement of the armour shop I bought a quiver of unlimited +1 arrows for my archer and a bag of +1 bullets for Viconia.

- Note - Opinions may differ on this, but at this point of the game I had like 4 stacks of 120 arrows +1 in my inventory and a comparable amount of bullets with Viconia. There is no real challenge in picking up new ones from slain enemies and keep a supply this way. Using those bags instead is just convenient and a time-saver. It is not that those bullets or arrows are rare stuff and this is why I do not consider this cheating (or the items being not adequate for when they become available in the game). Decide for yourself, this is just an option and you are not forced to even go to that basement at all.

I went to the tavern and let Fabio join the party for the island episode (Viconia was sent to wait at the Jovial Juggler in Beregost). The party of Fabio, Imoen and Sandrah make the Bone Hill sequence livelier.

I went to the armour shop with Fabio and bought some equipment for him. I had more than 100.000GP by that time just from picking up money dropped by enemies or quest rewards.

Day 46 (Secret of Bone Hill - Part1 - BH0200)

We visited **Sir BillyBob's farm** east of Restenford. In the middle of the area was the name giver (and author of the mod with a portrait like Sean Connery). He gave us the first quest, some orc bandits north of the current area.

In front of what looked like a cave stood Amos. The cave was actually the transit to a plateau where the druid Almax and his daughter lived. I went through all the dialogue options with Almax to learn about several quests around the island.

- Note - Almax is the only one who can give you the druid quest to search for Martin (without that quest, Martin takes you for an intruder later and turns hostile). All other quest information is redundant and may be received from other inhabitants as well.

By that time it had become clear that Sandrah and her father had once visited the island and she had left a mixed impression there, younger males enjoyed it while the women did not.

In the north of the area is the exit to the first quest area, Bald Hill.

In the **Bald Hill (BH1100)** area we soon were ambushed by Krellus and his men in the south east corner. Krellus dropped a girdle of Hill Giant strength. In a cave nearby we found the missing wagons and goods. At that point, this quest is already finished but we explored the remaining area nonetheless for some more encounters with orcs, shamans and other monsters.

In a hut in the north east was a locked chess with nothing interesting (for me) in it.

Meanwhile Sandrah had made some progress with Finch's book. Together we arrange several illustrations from the book into one big picture that represented the map of an island. In

addition some excerpts from the text seemed to describe how to reach a treasure spot on that island. The only problem was that we had no idea where the island may be or how we could get there. Sometime later, Sandrah found some information about the author in her encyclopaedia; he died under mysterious circumstances in Ulgoth's Beard. It was decided that we may inquire with the nautical authorities in Baldur's Gate and Ulgoth's Beard once we get a chance to get there.

From Bald Hill we moved west to the next area, Thief Den.

- Technical Note and Issue - during a travel between two areas, it took significantly longer than normal for the worldmap to come up. When it was finally there, the background was black. There are countless reports about such an issue all over several websites. I have a fix for it on my own repository called "Fix for Black Worldmap" <https://github.com/RoxanneSHS/EET-Tweaks-and-Fixes> and I applied it and played on. I have no data on why it happened and it was not reproducible. It happened when leaving Bone Hill to the east for Thief Den but since it is not repeatable, this might be just coincidence.
- It happens in EET with BP-BGT_worldmap mod (which is required by a number of mods in my setup). It stays one of the unresolved glitches in the game.

Day 47 (Secret of Bone Hill - Part1 - BH1200)

Thief's Den had thieves - and baby wyverns, nothing else. (There is a second quest here later.)

We moved to the next area west, Tri Top (**BH1300**). In the cave north of the gnoll village we discovered that the gnolls were controlled by an ogre mage.

The next area west was Reddy Forest (**BH1400**)

We found and helped Locinda in the south west of the area. We aided her with a healing potion and pointed her the correct way to Garotten (by this she will later appear in the second part of the mod).

In the druid circle in the north east we told Martin that Arlax had sent us and we solved the gnoll problem. He gave us a message for Almax in return.

Another adventurer, Volcifar west of Martin told us about new activities in and around the ruin of Bone Hill. We agreed to look into the matter.

Last, in the north west was the mage Tolvar who asked us to leave him to his self-pity. I talked to him again and convinced him to seek for Pelltar in Restenford to get better training.

I made camp for the night at a clearing. I had a thrilling night time experience with a githyanki.

Before we would explore Bone Hill itself, I decided to go back to Restenford to report our achievements so far and fill our supplies. On the way back we made a stopover at the Temple (**BH0300**).

I talked to Yalta in the house south of the wall and reported that I solved the gnoll problem. Inside the temple in a side room we talked to Qualton who was a bit strange, so we talked to Almon near the altar about that behaviour and he went to look for it. Once we were alone in the temple, I moved the lever on the left side of the room which moved the altar and revealed a secret entrance. I sent Jen'lig down to loot the secret treasure while the rest of the party stayed upstairs. Using the lever again I closed the door again, Jen'lig took the northern exit from the room that led her outside. This way our operation stayed unnoticed.

Afterwards we went back to Restenford.

Day 49 (Secret of Bone Hill - Part1 - BH0500)

I told BillyBob about the wagons at Bald Hill and reported to Almax about Martin. Almax gave me another message for Martin to say supplies are now on the way.

Pelltar was not in the large mansion in the town so we went to Castle Restenford through the gate in the north east of the area (**BH0500**).

While there, I decided to explore the main building before looking for Pelltar in his tower behind the main building.

I talked to the Baron in the main room who noticed Fabio and Sandrah but otherwise had no crucial information. Upstairs was Andrella, the Baron's daughter who was interested in Fabio. Meeting Andrella triggered comments from Imoen, Sandrah and a banter with Eroan. Also upstairs was Lady Fairwind, now wife and mother but a former adventurer. (Baron and Baroness play a role in the second part of the mod.)

At Pelltar's tower I reported the problems I had already solved. On the top level of the tower in a trapped and locked table we found a spellbook. This was a container with scrolls and I let Imoen and Fabio learn the ones they did not yet have. (I left the book with the unused scrolls there; I do not carry containers, bags or anything like that through my games.)

Back in town we visited the magic shop.

- Note - Lazarus Librarian is a shopkeeper who appears again in ToB and in the Sandrah RtF sequel. Events force him to move to new towns every once in a while.

In the south east was Zahrdahl's house where we learned more about the rat problem. Just south of his house was the entrance to a new area with a barrack. Through a trap door in that building we reached a cellar where we found and eliminated the source of the rat problem.

We told Zahrdahl of our success with the rats and he said he would always be interested in more gossip. His injured leg kept him from the tavern most of the time.

We went to Falco's tavern and asked the owner some questions. When I mentioned Zahrdahl he said that he never came to the tavern and the one on the other side of the river was too far for his bad leg. That sounded suspicious and we went back to Zahrdahl's house to look around a bit more closely. Upstairs in a shelf was a key that opened a chest nearby with a notebook. There was also a spellbook that I used like Pelltar's before. The notebook had information that revealed Zahrdahl as a spy, which was of interest to Pelltar.

Before making the report, I decided to spend the night at the tavern. During our preparation to sleep I had an encounter with Shar-Teel. I thought she had shown some interest in me but instead she started a fight and even cut me. She made it clear that she would decide when...Obviously she has an interest, just wait and see. (Fabio and Sandrah had more fun - I overheard their morning conversation that hinted at it.)

This time we went to the big mansion to meet Pelltar. The mage from Reddy Forest had arrived there as well to study for his improvement. We told Pelltar about the rats and the spy and he asked us to eliminate Zahrdahl before more damage could be done. We confronted the bait dealer with the facts and he attacked us. We told Pelltar that the spy was dead. The only thing still to be done seemed to be the visit to Bone Hill itself.

Day 50 (Secret of Bone Hill - Part1 - BH1000)

South of Bone Hill Castle was a palisade with a well. Inside we found a bronze horn that we took along.

- Note - There is later a quest to find that horn but anyway, you can already find it right away, spares you some running to and fro.

Inside on the ground floor we found hobgoblins, no surprises here. The loot was not interesting, neither the fights.

- Note - Of the big mods, this episode could really need a bit MORE challenge. All fights in this mod were really weak compared to other parts in my current setup.

On the first floor there were more hobgoblins, another spell book in a trapped fireplace, and - finally - behind the trapped door in the inner room, a named creature, Telvar. He claimed to be sent by some overlords to look for a bronze horn. We had that horn already but of course refused to hand it over. We found his journal on his corpse which I kept for Pelltar. The book mentioned a creature that controlled undead and was Telvar's ally. He was supposed to be somewhere in the basement of the castle.

Before going down, we went upstairs and cleared the roof of the castle. A hobgoblin shaman dropped a magically enhanced shield. Sandrah started some talk about future plans inspired by the view from the castle roof.

In the basement we found the undead and the wraith commanding them just like Telvar's journal had claimed. In the most southern cell of the prison tract was a tunnel to a cave with more secrets.

In the north west of that dungeon we could talk to a statue of Amaunator. The first time he spoke of some evil but when I talked to him a second time he recognized that we already had defeated the evil and I received a helmet of mind warding as reward.

In a southern tunnel we found the staff of the Blue Dragon. (This is a plot item that triggers several encounters later if you keep it.)

In the middle of the area was a skeleton that could talk and asked for release. He gave a hint

to a scroll. In a shelf nearby were some restoration scrolls. I used one on the skeleton and it was free from its curse. I received a limited wish scroll for reward.

In the south east corner of the area was a spectator guarding a chest. He was no problem but the gas spores protecting him exploded with cloudkill (no issue for an archer protagonist). The chest had worthy items. In the east of the area was a direct exit to the outside.

Before we returned to Restenford to report to Pelltar once more, we took a deviation via Martin in Reddy Forest to give him Almax's news and receive a cloak as reward. (Martin appears in the second part of the mod if you finish his quest in part one.) Volcifar gave us nothing when we told him of our success at Bone Hill.

Day 51 (Secret of Bone Hill - Part1 - New tasks)

We Told Pelltar the story about Bone Hill and gave him the journal. He agreed to send us back since our task was done. However, Gelpas appeared, accused us of murder and theft. That was soon rectified but we were held to find the true culprit. A moment later another guard appeared and reported that new bandits had appeared north of the town. This way we ended up with two more tasks to solve before we could leave the island.

We talked to Welcar who was patrolling along the riverside and the warehouses. He gave us details of the thefts and a hint to some sewers north of the temple and beyond the graveyard. Before going there I wanted to check the new bandits in the north, so we went again to Thief's Den.

There was a new group of bandits near the northern bridge. After their demise we found a scroll on their leader. Fabio knew some bard song about the topic, the "Glorious Hand".

We went to the temple area and found a guard Ravella who was on duty during the hanging of a thief recently. After we put some pressure on her she reported some strange occurrence with the bandit's hand afterwards. We convinced her to show us the grave of that thief and when we opened it, it contained a second corpse. It was the murdered lighthouse keeper. However, before investigating this case, we entered the sewers that were right north of the grave.

In the northern part of the sewers was a hidden door. In the storeroom behind it we found the stolen goods from the warehouses and a map with marks of houses planned for thefts. Fabio could identify those houses in Restenford, one was the West Wind tavern.

In a room in the south of the sewers were a few more bandits to eliminate.

We went back to Restenford and gave the stolen goods to Welcar. He complained that the Baron's black pearl was not among the package. He also gave us a hint concerning the map we found. We should talk to the innkeeper of the West Wind.

When we talked to Zelmar, the innkeeper, he also mentioned the lighthouse.

We now went to inspect the light house in the south east of town. Inside on the top level we found Sirius, the murderer. He had the black pearl, the Glorious Hand and a journal explaining the background of his deeds.

We brought the pearl to Sirius and gave Zelmar his stolen money. Then we informed Smyth in the armour shop about the loss of his customer.

Finally we went to Pelltar and presented our results. He agreed our task was completed and sent us back to the Beregost temple. Before we moved, Fabio bid us farewell for now as he stayed on the island (he will later come to start the second part of the mod).

Just outside of the temple we were ambushed by some fanatics that accused us of the theft of a famous staff. This was the staff of the Blue Dragon we found below Bone Hill. They left us no choice but to defend ourselves and to keep the staff.

With Fabio left on Lendore I had a vacancy in my party and Gavin was just standing there. I let him join for the moment.

Day 53 (Seawatcher - BG3600)

To make our way to Cloakwood after all, I decided to take the route west along the coast thus touching some yet not visited areas. I started with the lighthouse area south of Candlekeep.

Arkushule in the southern part of the area saw something in my future but would not tell nor did she want my money.

Ardrouine not far from there asked me to save her son near the lighthouse.

At the lighthouse we killed the worgs and an old man and the boy appeared from the house. The boy was sent back to his mother and the old man warned us about the sirens in the area, especially one Sil. We brought the boy back to his mother for a small reward. And went back to inspect the lighthouse.

There was nothing of interest in the southern building but when we went up in the lighthouse itself we found some interesting paper on the top level in a locked desk. The men here seemed to observe the ship traffic on the sea and made notes on the ships and whether those were armed or not.

We went into the northern building and confronted the old man with those facts. When Sandrah dropped the name of the book author of Finch's pamphlet, he called the man "king of pirates" and alerted his crew in the back room. Except for some gold the pirates had no interesting loot. The important gain from this encounter was the information that our book hunter adventure turned into the search for pirate treasure. And we had to find out more because those pirates seemed to be chasing us as well.

Meeting the star gazer Pallonia triggered some banter between Imoen and Sandrah about fortune telling and their belief in prophesies. Since everybody was tired by this time and it got dark, we made camp. Shar-Teel finally revealed her full interest in me and launched a frontal attack that ended in my bedroll...

After rest I found that Jen'lig had left the camp but her footprints were visible in the wet grass. I followed her to observe her destroying some strange looking eggs. In the talk that followed

it became clear what these eggs were and why it was better not to know what would have hatched from them.

Sandrah's reaction to my night with Shar-Teel was just as expected - an unexpected reaction.

Not far from our camp we met *Safana* and I decided to let her join instead of Gavin.

- Note - I decided that Gavin was more interesting for a female protagonist so I skip him this time. I never used Safana early in the game and just became aware of her recently when I first played SoD. So this is a new experience. There has been a lot of debate (as usual from people who do not even play the game or specific NPCs). I admit that I started to become interested in Safana only after nearly 15 years with this game due to her enhancements with BGEE/SoD. In Addition, the Safana in Amn mod continues her for BG2.

We found the treasure cave and Sil guarding it. I selected a peaceful dialogue path and told her that we killed the pirates. She granted us access to the cave. We took some treasures most interesting a tome to increase CON.

Day 55 (Rocky Coast - BG3100)

The only things of interest in this area were the banters between my companions. A surgeon was the brother of Davaeorn whom we were yet to meet at the Cloakwood mines.

- Note – Travellers of Faerun mod extends this character throughout EET.

Day 57 (Cloakwood - BG2200)

Upon entering the area we were approached by Aphriel. She needed help for her son Perwell whom bandits had kidnapped and taken deeper into the Cloakwood. She would search him as well and would meet us at Friendly Arm Inn if one of us should find him.

Slightly south of her, Raiken, the old acquaintance of Sandrah whom we fooled to get us into the bandit camp, was waiting and was ready to take his revenge. He had a large gang of competent murderers with him.

Again a bit further south a band of tasloi of which one had Gurke's cloak. I did not run back to Beregost to deliver it, although the majority of my party members needed a rest. We camped right there in the wood.

Outside the big hut Aldeth asked for help against some druids. I agreed because a) the experience we made with those guys at Xvart village and Carnival b) it gives us the quest at Merchants League later.

On the bridge in the east of the area we met Coran whom I sent to Friendly Arm Inn to wait.

New area revealed: Cloakwood Falls

Day 58 (Cloakwood Falls - BG2100)

We accepted Tiber's quest to find his brother. A stone throw away Selene and her druids warned us of a dragon. The so-called dragon in the south of the area dropped a wyvern head which we gave to Selene who rewarded us with a protection ring +2.

Jen'lig disarmed the traps on the route to the spider lair with the cave.

Inside we talked to Centeol and tried to get as much information as possible from her by sweet talking to her. She mentioned one Jon Irenicus who was responsible for her current state. The name rang a bell with Sandrah although she could not remember much more than it had to do with bigger crimes than punishing Centeol.

After we defeated the spiders in the lair we found Chelak's body and the sword Spider's Bane.

- Note - Spider's Bane seems to be one of the most overrated items in the game. In none of my play throughs have I found it essential or even especially useful, most of the time I sold it once I left Cloakwood.

After we found Chelak, Imoen showed real signs of despair. She imagined that Henning could have found that fate just as easily in the endless Cloakwood and helplessly bound as he was. Sandrah soothed her, both are best friends by now.

The only other things to do in this area were to bring Tiber the body of his brother and reach a northern border to reveal the road ahead.

New area revealed: Cloakwood Grove

Day 59 (Cloakwood Grove - BG1600)

We told Laskal we were enemies of the Iron Throne and he let us pass without animosity. We were less successful with Mirinda who turned hostile regardless of our diplomacy. The Ankh she dropped was useful (Attention: it changes the wearer's alignment to true neutral while equipped regardless of previous settings).

A cave north of the river was guarded by wyverns. Inside were Peter of the North, a mad breeder of those beasts, and a delivery boy he had kidnapped. After Peter was dead, it turned out the delivery boy was the one who mixed up two customers and gave the wrong egg to the boy in Nashkel. Peter was mad about the one he got and took revenge on the delivery man. He gave us his last egg that was meant to be given to some mage we may meet and was gone.

We talked to the archdruid in the tree house and he pointed us to *Faldorn* who would have been interested to follow our course against the Iron Throne. I was not interested in her, so I ignored her.

Meanwhile my affair with Shar-Teel had reached another step, she told me that my presence made her feel sick (lovesick, but she could never admit that, of course). She and Sandrah seemed to have no problem with sharing the same man. They even were becoming closer friends daily despite their differences on the surface.

New area revealed: Cloakwood Crossings

Day 60 (Cloakwood Crossings - BG1700)

Kieran, another mad druid, demanded 300GP from us to cross his bridge. I paid because it gave us the option to trade with him. I sold him my extra luggage and purchased bolts +2 for Safana's crossbow.

Jen'lig told me that she was again feeling the dark magical shielding like in the Nashkel mines around Mulahey. The mines could be holding another one of the murderers she was after.

We found the wyverns that Coran was hunting. Jen'lig had a recipe for cooking them but there was little interest from my other companions.

New area revealed: Cloakwood Mine

Day 60 (Cloakwood Mine - BG1800)

After removing the guards at the front gate, we met Albert from the Cloudpeaks again. In a cutscene he gave us a hint to a caravan of slavers on their way to the mines. Their victims were children. We found the red wizard and his men in the south east of the map and freed the slaves. Perwell or Henning were not among them, so we needed to keep searching further. This battle was difficult because we had to be careful not to injure or endanger any of the children held by the slavers. Once their capturers were dead, they came and thanked us and we received XP for each rescued child. Even my so-called evil companions were shocked by the vileness of our opponents.

We took an anticlockwise round around the mine from where we defeated the slavers. In the north was Lakadaar, an Iron Throne representative and not far from him another arch druid. Both encounters ended in violence.

There was some decent opposition in the yard to the mines from Drasus and his party plus a Black Talon General and his elite.

We entered the barracks and in the sleeping quarter found a frightened guard who gave us some insight of what would lie ahead. He confirmed that the orcs with Henning had arrived and were in a dedicated tract of the prison level.

The last obstacle was Tytus with his men in the mine entry hut.

We took the opportunity to rest outside before going down into the mines.

On the first level we spoke to the slave near the seal in the northern tunnel to learn about how to set the slaves free and flood the mines afterwards.

There was nothing else of interest on this level.

Day 61 (Cloakwood Mine Prison Levels - BG1804)

In the ante room were some guards and an orc. Imoen and Sandrah identified the locked door to the prison cells and agreed that this must be the place described by the guard we questioned before and where we would find Henning.

After Jen'lig unlocked the door, we found Perwell and an orc guard who ran away to the end of the corridor and vanished down the stairs to alert Knowlod (the name of the orc leader who held Henning as we had learned at the bandit camp).

We sent Perwell to wait for us upstairs at the inner yard until we finished the mines. We killed another orc guard and took a keystone part from his body. At the end of the cell corridor we went down to the orc prison (**CVORC1**). We defeated the initial orc onslaught and found the second keystone part on an altar.

In the southern cave we freed another prisoner of the orcs, the merchant Haynalt from Baldur's Gate. He had a lot of useful information about the Iron Throne, Sarevok - and the involvement of Travenhurst, the owner of the large manor house in the northern part of Beregost. It was actually Travenhurst who ordered Henning's kidnapping to gain time for the Iron Throne's machinations after he learned that the shopkeeper was connected to Imoen and our group. We were told that our appearance and activities were the only hindrance that the Iron Throne was still afraid of. We sent Haynalt upstairs to safety.

Henning had been taken down to the next level, Knowlod's quarters.

That area (**CVORC2**) was full of traps and orcs. When the fight broke out, Imoen underwent a strange transformation into a creature attacking the orcs with bare claws. That spook ended after a short while and when the battle was over, we discussed the issue. Imoen thought that it was a miscast spell from Tarnesh's spell book but Sandrah seemed to doubt that. She saw some sign of that dead god Bhaal again and was referring to the "slayer".

In the trapped and locked quarter in the north of the area were more orc resources. We lured them out into the hall to defeat them. The way was now free to face Knowlod and a severely injured Henning. Knowlod confirmed Haynalt's story about Travenhurst before he attacked.

Once Knowlod was dead, Sandrah picked up Henning's body. She suggested making use of a splinter from Mystra's shard that her father had given her for utmost emergencies. She used it to bring Henning to Mystra's temple and care in Waterdeep. She promised that her father or the temple would find a way to return her in a short time to our company and my quest.

On Knowlod's body we found a purse with Travenhurst's insignia that he used to pay the orcs. We kept it as evidence to confront the nobleman upon our return to Beregost. Some gold treasure was on a shelf in the quarter.

My party of five looted the orc's prison before we returned upstairs to the main level again.

Sandrah awaited us in the guards' room outside of the prison area already. Henning was save and she assured us that he would recover after a tenday. Imoen's confidence was regained and she could not wait to go into battle against those criminals right away.

In the southern cell block we freed Rill and provided him with the gold he needed to lead the

slaves to safety before we flooded the mine. Another prisoner, *Yeslick*, was sent to wait at the Nashkel inn.

Day 61 (Cloakwood Mine Lower Levels - BG1802 and down)

The next area was a fighting level without any content (Yeslick may have some dialogue here regarding the Cyric altar but that is about all - kill and loot).

Down the stairs in the south east were Daevorn's quarters (**BG1803**). The entry area had an ambush with Dark Silvia and Morgan but since a door shut off this part from the remaining level we could defeat them without much problem. Among the items they dropped was a Cloak of the Assassin usable for Jen'lig.

I had my githyanki thief open the door and disarm the 4 traps in the corridor. In the first room east was another book for Finch.

Daevorn was easily defeated. On his body were a letter from Rieltar, the key to the river plug and another letter from Sunin containing a warning about Jen'lig. The letter mentioned Jardak and a sorcerer - as well as the fact that the Iron Throne had resurrected Tazok. Apparently Daevorn was one of the murderers of Kastya and those others mentioned in the letter would be the remaining ones to find.

The only other person we found on that level was Daevorn's apprentice Stephan. After I got all the information I could out from him I was merciful and wanted to let him go but Shar-Teel and Jen'lig were too agitated to let one go who was involved in murder and enslaving children.

We took the short cut elevator back up to the first level. We gave the plug key to the miner at the seal and the Cloakwood mine was flooded and lost for the Iron Throne.

New area revealed: Wyrn's Crossing

Day 64 (Out of the Cloakwood)

Outside the mine we found Perwell who was ready to follow us to his mother at the Friendly Arm Inn. I sent two of my companions ahead to check for possible dangers before the remaining group would follow with the child. Wendell, Miranda's crazy husband and his druids were waiting outside the mine compound but my avant-garde had no problem to clear the way for us.

Perwell's company required us to take the journey through Cloakwood in smaller steps to minimize the number of random encounters that could be too dangerous for the little one.

Jen'lig discussed the content of the letter found at Daeveorn with me. It was now clear that we both pursued the Iron Throne and its individual members, especially Sarevok (Gorion's murderer) and Sunin, Jardak and some still nameless sorcerer (Kastya's murderers). Sandrah reminded us that there was a shadow thief guild in Baldur's Gate and information could be obtained there provided we could agree on the price for it.

On one of the intermediate stops Winski Perrorate made his second appearance. We had come

too close to his protege for his liking. Sandrah confronted him with the idea that Sarevok might no longer be under his control and had taken up the reigns himself already. Winski unleashed his summons to deal with us before he disappeared. We managed to keep Perwell safe through this challenge as well.

We finally reached the Friendly Arm and delivered Perwell to his mother. She offered me her bow for reward but I declined - I was well equipped.

Jet'laya, a half-elf priestess from Cormanthor, asked us for help to find her lost sister. I let her join the party and sent Safana ahead to wait at the Belching Dragon in Nashkel.

- Note - Jet'laya starts the series of quests known as Dark Side of the Sword Coast. Once she gave you the quest and revealed a new area to the east, I could technically have kicked her out again but I preferred to have her along for this episode until we meet her uncle in Beregost after our success.

Before starting the new quest it was time for a break at the inn itself. I went up to the first floor and triggered a very special scene with Shar-Teel and Sandrah. I will not spoil it, it is NOT adult content.

New area revealed: Wood of Sharp Teeth

Day 65 (DSotSC - Jet'laya's Sister)

We moved to the area revealed by Jet'laya (**DSC001**) and fought several hordes of orcs until a creature named the Dark One appeared. That lich tried to scare us away but I confirmed to my new companion that we would stay with her despite the nature of our opponent and the Dark One retreated for this time leaving us with some skeleton lords to fight.

After more orcs we reached the south eastern edge of the area where two baby dragons spit fire at us. Behind them was the transition to the next - unnamed - map of the Wood of Sharp Teeth (**DSC002**).

The new area was full of all types of undead creatures. North of the lake was a hut that could not (yet) be entered and some phantoms fighting each other. There was nothing to do here until our return from the next area which could be reached by the northern edge of the current area.

The new area (**DSC004**) was named as well "Wood of Sharp Teeth" on the worldmap. Jen'lig warned me again that some mind flayers were around and told me to look out for some hiding place of them as they would not be on the surface. They were too close to the inhabitants of the Sword Coast to be ignored.

In a conversation between Jet'laya and Sandrah it became clear that one option we needed to consider was the fact that the half-elf's sister might not be curable and we might have to kill her. We had some time to explore and clear the area from enemies as Jet'laya's sister would not appear during daylight due to her status.

On the northern hill range was a cave entrance. In the cave (**DSC007**) Jen'lig gave me a psionic type message that the illithids were in this cave. I made her the leader for this

operation due to her knowledge of those creatures. We killed two of them that were in the northern part of the dungeon as well as a number of undead in the remaining cave.

It was still day and some of my companions were tired, so I cleared the hut in the south of the area from undead inhabitants and we rested. By then it was dark and we found a banshee near the hill with the cave entrance. This was what had become of Jet'laya's sister and there was no chance to argue or heal her. With haste cast we managed to kill her before she could start her deadly wailing. We picked Ferium's necklace from the body.

After that victory Sandrah reminded us of the lich and the phantoms in the area south of where we were. She assumed that the lich had a phial with his soul essence hidden and if we found it we could kill him. The house near the lake would be a possible hiding place for such an item.

We returned to the unnamed area (**DSC002**) and this time one of the phantoms talked to me and pleaded with me to be released from the Dark One with his comrades.

The Dark One was near the hut and we defeated him but this was not the end. The phantom came again to tell us that we needed the essence from the hut to succeed, just like Sandrah had assumed earlier. I sent Jen'lig and Shar-Teel into the hut to fight a couple of spiders and unlock the chest with the phial while the remaining party kept the lich occupied. After he died this time, we gained 6 jars with the phantoms' souls. The one who talked to us came again to thank us, he took the jars and the phial and they disappeared.

After he searched the hut again for some loot, we were ready to return to Beregost and bring Jet'laya's uncle the news about our mission.

Areas revealed: 3 new areas in the Wood of Sharp Teeth

Day 68 (Beregost Interlude - old and new quests)

On the return trip to Beregost we came by the Temple vestibule (**BG3401**). We talked to dawn priest Blane and he warned of a coming evil. The demon knight Ranthis spawned in the back of the room with two skeleton fighters. After we defeated them, Blane advised us to talk with Kelddath about the event.

Kelddath first gave me 2000gp for a wyvern head from the Cloakwood. On the next talk he informed us that Ranthis was just a messenger for a much more dangerous demon who had been summoned by the Red Wizards in some ruins east of Beregost. We agreed to check this.

Before I did a new quest, I decided to finish Jet'laya's task and pick up a new companion on the occasion. So we went into Beregost town first. In town, Sandrah and Imoen reminded me of visiting Travenhurst in his mansion to get more information about Henning's kidnapping and the Iron Throne's plans. We discussed if it made more sense to consult Kelddath first but I finally decided that it might warn the nobleman of our coming.

In the Jovial Juggler Thorfinn wanted to join our party but I rejected. (He is a superfluous NPC from DSotSC with no content at all.) Also in the room was Lennan, the uncle of our half-elf whom we told about his niece's fate. He took the necklace and gave us a letter for Otho in the smithy in return. I left Jet'laya there.

Gurke rejected his cloak I had brought from the Cloakwood but I received some XP and finished that quest.

There was a scene with Shar-Teel and Sandrah that showed how much my cleric and I had influenced our grim fighter already. I learned that Shar-Teel had a beautiful singing voice.

Finally, at the inn I let Faldorn come along for the moment (until we meet Safana at Nashkel later on).

We went up to the big mansion and were not greeted well this time. The house guards attacked us and alerted some orcs from the back rooms. The noble Travenhurst made his escape up the stairs. When we were finished with the opponents we followed him to the upper floor.

A larger group of orcs, orc mages and an Iron Throne mage awaited us. After all were dead, we found Travenhurst in the east chamber. He was devastated with all the destruction around him and he sang like a busy little bird.

We learned that the Iron Throne had started the crisis as a merchant war to make money with their new mine in Cloakwood but that Sarevok - their leader's stepson - had developed his own agenda that included much more bloodshed than intended. In a couple of tendays it was expected that Sarevok would grab the leadership of the organisation from his stepfather, and maybe more.

At the end of Travenhurst's confessions Imoen let the man escape to start a new life somewhere far from the Sword Coast. In return he handed over the mansion to Imoen and Henning. We received a document that we needed to register with Kelddath.

We consequently went back to the temple once again. On the way Imoen introduced us to her great plan how to use the mansion and the money we found with Knowlod; she wanted to start an orphanage for all the children that were not as lucky as she and Eroan had been with Winthrop and Gorion to raise them. Again the temple would help her to run this home. So we reported all the events at the temple and they agreed to set up everything to make Imoen's idea come true.

Meanwhile we set out to the Spider Wood to deal with the red wizards and the demon.

Day 69 (Spider Wood - BG3000)

In the north west Fahrington asked us to retrieve a scroll for him from a tasloi. We found it on an ettercap that meanwhile had killed the tasloi, it was a cursed scroll.

Before confronting the red wizard we cleared the area from all types of spiders so we would have room for the final battle in this area later on. Jen'lig had plenty of traps to remove between the trees. Fahrington gave us the scroll we had retrieved for him. This is probably the weirdest quest in this part of the game.

Lestraubimat had two basilisks and two fire drakes with him, plus the four red wizards but they were all penned together on the same platform. Not such a big challenge as it sounds on paper. The loot was uninteresting as well.

Sandrah found her antipathy against red wizards confirmed by the events.

Kelddath rewarded us with money and sent us to Bran in the vestibule for an extra. The dawn priest offered to forge a magical item from an enchanted hammer and a pearl. We had a pearl from the sirens on the coast areas and bought a hammer +1 from Magnus at the fountain in Beregost. Bran created a hammer "Lathander's Influence" from the items.

So, back once again to Beregost to see Otho at the smithy to give him Lennan's letter. Otho announced that he would forge a mace for us that would be ready in five days. When we left the smithy, dawn priest Blane talked to us and asked us to see another priest at the Burning Wizard.

Meanwhile Imoen and Sandrah suggested visiting the orphanage to look at the progress made there. We went there before going to meet that priest. The mansion was full of children already. A quick witted red haired girl dressed all in pink (!) greeted us. Isobel aka Izzy had a lot to tell about the great heroine Imoen the Magnificent, not recognizing who was standing in front of her. Even Imoen herself was unable to stop the torrent of the girl's enthusiastic words.

- Note - The girl Izzy will be grown up by the time of the RtF sequel and be available as a joinable NPC then.

Morninglord Jarent at the Burning Wizard reported of a dragon that was moving from the south towards Nashkel leaving a trail of destruction in its wake. The beast had taken a relic of Lathander from a destroyed temple. To stop the dragon and retrieve the relic was now our task. Jen'lig mentioned for the first time the pact between Tiamat, queen of the dragons, and the githyanki. (This theme will play some role at later stations of her quests.)

Since we were already at an inn and tired, I rented some rooms. Shar-Teel now joins Eroan in bed frequently.

Outside of the inn a confused nobleman told us that the dragon had already reached Nashkel. To the rescue then.

Day 70 (DSotSC - Nashkel Dragon)

We travelled the route to Nashkel and on Trade Way South found some Teldorn messengers and agents with a stone golem who attacked us. The agent carried a letter from one Cearwin to be found at the Carnival.

- Note - This is the start of the Stone of Askavar mod's quest. With the letter you can get more information from Cearwin.

In Nashkel a boy Deazle in front of the inn asked us to talk to a man inside the inn. This turned out to be Jeremy, Berrun's assistant, but all we learned from him was that the dragon was NOT yet in Nashkel but still in the area south east.

After Jeremy, a fighter Conchobhair Strongblade offered to join us claiming he was an experienced dragon fighter. But so were we and we had no need for him. (This is another of the DSotSC NPCs that are neither needed for the plot nor have any meaningful addition to the game.) He left and was already forgotten.

On the route to Gibberling Mountains and the dragon we made an interim stop to talk to Cearwin who was among the merchant wagons in the south. Cearwin exchanged the letter I had found for one I should bring to a man named Aranor in the Burning Wizard at Bereghost to become part of the quest.

Somewhere along the travels Sandrah reminded Imoen that her boyfriend Henning at Waterdeep should be restored by now. I agreed to check that out when our other quests would allow for it.

Day 71 (Gibberling Mountains - BG5500)

A group of halflings led by Gandolar Luckyfoot were already in the area and a halfling Bardo Furfoot wanted to join us. My answer was the same as for Conchobhair and given for the same reason.

We defeated the gibberlings and gnolls in the northern part of the area and found the entrance to the dragon's lair in the north east.

In the first cave (**DSC006**) was the green dragon Salandiaxarxes. Haste and Sandrah's hammer ended his life and she gained an ability from that experience (but only if she hits the deadly blow herself). The dragon dropped a ward stone.

The ward stone opened the way to the dragon's hoard (**DS2110**). Two baby dragons were inside and attacked us. From the hoard itself I only took the gold and the relic, I had no use for the other loot.

When we just came out of the cave a messenger found us to tell that something terrible had happened to the mayor in Nashkel. Another person who came running to me was a gnome Hafiz who was suffering from bad dreams. I was polite and shared my own bad experience with him and he gave me a protection from magic scroll.

A single flaming fist soldier in the south west told us about Samuel the deserter. We found the unconscious injured Samuel with his friend Lena in the south east. She asked me to take her man to the Temple of Wisdom for healing.

As soon as we accepted the task, a large gang of flaming fist deserters appeared and demanded the man from us. They would stop us by any means because they were afraid he could betray them once the officials would get a hold of him.

The turmoil of the battle brought Samuel back to consciousness. He revealed that he had deserted the flaming fist due to corruption and betrayal in their ranks. He accused Angelo Dosan to have sold the Fist to the Iron Throne. That was especially interesting with Shar-Teel (Dosan) being in the party. The man fell asleep after his revelation.

- Note - To return Samuel to Friendly Arm temple is a timed quest before he dies from his injuries. On top of usual encounters, other deserters will continue to hinder you.

We delivered Samuel to Gellana and after our hasted journey across half the Sword Coast I found it was time to rest at Friendly Arm. Now, rest was not the right word here with the demands that Shar-Teel and Sandrah made...

Areas revealed: Durlag's Tower

Day 73 (Stone of Askavar & DSotSC quests)

I took a quick look into my journal to find we had a number of things to do between Beregost and Nashkel.

Beregost had the priest waiting for his relic and Avandor for the letter from Cearwin. I talked to both in the Burning Wizard and this way finished one quest (Dragon hunt) and started another (talk to Cearwin about the missing talismans).

While in town I also checked Otho in the smithy but whatever he was preparing was not yet ready.

Next stop was Nashkel where Jeremy was happy that the dragon issue was solved.

North of the bridge when I was about to check for the trouble that had been announced with the mayor, the girl Megan talked to me and asked me to follow her. She led me to the mansion in the north (where I wanted to go anyway). Inside Gillian told us of her missing child. I used all dialogue options to gain further information but the only hint we had was a woman named Clairis, the nanny, but no idea where to find her.

Near the northern bridge, Jules asked us to look for a necklace she lost north of Nashkel. (This is the intended clue for the Clairis quest...).

I picked up that small task and on Trade Way South found an orc with the necklace as well as a man CuChoinneach with his shadow dog. He pointed me to Lord Daerthmac whom he was hunting as well. (He wants to join but he is just another no-content DSotSC NPC not needed for the plot and not adding any value.)

I brought Jules her necklace and went on to the carnival to talk again to Cearwin. He gave me a list to help me find four of the talismans. The fifth was supposed to be with the Banites at a place called Dystra's Watchtower which he marked on my worldmap.

Before we went to chase the Banites however I decided to rescue Gillian's child.

Areas revealed: Castle Daerthmac, Bluebell wood, Dystra's Watchtower

Day 80 (Castle Daerthmac - DSC010)

The area was far off to the east of the Valley of Tombs and we were ambushed three times on our journey there.

Falldorn was killed and I decided to keep it this way in anticipation of what may happen to the SoA druid quest in the EET content. Her place was taken by Safana again.

- Note - I only leave very few comrades for dead - Xzar and Montaron in the beginning. Normally companions leave my party healthy and fully equipped to live happily ever after. The current exception is made for curiosity only.
- So, my current party consists of Eroan, Imoen, Sandrah, Shar-Teel, Jen'lig, Safana plus Haiass and Pelligram.

A zombie lord and his entourage awaited us on the northern clearing. The narrow path south to the main gate was guarded by battle horrors.

- Note - for whatever reason battle horrors are classified as golems in the game. Sandrah's skills against golems she gained from the golem construction manual thus works against these creatures as well.

Inside the tower, the entry level had nothing of interest. The basement had a locked door to the dungeon but we needed to find the key first. On the first level of the tower a trapped corridor provided access to the old tower with some basilisks, undead and a bit of loot.

On the upper platform outside were three basilisks and a hobgoblin shaman. The mirrored shield enhanced by Karaea at Nashkel equipped on Eroan worked perfectly against their gaze. The hobgoblin dropped a magical shield which triggered another of Sandrah's talks about rulers and responsibility. In a trapped cache were some magical weapons but we had no use for them.

One story up we found the first fledgling vampire and on the top level Sandrah initiated a talk about our possible tactics and the use of wooden stakes. She simply produced some by attacking the wood in the fireplace with her hammer - no magic.

- Note - She can provide the party with wooden stakes for vampires from this point on by using a PID option.

There was another vampire in the room north. The dungeon key was in a trapped and locked chest in an eastern room.

Day 80 (Castle Daerthmac Dungeon - DSC016)

Right upon entering the dungeon we met Clairis. We demanded the baby but she teleported us all to Lord Daerthmac and some vampires. We were able to withstand the initial onslaught but Clairis and Daerthmac escaped to the lower lair.

The level had nothing more of interest, just undead to be killed.

On the next level (**DSC017**) we met Daerthmac again but once more he escaped through an exit in the north. We followed him through a maze to find a room with two coffins. Our stakes were of no use yet as the coffins were still empty. The trapped and locked altar had some valuables but gold was the only thing here of use to us. We trotted back through the maze to the previous level to search for Clairis and Daerthmac.

The rooms were filled with coffins and several had treasure but none of it nor anything dropped by the various monsters was of any interest although a lesser equipped party might have found one or the other item useful.

- Note - DSotSC in the version used in this EET setup has been tuned to contain items that might be useful but not thrilling and combined with the other mods in my installation I had better equipment already at this point in the game. Nevertheless, the level of difficulty and the quality of the stuff you find were fully adequate for the current chapter in BG1.

In the most western room was a larger tomb where we found Clairis but again she escaped when we attacked. In this grave there was a tome that gave a wizard 10000XP extra before it was consumed. Of course I used it on Imoen.

One of the dead end corridors leading south ended at a staircase. We continued down there. The level (**DSC018**) was a copy of the Ulcaster dungeon. Clairis and Daerthmac were at the same location as the Ulcaster wolf. This time they fought with us and lost. Clairis dropped the baby which we picked up. There was also a letter that explained the woman did it all out of "undying" love for the vampire lord. Sandrah proposed to use the wooden stakes on the coffins.

Nothing else of interest was left to do in this dungeon.

- Note - This part of DSotSC is classic dungeon crawl with a minimum of story. It is a well-balanced addition to this part of the game. The only flaw is the re-use of known areas (Durlag's tower, Ulcaster, Candlekeep catacombs) so that for frequent players it is a bit repetitive.

We returned the baby to Nashkel. Outside the mansion a woman Katerin gave us a letter for her husband in Beregost (This was just a hint that the next station of DSotSC would start in Beregost).

Day 82 (Bluebell Wood - ARS002)

Before we would again travel to Beregost, I took the detour to pick up the first talisman from the list while we were still in the south.

Bluebell wood was...a wood - full of spiders and spider traps. The only interesting part was the western edge where a wizard Jonell and his party had set up a camp with some tents. On the bodies was the talisman and Mecorima's chainmail. Sandrah knew about its background story. It was an item that the Stormlord Talos may not tolerate to be in the hands of a priestess of Mystra, one of his arch opponents among the deities.

In one of the tents was a siren's pearl. It could be used to cast domination once per day. (In my setup it had no effect on anyone.)

It did not take very long before a Talos priest and some fighters appeared to demand Mecorima's chainmail. Sandrah of course refused to cooperate but the priest demanded my decision on the case. I agreed with Sandrah that it were Talos' agents who stole the chainmail from its murdered owner already once and had no right to demand it.

The confrontation ended with their demise but my party was injured severely as well.

- Note - this event is one of a series of encounters that put the player in confrontation with Talos as long as Sandrah is in the party. The struggle between Mystra and Talos is a theme that runs all through that mod.

We went through Nashkel again to rest at the inn where I had another Bhaal dream.

Day 84 (Stone of Askavar - Finding the medallions)

On Trade Way South there was now a cave entrance on the hill on the island in the river at the southern edge. Inside (**ARS001**) were spiders, minor loot and the wizard Peleria with the badge we needed. He had the white robe of the spider - the man obviously was a spider freak - and it was one of the few things I kept without having an imminent need for it, but Dynaheir later on just looked too cool in it.

There were two medallions at Beregost according to our list. But before we took care of those I picked up the mace that Otho was forging all this time. When we left the smithy Elminster appeared and blessed it and asked us to get a stronger blessing from a priest. The dawn priest at the temple east of town provided this and we finally ended up with a blessed mace against undead. The timing was bad, this would have been more helpful against the inhabitants of Castle Daerthmac (the sequence in that mod has always irritated me but it has been this way through all versions as long as I can remember...).

Once back from the temple in the streets of Beregost, Otho appeared again and gave us the quest about his missing nephew who had last been seen south of Beregost fighting orcs.

- Note - this is the final quest for DSotSC and it is the longest of them. I first do the remaining Askavar quest before I follow Otho's nephew.

Near the fountain and Magnus was Carneth, the beggar mentioned in Cearwin's note. We agreed to trade the talisman for a ruby that a local inn was selling. I bought the ruby at Feldepost, the price was steep but with 200000GP in my pockets, that was no issue.

- Note - All these talismans can be used on party members as each of them provides another protection.

The girl Lizzy was in the house north of the town obelisk, the one for which we found the key long ago in the Valley of Tombs. Lizzy's sister had the talisman but had been kidnapped together with their mother. They were last seen east of the temple. The mother had been killed but we found Teldorn fighters and the girl in the south east of the temple area near the place where we once freed a petrified woman. She gave us the talisman as reward for her rescue.

- Note - in the same house in Beregost that has the girls for the medallion quest there are also the actors for a Gavin quest (and Valeria upstairs belong to that plot as well). They are there even without Gavin in the party or us having received the quest. Just mentioning this in case anyone wonders about it as well - the Gavin mod is old, so that has to be accepted as it is.

So, the last talisman would be found at Dystra's Watchtower.

Day 85 (Dystra's Watchtower - ARS005)

Eroan slew two greater basilisks in the south west of the area thanks to the mirror shield against their gaze. (Otherwise this part of the area can just be avoided.)

The tower was surrounded by a large force of Teldorn fighters, archers and mages with stone golems. The main problem however were the stone pillars that repeatedly shot lightning bolts at the party. They could not be disabled but needed to be evaded while fighting the enemy.

- Note - The door for the tower is from the north side, so seek for it.

Inside were the wizard Pirn and the elite forces. The inside was too narrow to fight them, so I sent Shar-Teel inside to lure them out into the open. The meanest of them was a dwarf Talmur who had the talisman on his body.

Inside the tower (ARS006) was a dead harper. Her equipment and a letter with her research results were in one of the barrels. She reported that the stone and the leader of the enemy operation were in the Wood of Sharp Teeth.

With this information and all the five medallions it was time to talk to Cearwin again. He gave us the hint to seek among ruins that had meanwhile been occupied by a large force of bandits. (This vague hint is supposed to lead you to the ruins south of the Bandit Camp, which is part of the Wood of Sharp Teeth in deed.) During the conversation with Cearwin Sandrah drops the fact that he and Aranor were harpers and inquired about Gorion. Cearwin said he was too low in the ranks and that maybe Aranor would know something once we delivered the stone to him.

At the bandit camp area we found the entrance to the hideout in the most northern group of ruins. I let Imoen and Sandrah cast haste and charm and watched as the bastards tore each other apart. Other than the Stone of Askavar they dropped some items that I found adequate for this part of the game (powerful but not overpowered). I left them there because my party was well enough equipped already.

When we brought the stone to Aranor, Sandrah again tried to get more information about Gorion. All we learned was that anything related to "the Bhaal issue" was information that only a few high ranked harpers shared. He pointed out that Elminster and Gorion must have had their reason for letting us find out the truth by our own.

I used several PID options on Sandrah and some refer to Bhaal as well. It has become clear that much of the events and our involvement in it relates to the dead god of murder and the heritage he left. Sarevok is one of his spawns and Eroan is the one to keep him from fulfilling the prophesy...but why and how remains unclear.

Day 90 (Otho's Nephew - DSotSC)

We spent the night at Feldepost Inn before traveling to Trade Way South. The orc camp in the north of the area was again occupied by a larger group of orcs. Slightly west of their camp fire was the entrance to another cave (**DSC020**).

The cave was full of orcs and the way onward in the east.

In the next cave (**DSC021**) Sandrah noticed that these caves and tunnels had signs of duergar engineering. The dark dwarves had connected and expanded the natural caves with tunnels and halls. From her lore book she cited that this system was assumed to run below the King's

Way above us for several days. We met the first duergar shortly after this introduction.

The cave had two exits - the one in the north east led to a cave of spiders (**DSC022**) and a cache of loot we did not need and was a dead end - the one on the island in the middle led forwards (**DSC023**).

We came into the cave from the north and made haste to eliminate the duergar skeletal conjurer in the first hall to the south; these guys summon greater skeleton fighters at intervals until you stop them.

The way to the exit in the south was guarded by two greater basilisks which were no match for Eroan and his mirror shield.

Next was a duergar mine area (**DSC024**) filled with - you guess it - duergar miners. Exit was in the south.

In the next mine area (**DSC025**) we took the short route from the southern entry around the right hand corner to the southern exit - nothing there but more duergar.

More interesting was the finding of drow equipment in the duergar quarters (**DSC026**). Sandrah had some ideas about the drow to duergar connections and what my await us. However, we followed the trail of a dwarf and that meant to continue underground. A short while later we really encountered a drow priestess in a room on the eastern corridor. In the southern hall there was a drow weapon master teaching the duergar. The different groups appear to be under some common command and my counsellor issued her suspicion about a drow organisation that may be at work here, the Bregan D'aerthe.

In the southern room were the steps down to a prison area, our intermediate goal.

Day 91 (Otho's Nephew continued - DSotSC)

The main hall of the prison area was filled with an army of duergar, 30 or more with priests and thieves that back stabbed. However we came in by the western corridor that was empty and could cast charm spells and monster summoning from the distance. Our summons and charmed duergar reduced the enemy numbers significantly while we only had to deal with occasional strays into our side room. The remaining forces were quickly destroyed.

The dwarf Ferhgil wanted to aid us and join. I took him into party, transferred the hammer of Otho's nephew (we learned he had died in the adventure already) to a party member and kicked him out again. From the short conversation we had with him we found out that the source of all the machinations in these caves and tunnels was to be searched even further into the underground system.

There were two ways ahead of us, one down a trapdoor in the main room, the other some steps up in the north west corner.

We took the trapdoor first to a cellar (**DSC028**). In the southern corridor Jen'lig found the freshly slain body of a kinsman ambushed by drow. She stated it was a captain missing his silver sword and his mount. She saw it as her task to look out for both and sent them home while we cleared out these caves.

Otherwise this area was a dead end and we returned to the prison and rested in the unfriendly quarters before following the other exit.

Day 92 (Chasing the Bregan D'aerthe - DSotSC)

The mine continued (**DSC029**) and again the skeletal conjurer down the middle corridor was our first target. Among the duergar there were black talons this time. Sandrah was alerted by this fact because it seemed to indicate that the Iron Throne and the Bregan D'aerthe might be allies of a kind.

Next was a storage/prison area (**DSC030**) with nothing new in it.

The labyrinth (**DSC031**) was full of drow, a sign that we came nearer to our target. The area layout was the same as Firewine dungeon.

- Note - nearly all the underground areas of DSotSC are re-used vanilla areas, mainly the Nashkel mines, Cloakwood mines and some other caves and dungeons. Enemies however are different and create different tactical situations which are the emphasis of most encounters here.

There was the southern exit to a demon's lair (**DSC032**). Atr'Jkslad'Roach had a big name, a cache of minor loot and was reigning a cave full of spiders, poor sod.

Back in the labyrinth we had to wade through drow and duergar to the north west exit.

Now only a little guard room (**DSC033**) separated us from the heart of the installation. We healed and prepared for the next step.

At the area entrance (**DSC034**) the guards of drow elite and black talons seemed again to confirm that Iron Throne and Bregan D'aerthe were both represented here.

Once we had them (and the traps) disabled, we moved forward to the main room to overhear the dispute between Mortius, the Iron throne representative, and the drow leader Shar Nadal. The drow were complaining about the lack of progress by Rieltar. It was also stated that they had provided the Iron Throne with the poison for the iron contamination. Of course the reasons for the tension between the groups were on the one hand Sarevok's escapades but on the other hand our little interventions - and here we were again.

Among the treasures that Shar Nadal dropped was a silver sword. It was not the one Jen'lig was searching but the one that had belonged to the killed captain we found earlier. Jen'lig begged Eroan to keep it but give it to those who would come asking for it.

Sandrah proposed to move again forward because there must exist a second entrance to the cave system through which the Iron Throne members had entered without passing Ferhgil. I followed that advice and we left by the elevator in the west.

Day 93 (Finishing DSotSC)

In the next cave (**DSC035**) there was a horse Partiglerios in the northern hall. Only - with Jen'lig in the party the animal revealed its true nature, a red dragon and the riding animal of the deceased githyanki captain. Jen'lig sent it home since the geas from Shar Nadal that held it

was no longer effective.

I took the ornamental staircase in the south of the area to the next cave (**DSC036**). Spiders and an exit in the south east.

I came into the last area (**DSC037**) through a southern door. When we moved west and defeated some orcs, the stairs and the light became visible that signalled the end of our underground journey. When we moved up the stairs we found ourselves in the cave of the bandit camp where once the gnolls were imprisoned.

As soon as we came to the light, the drow items carried by some party members turned to dust and were lost.

South of the cave exit a githyanki captain and his men were already waiting. They demanded the silver sword of their fallen kinsman. Jen'lig intervened and asked both parties to settle the matter peacefully. She asked me to deliver the silver sword we had found and ordered the captain to offer compensation.

The compensation we received was a strange message from the captain, almost a prophesy. I had a PID option afterwards to discuss the words with Sandrah and Jen'lig. It turned out we learned something we better would not have but then again, the future is unwritten and shaped by coming decisions. No prophesy would be true by itself.

We still had to bring Otho the sad news of the death of his nephew. He took the hammer we had rescued and left for his clan. We took a rest at Feldepost Inn and were now ready to pursue the main quest again.

Day 94 (Sharp Teeth Plain aka Mutamin's Garden - BG3500)

Eroan's mirror shield made this area a cakewalk. In fact we had no reason to travel via this area on our way north other than that the area existed and we had not been there before.

- Hint - In the Gavin mod, he gets a task from the Lathander temple to fight Mutamin. This is the only justification for visiting this area I have ever found. (Xan's quest from BG1NPCs uses an empty corner of this map - but this is just because some overland area was needed as scenery for an encounter, it is not specifically related to this location.)

We freed Tamah from petrification with a scroll that I had Sandrah retrieve with her parcel. A band of mad adventurers who provoked a fight with us resulted in their demise, they dropped nothing of worth.

Imoen conjured a few monsters and sent them into Mutamin's circle. We ended his spook without a scratch for a party member. Once more I got a strange reaction from Jen'lig who told me of the dead petrified gods that are the islands they live on in her home plane. No thinking creature should endure petrification or enthrallment; this is githyanki credo as they were once an enslaved race.

We traveled further northward towards Baldur's Gate.

Day 95 (Lower Chionthar - BG1400)

On the road we met the paladin Ajantis who wanted to join us to smite evil. He and Sandrah recognized each other since both come from the same society circle of Waterdeep. I left him out since his strict paladin regime does not fit with my party.

- Note - Ajantis is an original BG1-only NPC. The BG1NPC mod enhances him during BG1 and an additional mod makes him appear in SoA/ToB, so he can finally be modded to an almost continuous EET NPC with extended friendship, romance and quests. As lawful good paladin he makes however strict demands on the party's and protagonist's conduct.

We talked to farmer Brun and accepted the quest to find his son. In the hole west of his house we killed the ankhegs and retrieved the body of the son to bring it back to Brun. We did NOT offer him money to help after we found he had enough in the locked chests in his house.

I initially agreed to help Sonner and his fishermen but with Sandrah's interference they admitted the killing of a priestess to becalm Talos. They gave us a holy bowl and left - now it was up to us to deal with the struggle between the Stormlord and Umberlee. Sandrah apologized for the trouble she had brought upon the party but the deed had been done and we needed to face it. We already had angered Talos before in the Mecorina matter, so what. We needed to bring the bowl to the priestess' daughter somewhere up the river.

In the southern house of the fishermen village the woman Leila asked our help against the zombie behind her house. After we talked to the zombie however, we learned about some contract between him and Leila. We went back to ask her about it and after I learned about the details, I decided to leave them to sort out their problem without my intervention.

On the northbound road Gerde told us the rules for angkeh hunting. We killed the two specimens east of her and got our reward.

A bit further north a mage came along the road asking us about a delivery boy who had a precious egg for him. We still had the egg from Cloakwood forest but he rejected it, claiming we let it get too warm and it was now unusable for him. He warned us to find a specialist to fix it; otherwise we might get a bad surprise after a week or so.

New Area: Wyrms Crossing

Day 96 (Wyrms Crossing - BG0900)

Prior to the bridge entry a dwarf named Furlon gained our attention. He was a "trader of information". He became important a short while later.

The bridge entrance was blocked by a band of elven bounty hunters that awaited us. They had a few elven chainmails that were interesting for Safana and Jen'lig and a crossbow +3 for Safana as well.

I avoided the bridge for now and stayed on the east bank of the river. A bit further north another Talos priest and his fighters appeared. They came to prevent our meeting with Tenya and demanded the Umberlee bowl. When I said I wanted to hear the other side's argument first, they went hostile.

We found Tenya in front of her mother's hut. We dealt peacefully with her and becalmed her with the bowl we handed over.

Afterwards I had options in the dialogue to let her join my group. This time I sent her to the temple in the city.

- Note - Tenya in my setup is a joinable NPC if you first solve the fishermen quest in her favour. She is a priestess of Umberlee and can make use of the bowl as a magical item. She has two smaller quests and a number of banters throughout BG1 and is a well-made mod NPC. However, she only has BG1 content and even if an extension was discussed for a while it now seems that the mod's development has ended. Still worth to play at least once (but I already did so I skip her this time.)

In the hut we found a doll in a chest. It belonged to Tenya so we left it there. An angkeh north of the hut dropped Nester's dagger.

- Note - You can deliver it to a man Quinn in the town but there is nothing much to that "quest". In most cases you find the dagger before you get the quest for it...(Do it if your reputation is low and needs some boost.)

Sandrah came up with the idea to talk to Furlon again because that "trader of information" had mentioned pirates before. She thought there might be a clue to our bookhunter quest. So we went back and received some useful information:

Monteelah the pirate might not be dead, his body was never found in Ulgoth's Beard. We should inquire there. He was rumored to have come back alone from a cruise to hide his treasure on some island; some said he murdered his whole crew so he alone knew the secret. Furlon also gave us a hint about a drunken captain in the Flushing Mermaid.

Before we would cross the bridge into town, I decided to check the new areas to the north first.

New Areas: Upper Chionthar, Ulgoth's Beard, Baldur's Gate City

Day 96 (Upper Chionthar - BG0400)

We killed a number of zombies before we reached the lone farm of Wenric who gave us the quest to kill 20 of them in the area. We found the remaining ones east of the farm and all along the river. There was also a zombie lord in the east spawning additional monsters until we killed him.

Sandrah took a quiet moment to summarize all the details we had gathered about the pirate Montelaah and his treasure. We were now sure it was really him who was pursuing us. We would inquire in Ulgoth's Beard next.

We reported our zombie cleaning to Wenric. Aside from the reward he also mentioned his neighbour Yness who went to Ulgoth's Beard to seek for help for her husband who went missing on the Field of the Dead.

- Note - This is the first hint for the main quest of the Northern Tale of the Sword Coast mod. (Smaller independent encounters were already mentioned in the general context.)

When we were about to leave the area to the south again we were addressed by some crazy necromancers who claimed that we had killed their lovers, the zombies. They had some nasty spell attacks but soon joined their men for eternity.

New Areas: Wood of the Dead

Day 97 (Ulgoth's Beard - BG1000)

Just north of the village entry was Yness as mentioned by Wenric. She asked me to find Pandris, her husband who had been captured by orcs when searching for farmland north of Wenric's farm. The new area was revealed and I had a journal entry.

Two steps away from her stood Regis and waited for Drizzt.

- Note - he will play his role in the Drizzt Saga mod once you have agreed to help the dark ranger. This will become possible only after you finished Durlag's Tower and made an arrangement with Drizzt afterwards to meet him at the Ulgoth's inn. Until then, there is nothing to do with Regis.

Halabasher in front of the inn gave me a quest to find a recipe book. Next to him, I made a deal with Ike to show me Durlag's Tower (not really necessary because it is already on the worldmap - but taking this route with Ike adds a bit more content to the tower itself.)

A gnome Delswirfanyon in the middle of the area dealt with everything and Sandrah asked him about our pirate. He told us a strange story according to which the man buried his valuables and books outside on the night before his house burnt down and no corpse was found. The gnome unearthed the books and sold them to Waterdeep, which explains how our booklet came into the Bloomwhiffler bookshop.

Near the docks Fenrus gave us more information about Durlag's Tower that may be useful later. Sandrah always took notes for her tome of such lore and could be asked later if needed. In the house next to Fenrus, the mage Mendas told me about Balduran's island and promised 3000gp for the sea charts required to get there. Calahan outside had some details to reveal about Mendas after I bribed him.

Another mage, Shandalar, in the north west had a task for me even if he was very upset to find a priestess of Mystra in my company. Sandrah on the other hand encouraged me to take his quest because only by this way we could find out what the suspicious guy had in mind. I told him I needed some time to prepare and would come later.

In the house next to Shandalar the woman and mother Therella gave us the quest to find her son Dalton in Durlag's Tower.

Last but not least, upon entering the Inn the dwarf Hurgan Stoneblade initiated the quest to find the dagger of his grandfather who had been a companion of Durlag. (This is the main quest concerning that dungeon).

- Note - Ulgoth's Beard is the *hub* for the quests that once made up the first official expansion for the BG1 game, called "Tales of the Sword Coast" - Werewolf Island,

Durlag's Tower, Ice Island. Today these episodes appear as a fully integrated part of the game and can be played at any time you desire.

The inn had some interesting new items to sell even if I needed nothing of it. Outside again the dwarf Thorin offered to join me but I rejected.

- Note - Thorin is another of Dark Horizon's planned NPCs. Like the others from that mod, he has not been further developed and offers nothing more than a joining and parting dialogue.

New Areas: Field of the Dead

Day 98 (Ice Island - BG1008)

I went back to Shandalar and accepted his quest. Of course it was a trap and we were teleported to Ice Island in the north of nowhere.

Inside it was battling against mages which was far more interesting than in any previous game due to the enhanced features of some mods in their current versions. We sent in whatever summons we had to let those mages waste their spells and fight each other.

The (restored) second level had nothing interesting, we killed the mage with the cloak of Shandalar and left through the exit in the south. Once outside, we were teleported back after a few seconds.

Shandalar took his cloak and tried to cast some spells on us but they all backfired against himself thanks to Mystra (or her priestess.) He left injured by his own miscasts. (He will come again.)

This was all there was to do on this visit to Ulgoth's Beard until we would return with one or the other quest item from the new quests we had started here.

We rested at the inn where Sandrah had fun with Galken and Shar-Teel with Eroan.

New Areas: Northern Coast

Day 98 (Crossing the Bridge - BG0900)

Now I considered myself ready to cross the bridge to Baldur's Gate.

Behind the first gate the red wizard Redentor was lurking and accused us to have crossed their plans. He was referring to the vestibule quest and his colleagues in Spider Wood. He and his summons were no real challenge.

By crossing the bridge my loyal wolf Haiass gained another level from our joint experience.

A guard stopped us and required our origin. I had no problem to tell him the truth, Candlekeep, and he called his superior Scar who wanted to have a word with me.

Scar had a task to offer and I took all the dialogue options to agree and also to provide him with what I had already learned. After the Samuel event I knew that part of the Flaming Fist was still loyal while others were corrupted by Angelo and the Iron Throne. He told me about events in the Seven Sun that needed investigation.

Scar also offered me the company of one of his most trusted officers, Captain *Corwin*. After Scar left with the guard, Corwin introduced herself and the background of her offer to join us. Duke Eltan, the leader of the Flaming Fist, his second in command, Scar, and other officers and soldiers were suspicious of treason among their ranks. They could not act openly and thus were searching for outside help. My party had made itself a name by our actions against the Iron Throne so we became natural allies. I let Corwin join and parted with Safana for the time, she went to Nashkel to wait.

- Note - Corwin joins with her original SoD level, stats and equipment and can accompany the protagonist through the rest of the BG1 campaign. This provides with the chance to learn more about her and to establish a relationship prior SoD start, so giving friendship or romance more space. There is also additional content that makes the actions and behaviour of the Flaming Fist during the Sarevok/Angelo period versus their role in the Dragonspear Siege more plausible. Last but not least it explains Corwin's exposed role in SoD when you never met her before in the earlier quests. (Corwin cannot die prior SoD - if injured too much, she gets unconscious for current battle and requires healing after the fight is over.)

Two more noteworthy persons were north of the bridge prior to entry into the town itself.

- Qualey, a joinable NPC that held absolutely no interest at all for me. I just disregarded him completely.

- Imanel Silversword with his pack of wolves. (He has a quest with Kivan if the elf is in party. Otherwise he has a role during the RtF sequel.)

New Areas: E Baldur's Gate (Sorcerous Sundries, Elfsong Tavern)

Day 98 (East Baldur's Gate - BG0800)

Right after passing the city gate we had another encounter with Elminster who confirmed that Eltan and Scar were the people to trust in this town. He then had a talk with Sandrah about her grandmother Midnight who is most important for my companion. He gave her a shield that once belonged to the famous heroine during her mortal days before she ascended to become Mystra.

The arrival in the big city had a different impact on some of my companions. Haiass got nervous from all the people and noises but Pelligram calmed him down being used to Waterdeep herself. Shar-Teel felt like returning a far stronger woman than the frustrated girl who once left here - she was keen to serve Angelo Dosan her revenge.

Magnad by the fountain opposite the city gate asked us for help. His children had been kidnapped north of town which provided us with another quest and an additional reason to visit the Fields of the Dead.

We visited the famous Elfsong (**BG0705**) and were greeted by Garrick. I did not take him back into the party as I played through all his interesting content already. Imoen surprised me with a birthday present, claiming this day was as good as any other to celebrate this occasion.

Near the bar Sandrah had an unexpected reunion with Gavin's brother Jolun. (He actually is there for a meeting with Gavin himself for the case that his brother is in the party. He anyhow bantered with Sandrah because they knew each other from his days in Waterdeep.)

Next to him was the half-orc Uguth whom we met on the road north of Nashkel before. He needed some encouragement to go and see his girlfriend.

Upstairs (**BG0706**) we talked to Lady Alyth. I chose the dialogue path about melancholy which led to the topic of the Elfsong's ghost itself. We received some hints about Dragonspear Castle, a place full of the ghosts of lost souls. Sandrah mentioned that she had met some crusaders on her journey from Waterdeep who were to join a paladin who wanted to free those lost souls. (More of course when the SoD part starts later.)

Outside on the street again Shargrailar was waiting with a larger group of mercenaries. That was the man who hunted for the dragon staff we had found underneath Bone Hill and who already made an attempt at the Beregost temple. We won that fight but the leader had escaped in the turmoil so there would probably be another attempt at some time.

Niklos, a man near the entrance to Sorcerous Sundries, invited us to the Shadow Thieves' Guild and gave us the required password. Their master would have a job for us, he said.

Day 98 (East Baldur's Gate - Insides)

We followed the invitation to the Shadow Thieves' Guild (**BG0153**). Narlen Darkwalk greeted us with some insider slang and I played along to his lines to get a quest from him. I was to meet him near the Splurging Sturgeon at night and alone.

In the north east room we talked to Husam, a drunken but useful thief. Not only had he information about the Iron Throne but he also told Jen'lig where to find Jarak, one of her teacher's killers (near Ramazinth's tower in the NE of town).

In the east room we found Black Lily, a fence who also buys stolen items.

- Note - Black Lily appears again in the extended thief stronghold quests in SoA together with Narlen. They add a quest and she again provides her store services there.

Last but not least, we talked to the guild master Alatos. He got very nervous when he recognised Corwin as a Flaming Fist officer but she convinced him she was one of the bribed members on his payroll. I did not blow her cover; otherwise the guild would have become hostile.

In the conversation that followed I accepted a quest to "fetch" some items from Shandalar's daughters.

Inside the Sorcerous Sundries (**BG0703**) I consulted Halbazzar about the strange egg from Cloakwood Forest that I still had. He finally solved the issue and turned it into a magical item I could use.

We went upstairs (**BG0704**) to disturb some suspicious mages there. They did not like my answer and attacked us. Once they were defeated Shandalar appeared and accused Sandrah and her goddess to interfere with his plans all the time. He gave us quite a battle but finally retreated when injured enough. He left some ogre magi to cover his retreat.

In a house in the utmost SE corner (**BG0805**) the necromancer Arkion gave us a quest to get him a dead body from the sewer. An awful perspective but I decided to do it just to see what would come from it.

New Areas: All adjacent city areas

Day 98 (South East Baldur's Gate - BG1300)

We moved to the next city area south.

In a house on the northern street we were asked by Nemphre to get her an amulet from Arkion. I remembered the warning from the guy in the Sorcerous Sundries not to side with any of those rivalling mages.

On the central street Corwin pointed out a specific house that was where she lived with her father and her daughter. I agreed to visit the house (**BG1316**) and we caught some burglars off guard. Corwin quickly got the stolen goods back and threatened them off; she did not want to make for fuss not to disturb her family upstairs. On the upper floor (**BG1317**) we met Rohma and Audamar and learned a bit more about Corwin's background.

In the SE corner was an inn and on the upper level (**BG1307**) Sanadal Gwist inquired about her brother and cousin who were missing. I could solve this quest right on the spot when she told me their names were Shank and Carbos.

In the NW was the Blade and Stars (**BG0105**). I talked to Shaella, a priestess of Leira, and with the right dialogue options received the quest about the Great Book of Unknowing. G'axir the Seer gave me a second quest related to a gem to be found on a basilisk captured in a harbour storehouse. (Besides - I never miss the absolutely useless conversations with the people on the two upper floors of the inn, too good to describe here.)

Outside the inn, Brother Hasdar addressed us for the Book of Unknowing and made us the famous "offer we could not refuse". He asked us to retrieve the book while he could not do it himself. More information could be obtained from Lobar, owner of the Low Lantern.

New Areas: All adjacent city areas

Day 99 (South Baldur's Gate - BG1200)

We moved to the next city area south.

On the peer to the Low Lantern was Nadalin, a sailor/fisher from the Northern Coast. He told us of trouble in his home village which was on the coast north of Ulgoth's Beard.

On the first level of the Low Lantern we inquired with Lobar about the Unknowing Book and for a cheap 3000gp he sold us the name Oupaste, a man to be found in the Blushing Mermaid.

The other levels of the ship were uninteresting.

A bit up the street a man Kesheel involved us in a conversation about life at sea. I inquired about our pirate captain but before he could reveal anything he was killed by some pirates already. They attacked us afterwards. After that event I went to the nearby Harbour master building to see if they had any idea about our island.

In fact, we gained some information and again the hint to a Captain Holghorn, the same who had already been mentioned by our "seller of information".

- Note - There are further quests to be gained in the houses along the waterfront but I omit them here. I have done each of them several times in the past and you can find them mentioned in any BG guide.

I killed the basilisk mentioned by G'axir and took the Sphene Gem from its body.

Our next stop was Jopalin's tavern. In the side room was Captain Resach who mistook Sandrah for her mother Khalindra at first sight. It turned out that he had been the captain of the ship who brought the mother to Waterdeep. (He will make an appearance and play a quest role in the ToT part of the mod.)

While at the tavern I took the opportunity to rest the party before we moved on.

Near a house on the northern waterfront (Welt the ogre stood near it) Sandrah alerted me of a strange presence of the Weave and suggested we inspect the nearby houses. We found a blind orc shaman and his boy guide who were searching for the child of another dead god, a daughter of Myrkul. (There will be more hints and foreshadowing but the actual quest will only start when you meet the blind shaman again in Athkatla's slum district.)

Outside of the temple of Umberlee we witnessed a scene in which Tenya had a fight with three other acolytes of the water queen and won it.

- Note - this scene is part of the Tenya mod and the passive variation of the event that happens should she be in the party at this time.

I avoided the Iron Throne building for the time being and decided to follow and finished some of the many new quests I had gained during one day in the city. I went back to G'axir to deliver the gem and was rewarded with some cryptic prophesy. Sandrah however found some truth in those words and informed me about the Undercity that the seer had mentioned. It used to be a place where they once worshiped Bhaal and she was still sure that the answers we sought could be found in the past of the Sword Coast.

After this event, I found we needed some fresh air and to see what those events in the north were about.

New Areas: All adjacent city areas

Day 100 (Northern Coast - AR20PB)

The skipper at the fishermen's village in the SW gave us the quest to eliminate the salamanders in the NW and in the cave.

- Note - These northern areas are added by the classic NTotSC (Northern Tales of the Sword Coast) mod.

On the northern plateau the druid Olivia had a dream about flying. She told us that a potion of freedom could make that dream come true. Next time we pass through here, I would have one.

In the NW we found Nadalin's boat that was seized by some sirens. We killed them so that the boat became accessible again. (It is later needed for traveling to some island in a quest.)

Outside the cave was the salamander guard Humbaba. Arguing with the beast was pointless and he soon got hostile together with his friends. More of them were in the cave itself. There was minor treasure to find and all that was left was to report our success back to the skipper (and later to Nadalin in town near the Low Lantern).

From the eastern edge of the map we could now travel to the Field of the Dead.

Day 101 (Field of the Dead - AR10PB)

We rescued the monk Reedrig in a cave full of orcs in the SE of the area. His importance was not evident except for a journal entry. (It is an important issue to rescue him since he will later show the way to the Cult of the Black Hand.)

Another stargazer named Copernio was in the south of the area. This one had a very precise prophesy, our near death. He attempted it but we stayed alive although the disguised tanaari prince tried his best.

A large force of orcs with orc priests and mages had set up a camp in the NE of the area.

- Note - This was a massive battle and the enhanced AI from the installed mods for the enemy spellcasters was pretty effective. The NTotSC is pretty harmless by itself but SCS (stratagems mod) beefs this up significantly. I am not a tactical enthusiast but at this stage of BG1 one expects a fight against a fearful orc force to be challenging. With that in mind, SCS is again recommended even for players like me who are more interested in story and quests.

After the orcs were defeated we entered the palisades in the middle of the camp. We found Magnad's children and sent them home.

Next we found Pandris, the husband of Yness in Ulgoth's Beard. We had a most interesting conversation with him before he went to return to his wife. He explained to us some of the activities of the orcs in this region as well as in the neighbouring Wood of the Dead. He also mentions another cult that was opposing the orcs and its connection with Haeball, the mage in the tower in Larswood.

With Sandrah's knowledge in history some more details were revealed. The Field of the Dead had been the scene of a large battle a generation ago in which humans and elves fought against orcs. The orcs led by General Ghotal lost and the winners wrote history in their favour making him an aggressor and a monster. Historical truth however was that the humans and elves in hunger for land and resources had expanded far into orc territories. For the orcs thus he was a hero and defender. (These events, the orcs' attempt for Ghotal's resurrection and their

search for a godchild to pick up his heritage are only foreshadowed during BG1 and later expanded during SoA.)

- Note - In a chest near one of the tents you find a wardstone. It has irritated many players of NTotSC and is often mentioned in mod walkthroughs as an essential item for one of the plots. Fact is that it has no use what so ever, you do NOT need it.

In the west of the area was a large locked tomb - Ghotal's tomb. It was magically sealed and we had no chance or clue how to enter it yet. (It is in fact the main plot of NTotSC to find the key to this place.)

Day 102 (Wood of the Dead - AR01PB)

At the southern end of the bridge a bunch of gnolls had injured the dwarf Keelor. We killed the gnolls and I let Sandrah cast some healing spells on him so he could travel on. He told me of his sister Nasha in town who would be happy to help us if we needed healing ourselves.

- Note - If you help Keelor he will have some information for you next time you pass through Bereghost. Also, you find his sister in the Umberlee Temple in the Iron Throne area of Baldur's Gate.

Further south from Keelor a ranger Koldar warned us of orc activities near an old sanctuary in the western part of the area.

- Note - Do not try to open or investigate the sanctuary before you gained the keys, it is highly trapped with undetectable spells and can easily kill even high level party members.

We eliminated the heavy orc guard around the sanctuary but left the place to be explored later when we would have the keys.

Day 104 (More of the big city - BG0700 south of the wall)

I traveled first to Ulgoth's Beard to bring Yness the message from her husband and also to rest at the inn.

Next I told Nadalin on the docks near Low Lantern about our success at the fishermen's village. He returned home and his boat would now be available for sea journeys if we needed one.

Since the Alatos quest to steal some items from Shandalar's daughter was required to be done within ten days (and a number of them had passed already), I next decided to go to Baldur's Gate's central area.

On the ramp to the big gate the mage Geraldo stopped us. His attempt to breed gibberlings had failed and the critters had escaped. He gave us the key to the house with the white fence in the south east of the map. Anyway, only two of the twenty gibberlings he had lost were in the house and we reported this back to him.

He now offered me a bird that would scream each time I would be near one of his gibberlings and promised a reward if I brought them all. However I refused the task and he left town for good.

- Note - you can trace these gibberlings all over the sewer areas and collect their skins. Nice little quest but I did it in the past and it is not something you need to do a second time...

An excited commoner told us of an orc attack on a girl in a house near the Elfsong. We just made a quick side step to that house (**BG0801**) to find that the so-called attack was just the happy ending of Uguth's love story.

We returned to the central area and went to the back side of the block in the south east. There was the hidden door to Oversight that Nikita had told us about after we cleared the Section in Beregost.

Note - you need the scroll Nikita gave you when you met her the second time in Beregost after you left the dungeon.

The entrance is a bit hard to find, see here:



Day 104 (Oversight Headquarters - CM0750)

The butler at the entrance asked us for the invitation and we gave him the scroll we received from Nikita in Beregost after we eliminated the Section.

Note - Just like in the first episode, you start the quest on the top level of the house and then fight your way back down again.

Sir Jones started the inquiry with my party and inevitably gave the signal to attack while his mage George transported away "to secure the valuables", i.e. his life. We found him after the battle in the basement of the installation and he gave us valuable information about the person who gave the organisation the contract to eliminate us.

- Note - One cupboard on the ground floor cannot be opened and there is no key for it. Nothing of interest is in it anyway, so do not waste time here, it is an oversight at Oversight.

George had his own forces assembled in the cellar and the loot on him and in the treasure room was worth the fight. Plus he gave us confirmation about who had sent them on our trail.

- In case you did the two quests from the Dark Horizon mod and Sandrah is in your party when you reach Athkatla's government district, you will have another encounter with this organisation.

Day 104 (Central Baldur's Gate - BG0700 north of wall)

In the very north I let Jen'lig break into the Oberan estate and slip up to the top to gather the objects for Alatos. She returned without the theft having been noticed by anyone.

In a house on the eastern edge just north of the wall Nadine gave us an amulet of protection for her son Euric whom we had already met in the small inn south of Corwin's home.

With those items we went back to the inn (**BG1306**) to deliver the amulet to Euric (my party was well enough equipped so no need to steal from a kid).

Returning the items to Alatos was more interesting. He took the items and betrayed us to the mage Resar who tried to kill us to hide his trail. The mage was not hard to kill since the thieves stayed neutral in this and Alatos made a half-hearted excuse afterwards.

Jen'lig made a bitter comment on the honour of human thieves vs githyanki. Sandrah got an inspiration for a long-term improvement for her parcel resulting from the Halruaan event.

As last fetch action I went to the Elfsong and purchased a diamond from Quincy the jeweller for Sir Winton. I also talked to Brevlik and accepted the challenge to steal a telescope from the Hall of Wonders.

Back in central BG I gave Sir Winton his diamond and received three times the gold I had to pay the jeweller for it. Afterwards I told Nadine about her son Euric and received a necklace of missiles for reward (for which I had as little use as for the earlier amulet).

Day 105 (NE Baldur's Gate - BG0300)

We entered the area from the south (north of the shadow thieves buildings) and by that were on the east side of the wall. Marek warned us about the Iron Throne seeking our death, no wonder.

We went into the charter house and bluffed away an eager guard. Upstairs we found a captain in need of a drink. I had Sandrah use the "let us party" function of her parcel to produce a keg of beer for the sailor. He gave us the sea charts for Mendas in Waterdeep in return.

The most important event however was a revelation from Shar-Teel who felt sick in the morning again. When Sandrah examined her closely she soon found the reason. Shar-Teel had become pregnant and Eroan was to become father. There is still some time but still...

On a point on the separating wall Sandrah pointed out the haystack that was hiding a secret passage. It could be used to move to the western side of the area without going by the worldmap.

By the time we made it to the other side it had become night so I went to look for Narlen near the Splurging Sturgeon. He would only talk to Jen'lig, our thief and when the remaining party was moved out of sight. Jen'lig helped him with his burglary while the rest of the party stayed at the tavern.

In the Blushing Mermaid the man Oupaste was sitting at a table. I needed to talk to him four times before one of his babbling sentences made any sense. He revealed that we find the Book of Unknowing in the south of Fire Leaf Forest.

In the western room of the Blushing Mermaid we finally found Captain Holghorn and talked to him. He was in fact the right man to bring us to the pirate's island.

Monteelah killed his whole crew on the island Glorham and hid a treasure that was more than just gold and jewels but what it was only he knew. His crew were cursed to remain zombies who protect the island against any intruder.

Holghorn assured us that the only way to get rid of Monteelah's persecution was to find the island and the treasure. He could organise a ship but we had to work as his crew since we could involve nobody else. It would cost us 20000GP.

So with that turn of events, I had now three quests out of the city - pirate island, Mendas and Fire Leaf Forest. It was the right time to pursue them now.

Day 106 (Glorham - CVPIR4)

I paid the 20.000GP to Captain Holghorn and he did all the arrangements for the cruise. We met the captain at a little boat (**CVPIR1**) which we took to sneak out of the harbour for the real ship outside at anchor that took us to the island.

When we arrived at the island (**CVPIR2**) I spoke again to the captain and he said he would guard the ship while we explored the area. As soon as we set foot on the beach we were attacked by zombies, but it was the harmless type still. Sandrah reminded us what we had read in the map/book and that we needed to be at the river's source by morning to see the further path. So we used the upcoming night to find that place. A cave with a passage took us to the

island's plateau

We now (**CVPIR3**) met the pirate zombies the captain had described and they were in fact a fearful bunch. Half of my party panicked at sight and the rest tried to keep them save. The pirates were tough but their commanders were even worse. In addition, there was a full ship's crew of them.

We found a cave (**CVPIR6**) in the middle of the island but it was not the place we were looking for. We had to fight our way all around that mound to find a passage to the utmost NW of the area where the river started.

We crossed the river in the NW of the cave and behind the mound (x/y 950/560) just as it became day again. There appeared a swarm of bees that vanished in a crack of the nearby rocks. There we found the entrance we had been looking for.

Prepared with fear resistance and speed we entered the hideout (**CVPIR5**) and overwhelmed the pirate commander zombies guarding the treasure. There were a number of sacks full of gold and Imoen proposed to carry as much as possible back to the temple in Beregost - we did not need the money but it would compensate for the damage done by pirates and finance her orphanage for a long time. Even the so-called evil party members were infected by her enthusiasm.

The true treasure however was a pile of papers describing Sharkta-Fai and the prospect of eternal life. No wonder Montelaah killed his whole crew for such a secret.

- Note - You can take a number of gold filled sacks to Beregost and give them to the temple for XP gain. Sandrah will study the papers during the following days and come up with information and insight about them.

So now we had to make it back to the ship and the mainland...

Day 107 (Becoming sailors - **CVPIR3**)

We made it back to the strand and the ship to find that Holghorn was attacked by a stray zombie commander and his men. We were too late to rescue the captain and now found ourselves on the island with a ship and no idea how to return to the mainland, none of us was a sailor.

I followed Sandrah's advice and picked a tome about navigation from the dead captain's corpse. We then went to search the rest of the ship (**CVPIR4**) for clues. In a chest below the deck (**CVPIR7**) we found another book about shipbuilding which contained many illustrations.

Now we had a small clue, by putting the two books side by side we could read the navigational instructions in one of them and compare them to the illustrations in the other tome. The sea was calm and it looked like fine weather for the coming days, so there was our chance.

- Note - put both books on to the table near the rear mast on deck and execute the correct actions when you read the instructions from the book. If you fail, you end up in a heap of entangled ropes from the sail and need to try again. If you select the right actions, you will sail home.

When the coastline came into view, my inexperienced crew faced the last problem, we had no idea to stop and safely anchor - but the issue resolved itself. We just performed a crash landing on the coast near Mad Arcand. After we regained consciousness I found that everybody had survived, except the poor captain whom we had to bury at sea.

Sandrah had meanwhile studied the papers and gave us an overview about their significance. We still had to expect Monteelah to eventually find us and demand his treasure. From her studies it was also revealed that those papers were in the end useless unless you had the knowledge of Sharkta Fai's exact location and the ward stone to open it.

- Note - the quest of the book hunt ends when Monteelah finds you and demands the papers. You can hand them back knowing they are useless or you can deny it - both will end in a fight with the pirate king. The story of the mystical fountain however will continue during SoA.

We travelled to Beregost and the dwarf Keelor whom we had saved at the Wood of the Dead met us there. He invited us to his house to give us some information. (The last house in the west on the northern side of the road leading to the west...**BG3347**). He told us more about General Ghotal and how he came to lose the battle of the Field of the Dead. He also confirmed Sandrah's story about the southern aggression against the orcs and the internal turmoil of the orc clans that led to his defeat.

We moved on to the temple now to unload our booty from Glorham.

Day 108 (Book of Unknowing - AR82PB)

I decided to move south again via Nashkel to the Cloudpeaks to find the mysterious Book of Unknowing.

In Nashkel Corwin advised me not to stay too long or gather too much attention as she did not want me to get into trouble with a Flaming Fist officer among the Amnish troupes. I assured her that Nashkel was in our debt and I would stand between her and any trouble. It was "we" as long as she was in my party.

In the Fire Leaf Forest we went to the island in the river at the southern rim of the area to find the transition to the mountain pass (**AR80PB**) that Oupaste had mentioned. In the SE was a cave opening (**AR81PB**) with a portal that led to the hidden temple we were searching.

The area was full of corpses from unlucky adventurers. The reason for the bloodshed were some lesser tanar'ri who had been summoned to the Prime and now were stuck here. They would leave if we brought them the corpse of the one who had summoned them. The hint was once again Haeball, the mage in Larswood tower. Sandrah asked me to deal with the tanar'ri before they would get bored and leave the temple and maybe roam through Nashkel and the farmlands.

On a trapped bookshelf in the SE room was the Book we had come to find.

We made a stop in Beregost on our way to the Larswood. At the Jovial Juggler Corwin gave Jenna Vai the orders to return to Baldurs Gate. There was also some friendly advice from the captain and it was clear that Lieutenant Vai was one of Scar's and Corwin's loyal followers.

To my surprise Haeball and Sandrah were in agreement about Hasdar and the book of unknowing, since both warned me about betrayal with respect to the book. Still, Haeball agreed to give me the corpse of the tanar'ri summoner in return for a specific bow that was in the possession of an elf in the Northern Wood that was now revealed north of the Wood of the Dead.

New Areas: Northern Wood.

Day 113 (Northern Wood - AR40PB)

On the right bank of the river a mountain bear had a lucky arrow. We kept it.

We found the elf Fey'doch and tried to negotiate for the bow but there was no option to persuade him to part from it. He attacked us and we earned the bow this way. The deed happened out of sight of the other wood elves and we left without further incident.

A sole elf south of the camp was searching for his lucky arrow and we gave the one we had found on the bear.

In summary - 3 days to travel here, grab a bow and 3 days to travel back to Haeball. Yes, we are in chapter 5, the high level adventures have started.

On our way back to Larswood we were ambushed by Monteelah himself who demanded his papers. I gave the useless stack to him and he summoned a bunch of pirates to cover his retreat. Sandrah had the translation of the papers she made during our sea cruise just in case we would need the information at a later time.

Haeball was right with his warning about betrayal as well as Sandrah. It was him who tried to betray us when we came with the bow. On his body we found a key to his desk with some notes and a rusty dagger. The dagger was one part of the key required for the orc sanctum in the Wood of the Dead, the other half being some ring that was in possession of someone named "D". (That one still had to be found). With the key from the sunken house we already found much earlier we could open a chest in the cellar to find the body for the tanar'ri.

Of course the betrayal continued. With the tanar'ri I could either deliver the body and kill them while they attacked us or deliver the body and give them the bow as well which made them disappear but leaving an army of invisible stalkers behind for us to deal with. I decided for the second option because even as an archer I had no use for this particular bow.

Day 123 (Balduran's Isle - BG2000)

We marched all the way to Ulgoth's Beard, rested at the inn and then embarked with Mendas

for another round of betrayal, just to keep that theme going.

We first went to the chieftain's house to talk with Kaishas as nobody wanted to speak with us without her approval. I agreed to help them in the absence of any alternative.

Outside I picked up Maralee's quest to find her child, as well as Farhing's dolly search and Evalt's lost brother.

The only person who told me the truth was Taloun in the biggest hut in the west outside of the village. He warned me to trust nobody. Sandrah had already told me earlier that she knew no Mendas of Waterdeep and that his accent sounded like someone who learned the language of an ancient time rather than being a foreigner.

In the garden area I was nice to Delainy and received the task to retrieve an old cloak. Lahl nearby asked us to revenge his wife. NW outside of the gate was a spot where I could pick Belladonna flowers.

New Areas: Balduran's Isle (North and South), even if it is useless to have them on the map as you can only travel between those two areas at the northern/southern connection.

Northern part (BG1500)

The hunter Palin tried to lead us into a trap, polymorphed into a werewolf and when dead dropped Farthing's doll. Kryla a bit further NE of him tried the same trick but had nothing of interest.

In Dradeel's cabin (**BG1505**) we gained some insight to what had happened to Balduran and his men and received the quest to retrieve the mage's spellbook from the wolf lair. On a table was a recipe book for Halabasher back at Ulgoth's Beard.

We found the ship, erased the wolfpack, grabbed Peladan and the spell book and returned to Dradeel who made his initial escape.

The only other thing to do was to get out to the sandbank in the west and meet the sirine queen. I persuaded her to give me the body of Evalt's brother but since everybody on the island had betrayed me so far I did the same and killed the sirine nonetheless.

Back in the southern part I talked to the gatewarder and Lahl, thereafter to Delainy whom I gave the cloak. After a bit of small talk she gave me a second task to get her flowers. I already had them and took the opportunity for a little flirt with the island girl. Shar-Teel indeed had started to love me sincerely as it made her jealous. She would have broken with me but Sandrah managed to reconcile us.

I quickly finished the other open quests on the island and went back to Kaishas. She infected us with lycanthropy and half of her pack turned hostile, however Delainy and the re-appearing Dradeel pointed me to the secret passage in the hut.

Day 149 (Return from Balduran's Isle - AR9PBA)

We went through the tunnel to the shore with the restored ship to deal with Kaishas. I took the dialogue options that aimed at a peaceful solution.

Both Delainy and Maralee appeared and pleaded with Kaishas not to fight and risk the extermination of the pack. She finally gave us the sea charts and let us depart. She however warned us of Mendas who might not remove the curse on us without a fight.

The ship stopped at a paradisaical island that we explored right away. On the ship I found a bottle of wine that I took along.

In the southern part was Krestian who invited Sandrah for some pleasure if she would seek him out alone.

Archandra invited Eroan if he brought her a bottle of wine. This was the island of happiness and love.

I gave her the wine and received some well-deserved healing and rest.

Like always, trouble was not too far away. When we wanted to leave for the ship, old friend Talos had some objection. His priest awaited us since out on sea he thought Mystra might be weak but Talos strong. He would let us go if we delivered Sandrah and donated 20.000GP to the coffers of the Stormlord. But of course this was one for all and all for one etc., so I denied. There were six of Talos' elites this time and they gave us a hard time but perished.

We went back to the ship to continue our journey but Talos was not yet outdistanced. This time his priest transported us directly into his temple to a more personal meeting with his boss. Talos expressed a growing interest in Eroan, sensing the chaos that followed his every move which was much to his liking. But the protagonist would never have a chance to fulfill his full potential as long as a priestess of Mystra would accompany him.

Talos left when he felt our opposition and gave us a few of his followers to defeat. Once they were all gone, we were transported back to the paradise island and could finally reach Ulgoth's Beard.

Mendas helper Baresh awaited us at the landing and we confronted him with the truth. We had to follow him into Mendas' house to kill him and Mendas and to get rid of the curse that otherwise would have killed my party within ten days.

We gave Halabasher the recipe book and received a protection ring +2, and then we rested at the inn.

Day 150 (North Baldur's Gate - BG0200, Part1)

Back to Baldur's Gate and we took our thank you from Magdad. In the Thieves' Guild I talked

to Narlen and got my share from our last heist and the invitation for another one at dusk near the Blade and Stars.

We confronted Brother Hasdar with everything we learned about the Book of Unknowing, Haeball and the ring for the grave in the Northern Wood. As expected, he never intended to reward us but summoned some attackers instead. However, we learned about the existence of a temple of the Black Hand (a name for the dead god Bane) in the Forest of Sharp Teeth that we had not yet found.

On our way to the northern part of the city we passed by the market in the town centre. Lothander, the friend of Marek, told us that we had been poisoned by the Iron Throne and only had a tenday left to live unless we would cooperate with him to get the antidote. I told him that I had full trust in my healer and I would not be blackmailed by scum like him.

In North Baldur's Gate the girl Petrine recognized Corwin to be Rohma's mother and thus a Flaming Fist with the duty to help her. I listened to her case and went inside to see the uncle. Shar-Teel took the case in her hands - she had a strong feeling for little girls being harassed by the elders. In a chest upstairs we found a ring that would make the cat follow Petrine, we gave it to the girl and promised to find better care for her.

The next problem evolved outside of the temple of Helm in the north of the area. Angry citizens told of us of a paladin who was hiding inside after he had killed a child. Surely there had to be more to that story so we went inside.

I talked to Dauron, the fallen paladin, and learned about the demon that had possessed the child and was the reason why he had to kill her.

While I was at the temple I took the opportunity to investigate for Wostock, the man mentioned in Bashrik's journal in the context of the Snakes of Abbathor. The priest told me that I had just missed him and he was down in the sewers to investigate something. I made note to look into this later.

Outside again I asked one of the onlookers about the house where the dead girl had lived. It was the one in the southern street just west of the palace entrance. I went there and listened to the mother's story then went back to Dauron. I told him what the mother had observed but also the story of a nanny (I had met her in the market area before) who had a similar experience with a girl in Luskan. Dauron saw the chance to prevent the evil there and left to regain his reputation by preventing the demon to finish his evil ploy in Luskan.

- Note - With Sandrah in the party, there is a chance to help Dauron to beat the demon later in the area of the Northern Citadel where he overtook the demon on his way to Luskan.

Day 150 (North Baldur's Gate - BG0200, Part2)

In the next house (**BG0010**) east of the temple the servant dropped the name Jardak which was on the list of people Jen'lig was looking for. We went upstairs to face the master who mentioned a mage Sunin before he attacked us and met the same fate as his butler below.

Just west of the large tower General Jedyan stopped us. He knew Corwin as well as Sandrah

and this way trusted us with an important matter. He told us about the Grey Clan and gave us the code to use in case we would meet his trustee Jusam near the Hall of Wonders. Afterwards Sandrah advised me that having someone like Jeydan on our side in the upcoming trouble would be more than helpful.

I accepted the task for Ramazith, at least I pretended to, because this way we gained access to his tower.

We entered Ramazith's tower and explored it. Nothing of worth except a tome which gave +1 INT was there.

We then broke into the house NE of the tower which was the one mentioned by Ordolath in order to retrieve his candle. To our surprise we encountered a red wizard who was searching our mage. The candle was in a shelf behind him and some other interesting items in a chest by his side.

After we left the house with the candle, a second red wizard was waiting outside and continued the inquiry. Narghal Rasz summoned some creatures when we did not reveal the location of the "renegade" as he called him. He fled after being injured enough but it was not the last we saw of him.

In the Three Old Kegs the dwarf Bellamy warned Jen'lig of a paladin named Phandalyn who was hunting evil in the taverns in town. My githyanki friend had her own opinion about paladins and their blindness. None of the other minor quests that can be started at this inn had any interest for me during this play through.

I decided to look for Wostock and his quest about Abbathor now.

Day 150 (The Serpents of Abbathor - Part1)

We went down into the sewers in front of the Tree Kegs Inn (**BG0225**) and encountered the kobold Ratchild and his company. West of that ambush we found Wostock and his friends. We gave them the diary together with the report of what we had found so far. He asked me to find a dwarf named Draglon who may be behind the enemy operations.

South of the dwarfs I found a dead body and picked it up for Arkion, the necromancer.

I continued south until the transit to another part of the sewers (**BG0226**) where we found a large number of carrion crawlers. In the middle of the area was an ogre mage who directed them. He had a macabre collection of dead bodies stuffed into the wall to his west. We took a noble female's body and a signet ring with us, evidence for his deeds.

The corridor with the bodies ended at one of the entrances of the Undercellar (**BG0112**). In the middle of the cellars we found Draglon but he already had the information about our working for Wostock and disappeared without giving us any chance to inquire further or to fight him.

In the Undercellar Corwin gave me some insight of how Eltan and Scar dealt with such an establishment right below their feet. It revealed their practical approach to grant the citizens what was needed every now and then.

I took the northern exit from Undercellar to another sewer area (**BG0224**) when Corwin chose just that location to talk about her past. She told me of Rohma's father and how everything went wrong between them. Still her daughter was the most important thing in her life beside her father and her duty in the Flaming Fist.

In the same area we then met Beno Famari, Corwin's former lover, who was in some way involved with the Iron Throne. There was some discussion between him and Corwin and a fight broke out. He had some mercenary friends who attacked us but he himself escaped. His sudden interest in his daughter remained a threat to Corwin after the encounter.

To follow our quest now, we went back to the Helm temple and met with Wostock. He sent us to meet two messengers at an inn in the NW district (**BG0100**) of the town who had relevant information.

We went to the inn and tavern in the NW district (**BG0165**) and found our contacts murdered on the first floor. The Abbathor fanatics were still there so we killed them and found a key and some notes on their corpses. Outside in the street a messenger from Wostock found us and told us that the serpents were leaving town already. The information about their further plans should be in a warehouse in the southern part of town. This was matching to the key we had found inside.

- Note - in the same district on the street west of the Helm and Cloak we met three young girls, fans of Larry Darryl and Darryl. The autograph I had received long ago made them ultra-happy.

We went to the area of the Blade and Stars (**BG1300**) in the south of town and entered the warehouse (**AC8201**) with our key. Inside were a number of cultists and finally a bundle of papers on a desk in the rear. The papers told us that the serpents made use of the fact that Eroan had cleared the Nashkel mines and the dwarves could now take possession of what they claimed was theirs.

Day 151 (North West Baldur's Gate - BG0100)

Before leaving town again to chase the Serpents in the Nashkel mines we took time to finish more issues around town.

First, I delivered the dead body to Arkion. I got a small amount of money and a larger insight into Mystra's and Sandrah's relationship to necromancers. This is another red thread that runs through her mod.

Next, at the Cloak and Helm we had a drink with Gorpel Hind and his merry adventurers. We got involved into a fight with a rival group but were victorious.

- Note- Gorpel Hind and his friends later find a sad end in Undermountain.

While in that part of town we visited the Silvershield estate. The guards accepted our presence thanks to Corwin in our party. Upstairs we met Skie, the daughter of the house and Eldoth's target. Since Eldoth was not with us, Skie had a discussion with Corwin about joining the

Flaming Fist and having an adventurous life, a bit of foreshadowing the events in SoD. Also on the upper level we met Duke Entar who recognized Captain Corwin as well. Finally we met Brilla and delivered her step-son's fibula from the caravan raid near Beregost to her.

We passed the guard's that protected the mage Degrodel and he gave us six Stone to Flesh scrolls for the task to retrieve Balduran's helmet. I kept the scrolls for our use but skipped the task. We had already freed the petrified men in the house near the market place and also found the helmet behind a trapped picture in the eh...Helm and Cloak inn. I saw no need to share any of this with Degrodel.

At that point my lover Shar-Teel had another inspection from our healer Sandrah and they declared that her adventuring days were on hold now for a while. It was decided that the soon-to-be-mother of Eroan's child would go to Waterdeep and take quarters at Elminster's house until the child would arrive.

Safana was returned to the group again (planned to be replaced by Dynaheir once I made it south again to rescue the Rashemen witch).

Safana soon got us into trouble in the city. A citizen accompanied by a Flaming Fist Sergeant appeared and accused her of piracy and murder. After some debate we were all arrested and brought before Duke Entar Silvershield. I chose the dialogue option to let Sandrah and Safana deal with the court and the accusation. I was not sure that Safana really enjoyed the way that Sandrah saved her neck from the hangman - but we came out of the case without damage, except that the two women disliked each other even more.

Day 151 (South West Baldur's Gate - BG1100)

We visited the Seven Suns (**BG0601**) and by putting a bit of dialogue pressure on the merchants they revealed their true faces - doppelgangers. We annihilated them on the upper level as well as the cellar where we found Jhasso and learned what had happened. Corwin provided me with some further information that pointed once again at a connection between those increasing doppelganger activities and the Iron Throne, in particular with Sarevok Anchev.

Upon leaving the Seven Suns we met Laola Axhand, another Flaming Fist loyal to Scar and Corwin.

In a large green roofed house (**BG1111**) on the southern wall we stirred up the mage Sunin, another one of the murderer of Jen'lig's mentor Kastya. Before he died from her silver sword he delivered a name - Semaj, the sorcerer we had already heard of and who seemed to be Sarevok's adjutant. Jen'lig continued to stay with me because we had again confirmed that our target was the same.

In Ye Olde Inn we stopped a slime invasion caused by Ramazith's anger about whatever. It confirmed my decision not to be working for the guy.

We now went into the Flaming Fist Headquarters for our first report to Scar. He was

impressed and offered another job which I accepted. It was to find the source of disappearing citizens which we had already found in the sewers, so I could solve that quest immediately. With the noble female's body and the signet rings we could finish all the small qualification jobs for Scar and Eltan in one go. We went to meet Scar a last time outside the door and he now took us to Eltan.

Eltan gave us two more tasks, one was to infiltrate the Iron Throne in town, which we had planned to do anyway sooner or later, the second one was to investigate mysterious events at the Northern Citadel outside of town.

When we came down the stairs we talked to a soldier named Fergus who was in need of an Angel Skin Ring for his beloved. I made the couple happy by providing one.

Outside the Merchant's League we met Aldeth again and he asked us for help to investigate strange occurrences inside his consortium. We agreed and asked the guards inside for details who mentioned Zorl, Irlentree and Brandilar as persons to talk to. Some merchant on the ground floor hinted at Zorl's desk upstairs to be searched.

Irlentree invited us to a surprise on the top floor but when we talked with Aldeth about it he knew of no such thing. In Zorl's desk were papers that we gave to Brandilar and which proved that this was another doppelganger attack. Zorl turned into his real form and was soon killed. We then got rid of all the doppelgangers on the top floor and the ground floor before reporting back to Brandilar. Finally I collected a reward from Aldeth. Talking to him a second time provided Sandrah with a special reward from the gentleman.

By this time, night had come, so there was the opportunity for two more tasks, Narlen's second heist and the telescope job at the Hall of Wonders.

New Area: Northern Citadel.

Day 152 (West Baldur's Gate - BG0600)

I paid a visit to Ragefast (**BG01269**) and persuaded him to let Abela go without giving any hint to Ramazith at all. I received a lock of nymph hair but left it there as I had no use for it.

Jusam was just at the NW end of the Hall and fought a traitor. We offered to help and needed to deliver the right password we had received from General Jedyan. His briefing was interrupted by an attack of a tattooed man and his bandits. The tattooed man left fast and we only had the bandits to fight. After the battle a flaming fist messenger delivered the news that the Grey Clan had caught one of Jusam's spies and were about to kill her in a house in the vicinity of the Silvershield estate. We separated to search the different houses.

While we were standing there at night, I sent Jen'lig into the Hall to grab the telescope. I had a discussion with Sandrah and she came to agree that the practical use of the item may have more benefit than its exposure in an exposition. She later asked me to share a bit of stargazing

with her. We again found the strange new constellation that resembled an elven rune for "Hope".

- Note - Alora can be recruited in the Hall of Wonders but I skipped her.

On the way to the northern exit I picked up the task to retrieve the body of Tremain's son.

Back in the NW town district (**BG0100**) we found a bleeding dying man in front of a house in the street north of the tavern. The Grey Clan ambush was inside (**BG0163**) and upstairs (**BG0164**). We healed the spy and talked to her and Jusam to find that the Grey Clan had overrun the Friendly Arm Inn.

- Note - From this point on, the quest of the Grey Clan mod will continue whenever you travel to Friendly Arm. It is up to you to time that encounter. However, once you go there, do not leave until you finished the respective episode there or you break the mod.

Now we again had a sufficient number of tasks to pursue outside of town

1. the Serpents in Nashkel
2. the Northern Citadel
3. Dynaheir at the gnoll stronghold
4. the Friendly Arm Inn

So, after solving the Tremain task I decided to spend the night at an inn before setting out to the road once more.

Day 153 (Poisoned by the Iron Throne)

Things took a different turn than planned. I traveled to Beregost with the intention to move further south for our quests when I recognized that Lothander had told the truth and we were in fact poisoned. Sandrah acted immediately and collected a sample of what Jen'lig had thrown up. She proposed to let Thalantyr analyse her sample to find out what type of poison may have been used. We could then decide to try and find an antidote or to cooperate with Lothander.

Thalantyr is able to identify the main part of the poison which was the extract from the sting of the Great Poisonous Wyvern. With that information Sandrah could provide us with an option to create an antidote. Two ingredients were easy to gain, Aescalus Herb and Holy Water. Those two would be needed to compensate and neutralize the main ingredient, the original poison itself.

Now the task was to find such a beast and kill it before the poison would kill us. Sandrah already had the herb since I always bought some when I saw it in a temple or store for her to enhance our potions. The holy water was available from the Beregost temple. Thus the main challenge was a race against time to find a suitable wyvern in Cloakwood within the given time. Of course I preferred this to being blackmailed by the Iron Throne guys. I also saw the advantage that our enemy maybe would believe that we were dead by the poison when we had disappeared from their sight.

I bought the holy water at the temple and rested in Beregost before again entering the Cloakwood. At the inn Safana and Sandrah finally settled their disagreements or so it seemed.

In a conversation with Jen'lig there was more detail revealed about her possible fate now that we came closer to the sword she was searching. Her godqueen Vlakith is a lich-like existence who feeds on the essence of her own kin, preferably on the essence of the strongest. Returning home would put my companion in imminent danger.

I made haste to go directly to Cloakwood Grove anticipating that a beast like we were searching was deep in the Cloakwood and not on its parameter. With each passing day we were reminded that the poison did its work on our health.

- Note - with v2.5 my protagonist portrait had an indication of the poison status, something I have not seen before in all these years that I play the game. It goes away again after drinking the antidote.

The great poisonous wyvern was a different beast from the lesser breed of his kin. It expelled clouds of poison, nauseated party members and could hide in invisibility. We finally slaughtered it whereupon Sandrah crushed its sting with her hammer and mixed the poison that poured out with the other elements of the cure. The result was a healing potion that saved our lives.

- Note - The beast dropped a ring of protection from poison. We found it near the cave of Peter from the North.

Day 159 (Bear River - BG4600)

The events around the poison quest had changed my plans - so from Cloakwood Grove I took the opportunity to explore the remaining coast areas in the south and by this route rescue Dynaheir (to replace Safana whose BG1 content had all played out).

On the east river near the southern bridge Jared told us of the bear that gave the area its name. We killed it on the other end of the bridge and reported our success. Another heroic quest had been done.

Further north on the west bank the second big adventure waited for us. He helped Laurel kill the gibberlings. (The most interesting part of this "quest" always is the question whether the dead gibberlings are counted correctly to finish the task...it worked this time.)

- Note - the island in the middle of the river is accessible from the eastern bank. There is the entrance to the Vault from the mod of the same name. I had not done the quest up to now, so there was nothing there yet.

We camped for the night before moving on to gnoll stronghold.

Day 160 (Gnoll Stronghold - BG5100)

On the far end of the bridge two ogres demanded gold for the passage but we could not agree

on a fair price and had to fight them. They were joined by a group of bounty hunters.

Before we met Dynaheir, Sandrah addressed me and pointed out that we had no room in the party to escort the witch safely back to civilization. She offered to go back to Nashkel alone since she was well armed and able to fight her way through alone. I told her to stay because I had already planned to part with Safana (whom I would take back in SoD for need of a thief in that campaign).

- Note - In case you accept Sandrah's offer, she will go to the Nashkel temple.

In the pit in the west of the stronghold we could free Aaron whose mother in Nashkel gave us the quest to find him. He was happy to see us but told us that a gnoll chieftain had stolen his ring. We promised to find the ring and meanwhile sent the boy to wait for us at the save end of the bridge (Do not forget to pick him up there before you leave the area!).

On the NW tower platform behind the guard building was the gnoll boss with his bodyguards (x/y 1270/580) who had Aaron's ring (the ring is required to solve the riddle with Marina at the Dryad Falls). I now sent Safana to wait at the Belching Dragon and went to free Dynaheir.

After she joined the party, Dynaheir asked us to look out for her journal that had been taken by the gnolls however it could not be found anywhere within the stronghold. I took my new witch down to the place where we had defeated the bounty hunters because they had dropped all the useful items to equip her.

We went to the southern part of the area to explore the three caves down there for loot. Dynaheir and Sandrah did not take long to acquaint themselves with each other and soon found their common interest in the Bhaalspawn issue - the Rashemi had come to the far away Sword Coast to investigate this topic.

We found Aaron on the save side of the bridge and told him that we found his ring. We then told him we were ready to depart and were transported right into Nashkel to his mother.

- Note - Find this convenient or not, but be aware that as soon as you tell Aaron that you are finished with the gnolls, you will be transferred to Nashkel.

Day 161 (Dynaheir's Diary)

We were dropped right into a conversation with Mrs. Brunnstein and Aaron. Marina still waited for the ring that Aaron had planned to give her at the moment the gnolls killed her. To free the ghost we needed to bring her the ring. Aaron could not stomach to meet her current form.

On the way to Dryad Falls I went by Fire Leaf Mountain to deliver Ordolath's candle to him. He evaded our questions about the red wizards who were after him and left us clueless.

Drizzt found us, respectively he found Dynaheir. He had a page torn from a book and Dynaheir identified it as one from her journal. He found it on a gnoll and made an offer to help us hunt for the remaining tome. I assured that we could handle the matter by ourselves.

Soon a bunch of enchanted gnolls appeared. Someone called the "Old One" had organized

them to hunt Dynaheir however some protection spell on her journal tamed them. They told us of another group who had the book and may not be enlightened like they were.

Not long after the first group of gnolls that second one with the book found us. We protected our witch and her journal was on one of their bodies. Between the pages of the journal she had hidden a scroll that I let her learn right away. She also had preserved a piece of cloth that she and Minsc had found on their travels when they passed Firewine Bridge. It was matching to the two other pieces Sandrah had already received from Viconia and Mellum.

Once the cloth piece was identified in the inventory, the three pieces could be reconstructed into a bed cloth from Elminster's household. Obviously Khalindra's second child, the bhaalspawn, had been wrapped in it while it travelled across the Sword Coast carried by a group of people who were pursued by probably Winski Perorate and his men. However, the answer to all of these historic events could only be found at Waterdeep - by asking Elminster himself.

The list of our tasks grew still longer, but first I went to the waterfall to finish the Marina/Aaron quest. We gave Marina the ring and she could now rest.

Day 162 (The Serpents of Abbathor, Part2 - AC4400)

We came to the Nashkel mines area and found the dying Wostock who told us of the dwarves that had overrun the mine. He begged us to release him from his pain and wanted to die from our swords rather than from the poison eating him. We gave him peace.

Inside the cabin was Emerson with a few surviving miners. He gave me the details of what had happened and what to expect in the mine. (Use all dialogue options to get 5 sub quests.)

The way to the mine entrance was trapped at several points. The initial level inside (**AC4401**) was full of Abbathor followers. The cleric at the exit to the next level had Emerson's notes (first sub quest).

In the big western cave on the next level (**AC4402**) a mad priest tried to turn the remaining caught miners into undead fighters. We saved them (second sub quest).

In the south of the third level (**AC4403**) were two Umber Hulks which awoke as we came close. Killing them solved the third sub quest.

Mulahey's former cave had become the headquarters for Lugosch, the dwarf leader. On his body we found the dwarven artifact that called forth the shadows that crowded the mine (fourth and fifth sub quests).

- Note - You get a nice end screen when you finished the mod. It states that the main questions about the Serpents are still unresolved etc. It indicates that once a sequel was planned but with the author retired from modding this will most likely remain unfinished. Even with that - the mod can be played as an entity in its current form, just do not be misled by the text when you see it.

All that was left to do was to leave the mine and tell Emerson about the events. We received a reward for each of the finished sub quests.

Day 163 (Ancient Ruins - BG4100)

I had wanted to come here earlier but the Aaron transport scene had interrupted my plan.

I talked to Charleston Nib and expressed an interest in his work. After he left for the cave entrance a man Gallor tried to convince us to murder Nib and his men to rob the treasure from the excavation. Some of my party members objected - me as well. We killed the man.

I went to Charleston to report the event but we came just at the moment when he had successfully opened the old tomb. We followed him inside and saved his life when the workers were attacking under the influence of an ancient spell. As a reward he gave me an ancient scroll that would open a secret dungeon at Firewine Bridge.

Sandrah observed that the wall paintings and architecture of the tomb were of the same design and age as the ones in Torquin's cave near Beregost. She felt that taking the idol from the tomb with us to solve an on-going problem would justify what may be seen as a sacrilege against the ancients.

We then found Brage, the possessed captain of the Nashkel garrison, among the carnage he had caused. We solved his riddle (Death) and convinced him to come to the Nashkel temple for healing. Dynaheir and Imoen were very happy with my decision to heal instead of killing or taking the bounty on the man's head. Sandrah stayed silent, however as a healer she would have violently disagreed on any other decision. (She leaves the party and tries to kill the protagonist if you murder Brage.)

The game automatically transported us to the Nashkel temple with Brage. When we talked to him after the delivery to Nalin, he made a remark about Sharkta Fai and the healing available there. Obviously he knew something about the pirate Monteelah's secret. He disappeared before we could inquire. (His further fate is revealed during SoD and SoA.)

When we left the temple we were once again summoned by Talos. Our taking the Kozah idol had alerted him. The Lord of Destruction had different names at different times and in different cultures. Anyway, his attack this time was just verbal and we were returned to Nashkel again.

I changed my plans once more to re-visit the Firewine Bridge and explore the new dungeon. Also, we were to find an ancient armour in the ruins below.

Day 164 (Firewine Tower - AR51PB)

With the help of Charleston Nib's scroll the tower on the southern gate of the bridge was now accessible. Inside we were attacked by a breed of stronger zombies. Stairs upwards led nowhere this time (that changes in a later part of the game) so the only direction was down (**AR52PB**).

The second level was occupied by a number of vampires. Among the items found in their rooms was flaming oil. This was required to penetrate the darkness to descend to the next level (**AR53PB**), it was sufficient that a party member had the oil in the inventory, no special

action needed to be performed.

The lowest level was filled with spiders. In a locked altar were arrows of dispelling and minor loot. A journal entry told that this was all about this dungeon.

I went down into the Firewine Dungeon (**BG5201**) and found the ghost knights that Poe had mentioned in his poem. They missed their lost comrade. I found him a bit further north in the corridors and granted him the death he had longed for since many years. He dropped an ancient armour. Talking to the ghosts again they were happy as well and disappeared.

I now decided to re-visit Waterdeep to finally check for Henning and talk to Elminster to advance Sandrah's quest. On the return we would automatically pass Friendly Arm to check the Grey Clan there.

Day 167 (Waterdeep revisited)

At Elminster's house we first had the great reunion between Imoen and Henning. Afterwards Henning went to Clarissa's bookshop and from that point on ran his shop there.

Next we inquired with Elminster about the second child and the issues of Eroan's heritage. The mage was still elusive and sent us to Mystra's altar in the garden instead. I took a chance and said hello to Shar-Teel who was in Sandrah's quarter and told me it was not time yet.

We went to the garden and approached Mystra's altar. I found a baby replica wrapped in the bedcloth we had reconstructed and a message to go to the tower in Elminster's house again. I discussed with Sandrah whether it meant that this baby was me but she told me to wait and see what would happen at the tower.

On the tower we witnessed a scene from the past which included Gorion, Elminster and Winthrop. They talked about raids on Bhaal temples, rescued children, Khalindra's baby and those who were now on their trail. The three men discussed the plan of how to protect those innocent children, obviously bhaalspawns, from their hunters. One of them, an Othlor - most likely Winski Perorate - was an immediate danger for them.

Once we left the tower, Imoen, Sandrah and I discussed what we had seen. It still allowed for different interpretations and did not answer too many open questions. But for Eroan and his unclear past it became more and more likely that he might be a bhaalspawn himself. Maybe even the missing child of Khalindra, although that might just as well have been just wishful thinking - or something Sandrah would like him to believe?

After I rested the party we left Waterdeep again to be ambushed by a powerful horde on Old Waterdeep Road. There were orc mages and Iron Throne mages but it was not revealed who exactly had sent them against us. By this time we had made ourselves enough enemies.

Day 169 (The Grey Clan - BW0501)

We arrived outside the Friendly Arm Inn to witness some members of the Grey Clan to activate a golem with six keys. They used the wrong sequence and the keys were scattered all over the area in an explosion. We got a glimpse of the High Sorceress Linda working for the

organisation. Sandrah had met her some years ago when both were students at a place called Academy of Legencase. That was a magic school fallen into evil hands and Sandrah was rather infiltrating the place for her father than being a real student. She has not been too successful in her mission because she was de-masked and had to flee the place.

I took a clockwise round outside the walls of the inn to check the situation. On the road in the west was the mage Tergius with some initial information (he had more news later when we advanced the quest). A bit further north a group of dwarves were fighting Grey Clan members. We aided them and afterwards received the quest to look for one of their artefacts. We found one of the golem keys on a dead body.

Lord Damien in the NE was searching for his wife who had been kidnapped by the clan. We agreed to look for her because he and his two guards would stand no chance if they tried to enter the inn themselves. We received one of the missing keys they had found.

South of the wall we observed how a necromancer named Xephistagoras turned three paladins into undead fighters before he disappeared again. We had to fight them along with a couple of bandits. We found two more keys on the bodies. Sandrah remarked that the necromancer had not been involved with the Academy at the time she had been there.

Inside the walls in the first house on the left (**BW0598**) Lucy was attacked by a single bandit. We helped her and she asked us to notify her uncle Robert about where to find her, they had been separated during the attack. The slain bandit dropped the fifth key.

In the northern house (**BW0599**) there was a quarrel between bandits and we only needed to kill the remaining ones. We found the last key but had no clue about the correct sequence to use them yet.

We entered the temple and found Robert to tell him about her niece. Also inside was Felicia whose brother had joined the bandits. She pleaded with us not to kill him but squeeze him for information and send him to her.

We tried to enter the inn now but got stuck in an intermediate area guarded by a crystal servant. Tergius transported us out of the trap and back to the main gate but informed us that we needed to find the crystal that was the key to enter.

We approached the steps to the inn a second time and now found Gracchus, the tattooed man from the Hall of Wonders, guarding the access. He had an undead Jeydan and other undead Flaming Fist officers at his disposal. On his body was the crystal for access as well as the artefact for the gnomes.

Day 170 (The Grey Clan - Friendly Arm Inn - BW0503)

We went again to the crystal servant who teleported us into the inn this time. The mage Reufasio was soon overwhelmed and the remaining bandits were no problem. Charles was in the kitchen and we sent him to his sister; he had no information about the clan and probably never left the kitchen at all.

On the upper floor were a few bandits and three petrified people. I freed them with scrolls found on Reufasio and one of them was Mary, the wife of Lord Damien outside.

The real battle was on the top level. When we entered we observed how an ambassador of Sarevok was thrown out - the Grey Clan had no interest in his offers any more since they thought that our intervention was caused by the possible alliance. The High Sorceress Linda and Commander Greyfist tried to stop us in vain. They had a paper with the correct order to insert the keys into the golem and another one with a riddle (the first letter of each line formed the name of their meeting place).

I went back to the temple to hear about Charles and Felicia who would start a new life in Amn.

Now we could activate the golem to deliver its secrets (small brass key - copper key - brass key - small iron key - iron key - gold key). The sole usable item from the golem was a tome increasing INT +1.

We talked to Tergius and he gave us a hint on how to decipher the riddle note, afterwards we gave the artefacts to the dwarves and met Lord Damien and his Mary, happy together again.

We were ready now to go to Beregost and check for the inn that according to the note we had would be the meeting place of the remaining Clan members.

Day 171 (The Grey Clan - Feldepost Inn - BW0506)

Outside Feldepost Inn the mage Dervanto mistook us for participants of the meeting and transported us to their secret gathering. Here we found the local operation's leader, no other than Teven, one of the former lieutenants of Tazok.

During Teven's angry rant about our appearance, both Dervanto and Teven's elite bodyguards deserted and he was alone to face us. However the Academy of Legencase's head mistress - Monica - came to his aid. She was amused about the turn of events (but not long), she also noticed Sandrah's presence and promised her that she would not escape her a second time.

Monica left two of her high sorceresses with Teven to eliminate us. Once Teven and the two witches were dead, we found a wardstone that was required to leave the room and a fibula from the Academy that played a role in the sequel, so I kept it.

I inserted the wardstone into the golem next to the stairs and we were teleported outside again to the northern part of Beregost where Tergius, Jusam and their men were awaiting us. We made our report and they told us what they found out so far. The root of the activities was to be found at the already mentioned Academy. It was discussed that we had a chance to pursue and defeat the enemy further if we convinced Elminster to use the fibula we had. He would be able to activate the recall spell that would transport a small party to the entrance of Legencase.

We could start our journey to Legencase any time I felt ready to go to Waterdeep again.

We passed by the Friendly Arm on our way back north and found everything was restored to normal. I took a room with my party, by this time Dynaheir and Eroan were flirting intensively.

Day 172 (Academy of Legencase - CVAKA1)

This time our journey to Waterdeep went without interruption. I took the chance to use the PID options with Sandrah (more information about Bhaalspawns and Elminster's involvement) and Dynaheir (flirting).

We talked to Elminster about visiting the Academy and pros and cons were exchanged. My companions all encouraged me to go right away while the opportunity and the moment of surprise were on our side.

Elminster sent us to the outside of the academy. On a platform was a myconid watcher which could only be injured by ranged weapons. As long as he was alive he called defence troupes at regular intervals. Once he fell, the door to the inside (**CVAKA2**) unlocked.

The initial attack was led by the high sorceress Petana and her variety of golems. After we cleared the first room we came to a hall with four side chambers. Old "friends" of Sandrah were in some of them and happy to see her return because it allowed them to attempt their revenge. In each room was also a chest with a piece of evidence for Elminster and Tergius. When we had all four pieces, they merged to a journal about the Grey Clan's plan.

In the last hall we faced Monica, the head mistress. Our attempt to capture her alive failed and she turned hostile even when Xephistagoras did not come to help her. When injured enough, she retreated further to the inside of the academy and we had to follow her.

The living quarters (**CVAKA3**) were again protected by even stronger golems. A platform up some stairs (**CVAKA4**) would lead outside if activated. When we found Monica she told us that only her blood would activate the transport platform. That was the verdict and we followed it. The platform led us back to Waterdeep where we reported our success to Tergius and Elminster.

One thing however remained: Xephistagoras did not appear to help Monica and he might already have started to plot his next assault on the Realms.

- Note -Xephistagoras will appear in later parts of the game and also another visit to Legencase follows. The great "Dreadlord" is among your opponents in the RtF sequel as well.

Day 173 (Northern Citadel - AR30PB)

West of the Citadel itself we met the paladin Dauron whom we had helped in Baldur's Gate after he had to kill the girl befallen from a demon. On his way to prevent the evil to reach Luskan he had traced down the demon and asked us to help in its destruction. It had taken shelter at a graveyard in the NE of the citadel with the intention to raise some of the dead there for reinforcements.

We found the demon Paraagariel and defeated him and the undead he called from their graves. Dauron survived the battle and could report to the temple of Helm at the Citadel to restore his reputation (in case he dies during the fight, the protagonist can give the priest at the citadel a witness statement that will rehabilitate the paladin posthumously.)

We later gave our witness to the priests who reported the case back to Baldur's Gate.

The main gate of the citadel was attacked by kobolds and even though we defeated them we were not really welcomed by the guards and Eldod, their leader (yes, Eldod, not to be confused with...)

Inside (**AR32PB**) we talked to Satos who gave us the overview about the situation at the citadel and the disappearing people. First I went into the temple at the right side from the main hall (**AR37PB**). We confirmed the report Dauron had given the temple and the priest added our statements to his report about the events. We also asked about the locked altar in the temple and were told to ask Avery about it.

Next we went into the area north off the main hall (**AR35PB**) and questioned everybody in there. Down the stairs in the dining hall (**AR38PB**) we talked to Shelton who mistrusted the current captain Eldod. When we came back up the stairs we had to witness how one of the mercenaries killed one of the citadel inhabitants for a gem. We defeated him (an early version of Tiax) but that was not the solution for all the other disappearances yet.

- Note - Hidden behind a picture on the wall in the dining hall was another Ancient Armour for all who need one for the Valiant quest with Ulcaster.

Now we visited the west wing (**AR36PB**) and found Pique who had not much to say yet, so we went upstairs (**AR33PB**) and found Avery. He knew nothing about the recent events and would not talk about the altar until peace was restored at the citadel. We also found Lenore who was missing a friend and gave us a restoration scroll thinking that only someone possessed by an evil could be behind the deeds (the resulting journal entry has extra detail that is not in the dialogue!)

When we came back down the stairs, Pique talked to us again and claimed he had seen Eldod during one of the recent events at the scene of the crime. We went outside to confront Eldod but he eluded us and went inside. We followed him to the room next to Lenore. He acted confused this time and threatened to kill us but ran away again.

We came back to the main hall to find Satos dying. A witness told us of an ogre who did it and we received the key to the mausoleum which was at the graveyard where we had earlier killed the demon.

In the tomb (**AR34PB**) the ogre mage Krotan resided who controlled Eldod and others and was the source of the events at the citadel. As soon as Krotan fell, Eldod was free and fled. The paladin Brentaw from the citadel took control to organize the reorganization of the remaining inhabitants. We also found the body of Lenore's friend in the tomb and took it with us.

We brought Lenore the body and asked again Avery about the altar. This time he told us the story and how to get the the key. But before we moved to new adventures, we rented a room from the maid in the room next to Avery.

Day 174 (Salamander island - AR90PB)

With the information we had received from Avery about an island in the north west we

travelled to the Northern Coast and inquired with the skipper. He sent us to Nadalin at his boat. In fact the fisherman knew about a salamander island and was willing to take us there.

All the ice salamanders told us to talk to Meandar, so we went into the cave and did right that. He told us the story about the altar and the symbol of Helm inside. He would even give us the key provided that we destroyed the Cult of the Black Hand before.

When we left the cave we found old friend Talos outside, accompanied by an orc priest Vennegrat. They both warned us to follow the current quest any further. Sandrah took this as an invitation to be even more interested and so did I. Both disappeared after we injured them enough.

There was nothing more to do here this time than to ask Nadalin to take us back.

This evening as I rested the party there was a talk between Dynaheir and Sandrah that revealed they had two things in common with respect to Eroan: one was that they both suspected him to be a bhaalspawn; the other was that they both loved him. Neither of the two facts obviously stood in the way of their friendship that grew deeper with each event.

Day 178 (Temple of the Black Hand - AR60PB)

We saved Nim Furlwing's dogs from some vampiric wolves. She gave us the famous Summon Cow spell in return which Imoen learned immediately.

In front of the temple in the NE of the area Brother Aschdaar, one of the cult leaders, noticed Gorion's dagger on me. He revealed that it was the dagger of a Bhaal cult member but he would not reveal who "A" might have been and died attacking us before we could find out more.

Inside the temple (**AR61PB**) were Draagis, the cult leader, as well as Brother Hasdaar who still owed us the reward for the Book of Unknowing. We had to collect that debt by force and found the ring mentioned by Haeball's papers that would open the sanctuary of the orcs in the Wood of the Dead. Draagis also dropped a useful robe for Dynaheir. Since we had destroyed the cult with our assault we could also get the key from Meandar now.

- Note - Here was another example of how the latest updates to the NTotSC mod have made the mod more flexible and easier accessible. In the past you could not advance to the temple until you defeated the demon cult in Ulgoth's Beard. The new version allows different solutions for many of the mod's quests and makes it far less linear.

While leaving the temple area we met a bunch of crazy adventurers who challenged us for a fight with kobolds no matter what answer we gave them. They paid the price for their stupidity.

We visited Nadalin again to take us to Meander. He asked us to defeat some renegades outside and then gave us the key for the altar, so we could travel to the Northern Citadel and collect Helm's symbol.

We now had all the keys to the secret places in the Wood of the Dead and the Field of the Dead.

Day 184 (General Ghotal's Redemption)

The sanctuary in the Wood of the Dead was now accessible with the dagger and the ring we had found. A catacomb warder and his minions were waiting inside and we had to retreat several times to lure out smaller groups of enemies for us to digest. Three knights from the grave stayed inside and we had to face them there.

Once the tomb was ours we had time to explore it. The sarcophagus was empty. A sepulchral stele had a warning not to open what should stay closed. The real find was in a cache on the northern wall, Ghotal's mighty two-handed sword.

We discussed of whether to keep it or not. Sandrah argued that it was better to take it than to let the orcs find it. For the same reason she voted for going to the general's mausoleum on the Field of the Dead. The adventurer in me agreed, why else did we take that quest other than to finish it?

We came out to the surface again and Vennegrat, the orc shaman who had been with Talos on Salamander Island was there already and demanded the sword from us. In the following discussion with Sandrah and Eroan it became clear that not all orcs wanted Ghotal's resurrection, and Vennegrat was among those who once had betrayed their leader. More of a threat to them than the General's return however was a godchild that might claim to be his successor. This coincided with the one that the blind orc shaman in Baldur's Gate had been searching for.

We kept the sword after we convinced Vennegrat that obviously we had no interest to resurrect a dead orc leader.

In the mausoleum on the Field of the Dead we had to face Ghotal himself. While the sword we had would give him the power to leave the place and take his revenge on the traitors of old, he seemed to be relieved when he heard of the godchild that might complete what he was unable to achieve - to unite the orc clans and gain peace with their enemies.

He was ready to be laid to rest but with one as powerful as him this was still no easy task for us. Rest in peace, great hero. We had to fight him twice, once at the tomb entrance and once in the heart of the mausoleum to lay him to rest forever.

- Note - the end of this quest is the starting point of another one during SoA concerning Ghotal's heiress and her fight against the traitors around Vennegrat.

After all these side quests it was now time again to return to Baldur's Gate for the main plot.

Day 187 (Iron Throne - BG0616)

At the Elfsong I gave Brevlik the telescope for the sake of science and received a wand of lightning in return. Then we were ready to finally investigate the Iron Throne in the harbour

area.

We entered the merchant building and were addressed by Triadore who warned us of madness in the building. Corwin investigated him for details and obviously Sarevok and his doppelgangers were at work here as well. We told the guard we were seeking employment and were admitted.

We went down into the cellar (**BG0611**) to discover a back entrance to the sewers that would become useful later on.

On the next two levels we found that everything was pretty de-organized and we could just cheat our way through without causing much fuss. Our tale to be the new recruits got us up to the level with the bar (**BG0614**).

We were warned by different people about the strange people on the upper level, so I left my party here and sent Jen'lig up alone to check the situation. She found a group of mercenaries and doppelgangers who immediately went hostile. We used the two stairways to seize them from both sides and they went down fast.

Sandrah expressed our disappointment that the Iron Throne apparently had been left already by all important people and nothing was left but to seek the rooms for any possible evidence. We found enough traces to confirm the rumour we heard before that the leaders of the organization had gone to Candlekeep. Both Corwin and Sandrah encouraged me that Duke Eltan would provide us with the means to return to my former home. Sandrah also suspected Sarevok to have his own agenda about that meeting and that a trap awaited both his father and us, still the only way to advance was to go there still.

Some other noteworthy events:

- on the rooftop of the Iron Throne (the one from the BG1 opening movie) Winski Perorate appeared to demand Dynaheir from us in the name of the superiors in Rashemen. An obvious lie and I stood between him and my witch. He retreated after we summoned some creatures to do his job.
- Imoen came up with her own ideas about Winthrop and our possible heritage but as usually with Imoen, it all was still pretty much unfocussed.

We rested at Jopalin's tavern before we went to meet Eltan for our report. Before we went to sleep Sandrah shared some suspicions with me with respect to Imoen's origin but she was still not sure that we had enough evidence.

Day 188 (The Nether Scrolls Theft)

We went to Duke Eltan to make our report. He agreed that we needed to go back to Candlekeep to pursue the Iron Throne leaders and gave us a valuable book to assure our admission to the library. To our misfortune we did not hold on to that book very long. We were transported to the Wyrms Crossing Bridge head and right into the arms of a man named Zernan.

Zernan pretended to be a scholar and the book we had was essential for his studies. He offered us an equivalent tome for our purpose but I rejected since I had no way to assess the truth of his words. He was well prepared and simply stole the book and left us some thieves to fight

while he fled.

Jen'lig had seen him and his friends at the Friendly Arm before she joined my party, so that was a helpful clue. In deed we found him and another handful of thieves north outside of the Friendly Arm's walls. Again he could escape but mentioned being in a hurry travelling south.

We finally caught Zernan at the bridge in the north of the Nashkel Inn. The book was no longer among his possessions instead he had a note about meeting a contact on the outskirts of the carnival at night. It was 4 in the morning so the right time to go there right away after we dispatched again his reinforcements.

NE of the last tent of the carnival a "mysterious man" contacted us. I tried to trick him by using the name deciphered from the note (Nandin) but failed. He summoned some golems but it was not enough to withstand our force. He did not have the book either, instead a number of tomes concerning drow. Those and the mentioning of "mines" earlier by Zernan were our only clue now. Since "drow" meant underground the logical next place to search was the Nashkel mine.

As soon as we reached the mines area we were attacked by spiders - this, the drow books we had found and the fact that the tome stolen from us dealt with the Nether scrolls led Sandrah to the conclusion that we were about to face drow here. We had to move quickly before they would use the mines to descend to the Underdark. Emerson in front of the mine entrance confirmed that a man with books had entered the mine the day before.

Day 190 (Drow encounters)

Spiders and traps and traps and spiders - the drow spider trainer on the first mine level had a phantom bow for Corwin that needed no arrows.

On the next level, spiders and traps but also drow fighters, stalkers and golems. This was a real invasion just to secure one book.

The third level in the northern part had traps, golems and nasty drow stalkers that were invisible and backstabbing. After the trapped corridor that led to the southern part, there was the main force around a drow high priestess. She was also the one who finally had the book.

After the priestess had fallen and we regained the book, two new tasks emerged:

- Sandrah asked me to explore again the remaining cave of the mine to see where the drow had come in and to close that entrance,
- the book itself contained the hint for the Kozah figurine, the ancient armour and Ulcaster.

The first task was easily performed. At the entrance of Mulahey's former cave we found another drow priestess Qilandrha with some surface elves accompanying her. It turned out she was a follower of Eillestrae who had pursued the Underdark drow herself and now promised to close the leak again.

- Note - At this occasion you get a first glimpse of the priestess who will later play an important role. In addition you get some introduction the Eillestrae, the Dark Maiden, the goddess of many drow who oppose Lolth.

Day 194 (Vampire's Revenge)

We spent the night at the Nashkel inn to recover from the drow battles. Then we set out to Ulcaster for the second riddle.

Ulcaster had some vague memories when I talked to him with the book in hand. After a second dialogue he gave me the sword Vampire's Revenge in exchange for the Kozah idol and an ancient armour. He also told me that revenge was the key to the Vault. Sandrah reminded me that the sword in conjunction with some holy water could free the ghost of Beregost.

We went to the Morninglord temple and bought the water before we re-visited the cave nearby. Torqion's soul was released and he disappeared leaving us the sword again. I received the hint that some smith or mage might know more about the item and decided to ask Taerom about it.

Taerom could tell me little more than that the sword was cursed which I already knew. He mentioned the temple of Gond in Baldur's Gate as the place where they might be able to provide more detail. The temple was located in the eastern wing of the Hall of Wonders.

The Gond priest charged 10.000gp for his divination. I had gold in abundance so no problem, but the information was meagre. The sword was the key to the Vault of vampire treasure of old which was located on some island on the Sword Coast. Sandrah deducted from some details that it might be the island in the middle of the Bear River.

While we were in town we also asked the diviner at the market place about the sword, he was much cheaper and actually told us the same story for a mere 50gp.

While we travelled to and fro on the worldmap there were several interesting banter between my comrades. Dynaheir and Sandrah were close friends now and we happy to both be my lovers. Imoen and Sandrah finally re-construct enough of Imoen's history to identify her as another possible bhaalspawn and also find some explanation why the dead god's blood worked so differently within her. There was another talk with Dynaheir that shed some light on the role of Winsky Perorate in Sarevok's story.

On the island south of the first bridge in Bear River we found the Vault Sentry. While he accepted me as his master due to the sword we had and let us inside the vault, the golems guarding the treasure were hostile and we had to fight for our loot. What we found roughly covered our expenses but that is the essence of adventuring, "the journey is the goal".

The sentry transported us out to Beregost and we rested at the Feldepost Inn where I had another bhaal dream. And now we were ready to return to Candlekeep.

Day 196 (Return to Candlekeep - BG2626)

Outside of the gate we were ambushed by a group of ogre magi who openly worshiped Sarevok already as the "Son of Murder". On their body we found a letter where he used this expression as a title for himself. All our recent assumptions about our main enemy were thus confirmed.

With the regained Nether Scroll tome we were able to pass the gate warder. As soon as we were inside, Imoen pleaded with me to go and see Winthrop - she now called him daddy rather than Puffguts. I agreed since he may have gained some insight into what we had to face in the library.

After Winthrop we went into the priest quarters near Dreppin. We de-masked the priest with the dead cat inside to be a doppelganger. Our suspicion that Sarevok was here as well seemed to be confirmed.

On the ground floor inside the library Karan told us of Koveras; by now we knew whose name was that spelled backwards. The shelves contained some scrolls with excerpts from Alaundo's prophesy - those are essential reading.

On the next level (**BG2609**) Koveras started a conversation with me and offered a ring that he claimed had belonged to Gorion. Sandrah intervened and warned me that this was part of the trap, a ring to be found on Eroan after the Iron Throne's leaders were dead. Corwin as well warned about Koveras but both my advisers agreed that we could not confront Sarevok within the library. This had to wait until we were back at Baldur's Gate.

On another level (**BG2611**) one of the priests was another doppelganger. On the living room level (**BG2612**) Piato reminded me to take a look at Gorion's old room. In his chest I found a letter that confirmed finally what we had suspected already since some time. Sarevok and I were both children of Bhaal.

I avoided the upper level and went down again (**BG2610**) to find the Iron Throne leaders. They were irritated to see Corwin here and tried to order her against Eroan. They were referring to Angelo Dosan as her new commander which the captain did not accept. A fight broke out that ended as foreseen, only that we got some valuable items from them. I had no scruples to kill those men who were by no means merchants. We would have been arrested for their demise anyway, whether we did it or Sarevok's doppelgangers.

We went down to get arrested and followed willingly. Ulraunt appeared and told us we were to be sent to Baldur's Gate for execution and after he left Tethtoril appeared and teleported us to the catacombs from where we needed to find our escape.

Day 197 (Candlekeep Catacombs - BG2615)

We found old friends from Candlekeep down in the catacombs but of course all of them were doppelgangers.

Some tombs had interesting manual to raise some NPC's stats.

The mausoleum in the west must have been Alaundo's grave and the faded parchment of his original vision was buried with him. We would never know how much the seer really had known and how much may have been added or changed over the long time since his death. The truth was as faded as the parchment itself.

In the next area (**BG2619**) again everybody was a doppelganger. One extreme trio even appeared as Elminster, Gorion and Teththoril but as the father did not even recognize his own daughter the fraud was found out fast.

There is nothing of interest on this level given how late in the game it appears.

In the last catacomb area (**BG5506**) a group of mercenaries led by Prat guarded the exit. It was the only interesting fight in that sequence of areas. Some spiders and two medusas were the only other hindrance.

Near the exit to the surface Diarmid revealed the whole plot to us when I selected the right dialogue options. Sarevok was on his way to gain the leadership of the Iron Throne and more while Eroan was accused for the murder of Rieltar and the other leaders, regardless whether he did the deed or some doppelgangers with our faces did it.

Leaving the catacombs brought us outside of the Candlekeep walls and started the final chapter of BG1. Dynaheir finally told me the full story of why she had come to the Sword Coast but also explained how her love for me had changed everything by now. I accepted her explanation - and her love.

Before we returned to Baldur's Gate however, another quest awaited us.

Day 197 (Bone Hill, Part 2 - BH0500)

We left the catacombs on the sea side of Candlekeep and when we came around to the front side again, Fabio from Lendore waited for us. Pelltar had sent him to ask us for help again - the Baron had been murdered.

He had a scroll that transported us into Restenford Castle where Pelltar gave us the quest details.

The source of the murder must have been Garotten, the rival town in the south of the island. Three different men from that town had been to Restenford on the day of the murder. An item belonging to each of them was found at the scene of the crime but it was unlikely that they had worked on this together if they had been involved at all. Either one of them framed the others or the legendary assassin's guild of Garotten framed all three of them and was the real culprit.

Our task was to find the murderer and also any evidence about the assassin's guild if it existed.

The town of Garotten was a day's journey away on the other side of the island. We were advised to buy necessary resources at Restenford because it was not known what we may find at our destination.

- Note - Fabio could have joined us again for this island episode but I had played through all his content already during the first part, so I kept my current party together. Imoen, Sandrah, Jen'lig, Dynaheir and Corwin.

Day 198 (Garotten - BH2000)

We entered the town in the south and I took a clockwise turn to explore the area. The first interesting occurrence was in the two temples in the SW corner where two different fishermen priests told me about trouble on the lake.

- Note - this is a side quest that can be done during a wait period in the main quest. You need to go to another worldmap area north of town for it.

The next point was the temple of Xerbo. Inside we asked Basil about Harper, one of the three men who had been seen at Restenford. In the following dialogue it soon became clear that Harper, a very old fragile and senile priest, had neither been to Restenford nor was capable of murdering a man. He was sure that the same was true for the other two suspects because those three men were among those citizens of Garotten who opposed the assassin's guild. The evidence that was found may have been stolen by one of their spies. We should talk to a housekeeper named Lothar.

Lothar was in front of the building north of the temple. I tried to investigate him without spoiling anything about our true reason to be in town. He told me about the theft of an emblem from Harper that had rubies on it (one of the items found at the murder site was a ruby). I went into the building and asked about Lothar's room there. It was trapped and locked and we found the missing item inside as well as other evidence that he was the spy.

Lothar was not outside any more so we could not confront him with our findings. I reported the events to the temple and they searched for Lothar but evidence showed that he had escaped. We received their warning that probably he would notify the guild about our presence.

At the well near the northern town exit I met Martin, the druid, again. When I asked about assassins he sent me to the theatre after giving a warning not to talk about the subject in public. He retreated to the house west of the well where he can be found afterwards. (The next house east sold potions but I had no need of any.)

In the theatre Balmorow was up on the stage and we started the investigation with him. When questioned about the assassin's guild he provided us with the names of two men who could be found at the inn.

In the small hut south of the theatre the beggar Priska was most interesting. I gave him some gold on the first talk and then initiated a second conversation in which he spoke about the local representatives of the guild. It was time now to go to the inn to meet them (and also the innkeeper who was the third suspect in the setup).

Day 199 (Garotten Assassin's Guild - BH2300)

At the inn (**BH2020**) I talked to Wilfong sitting at a table and learned some more about the guild contacts. I then had the barkeeper call Abraham, the inn's owner, and we had a conversation in the back room away from prying ears. He added to the already known details the fact that most likely the mayor's advisor at the castle was the head of the assassin's guild. I then talked to one of the contacts, Philmar, and pretended I wanted someone to be removed. He said he would arrange a meeting in a few hours in the area south of town. We left the inn and went to Assassin's Grotto on the worldmap.

Basmar awaited me in the NE of the area and I pretended I wanted the priest of Restenford to be removed. Basmar already knew about the death of the Baron; he said he would contact me at the inn when he knew about the price for my request.

The remaining area was filled with orc groups and other monsters and there was another cave full of orcs in the southern part near the waterfall. There was no real reason to explore it other than a bit of combat training for my party after all the inquiries and talks in Garotten...

Back at Garotten, the captain of the guard awaited us and we were taken directly to the castle to see lady mayor Arness, the leader of Garotten. She questioned my purpose but I did not reveal it and she tasked me to look into the fishermen's problem we already had heard about. She also gave me a severe warning that she knew why we had really come and directed us to stop our inquiries. Yes, ma'am, yes, yes.

In the hall outside I let Jen'lig hide into shadow and sneak up to the eastern gallery. On a shelf was a scroll of mass invisibility which we cast on the group before going up the western stairs to the upper level (**BH2102**).

We passed all security and made it around through the northern and eastern rooms to a central bedroom. In a trapped and locked cupboard was a pile of documents that proved Arness' involvement with the guild but also a contact in Restenford that had hired them. In the neighbouring room were Lothar and other thieves who attacked us. Behind a hidden door we found Lucinda (the woman we had rescued in part 1 of the mod) who had been captured and tortured by Tellish, the mayor's advisor. We picked her up to bring her to the temple.

Only some apprentice assassins and acolytes tried to hinder us leaving the upper level, the guards and orcs stayed neutral. I had Sandrah cast another mass invisibility on the group before we went down the stairs and left the castle - for now.

We brought Lucinda to the temple for healing and also asked about Harper. We learned he had been arrested and taken to the castle for murdering the Baron of Restenford.

I spoke to Martin about Harper's arrest and he told me that the same happened to the other two falsely accused citizens. The only way to rescue them and to stop Tellish and Arness would be to storm the Castle.

I checked at the inn and the theatre to see that Abraham and Balmorrow had indeed been taken in as well.

Instead of facing the Castle right away, we went to solve the fishermen problem first.

Day 200 (Lake Lizards - BH2200)

There was not much interesting to find on the surface here until we discovered a cave entrance on the northern rocks.

The first cave level (**BH2201**) had two prison tracts guarded by lizard men. We could free some fishermen and sent them home.

The second larger cave level (**BH2202**) was where the lizard men had their temple and sacrificed the fishermen they caught. The lizardmen king was in a cave in the NE and we could not save the fisherman that was sacrificed to their deity but we took revenge. Inside the altar we found a symbol of Talos and Sandra commented on our old friend, the troublemaker.

Except for two chests with loot (useless) in the NW there was nothing more of interest except more lizardmen throughout.

The Stormlord's intelligence system never seemed to fail because he was right there waiting for us when we left the caves. He had enjoyed the chaos he had created and cared little about the outcome. He left us a minor dragon and some snakes to fight.

We briefly went back to Garotten to report the lizardmen's defeat to the temples. We were randomly attacked by assassins and bandits while in town, so obviously our incognito was spoiled by now. Anyway I could rest my party at the inn and have another bhaal dream before we would storm the castle.

Day 201 (Garotten Castle - BH2100)

I went to Lady Arness but before talking to her, I dropped the incriminating papers I had found. I reported my success with the lizardmen and in return she informed me that she had found the three murderers and that those three were the famous assassin guild. She told me to go back to Restenford and report that the case was solved. Of course not...

I picked up my evidence again and went to the SE tower stairs in the hall. Down the stairs was the prison and by using the switches and Jen'lig's talents I broke the doors. We found the three innocent citizens and I set them free. There was also Priska the beggar who was arrested as well for knowing too much - I set him free as well. From the dialogues I received more information again about Tellish, the advisor of Arness.

Now it was time to end the spook. We went back upstairs and confronted Arness and Tellish with the evidence. After the unavoidable battle we found the final piece of the puzzle on Tellish's body - Qualton, the abbot in Restenford had hired the assassin's guild to remove the Baron. With this paper we had all we needed for Pelltar.

Back at Restenford Pelltar was satisfied with the destruction of the assassin's guild. When we told him about the abbot, he asked us to confront the cleric with the evidence. We did and he turned hostile and had to be killed. It seemed that he was possessed by something and not himself any more.

One last visit to Pelltar and he told us of the possible reason for the abbot's disease and actions. He finally transported us back to Wyrms Crossing where a smuggler informed us that we were wanted by posters all over town by now. We had to plan our moves around town carefully from now on.

Day 202 (Criminals)

We entered Baldur's Gate as wanted criminals and were met by Hussam, the drunken thief who had already reliable information for us on our first visit. He told us of Scar's death and Eltan probably being poisoned. More information might be obtained when meeting him at the Blushing Mermaid. Corwin begged me to find out as much as possible about our situation before pursuing Sarevok. She was afraid that many of the Flaming Fist would unknowingly follow Angelo Dosan but she was sure we would find loyal ones still.

We moved through the southern (unguarded) street passing the Elfsong tavern when Tamoko approached us near Sorcerous Sundries. She told me that Eltan's healer was the source for his sickness and she had hints about why Sarevok was hunting and hating me but she would not tell me already now. She promised to meet me at the Flaming Fist Headquarters once I decided to go there.

I tried to reach the Blushing Mermaid but ran into the arms of a patrol. We were arrested and brought before Angelo who was ready to sentence us to death. He was extremely happy to find Corwin in our party since it gave him the chance to brand her as a traitor and by this remove another opponent to his reign in Sarevok's name.

We were imprisoned but I found another prisoner named Neb who boasted about knowing a way out of the building. But so did Corwin, after all this was her headquarters building as well. I decided to take my companion's offer rather than that of a murderer and we came out again on the back side of the Flaming Fist Compound. Just near the north western tower of the building was a sewer grate so we could avoid the streets for now.

Before I took to the sewers however, I moved close enough to the Flaming Fist's main entrance to be seen by Tamoko who came up to me to continue our conversation. He asked me of nothing less than to spare Sarevok's life. She wanted him stopped and defeated, his mad dreams destroyed, but not his death. In return she gave me the names of Duke Silvershield's murderers who were hiding in the Undercellar and also told me of Sarevok's confidante who was on the top level of the Iron Throne.

With mass invisibility cast on the party we sneaked into the Flaming Fist and up to Eltan's level. The sergeant Kent told us about Eltan's healer again. Corwin prevented his deserting the Flaming Fist and gave him orders instead to meet with Lieutenant Vai and Loala Axhand and other officers to organize all those Flaming Fists who were not on Angelo's side.

Eltan's healer dropped his mask fast - another doppelganger - and we picked up Eltan who needed to be brought to the harbour master for safety and healing.

Day 202 (Dismantling Sarevok)

We used the sewers to get close to the Harbour Master building where we delivered Eltan.

On our way to the Blushing Mermaid we met another loyal Flaming Fist, Sorrel, and Corwin used him to get more orders to her growing force. She had by now full trust in Eroan to be the true hope for her home town and the one to stop Sarevok. She was already planning ahead for the Fist's role after Sarevok's - and Angelo's - removal.

Inside the Blushing Mermaid a dwarf Ivanne provided us with details about Scar's death and again it was a doppelganger that had killed Eltan's right hand. We met Hussam who provided us with another entrance to the Undercellar.

We found Slythe and Krystin down there and on their body an important letter from Sarevok and an invitation into the Ducal palace.

Our next station was the Iron Throne where everybody was in a hurry to leave the sinking ship. Sarevok had seized control but was only interested in his own rise to become Duke in Baldur' Gate and to start a war with Amn. Details about this were added by the various persons we met on our way upstairs to the top level of the building.

Cythandria, Sarevok's lover since he parted with Tamoko, was the only one who opposed us. When she was almost defeated, she gave up and delivered Sarevok's diary to us. This was the final evidence we needed to go to the palace and stop his coronation.

We rested at the Three Old Kegs and then went to the palace.

Corwin made the first attempt to stop Sarevok by witnessing Eltan's rescue and assuring his return. In the name of the Flaming Fist she arrested him. At least she tried to as now some noblemen showed their true nature and turned into greater doppelgangers to attack. We kept ourselves and the Dukes alive in that battle.

We handed our evidence against Sarevok to Duke Belt and Sarevok now got hostile. We injured him but he escaped with Winski Perorate's magical help. Belt sent us after him to the shadow thieves' guild where the entrance to the Undercity was located.

Day 203 (The Maze - BG0146)

As we entered the cellar we found the injured thief Voleta Stiletto who told us that Sarevok had in fact passed through on his way to the ancient ruins that lay behind the maze. Sandrah restored her but she had no more valuable information for us.

There were all types of slimes and oozes blocking our way, some doom guards and a number of traps. Those traps were relatively easy to find and disarmed because the thieves had marked the walls with green spots where they knew a trap was located. In the second half were skeleton warriors and invisible stalkers.

The general direction to follow was to the south east.

Near the exit into Undercity we found the wounded Winski Perorate, left behind by Sarevok to die. He addressed Dynaheir still erroneously thinking that she had been sent by her Elders to find him. Regardless of our arguments, Winski was blinded by a lifetime of hate and betrayal, he summoned a nabassu to stop us, but of course we defeated it easily. Further questioning him just confirmed what Dynaheir, Sandrah and I had already found out about Sarevok, his motivations and Winski's involvement.

We had to follow Sarevok, so we left Winski where he lay and moved into the Undercity itself.

Day 203 (Undercity - BG0123)

Jen'lig sensed that both Sarevok and her own goal, the sorcerer Semaj were awaiting us in the centre of the area. The first obstacle we faced however was a group of mercenaries sent by the Iron Throne to chase Sarevok. Even though we had a similar goal, they attacked us.

Next in line was Shargrailar again, the hunter of the dragon staff we had long time ago taken from Bone Hill and who had attacked us already twice. The advantage of both attacks was a nice supply of potions for the coming battle with Sarevok.

Just when we reached the old Bhaal temple in the middle of the Undercity, Tamoko tried to stop us alone. She was willing to throw her life away to stop us from killing Sarevok. I was able to convince her that I was different from the one who called himself my brother and had no intention to follow any pre-set path of murder. Tamoko left in peace.

After Tamoko left, I had a talk with Sandrah about our relation in comparison to Tamoko's with Sarevok that shed some light on my companion's nature. Anyway, we were now ready to face Sarevok and end this part of the plot.

Inside the temple (BG0125) Jen'lig detected Semaj and the presence of the sword she needed. It was an epic battle but once Sarevok and his lieutenants were dead, my githyanki companion took the silver sword from Semaj while I picked up Sarevok's "Sword of Chaos".

- Note - in my installation I now received a journal entry to report our success back to the dukes. My intention is to use this interim (introduced by the Tamoko/Sword of Chaos mod) to do some remaining quests before the transition to SoD. This is reminiscence to the old game and BGT where you would do some Tales of the Sword Coast content after Sarevok's death. In my current playthrough I will now go to Durlag's Tower and then do Drizzt Saga before I visit the Dukes and continue the main story.
- Note - with EET it would be possible to do the Durlag/Drizzt stuff even later during SoD or SoA but my personal feeling is that it belongs to the later part of BG1, especially Durlag that starts and ends in Ulgoth's Beard.

Day 205 (Odds and Ends)

I took the break between main plots to finish some actions that had been delayed.

First we went to Waterdeep once more to let Imoen speak with Elminster. She had a right to hear what the mage knew about her heritage. We found him in his study this time and he revealed the story about Ismanelda, the young woman who loved pink, and the events including Winthrop and Bhaal.

While at Waterdeep I also let Imoen see her Henning and I sold everything we had lying around in our inventories to him.

Next I rested my party at some forest area and Dynaheir and Eroan celebrated their love.

Then we travelled to Durlag's Tower and explored the outside area. The merchant in the north had nothing we needed.

We met Ike twice on the way to the main entrance and he gave us a bit of background information. The monsters we met were minor skirmishes.

Inside the tower we talked to Ike several times until he offered us a ward stone to access the lower levels. We bought it, a death knight appeared and killed Ike and the tourists and I had my money back and a tower to explore.

We first took a look at the upstairs areas. On the roof area we defeated three basilisks and a hobgoblin shaman. The shaman dropped a shield that triggered another one of Sandra's castle/responsibility talks. By now it had become clear that she saw an important future leader in me - probably with her being my advisor. The loot in a cache on the roof was of no interest for a party like mine.

On the library level (**BG0504**) a ghost was the first sign that Durlag's Tower was still haunted by those whose lives once ended here in tragedy. There was also a worthy tome and a thief whom I ignored. The nymph Kirinhale on the level above turned hostile and had to be killed.

In the basement we could inquire another adventurer who had barely escaped the dungeon ahead. He told us that Dalton (whose mother lived in Ulgoth's Beard) was among a missing party still downstairs.

With that we were ready to go into the actual dungeon quest of Durlag's Tower.

Day 206 (Durlag's Tower level 1 - BG0511)

I let Jen'lig take the lead in this dungeon full of traps. The library on the east side had scrolls for Dynaheir, a manual to increase Corwin's strength and a mallet head needed for a riddle.

Next we explored the rooms on the northern side until we reached the reading room where reading all four books activated "Durlag's Pride".

In the barrel near the NE warder was the mallet handle. With both mallet parts I could repair the thing on the anvil in the most northern room. With the mallet I stroke the gong in the trophy room near Durlag's Pride and by this solved the second riddle.

Next was the living room in the SE. Everything was trapped here. What we needed were the grapes from under the bed (where else does one store grapes...), the engine handle from the night table - the key for it was on the treasure heap next door, as well as the jewel (another plot item).

In the engine room we put the handle back on the machine and activated it. In the room south of it was the wine press that was now operating and pressed our grapes to a bottle of wine.

Time was now to talk to the four warders around the exit to the next level. I talked to each of them twice, once to get their riddle, the second time to solve it. Once I answered correctly to the last one, they all turned hostile and attacked; one of them dropped the ward stone for level 2. Another one had a girdle of hill giant strength for Corwin.

Day 206 (Durlag's Tower level 2 - BG0512)

On the next level we manipulated the two statues in the entry room to open some doors. Attacking the dummies in the training room opened another door with a room that had three wardstones which we picked up. On each of those actions a greater doppelganger appeared and attacked us. They were mimicking members of Durlag's dead clan.

Finally the northern throne room was accessible. Here Jen'lig could unlock the doors leading north and south. I moved my party into the southern room and then sent Sandrah to pick up the helmet in front of the throne. Three more doppelgangers appeared but their spells eliminated each other while we just waited until the way was clear.

- Note - all corridors and rooms are trapped, Jen'lig was constantly busy removing the traps in our way.

I sent Jen'lig north into the torture chamber to remove countless traps and find a teleportation wardstone. Once she had it, the runes in the floor began to glow and she could use them to enter the treasure chamber and find the wardstone for the next level behind traps and traps.

With my whole party I now went through the southern corridor (warning: traps and traps and then some traps). In a hall with three bridges were four greater doppelgangers imitating Durlag's family. On the other side of the hall a winding corridor (traps!) led to Kiel's grave. It was protected by dwarven doom guards that stayed neutral (unless you take one of Kiel's weapons from the locked and trapped chest). We left the old hero unmolested.

North of Kiel was the level exit. There were trapped stairs down that were faked. The door just south of the fake stairs opened as soon as Corwin who had the wardstone in her inventory came close to it. Behind it was the exit.

Day 206 (Durlag's Tower level 3 - BG0513)

Right behind the entry room was a chamber with a furnace that expelled fireballs at regular intervals. In the pauses in between it was save for a single NPC to cross the room - of the two possible ways on the other side I chose the northern one.

- Note - the southern route is even more boring and consists of a maze filled with (yawn) traps and invisible creatures.

A skeleton welcomed us and dissolved after an introductory speech. The statues could be activated and came to life as charmed creatures that could be used against the wyverns ahead; they would turn hostile once the spell wore off. I ignored them just like most of the remaining area. (This is of interest only for your first play through but is nothing that needs to be done again.)

We made it to the eastern corridor that had four doors leading to smaller dungeons which each had to be solved to move on. There were four masks that each gave a hint how to solve each chamber.

The tasks were simple, in the southern room kill the Phoenix Guard, in the next one the air elemental, next the slime (needs to be weakened with fire, e.g. fireball, otherwise it multiplies upon death), and Kaldran the bear in the northern one.

- Note - the rooms can be taken in any order, once the last of the key creatures in any of them dies, you go to the chess board.

On the chess board all that was required was to kill the king and we could walk across to the exit for the last level.

Day 207 (Durlag's Tower level 4 - BG0514)

The ghost of Durlag stood near the entrance and told us that we had to solve another bunch of riddles. We started with the locked door east of Durlag to find a hall full of spiders. In its SE corner was a door behind a trap for later use. First we talked to the stone golem in the alcove on the eastern wall.

The golem posed a riddle to me and when my answers were correct (Kiel - Trollkiller - Thunderaxe) we were transported to the Compass room (**BG0515**). Sandrah offered her lore to solve the riddles and I delegated this task to her. I made her talk to the NE statue to answer the first riddle and as this was correct we were transported back to Durlag's ghost.

We went around the corner to meet Islanne's ghost who could send us back outside, but not yet. Instead we entered the door behind her that led to a smithy. In a trapped barrel was a wardstone. We went into the door SE of Islanne and followed the corridor avoiding stepping on the ornamented carpet. Around the corridor's turn to the north and at the end of the way was a machine to insert the wardstone. Now it was safe to cross the carpet, look for loot (that we did not care to take along) and to activate the trigger on the bed in the NW corner of the room.

We came again to the compass room, I made Sandrah talk to the NE statue - Durlag said we

had advanced but not yet finished our task.

Now we chose the southern part of the level, full of acid and slime and related creatures. We fought our way through to a room in the SE where a ghoulish Grael told us his sad tale. The only way to help him was to mercifully end his life and take his wardstone.

With that stone in hand we could open the large door in the east of the slime area. At the end of a winding trapped corridor was the treasury that opened with the wardstone. Activating the throne moved us once more to the compass room where I let Sandrah solve the next riddle.

This time Durlag's ghost was satisfied and led us to a new door south of Islanne. Inside Clair de Lane reported about the demon knight who was the evil that has conquered the tower now. She was a survivor of the adventuring party that Dalton belonged to as well (he was still alive inside the dungeon). She also told us about a mirror that might be used to be turned against the demon knight.

In a trapped chest in the room was a cloak of the shield.

Day 207 (Soultaker Dagger - BG0516)

With the party hasted we went inside to face the demon knight. He made a little speech before I sent Sandrah and Jen'lig down to him while the remaining party used their ranged weapons.

- Note - the destruction of the mirror before the knight is killed just creates hostile copies of your party members and given the level of the party at this point they are a greater danger than the demon.

On his body was the dagger for Hurgan at Ulgoth's Beard. Dalton was on the walkway on the other side and the sole survivor of his party. I sent him home to Therella.

We went back out where Maria Darkblade and her buddies were waiting to take the dagger and our lives. They forgot that we had just killed a demon knight and were really no match for us. They had the most useful loot of Durlag's entire tower though.

I sent Clair home as well and then asked Islanne to get us back to the surface. Outside we met Drizt who asked for our help on a task at Icewind Dale. We agreed to meet him in three days at Ulgoth's Beard Inn. Sandrah was overly excited to envision an adventure at her former teacher's side. She confessed that as a teenager she had been madly in love with the drow - who of course had no idea about her feelings. Those had just been fantasies of a pubescent girl...

We traveled to Ulgoth's Beard and were ambushed by cultists who stole the dagger. We talked to Hurgan at the inn and he told us the background story about the cult using the dagger to call a demon to the Prime. They had a house in Ulgoth's Beard where they would perform the ritual and I needed to stop them.

I visited Therella to report Dalton's rescue and noticed cult guards in front of the house south of her, so it was not hard to find the place to search next.

We eliminated the cultists outside and on the first floor of the house. I cast haste on my party and we went downstairs to find the cult leader and the demon that had already been summoned. After we had killed all the cultists in the room (ignoring the demon for this) we turned against the beast. It had no way to escape without the cultists and went down fast. On the cult leader's body we found a letter and when we left the house Reedrig, the man we had long ago rescued on the Field of the Dead, thanked us for destroying the cult.

I reported everything to Hurgar and after a night's rest at the inn was ready for Drizzt's adventure.

Day 210 (To Hell and Back - F_6666)

I sent my beloved Dynaheir to the Elfsong to be safe and added Drizzt, who was waiting at The Ulgoth's Beard's Inn, to the party.

As soon as we left the inn, Regis spoke to Drizzt and then cast a spell to send us to rescue their companion Wulfgar from the Nine Hells.

Wulfgar already awaited us and was sent home, our task was to find the exit from the hell's area we were in. There was nothing fancy here, just a straight line of caves and enemies to be destroyed, a mere tactical challenge. In a cache after the opening skirmish I found Ice Slasher +2 and kept it.

- Note - Ice Slasher can later be upgraded by a smith in the north if you find the right ingredient and is a very powerful and useful weapon for the remaining part of the trilogy.

We passed the tunnel from SW to NE and depopulated it. On the next level (**F_6661**) was a single marilith between us and the exit. When we talked to the demonic skull on the northern wall it had a riddle (soul) and transported us back to Ulgoth's Beard.

Here Elminster started the actual quest of the Drizzt Saga and transported us to Bruenor's Cabin way up north on the worldmap.

- Note - the areas to follow are all indicated on the worldmap and from the first one you can travel to the other Sword Coast areas and back from that time on.
- Note - the original Drizzt Saga forced the rescued friends of the drow into your party thus replacing your chosen companions. My EET setup with mods only requires Drizzt's presence while the rescued NPCs are sent home to safety thus allowing you a continuous party (except for the one slot required by Drizzt himself).

Day 211 (Bruenor's Cabin - F_7777)

A welcome party of odd monsters were blocking the access to the cabin, orcs, ogre magi, cyclops, winter wolves and more.

North of the cabin a dying barbarian gave us the quest of the Bear Tribe Village. Inside the

cabin was Regis and reported that everyone else was missing and Catti-Brie's journal was in a chest. There was nothing more to be learned here but I took the chance to rest my party.

From the area were two choices, one was to exit north to the Dragon Caves, the other was south to the worldmap and the Bear Tribe Village that was now revealed. I took the second option for now.

The village (**F_0111**) was beleaguered by Frost Giants. One house (**F_0113**) was accessible and the tribe elder within told me of the kidnapped child of their leader and the imbalance between bear and wolf spirit. I had to find the child before it would be sacrificed to the wolf spirit.

- Note - Nibby Dipnose in the same room had a side quest but I kept him for later.

Exiting the village to the north brought us to the Frost Giant Hills (**F_0112**). Each of the giants in the area had a pet winter wolf by his side.

The most exciting discovery however was a ship wreck in the middle of the area. We entered it to find out that it was the stranded sky ship of one Nib Jansen, a gnome from Waterdeep. Nib had a store with some rare items.

- Note - Nib and his sky ship return in the SoA part of the game (Shauhana quest) and in the RtF sequel.

Again the northern area exit brought us to the next area, the Winter Wolf Ritual (**F_0115**). We defeated the were winter wolf and his giants and found the leader's child. We brought the child home and received a horn to call a bear spirit once a day.

Day 212 (Storm Marsh Mountains - F_0222)

After a rest of the party I accepted Nibby Dipnose's quest. He transported us to another icy area where we needed to face some ettins. On an altar nearby I found a thieves hood for Jen'lig.

Around the corner were harpy, a new enemy species, plus ettins, cyclops and orcs. In the north of the area was the entry to a temple.

Inside the temple was a group of cornugons that were not hard to defeat but caused some party members to "bleed". Like poison, the effect stopped after some time while I kept them alive with spells and potions. I found no other method to stop the bleeding than to wait. On the altar was a goblet, drinking from it would stop bleeding but curse the user, so this was no real option. Another item found was a rod of resurrection.

- Note - the entry to/from the temple is bugged ever since I know the mod (which is a long time really) and may require the use of CTRL+J to move your party into position.

I returned to Bruenor's cabin and rested before we took the northern exit for another adventure. At the rests during these days, Drizzt and Sandrah had a lot of friendly exchange,

however the drow rather saw the memory of her mother Kalindra and her grandmother Midnight in the young priestess - he had known both of them.

Day 213 (Dragon Caves - F_7779)

The area north of Bruenor's Cabin had goblins, orcs, werewolves, ettins and more and they were re-spawning. In the SE corner was a dead dragon and two baby fire dragons that were still very much alive. Behind them was the entry to a cave system (**F_9191**) and (**F_9292**) that finally led to a Lich tomb (**F_9393**). On the way we fought ghosts - they caused fear on party members - vampires and skeleton warriors. A trapped altar contained a greenstone amulet.

Clicking on the lich's sarcophagus gave us the hint that a skull was needed to revive the monster to defeat it again. So we left those caves again and moved north along the eastern side of the map to find another cave (**F_9494**) with a greater werewolf leader and the lich's skull on a pile.

We went back to the lich tomb and summoned the best distractions our spells could provide. Then we gave the lich back his skull and defeated him to pick up the ring of Kangaxx for Eroan.

- Note - For everyone who feels that this episode is overpowered by enemy or loot, it is completely optional. You can go just as well directly to the NW exit from the map to the next area.

In the area north (**F_8888**) Bruenor had found the traces of Cattie-Brie that led to the caves that were ahead. The single opposition was a demon knight on the narrow path we needed to take to enter the drow caves.

We rested before we entered the caves.

Day 214 (Drow Caves - F_8889)

The first cave had a long narrow bridge over a lava pool. Jen'lig had to disarm a trap and then lured the drow from the northern hall down to us to be eliminated. After that we moved along the lava river to the east side of the hall to get rid of a tanaari. We avoided the main part of the hall during this operation.

The last obstacle was a demonic spider queen which we had to kill fast with a hasted party because she continuously spawned new spiders. On her body was a figurine that could summon astral spiders once a day.

The exit to the next cave was in the north.

Again a narrow bridge (**F_9999**) and two fire spitting golem statues left and right bombarding the main area. We first attracted the battalion of spiders onto the bridge and killed them. Now I could send a hasted Sandrah to easily hammer the golems to pulp.

The next area (**F_9595**) revealed that the whole plot was a trap set up for Drizzt by his old enemies Jarlaxle and Entreri. The area was full of drow led by a powerful mage.

- Note - There are more drow in a side cave to the north (**F_9696**) but they are of no interest unless you want an pointless encounter in minimal space crowded with your party and drow...

The challenge was the cupola in the middle (**F_9797**) where Cattie-Brie was held by Errtu and Drizzt's aforementioned nemesis. On the altar was a winter rune scroll that could be combined with the Ice Slasher to a new weapon in a short while. Jarlaxle's personal plate made a suitable armour for Drizzt.

We rested before we made our way back out of the caves again. But Drizzt was not the only one to meet old acquaintances here. In the spider queen area old friend Naronguth waited for Sandrah. Since he concentrated all his attacks on her, the remaining party had no problem to bring him down.

Day 215 (Mountain of the Dead - F_9898)

A robed figure stood in our way when we left the caves. He gave us a few mysterious words and transported us to the last quest in the north.

A new type of enemy, the wailing death, introduced itself - they kill/cause massive damage with their wail. The head of a green dragon could be removed from its skeleton. We took it with us when we moved to the inside of the mountain.

After the initial ambush by shadow fiends (**F_6668**) we found a dwarven forge. Varlag Silverhammer produced the Ice Slasher +5 for Eroan, a fantastic ranged weapon (thrown axe that returns to the wielder) and a green dragon plate for Corwin. The remaining area was filled with vampires. In this area as well as in the next one we found potions of dead ward for the final battle of this quest.

The vampire tomb (**F_6667**) had vampires, mummies and wailing death. In the NE at the end of a winding corridor was the access to the final cave (**F_6664**).

- Note - these battles are epic despite the short description here.

The robed figure awaited us and made a speech about my heritage before he summoned his forces and attacked. The only loot we found was a statue to summon a tanaari at will and an interesting letter. Someone named "I" wrote to his sister about Gorion's Ward and Sarevok. Sandrah put the guy into the group of those that would now be on our heels to make use of Eroan's heritage and growing power.

- Note - this mod's foreshadowing is much older than the SoD campaign but the robed creature and the hooded man to come are closely related, if not the one inspired the other...

We moved back out of the caves and once under the open sky Drizzt took his leave to pursue other quests.

- Note - in my installation he will appear at the beginning of SoA and start the Region of Terror quest. He will appear to be continuous because of the way I used the first part here.

We had access to the worldmap and travelled back to Baldur's Gate to pick up Dynaheir and see the Dukes now.

Day 217 (The Sword of Chaos)

As soon as we neared the Ducal palace we were ambushed by some mercenaries working for someone named Korlasz. They acted quick and picked the sword I had found on Sarevok from me. We killed most of them but the sword bearer escaped.

There was nothing to do except to go to Duke Belt and report the recent events. In the conversation we received some initial information about Korlasz. After that, Duke Liia Jannath told Imoen about a promise she had made to Gorion and Winthrop long ago and which was now to be fulfilled. She would take Imoen as her student for a while and tutor her further education. Thus Imoen was leaving our party (as is SoD content anyway).

Outside the palace we met Tamoko once more. I told her that I had no chance to reason with Sarevok and it had been either my death or his. She had deep in her heart known that and was willing to accept the fact that her attempt to still save him had been too late by any means.

Out of the options to send her away, kill her or let her join to learn more about her, Sarevok and myself, I took the latter choice.

- Note - Tamoko is a neutral evil cleric (who the god is she serves is part of her plot) who comes with the stats, spells and equipment of her original game configuration.

With everything else done by now, we headed straight back to the Undercity to find clues of Sarevok's remaining followers assembled by Korlasz.

As we neared the Bhaal temple where we killed Sarevok, Tamoko warned me about the errors that led to my "brother"'s end and told me not to repeat them. She seemed to know more about the dangers that lay ahead for me and was ready to share this knowledge while travelling together.

At the temple entrance we met Safana who was really sorry she came too late for the battle but just in time to collect the loot...

Inside Sandrah issued her opinion that the real challenge was just about to begin. My relationship and victory over Sarevok had pulled me out of anonymity into the light and a visible target for all who knew and were interested in any aspect of Bhaal and his spawns. There would be no rest for us until the prophesy would be resolved one way or another.

It was time to sit back and watch the movie of Sarevok dissolving and the introduction to the next campaign, **Siege of Dragonspear**.

Day 226 (Korlasz Tomb - BD0120)

After the movies and a short cutscene, our party had found another section of the Undercity where the remaining Sarevok followers had retreated. Imoen gave us an overview about what was known but could not join herself due to her obligations with Duke Jannath.

The party at this point was Dynaheir, Sandrah, Jen'lig, Corwin and Tamoko.

An alchemist in the first room needed cobalt moss for her studies; I had no reason to mistrust her and said we would look out.

Corwin warned me about public opinion in her home town. Even though she has now learned to trust me she remarked that the mob may easily change their mind. They hailed Sarevok just weeks before just like they now hailed me.

Tamoko observed that Korlasz had no interest in the Sword of Chaos as a symbol for Sarevok but had sold it to Amn. The sword had a sample of blood from Eroan from the battle with Sarevok and obviously the buyer was interested in that. Whoever it was, he would be the one to look out for.

We defeated Poros and his men and gained a tomb key. The exit was in the NE.

Day 227 (Catacombs - BD0130)

In a library in the NE we found a crusader's pamphlet on the table. It told us about Caelar and her crusade.

In a room full of fire beetles was the piece of a ritual staff on a corpse. Next was a room full of braziers of different colours. In the room south of it one of the torches was unlit. Compared with the other arrangements around the room it was clear that the purple torch was missing. I took the unlit torch and lit it on the purple brazier in the previous room, then put it back into its socket. A secret door to an adjacent room opened.

In the secret room we found a note from Sarevok about a hidden Bhaal temple and a secret room in that temple together with a code, perhaps to open it. I kept it for later. Opening the locked chests triggered all types of undead warders to appear. There was a useful helmet in one of the chests.

In the central room we awoke the spirit of one of Korlasz's ancestors. He gave us some information and we promised to restore his staff (we had already one piece) to give him peace.

In a SW room was a rope we could use to climb back up to the previous level to enter a room to which direct access had been blocked. Upstairs in a coffin was the cobalt moss, in the other we just attracted angry spirits. I gave the moss to Ammon and received some extra XP when I listened to her story about Candlekeep and signed her paper of admission.

We went down the rope again and into the room behind it. We persuaded the mercenaries near the machine to leave their post and learned something about the crusade on the side.

Operating the unguarded machine opened the door to Korlasz's retreat.

Tamoko and Korlasz had a dispute as was to be expected and Tamoko tried to get some information about the buyer of Sarevok's sword but Korlasz claimed the deal was done through middlemen and she would not be able to tell even if she wanted to. We killed some of Korlasz's elites and injured the mage enough to surrender to the Flaming Fist.

After our mission was completed, Jen'lig claimed it was her time now to deliver the silver sword to her kin. She was confident that she would survive the meeting with her godqueen. She left for the Shadow Plane.

- Note - With this ending to Jen'lig's quest achieved, she will return at the start of ToB following Sarevok when he appears in the Bhaal plane.

We found the second part of the staff for the ghost in a locked chest (Sandrah used a knock spell to open it). With the key that was dropped by Korlasz when we arrested her, we could open her chamber and found Bhaal papers and her diary. The latter confirmed Sandrah's suspicion that the buyer wanted Eroan's blood sample on it. It had been sold to someone in Athkatla.

We delivered the staff pieces to the spirit who now could rest. We then went back upstairs and Corwin left the party to see after Duke Eltan and to restore the Flaming Fist with the help of the other loyal officers she had secured during our quest. Finally we delivered the papers we had found in Korlasz's quarter to Imoen for her and Jannath to study.

Day 241 (Ducal Palace - BD0103)

The game continues a tenday later with Eroan awaking in his quarters in the Ducal palace. Of those companions that last were in the party only Tamoko and Sandrah had remained. In a chest near the bed was a collection of the items we had gathered up to now.

Imoen was with us as well although not as a party member. She was nervous as she had heard some noises in the neighbouring room and went to check it out. We equipped ourselves from the chest and then followed her.

- Note - Transition does this: all gold is gone, whereto is explained in a note in the protagonist's inventory. Remaining party members keep their equipped items, however all inventory items from those last in the party are transferred to the chest near the bed. This chest is carried to the several camps during the SoD campaign and is accessible to equip the party members that may join during the coming events. Imoen is treated separately in EET, her stuff is not around as long as she is not with the party.

As soon as we entered the next room we witnessed Imoen being attacked by some assassins. We quickly killed them but Imoen had been injured with a poisoned weapon and was unconscious. Corwin and Jannath appeared and it was clarified that Imoen remained in the Duke's care while the rest of us would help Corwin secure the other palace levels. One assassin dropped a paper with Eroan's counterfeit.

- Note - Corwin is not recruitable during the city episode of SoD but can join again as soon as the party has left Baldur's Gate to fight the crusade. At that point she will appear with the gear and stats she had when she left in Korlasz's tomb.

One level down (**BD0100**) we helped Corwin and her men to defeat some more assassins. She told us the Dukes were waiting downstairs to discuss the next steps. Tamoko had a conversation about her recently shattered dream to be in this palace at Sarevok's side which led to some of her history about ambitions that brought her to where she was now.

On the ground floor a conversation with the dukes was held that revealed the main plot of the SoD campaign. Before the adventure actually started, we had the opportunity to visit a few town areas, do side quests and find some former companions to join the party once more.

- Note - you can involve Sandrah into the conversation with the dukes by a dialogue option which will trigger some additional talks with her later.

Also in the room was Skie Silvershield who introduced us to her great plan to join the Flaming Fist for the fight against the crusade.

- Note - everything around the city episodes is optional and if you have done it before you can just as well tell Corwin that you are ready to leave town right away. I do some quests I have not done before in this playthrough but not many. The city quests are mostly filler or aimed at players new to the game to acquaint themselves with the mechanics, for seasoned players following the main story they are options easy to skip.

Day 242 (Baldur's Gate under siege)

I just followed some minor quests in town before leaving. One was to talk to Ophyllis in the basement to learn that he was not ready to give me back my gold but would hurry to get it for me. Also in the basement, Korlasz broke out of her cell and this time left us no chance but to kill her.

- Note - It is not really necessary to search the companions all over town, they will also be in the camp after leaving the town and can be recruited any time.

I left the Ducal palace and met Ophyllis outside again. He was injured and reported he had been robbed by ruffians who were now in the Three Old Kegs with my gold. I went there and learned the whole story. Apparently I would not get my gold back during SoD.

- Note - In my EET setup with about 300.000GP by the end of BG1 this turn of events is much appreciated as a challenge. To have all that gold and by that resources without end would have made any quest to gather some valuables obsolete. After all, I had a well-equipped party to start with anyway. The whole money would have overpowered us at this point.

While at the Kegs I tried to recruit Dynaheir again but there was no way to separate her and Minsc in the SoD campaign so I left them both out. Next was the Elfsong where Coran and Safana had a quarrel and Coran ran off, so I had just Safana left to recruit which was fine with me since I needed a thief after Jen'lig's return to home.

After a visit to the Sorcerous Sundries where I solved a small quest and traded to get some minimum gold, we returned to the Ducal Palace. I told Corwin we were ready to leave and she

replied that we would leave in the morning after we had rested upstairs.

In our quarters Imoen and a Hooded Man were waiting for our arrival. The man seemed to be there to "evaluate" Eroan but would not reveal much more. Imoen had recovered from the poison but told me she would not be able to accompany us during the coming adventure. During the night, I had a visit from Skie who was travelling north with the Flaming Fist but begged me not to inform her father.

I decided the battlefield was a safer place than the Ducal palace where my "secure" quarters was seemingly open for everyone...so after the rest we went down to see the Dukes before departure.

Day 243 (Leaving Baldur's Gate - BD0101)

I talked to the Dukes and in a private aside informed Silvershield about his daughter - he already knew and gave me ring of protection +2 and the advice to bring her back unharmed. Captain Corwin and Corporal Duncan would lead the Flaming Fist to accompany me to Dragonspear Castle.

We went outside to find our allocated forces ready to march. Viconia was there as well and she was willing to join us despite the protest from the duergar Pfaug who had accompanied her until then. Viconia came with the stats, spells and equipment she had when she last was in our party.

I gave the flail+3 from Viconia to Tamoko and bought a crossbow +1 for Safana from Belegarm, the merchant that travelled with the army and could supply or buy stuff throughout SoD.

I told Corwin that I was ready and our army left Baldur's Gate. While marching through the streets most of the crowd was cheering except for a nobleman who approached Eroan and accused him of being a bhaalspawn just like Sarevok. While this was true it was also irrelevant and I ignored him.

We soon reached the first camp where I found the chest with our equipment just in case I needed anything, a gnome named Glint who could have joined but whom I did not take, and Corwin who was now again recruitable.

With my party complete again we were ready to start the real plot of this campaign.

Eroan, Sandrah, Safana, Tamoko, Viconia, and Corwin were the party by now.

Day 245 (Coast Way Crossing - BD1000)

On the northern edge of the camp was Prin singing to a menhir stone. We learned about the background and I accepted the quest. I asked Safana to use her voice and it activated the stone. There were five more stones all over the area and we repeated the ceremony at each one.

On the road north of the camp we met a Talos priest who transported us to a remote clearing

on the map where the Stormlord had a word with us. He boasted to have had a hand in the recent events but neither Eroan nor Sandrah believed that he was the source of chaos he claimed to be. He left a handful of his elites behind for us to fight.

In the NE we found Daran Highhammer fighting a couple of undead zombies that escaped the Dwarven Dig Site nearby. He told us about the expedition that had failed inside and the dwarves needing help.

- Note - helping the dwarves is a really large side quest and described separately.

Takos was the owner of the burned down inn at the side of the road. He was missing three items that we promised to find for him. The mirror and the cloak were in the ruins of the inn. The shield was in another area we visited later.

Near one of the menhirs in the middle of the area were Baeloth (We killed him in Waterdeep some time ago) and M'Khiin, both NPCs one can take along. I ignored them.

On the sixth menhir the ghost of Crommus appeared and told us his tale. We united him with his beloved and he gave me a hint to his grave nearby which would have some of his items that were our reward for the task if we found it. We told Prin of the tale and he left to make a tale out of it while he gave us a flute, not useful without a bard.

Herod, also near the inn, was missing friends. The disappearances started when a mage Teleria appeared at the camp recently. We questioned Teleria and she would speak to us only outside of the camp in a clearing by the NW of the menhirs where a couple of stone statues were standing.

Those statues were the missing people turned to stone and she intended to add me to her collection. (She had only one possible reaction due to the fact that my protagonist was a half-elf, i.e. a halfbreed in the view of the elf Teleria.) On her body was a statuette to summon a stone golem and six stone to flesh scrolls we used to free the captives. I reported to Herod and the quest was solved.

Day 247 (Coast Way Forest - BD7000)

We took a bit of fresh air outside the camp and went to explore this neighbouring area. As soon as we arrived we observed Skie and how she killed three big well-armed marauders with her knife. The speech she held was dark and mysterious. Both, Sandrah and Tamoko noticed it. I sent Skie back to camp and to safety. Sandrah obviously started to see a Bhaalspawn in everyone who acted strange in her eyes those days. Tamoko told me she had seen the girl's name on a list that Sarevok had maintained and which had as well contained Eroan, Gorion's ward.

A bit south of the Skie encounter was Rasaad. I just sent him to the crusader's camp and forgot him.

In the SW corner of the map orc raiders had slain the members of a caravan. We defeated them and found an interesting paper from one of the victims that told something about Caelar's background. It was worth keeping for evidence.

Two vampire hunters, Ikros and Isabella, had set up a camp in the north of the area. I noticed that she carried the shield that Takos was missing. The deal was to help them and get the shield for reward.

- Note - there is an option to side with the vampire but this is an abandoned track, obviously something was planned here but not implemented. He will tell you about a later contact etc but nothing will happen.

Tsolak, the vampire, escaped to a trapped cave (**BD0115**) in the NW. We followed him and put a stake through his heart. On his body was a note from L(arloch), another hint to the unfinished quest and as such of no use. We reported to the hunters, received the shield and some gold and were ready to return the three items now to the halfling.

Day 247 (Meeting Caelar - BD1000)

I returned the lost items to Takos but I bargained about a reward and he offered me to choose one of the items to keep - I selected the cloak.

We then moved along the road north to a barricade prior to the bridge. Some over eager mage blew the bridge and we had to fight the crusaders left on our side of the river. They were quickly eliminated and the Shining Lady herself appeared at the broken bridge to talk to Eroan across the gap. Corwin encouraged me to take this chance to communicate with our enemy.

- Note - it is not possible at this meeting to agree with Caelar or even to take to her side. Nevertheless in my mod setup this is a crucial meeting for a later choice. If you can convince her that you are not necessarily her enemy and you try to get as much possible information about her motivations you pave the way for a later extra option when you meet her again. (See the Global("bd_mdd420_good", "global") after the conversation - if is greater than 1 you are on a right track.) Having the crusader's annotated pamphlet we found earlier is another piece. And the more you find out about Hephernan, the better.

After Caelar left we were informed that Corporal Duncan should be consulted to plan the alternative route we now would need to take. There was also a "test" by Corwin to see if my loyalty was with Baldur's Gate and the Dukes rather than for selfish reasons. (The right answer determines whether you get a romance option with her during SoD and how she will behave at the end of the campaign.)

Sandrah had new PID options to discuss either Caelar or Skie with her.

Ophyllis had reached the camp by now and had caught up with our expedition. Instead of my treasure he had managed to get hold of a gold bust resembling Eroan. I told him I considered the debt paid with this but was not sure if this was really the end of his efforts. Anyway, I sold the bust to Belegarm for a small sum.

I talked to Bence Duncan and gave orders to move the camp to Bridgefort next to Boareskyr

Bridge, the only option we had now left to cross the river. It would take some days for the troupes to move, so we had a slot now to investigate the issue with the digging dwarves.

- Note - The main plot advances by travelling to the next map. At this point in EET the worldmap is available for free travelling but I had no issues left there at this point.

New Area on worldmap: Boareskyr Bridge, many old areas are again accessible.

Day 247 (Dwarven Dig Site - BD1100)

Entering the dig site we found Brother Auchlin Deepvein and his dwarves fighting undead. We joined the fight and afterwards he told us the undead were unleashed after they tunnelled into a hidden area. Gurn Coldhearth, their leader, sacrificed himself so the other dwarves could retreat. We agreed to find Gurn's remains.

In the northern room the ettin Semahl was fighting another group of undead. We rescued him and found out he was a friend of the dwarves. He thought they were all dead but I sent him to meet Deepvein. At the camp site he had been guarding was a locked chest that could not yet be opened.

There were four tunnels leading east. At the end of the northern one was Crommus's grave with his items, the ghost bard from the menhir riddle. All except one tunnel were dead ends. One led down to what the dwarves had dug up (**BD1200**).

A quick glance at some tomes from the library already revealed what was to come: liches. In the next room was a pool that needed three sceptres to activate it, those were in the various side rooms around.

In the laboratory we found a sceptre, a chest key and some notes on a failed experiment that provided a hint of how to later solve the lich problem. The throne in the room had a lever to open a hidden door for further access.

In the room farthest to the east we discovered the portal to other planes, as well useful later in the plot.

Before we moved further into the lich area, I inserted the three sceptres we found in the rooms into the pool. I was offered some insight into the nature of one of three people, Imoen, Caelar or the hooded man. I chose the latter and was shown a scene between the Hooded Man and Caelar's advisor, Hephernaan. They both were interested in Eroan because of the Bhaal powers (we guessed that already) but also Hephernaan mentioned that in truth he served another master and not Caelar.

With the key from the laboratory we now went back to the locked chest in the camp where we found Semahl. Gurn's journal revealed the truth and that he had led the other dwarves into a trap to sacrifice them. He was a sick dwarf in hope to gain lichdom for his decaying body. We agreed with Deepvein that we would stop the lich and he gave us a powerful artefact to weaken undead in battle which contained three charges to be used well.

Before facing the lich I went to the camp to buy ammunition and to rest the party. During the night I had another dream involving Sarevok and the Hooded Man. Sandrah was aware of my trouble and discussed it with me. She also made some remarks about the crusader pamphlet we had found and pointed out the role of Hephernaan. We should try to get information about the mage whenever possible.

Day 248 (Repository of Undeath - BD1200)

We went back to the laboratory and passed it to find four pillars for a riddle. Sandrah cited from the Book of Ancient Knowledge that told us to think backwards, in this case the four seasons reverted Winter (snowflake), Autumn (cracked leaf), Summer (shining sun), Spring (leaf) to activate the pillars and open a door.

When we opened the last portal we became witnesses of how Gurn was turned into a lich and his phylactery was placed behind a locked door. I sent Viconia meanwhile to the portal of other planes at the far end of the area. We fought and defeated the lich and took the key from his body. In the treasury we took the phylactery from the pillar on the left which told us it could only be destroyed on another plane. I let Viconia do this on the portal and the lich Gurn was destroyed.

- Note - this is the fast victory and maybe an exploit because you actually do not need to transport the vial from where you find it to the portal but can use above trick to distribute the party members. But in fact the only difference is that if you take too long to destroy the phylactery the lich may return and you must kill him a second time.

After the deed we had the last conversation with Deepvein who gave us a helmet as reward and we were able to gain the dwarves for our battle against Caelar. They agreed to go to Dragonspear.

Areas revealed: Troll Claw Woods

Day 248 (Troll Claw Woods BD7100)

Camp was set a day's travel from Boareskyr Bridge which was held by the crusade. Options are for our party to scout ahead to the crusader's camp (if we managed to access it) or the the Bridgefort Castle that was held by the coalition.

Before doing any of those however we had to secure the current areas. Duncan warned us of trolls. I equipped Tamoko with the 2-handed trollsayer sword we had found during the lich quest on a golem and it worked wonders on those bastards.

There was a small scene between Duncan and Skie - it illustrated Skie's lack of military discipline but also her ability to knock the corporal down with a single blow. Maybe Sandrah was right with her suspicions...there remained some doubt.

Lieutenant Otila, a new face in the camp, was worried about some half-orc, "irregulars", who had joined us. I decided to investigate to suppress any tension in the camp. They were on the eastern rim of the camp and the best way to talk to them seemed to be to get some brew and

share a drink with them to learn more. Once we had the ale, they told us their story and I reported to Otila that they were trustworthy.

- Note - the drink can be found in the crusader's camp if you manage to enter it but I simply used Sandra's parcel to produce a keg of ale to party with. There are other options to settle this quest but I prefer the peaceful one, the irregulars are useful later in the plot.

On the road leading north we met Jaheira and Voghliln. They gave us some information about the situation ahead, especially about Bridgefort and that we needed a wardstone to enter it. That stone had been stolen, most likely by a priestess of Cyric of the nearby Cyric/former Bhaal temple. I sent the two south to the coalition camp.

- Note - both NPCs can join the party. Voghliln is an SoD-only vanilla NPC and stereotype viking skald, he has not yet been enhanced by any mod. I ignored him and I also had no room for Jaheira at this time.

In the NE was a troll cave (**BD7110**). Among the loot was a tinderbox that could be used on a torch in the very NE of the cave to reveal a skeleton and a chest. They had some treasure but nothing of use for my party.

The most interesting part of this large area were the various banters triggering for my party members (Viconia, Safana and Corwin were all flirting with Eroan in their very different ways while Tamoko revealed a bit more of her knowledge about Bhaal.) There was a growing tension between Tamoko and Sandra which came from the history of the Dead Three - while Tamoko seemed to hope for either the return of Bhaal or Bane, Sandra (and her goddess Mystra) tried to prevent just that.

Before moving on I bought a room from Thaird to rest and had another Bhaal dream. This time the Hooded Man wanted me to kill Imoen - absurd.

Day 249 (Forest of Wyrms - BD7200)

We actually went to the Boareskyr Bridge (**BD2000**) first, north of the transportation circle that we could not yet use without the wardstone was a goblin cave (**BD2010**) with a circlet for a shaman as reward.

- Note - SoD contains a lot of loot items that are designed for the new shaman class or the new SoD specific NPCs. Unless you need gold and want to sell them much of it just clutters up your inventory.

We talked to the crusader's guard at the camp entrance and learned that the only (peaceful/secret) way to enter the camp would be to find the missing patrol with one of their leader's nephew.

Except some skirmishes there was nothing else to do on the east side of the river for now so we went to look for the patrol and the wardstone and travelled to the Forest of Wyrms.

Outside were mostly beasts except for a hill giant who dropped some gauntlets. The first cave to explore was a spider lair (**BD0114**). We lured the spiders of each side cave into the main

room and killed them. Entering the western side cave triggered a rhinoceros beetle and several smaller beetles to appear and block the exit. I took the rhino beetle shell with me in the vague hope it could be forged into some shield or armour.

- Note - there is loot in each of the arms of the spider cave but most of it is related to individual NPC's quests and of no interest if you do not follow the respective quest or do not have that NPC in party.

The next cave uphill (**BD7210**) had the sleeping dragon Morentherene who summoned some greater wyverns when attacked. The dragon horde was all the gold that we could spend in SoD anyway. I also took the scales hoping they could be made into an armour.

At the eastern side of the dragon cave the exit lead into the next area, a bugbear stronghold (**BD7220**) that was a pure filler area, good for nothing than to fight bugbears and pass through to the Cyric Temple, our real goal.

Day 250 (Cyric Temple BD7230)

Near the entrance were two blocks of cells with prisoners that interested us. In one was Madele, a steadfast priestess of Bhaal and a witness of Gorion's raid on the temple long ago. I used all dialogue options after I told her I was a child of Bhaal and received a lot of information. Tamoko and Sandrah also interjected to learn more about their quests. We agreed to find a key to free her.

The other prisoners were the patrol of the crusade and freeing them would help us to get access to the crusader's camp at Boareskyr Bridge.

We went south from the cells past a number of rooms with cultists until we found the dragon lady mentioned by the prisoners. Ziatar was the sister of the dragon we slew in the entry cave and when we showed her the scales he had picked up earlier, she attacked us alone. She dropped the keys to the cells and the ritual chamber and on a desk we found some papers that explained the current situation in the temple.

Back at the cells I freed the crusaders and sent them home - we were now able to negotiate an entry into the camp once we went there. I then released Madele and as a son of Bhaal ordered her to amend for her former misdeeds.

We were now able to open the ritual room where a Neothelid had been summoned and was killing cultists. We removed the creature and found the high priestess Akanna who heard voices in her head that made her summon monsters like the one we just had defeated and turned them on the cultist. She attacked us and we found the Bridgefort wardstone on her.

We continued to explore the area further to the south and examined a wall with six masks set into it. They could be activated and I used the sequence 3-1-4 that we had found in Sarevok's notes from the Korlasz papers. It opened a secret room with a locked and trapped chest which had a special sword and an informative book for us.

At the end of the corridor in the last room was the source for all the events at Cyric's temple - a mind flayer with his entourage had tried to take over the cult. Even if it was help for an evil cult we had to kill the illithid and end the spook. One of the creatures dropped a useful amulet for Corwin.

When we were about to leave the temple some very thankful thief was waiting for us near the exit. He was very enthusiastic to meet Eroan but far from happy to see Sandrah with my protagonist. Our paths would cross again, this is what he anticipated. His name was Emcyric...

Outside of the temple, Tamoko and Sandrah both made references to the historical events around the Dead Three that still shaped the Sword Coast at the time of the Dragonspear event. I rested in the wilderness before we continued the main plot.

Day 251 (Boareskyr Bridge BD2000)

After the rescue of the crusader patrol we were welcome visitors to the camp and treated as new recruits. In a box near the Barghest was some ale for the irregulars (we had already solved this with an alternative solution).

- Note - Dorn was caged in the south of the camp, I left him there and did not talk to him either.

We now activated the teleportation circle with the wardstone and went into Bridgefort. We talked with Khalid and agreed to evaluate the options for action by talking to his people in the fort.

- Note - Neera was in a room in the fort and could have been recruited but I ignored her.

I talked to Jegg about the supplies. He was also the smith who could turn the dragon scales into an armour and the beetle shell into a shield. The shield was fine for Tamoko, the armour I sold directly to Jegg, we all had better ones already.

Next we talked to Wynam Hess but our appearance coincided with his losing control of a defence shield against an enemy spellcaster. There was a magical rock in the fortress that weakened and killed people and we had to find a scroll to neutralize it from a mage in the crusader's camp. I had Safana (she and Sandrah had the highest CHA in the party) talk to Vichand, the red wizard in the crusader's camp, and he just gave me the scroll. I returned to Hess who performed the ritual on the rock. Afterwards I could examine the stone and gather some shards from it. Jegg forged a Voidsword +3 from the shards.

Three people were killed by the episode with the magical rock and the priestess Junia begged us to transport them to Lathander's altar in the next room west. Having done that, she recognized one of the women and asked us to inform her brother Tharantis, a guard on the walls outside. We brought him the news and he asked about his sister's necklace. There had been no valuables on the dead we had carried so we investigated again with Junia. The trace led to another priest Ymori who had disappeared outside of the fort in the woods somewhere.

Near the goblin cave entrance was the mutilated body of Ymori. When we tried to inspect it we were attacked by undead. The whole thing had been a trap and we went back to Junia and confronted her with the facts. She confessed that she was a priestess of Velsharoon and attacked us with more undead. After her demise I talked again to Tharantis and closed the

quest.

We now spoke with Khalid on the rampart and discussed the options. The plan was to notify the Flaming Fist and launch our attack on the crusaders. Khalid and his men would join the attack from the fort when they observed that the battle had started.

Day 252 (Crossing Boareskyr Bridge - BD2000)

On our way back to the Flaming Fist camp we were ambushed (**BD0060**). In a cave we found a book on Dragonspear Castle's history on a dead traveller. We kept it. In the same cave was the access to another cave full of freshwater trolls. There was small loot but nothing worth keeping.

I gave my orders to the Flaming Fists telling them to attack as soon as they heard Khalid and my companions starting the fight from the fort. On the way to the fort we were again ambushed (**BD0066**), this time there was a large explosion hole to be examined. We found a dead elven scout from Suldanesselar with a letter that told us they had traced down the "Exile". (The "Exile" also had traced down Eroan...)

Meanwhile Sandrah had finished her studies of the various books and letters we had found concerning Dragonspear. She told me about the portal to Avernus and the method to activate it - by using tainted blood. So we knew why Caelar needed Eroan and we also deduced that her own blood was not strong enough which meant that she was no bhaalspawn herself.

We talked once more to Khalid at the fort and told him to attack. The drawbridge lowered and we accompanied his men into the battle. The Flaming Fist joined from the camp's main gate. The battle itself was more cinematic than challenging. When most crusaders had fallen, the gate to the bridge opened and we had to stop the engineers there to set fire to some barrels with explosives that would have destroyed the bridge.

After the bridge was secured, we met Duncan and Skie for an intermezzo and then it was time to lead the army to the other side of the bridge. Eroan had his vision of Bhaal's death by Cyric's sword and then another appearance of the Hooded Man.

At the far end of the bridge, Sandrah started a conversation. Where once Cyric and Bhaal fought for life and death, now a granddaughter of Cyric and a son of Bhaal were fighting side by side. The common goal may be to prevent the return of Bhaal for all times. At least this is implied by Mystra's appearance at this point who had come to bless Sandrah and granted her an ability for the further journey at the protagonist's side.

At the well we put the dusty chicken from the crusader's camp into the bucket and watched the scene unfold. The last thing in the area was another meeting with the irregulars who had done their duty and departed for new adventures.

New Areas: Coalition Camp (After bridge is accessible)

Day 254 (Coalition Camp - BD3000)

Marhall Nederlok greeted us at the entrance of the camp. After the Bhaal event at Boareskylr Bridge there was some mistrust against Eroan among the coalition. After we explored the camp we were to report to the large tent in the south.

- Note - there are a number of smaller side quests in and around the camp. Most of them are for a one-time play to enjoy and I skip many of them since I did them in previous runs. So note that this is not a complete walkthrough but again just what I chose to do this time.

Just inside the barricade the dwarf Helvdar told me about his lack of luck recently and how a new pair of boots would turn that for him. To make them we would need the hide of a bear that had been spotted on Dead Man's Pass.

The next quest was not one to choose but given to me by Safana in my company. While unloading some burden from people in the camp she came to possess a journal that must have belonged to a spy. With the help of the other items she had grabbed along with it we needed to find that spy.

I asked Belegarm about the bottle and he mentioned that Helvdar used this odd type. Helvdar had lost the bottle in a card game to a man named Col.

I spoke to Mizhena and learned the candle had belonged to her. I followed Viconia's advice to threaten the priestess of Tempus as much as possible to gain her respect and when I did that she told me that she had seen Col leave her tent the other day.

With those two clues it was time to talk to that Col now directly. Malden Col could be found in the NW near the Flaming Fist's banner. When confronted with the evidence he immediately confessed to work for Caelar and was arrested and taken away by a soldier. I reported to Nederlok and the quest was solved.

At the large tent in the south the three leaders of the coalition were assembled. Torsin de Lancie, the Waterdeep representative was the most unpleasant of them. Nederlok tasked us to explore the underground cavern beneath Dragonspear Castle and especially check out her advisor Hephernaan. Lancie had used torture on a prisoner to find out that the crusade was using the tunnels as a supply route. We were to see the explosives expert Phossey Dugdeep before we left the camp.

West of the generals we talked to the Ilmater priestess Dosia who required help with some sick patients. I delegated the task to Sandrah who inspected the sick and gave some advice, however to provide a real cure and prevent a spreading disease in the camp we needed to find bark from a blackthorne tree.

- Note - when Tamoko came near the sick she showed signs of infection immediately and needed a cure disease spell. She needed to be kept at distance from the hospital otherwise she lost HP constantly. (Tamoko may react in a similar way at other situations during SoD and it is one possible cause of her death before the end of the campaign.)

We went to Phossey in the north of the camp before we would leave to explore the outside. We received a barrel of explosives and an amulet that would tell us the right place to position the barrel in the tunnels below Dragonspear. Afterwards Lancie had a second secret task for us - to poison the enemy's supplies. I refused such a foul deed and he left. I asked Sandrah

about that man and found that she had restrained herself not to kill him - but we needed to give the coalition's goals higher priority than the disgusting villainy of one man.

At the exit of the camp Duncan informed us that Skie had left the camp and was last seen heading alone towards Dragonspear Castle. Even if I did not care for her life, she had too much information as to let her fall into the enemy's hands, so we needed to find her.

New areas on worldmap; Dead Man's Pass, Bloodbark Grove

Day 255 (Dead Man's Pass - BD7300)

We headed to the Pass area but were ambushed in a dead magic area (**BD0063**). A shadowy figure and his mercenaries attacked us, the leader escaped and sacrificed his minions to our weaponry. Obviously this was another test by somebody interested in our abilities.

On the Pass itself we met Nueber. In a tree next to him was a bard instrument for which my party had no use.

In the cave in the north was a bow of the banshee +2 but neither Eroan nor Corwin needed it.

Slightly NE of the cave was a lonely cave bear that dropped a fine skin when dead and which we took for the Helvdar quest. In the same part of the area were a hamadryad and some shambling mounds who dropped another shaman item that was of no use for us.

In the NE was a hidden cellar of a vanished house. Before we could examine it, we had an encounter with Brage of Nashkel. I tried to convince him to join our forces at the camp but he was busy finding a route to the Stormhorn Mountains. It seemed he was still pursuing the search for the legendary Sharkta-Fai. (We would learn about his further story later in the game.)

The cellar itself was full of undead and some minor loot.

At the point where the road split, we saved some refugees from a wolf attack. North of the junction a pair of merchants could be used for trade.

Following the road to the western rim of the map revealed Dragonspear Castle on the worldmap but we did not go there yet but first visited Bloodbark Grove.

This was all for now, however there is later a second trip to this area for a meeting with Caelar Argent.

New area on worldmap: Dragonspear Castle (accessible)

Day 256 (Bloodbark Grove - BD7400)

The druid Onoroth belonged to a quest we had not received and was of no interest. In the ruin next to him was a dead body with a book. The book and the sounds from the nearby well gave us hints to what was to be expected in the cellar of the ruin. It was a vampire who had a warhammer +3 in one of the chests in his lair. There was no way to interact with the coffin, e.g. putting a stake into the vampire after his defeat.

In the NE was a strange glowing tree, we could peel away some bark for Dosia's cure. Interacting with the tree however triggered the appearance of a pack of dire wolves and vampiric wolves.

Other encounters were a basilisk in the north which dropped a claw (item for another quest we had not received) and a group of burning skeletons who guarded a cache of jewellery.

We returned to the coalition camp and gave Belegarm the bear skin to make some shoes for Helvdar. Next we delivered the cure to Dosia and received a morning star.

Finally I rested the party in the southern area where my chest and not joined comrades were waiting. In the night came another dream involving the Hooded Man and a talk about it with Sandrah on the next morning.

New Area added: Underground River

Day 257 (Underground River Outside - BD5000)

We journeyed to Dragonspear Castle (**BD4000**) and went looking for Skie. I started with searching the eastern part outside of the walls. She was easy to find, we rescued her from some crusaders and sent her back to camp. She had however made a good observation, a weakness in the wall on the eastern side that the crusaders were hastily repairing.

All attempts to fool the guards at the gate failed because Eroan did not have high enough CHA (only the protagonist is checked and it did not help that another party member with high CHA was leading). We had to find a badge to spy around. So we detoured to the Underground River map for the moment.

The required badge was found on the corpse of the Cyclops who was guarding the gate to the tunnels under Dragonspear castle. The only other thing to find in the gate area was a pair from Rashemen, yes a witch and her berserker, but without Dynaheir and Minsc in our party they had no further content.

While there, we explored the remaining outside area. In the western part two druids, Jamven and Chorster, were trapped in some vines. To release them I had to attack one of them to cut the vines. They were part of a druid circle that had become corrupt. The initial results were visible on the mighty oak near to them. The roots of that tree were in the cave below (the Underground River we later entered) and they gave us some seeds that had to be placed at the root.

On the eastern side of the area was a dying myconid in a tower ruin. It tried to communicate but we failed to understand. It died and a cache with some gold was visible nearby. Touching it made a myconid elder and his entourage appear. Again communication failed and we had to fight them. (This is a quest for the shamans and Jaheira who may be able to talk to the creatures and get a more satisfying plot here.)

North of the myconid were some corpses and a bloody trail leading north. It led to a pack of displacer beasts and some loot, one of it was Mizhena's amulet (we had no quest to look for it but I took it nonetheless).

In a clearing Murs and her ogre tribe were in need of a new leader. After clarifying the details, Eroan fought alone against the two candidates and won. Murs would lead the tribe in my name while I would try to find her husband Slug in the caves. Murs had valuable details about the underground area ahead.

With the badge in hand, the next step planned was to return to the camp to finish open business and then continue espionage at the Castle. This sequence would prevent the crusaders to get hostile because of any actions I could take in the underground areas.

At the camp I collected the boots from Belegarm and delivered them to Helvdar. I returned Mizhena's amulet and received a reward and a story of its significance for the priestess. Finally I talked to Nederlok about Skie's return and got rewarded. Skie had been given a task that would keep her out of trouble (for the moment).

While we were there, I rested the party at our part of the camp. Tamoko gave me the opportunity to talk with her about Sarevok, Cythandria and love in general.

Day 259 (Dragonspear Castle Exterior - BD4000)

This time with the badge we were admitted to the castles exterior. I picked up the quest to be judge between two quarrelling scouts of the crusade. I talked to Leopas, their commander, and he gladly let us investigate, telling me to talk to Ravoc, Delton and Damarr, the colleagues of Valis and Corinth. I made my round of talks and went back to Leopas to declare Corinth innocent. Valis attacked us due to this decision and died. Peace was restored again and when I talked to Corinth afterwards I could convince him to leave the crusade - he gave me his bow +2 for which he had no further use.

The second quest I accepted this time was from two recruits, Kjarvan and Qing, praying to a stone. The stone was a symbol of Tempus but it was missing two shards. One was in a heap just next to them, the other I received from the morale officer Deneld after I convinced him in a dialogue. However, the two pieces did not work without the blessing of a Tempus priest and there was none among the crusaders.

We brought the shards to Mizhena who did the blessing ritual - the god of battles does not care for any side in a conflict. Returning the blessed shard and inserting it into the stone caused an avatar of Tempus to appear. With the right dialogue choices I accepted the challenge which made a sentry appear to fight with us. When defeated he dropped a useful shield to equip on Viconia.

- Note - there are a number of other quests around the crusader camp but I either did them before already or they are even less interesting than those I did. There is one involving a drow troll tamer which I could not do with Viconia in the party.

We rested in the crusader's camp before travelling to the Underground River to enter the caves.

Day 261 (Underground River - BD5100)

In a crate near the entrance was a potion of fire breath that I picked up. I did not talk to Ladle (he has a minor quest I was not interested in this time). Instead I went up some stairs to find Floss and Gurgle who blocked the way. I negotiated with them and told them a version of the Sarevok story until they were happy.

We now went into the area south of the river and east of the entrance. After fighting some myconids we found the druid Ferrusk who warned us to go any further but also dropped the information that Hephernaan passed this area frequently and that he was an ally.

We moved on to defeat all types of corrupted creatures, treants and myconids. At one point near the river the Hooded Man appeared on the northern side and had another talk with Eroan. It was now clear that he evaluated two candidates for his own purpose and that I was one of them. He made it sound like Caelar was the other one.

South of that encounter we found a group of sick and dying crusaders. They had infected themselves in the area but stated that the local druid might know a cure. We negotiated with Ferrusk who required 2000gp and a myconid bloom sac for the cure. We had both (the sac came from the myconid elder in the tower ruin outside) and made the trade. Tamoko had to be kept away from the diseased soldiers - like with the sick in the coalition camp she lost health (until she died if not stopped) and required cure disease spells when she came near to them.

- Note - one of the rescued crusaders gave us a badge of Caelar, just in case we needed another.

A bit west of the sick crusaders we rescued two drow youngsters from an ankheg attack. They did not thank us but we let them pass to the surface nonetheless. (The consequences of that decision came later).

Now we went back to Ferrusk's hideout to solve the druid task. When I placed the seed near to the oak's roots the druid summoned some creatures and attacked. On his body we could collect the 2000gp we had paid for the cure plus some loot.

That was it for this segment of the caves at the moment and I went back to Ladle, gave him an excuse for the fighting he had heard outside when we eliminated the guards and then collected my reward for the rescued poisoned crusades.

It was time to report back to the druids outside about the finished quest. They rewarded us and left.

Day 262 (Kanaglym - BD5300)

I went back into the caves went through the room with Floss and Gurgle. West of the room steps were leading down and when again turning east at the first intersection we found a ladder leading into a cave (**BD5110**). After we managed the initial onslaught of shadow creatures we found the ghosts of fighters who fell in a previous battle at Dragonspear Castle, and had become lost. They asked our help by taking their remains to the Fugue plane once we found some access to it. There were five corpses to take.

Back in the main cave and moving south a bit revealed a purple crack in the rocks. Upon inspection we found another cave entrance (**BD0113**). Four blind albino wyrmlings had to be killed and in a cache we found the journal of Ithtaerus that explained their existence. It was part of an old story involving also a dragon we were about to meet soon and the dwarf Daeros Dragonspear who once built the castle.

- Note - Those two caves were among the details that Murs, the ogre lady, had given us.

Again in the main cave, to the far SW were ruins and a portal and as we approached, the spectral figure of a dragon appeared. She was the mother of the blind wyrmlings we had killed but accepted our explanation (we had the journal of Ithtaerus in our inventory). Halatathlaer guarded the entrance to Kanaglym, but as I questioned her it became clear that she was bound here by a geas. We passed her by and she congratulated on our courage and we agreed to find the one who had her under control and to free her from the spell.

We entered Kanaglym and removed the traps and enemies on the northern side of the crack.

I had my party hasted when we crossed the bridge to the southern side of the crack. Dark magicians were about to sacrifice prisoners and turned them into undead warriors. They called for Kherriun, their leader, as soon as they saw us. We concentrated all our efforts on the leader and got him injured enough to drop a jar with Halatathlaer's soul bound to it. This prevented the dragon to be forced to fight on their side and against us. Once we had succeeded in that step, it was cleaning up the cult with the dragon on our side now.

In a chest there was evidence concerning Hephernaan who tried to create an undead army for his own purpose down here. More evidence was gained from talking to Halatathlaer - Caelar's advisor was not what he claimed to be, maybe not even a human. It was clear that he was using the Shining Lady for his purpose whatever that might be. Before the ghostly dragon left to rest in the Fugue plane she asked us to search for (the ghost of) Daeros, so her old friend might find rest as well.

The final thing to do here was to release the souls of the former fighters to the Fugue Plane. We threw their remains into the dimension crack and their ghosts appeared for a moment to thank us. One of them, the ghost of a bard, told us of his love he left behind at the Elfsong Tavern in Baldur's Gate.

- Note - Kanaglym can play a role again during ToB if you decide to rescue Caelar from Avernus at that time.

Day 263 (Bwoosh - BD5100)

We went to the northern side of the main cave to the point where we returned after the blind wyrmlings and this time continued further west to a wooden portal. When we opened it we found crusaders and a drow party fighting. They stopped to parley as neither side could advance for the moment. They recognized Viconia, which was not to our advantage, but actually had come to search for their lost younger family members. I told them that we had met them and they were on their way to the surface. The drow hastily left to pursue them and the crusaders left after rewarding me with a cloak I had no use for.

A bit further west the mage Strunk summoning water elementals to control and use in battle. We killed him but avoided fighting the elementals. They dissolved when Strunk was dead and a nereid appeared and gave us a magical Ioun stone for thanks.

Another stone throw west and then south was the ghost of an ettin in search for his club weapon. We agreed to bring it to him to allow his passage to the afterlife. The club was in the same area where we had found the other ghosts before. We brought it back and he dropped his loincloth for us - I did not pick it up, urgh.

I equipped the stone dowser on Eroan while we inspected the area south of the ettin. It soon reacted and told us the place to position the barrel of bwoosh.

Something in my actions had alerted the guard at the last door to the north and they attacked us. This way we had free access now to the door and the next area even if I had planned for a more noiseless approach. (It does not change anything at that point in the plot; it just felt a bit odd that those guys were hostile.)

Day 264 (The Warrens - BD5200)

We found Slug the ogre and some companions caged near the entrance. We let them out and they told us of a cache with loot in the previous area before they went home to Murs. Nobody around seemed to care about our action.

- Note - the ogres left a bloody trail through the Underground River area when we returned later, but the crusaders there were hostile anyway by that time, so no worry.
- Note - there were supplies all over the place but nothing we needed.

Two ogres were operating the lift that took us into the Castle basement (**BD4300**). We had Caelar's seal from the poisoned soldiers quest still so they worked for us without further issue. Belben upstairs was not to fool, so we had to eliminate him and his guards. In the area were the supplies that de Lancie had proposed to poison - which we had refused though.

The first gate could be opened the second one guarded by two golems was not accessible at this time. In a room to the east were some crusaders that we ignored for the moment. The large stone door NW was not accessible either; something dark and dangerous was behind it...

The only room of interest therefore was Hephernaan's hideout. I sent Sandrah to scout ahead and as soon as she got into the advisor's sight a cutscene triggered that showed him at his altar talking to his real "master". He and two mages in his company went hostile, as well as the golems, the crusaders in the side room and a group of crusaders appearing from the south. We ripped them all apart except for Hephernaan who escaped to organize reinforcement when he was injured a bit.

We inspected the altar and the chests nearby to find a book that immediately interested Sandrah. Even as the use of it was not imminent the knowledge of magically entrapped souls would become useful later in the trilogy. In an alcove was the captured ghost of Daeros whom

we freed. He had valuable information about Hephernaan and why he and Caelar needed Eroan's blood. It was clear by now that he was the true villain in this campaign and Caelar was unaware of it still. Daeros left to join the other lost souls in the Fugue Plane.

We made haste now to leave as well before the reinforcements could arrive. At the bottom of the lift the ogres had overheard the fighting upstairs but we were able to give the simpletons an explanation they accepted. The crusaders in the warrens stayed neutral and we left without any battle.

In the Underground River area we found Slug's valuables near the Concocter. Only few crusaders opposed us, most had fallen to the escaping Slug and company. We finished the quest by talking to Murs and Slug outside at their camp.

Day 265 (Joining Caelar - BD5200)

We had learned all there is to know about the crusade, its real aim and the approaching betrayal. It was time to return to the coalition camp to hear that the leaders were at Dead Man's Pass to meet with Caelar and we were required there as well.

This was the last chance to finish any open quests at the camp. I had none but we rested before going to the meeting.

- Note - In the unmodded game you will return for a pit fight sequence at the camp after the Caelar meeting because there is no option to side with the Shining Lady against Hephernaan. However in my game setup I will have such an option - `C:GetGlobal("bd_alt_willing_surrender","global")` must be 2 - and I want to use it. This means that I will follow her directly to Dragonspear and skip the "defeat the camp" battles. (The global was set due to my dialogue choices in the first meeting and my investigations concerning Hephernaan.)

We moved to Dead Man's Pass where we were automatically involved into the talk between the coalition leaders and Caelar. She made the offer to surrender her troops if the bhaalspawn would follow her to Dragonspear Castle for a limited time. Sandrah urged me to accept that offer and get inside without bloodshed. It became clear in the conversation that Hephernaan also knew about the stolen sword (and blood) while Caelar did not. Even Corwin in the end agreed to my decision to join Caelar. The only one not happy with the unexpected outcome was Hephernaan (he knew that we knew what he was up to).

- Note - Having accessed Dragonspear in this way of course skips the big Siege battle. It is very similar to the Boareskyr battle before, a lot of cinematics and a certain outcome no matter what. I would recommend to play the original at least once before you follow the mod alternative that is far less colourful and noisy.
- Note - A slightly modified chapter change and transition movie transfers the party and Caelar into the inner courtyard of Dragonspear Castle.

Caelar welcomed us while Hephernaan rather wanted Eroan in chains; he needed the blood not the cooperation. I tried to confront the advisor but he left for the portal. Nonetheless my

words and Sandrah's remarks had alerted Caelar. We accused Hephernaan as a traitor with his own agenda and presented her with what we had found out. She urged us to help her stop him from performing his plan and walked ahead to the entrance on the upper platform. We followed her and Hephernaan.

This time we arrived in the basement we had already visited but on the other side of the formerly locked gate. Caelar saw Hephernaan at the large stone door that led to the Avernus portal and ran ahead to face him. There was nothing else for us to do here than follow her.

We talked to her at the portal and were interrupted by Hephernaan's ambush. He cut Eroan and opened the portal with the blood before he escaped to Avernus. Caelar and a group of her chosen crusaders rushed after him and for us there was again only one thing to do - follow them.

Note - at this time the deviation and the original plot line have synchronized again, except that it is easier to get Caelar on your side against Hephernaan in the battle to follow.

Day 265 (Avernus - BD4400)

Once we entered the portal we found a group of crusaders fighting various hell minions. We aided them and learned that Caelar had already moved ahead. We sent the survivors back up to the castle.

The leader of the devils in this area dropped a bloodsoaked note. It told us that Hephernaan's master was known as "The Destroyer of Ancient Enemies" and was seeking a mortal soul of divine heritage for its plans. The paper also mentioned The Exile, a mortal of great power, who could threaten their plans by a conflicting agenda of his own.

In the next area (**BD4500**) we again defeated hell minions and then got a glimpse of Caelar who went ahead through a large portal door that closed behind her. The devil Thrix tried to hold us up but we just fought him and the door opened again.

Next was the elevator that took us up the basalt tower (**BD4600**). There were three stops until the top and on each some hell creatures attacked.

On the final level (**BD4700**) we witnessed Caelar and the remaining crusaders defeat the last hell minions until only Hephernaan and his master were left. Only Caelar stayed alive on the crusader's side. After accusations had been exchanged between all sides, we convinced her that joining with us against the enemy was her first step to redemption. We defeated Hephernaan who showed his true nature as being another devil and then joined forces against his master.

After we had won the battle, Caelar moved to a cage in the north of the area that held her uncle Aun.

Now the complete background story of her crusade was revealed.

Afterwards we are teleported back to the portal. All entered it including Aun Argent while Caelar stays behind to seal it for all times.

Day 265 (The Murder - BD4100)

Coming back from Avernus we found the castle in the hands of the coalition. I left it to Aun to tell de Lancie the story of Caelar and was informed that Sergeant Dazzo near the stairs would take care of us. Since nothing was left to do at this level I went straight to Dazzo.

Automatically we were moved into our sleeping quarters for another dream sequence with the hooded man. Only it was no dream this time!

Eroan was separated from the party to meet Skie. The hooded man provoked the girl until she turned into the slayer and attacked the protagonist. Although I ran away from her instead of fighting, the scene ended with her death and the hero falling down unconscious.

It was no dream when Duncan and his men found the dead girl and the suspected murderer in the morning. More Flaming Fists as well as my party members poured into the room. Sandrah inspected Skie's body to find nothing could be done for her since her soul had been taken by the murder weapon, a soultaker weapon. Corwin believed in my innocence but begged that I surrendered myself to justice.

There followed a long sequence where Eroan was taken back to Baldur's Gate and put before a trial held in front of the Flaming Fist building.

There was a chance in the dialogue options to provide a record of certain events in my favour that could influence the outcome of the SoD ending (not of the trial itself).

- I first mentioned that I surrendered to Caelar and thus avoided a battle in which many would have lost their lives.
- I had Maddele, the priestess of Bhaal, atone for her deeds, a decision against Bhaal.
- I had rejected to poison and murder the crusaders at Dragonspear.
- I had searched for a cure for the sick soldiers at the camp instead of having them killed to prevent the disease to spread.
- I had not gambled with Thrix and risked the soul of a companion.

There was no conclusion but I was put into a cell to await the council's decision. All party members were gone.

Corwin appeared at my cell and confirmed that she believed in my innocence. Still what was needed was time to prove it and for that she had to work on a plan to get me out of town meanwhile. After she left, the hooded man appeared.

Eroan could now remember the details of the murder and the dagger that the hooded man had used to kill Skie. The man left with the promise that we would meet again.

The last in the rows of visitors was Duke Belt. The solution for him and the other dukes (except of course Silvershield) was a practical one. To becalm the turmoil in the city between those who believed me and those who wanted me dead, I had to disappear. The Flaming Fist would escort me out of town to stay away until either my innocence could be proven or to never return.

- Note - whether Belt or someone else arranges the protagonist's escape depends on the actions during SoD and the (resulting) answers given at the trial. There are a number of variations from vanilla game and even from mods.

Day 268 (The Escape - BD6200)

In a cell down the hall was Tamoko. Without my protection she had been arrested as former follower of Sarevok. They would hang her to have at least one scapegoat to present to the mob of the city. She would not give them that satisfaction and had already poisoned herself. Her essence would go to her lord, Bane.

In the main room Sandrah joined with me again, she and Imoen had not been idle and developed their own plan for my escape in case the dukes had decided otherwise.

On a table were all my belongings and I re-equipped them before I followed the soldier into the cellar for a hidden exit. Downstairs another soldier escorted us through the sewers to a cave outside the city limits (**BD6000**).

- Note - the exact procedure to get out of jail and into the last cave will differ depending on decisions you made during the SoD campaign and the answers you gave at the trial. There are slightly different scenarios for good to evil paths you took during the plot.

We came out to the open (**BD6200**) and...Heya...yes, Imoen was there to greet us. After a short interlude between her and Sandrah, she moved ahead to the south for us to follow. In a clearing we met with Dynaheir, Minsc, and Khalid who were willing to team up with us again. Together we put some distance between us and the city.

In the next clearing (**BD6100**), we decided to rest when we noticed something strange going on. It turned out to be an ambush by shadow thieves. They used some nauseating spells on us to prevent our fighting, still we managed to do some harm. I also noticed that Sandrah was able to escape before we all were overwhelmed. We were alive and loaded on a cart that was travelling south.

Soon all went dim around us and some cutscenes illustrated the transition into **Shadows of Amn**.

Day 295 (Irenicus' Cells - AR0602)

I woke up alone in Irenicus' Dungeon with all equipment gone. The opening scene unfolded and Imoen freed me.

- Note - this was the continuous mage Imoen who was last in my party. I could level her up due to the additional XP she had gained in Duke Liia's training.
- Note - time/calendar had advanced indicating the time passed during the journey and the captivity in the dungeon.

As soon as I picked up the cell key from the table I triggered a scene that showed Jarlaxle and Artemis conspiring to set a trap for Drizzt and establish a "Region of Terror".

- Note - Haiass was not in the dungeon but had followed Eroan. He would join once the party made it to the outside of the Promenade.

I freed Jaheira and Minsc from their cells and let them join. Jaheira appeared as I had kicked her out during BG1 and like Imoen had gained some XP to level her up. (Minsc had not been in my BG1 party ever, so nothing to compare here.)

We solved the lightning room and met the djinni with his riddle. I selected to press the button and eliminated the ogre mage with some of Imoen's and Jaheira's summons. Those summoned creatures lasted long enough to clear out the adjacent corridors as well.

In the corridor leading north I first met another adventurer Wulfgar whom I ignored and an elven assassin Silver Star whom I let join the party. She came with a riddle to find her "mummy", which sounded like a sword and seemed to be obsessed with little lambs. She seemed to be slightly mad (good match for Minsc) but she could find traps and unlock to some extent.

- Note - Wulfgar (a companion of Drizzt from the Region of Terror mod) and Silver Star are mod NPCs. Wulfgar has no content on his own; this is why I skip him. Silver Star is a fully developed NPC mod with a quest line on the side.

I took the energy cells and the activation stone from Rielev. Imoen and Silver Star had a debate about death and what both of them had learned about our captor. Silver Star also provided some insights when I used the cells to talk to some captives in the jar room in the west.

We sent the sewer golem to open the doors for us and followed it to the library encountering minor skirmishes on the way. We followed the long corridor to the south and used some summons from Imoen to remove the otyugh and gain access to some chests.

Day 295 (The Captive Dryads - AR0602)

We moved east towards the living quarters. When we entered our captor's room there was battle noise from the room north and we found Sandrah and Pelligram fighting goblins. She

had come from outside through the portal in the room but had no key to go back, so I took her back into the party to search for a way to escape.

- Note - Since she had not been captured but followed the thieves attack on the dungeon she had her equipment and her parcel that could retrieve some items the party had lost, including Imoen's fur coat and ring and Eroan's Ice Slasher.

In the living room was a portal key for later use and some scrolls for Imoen. We moved on to meet the captured dryads. They told us the name of our captor, Irenicus, and they warned us about Silver Star whom they called a crazy murderess. Finally she pleaded that we searched for their acorns to free them.

With the name Irenicus now known, Sandrah and me could connect some past events with the present situation, the man mentioned by Certeol in Cloakwood as well as the cloaked figure in Mountain of the Dead who had signed his note with "I" - last but not least the hooded man during the Dragonspear Campaign.

We raised an alert when we entered the living room in the south. Some stone golems appeared soon thereafter. The room was trapped throughout. We found the portal key needed to leave and some other loot.

We went back to the library and this time took the northern exit. The duergar Ilych and his companions would not part from the dryad's acorns peacefully.

- Note - I had not installed any tweak that would make imported party items available in the dungeon. The stuff that Sandrah could retrieve and the items found in the area were sufficient and I did not want to further unbalance this play through.

We went to a room with a cambion and manipulated the apparatus to be able to kill him. He had a sword for Minsc.

Day 295 (Air Plane - AR0601)

I sent Minsc ahead to the Copper Coronet before I went to the door of the Air Plane (it was open and the statue that is the key in the vanilla game had already been taken by someone we were to meet in a moment).

At the entry into the Air Plane a female fighter was facing a stone golem. We helped her kill the thing and learned that Chloe had been hired by the shadow thieves to assist their assault. I let her join temporarily until we left the dungeon.

- Note - Chloe is a mod added kensai NPC with a possible romance with a female protagonist or Imoen. She has romance/friendship options and several quests for SoA and ToB. Since I had her in two previous playthroughs I will not take her along this time.

We defeated all sorts of mephits and the creatures they could summon until we reached the djinni flask and agreed to free the djinni. For that we had to go back to the dryads and then to return to the Air Plane again. The dryads told us that we needed to bring the Acorns to the

Windspear hills to free them. They also gave us the bottle for the djinni.

In exchange to his freedom Malaaq gave us the information that Irenicus had taken Gorion's dagger from my inventory to keep it for whatever purpose. He gave me the Sword of Chaos instead which reminded me of Tamoko, Sarevok and all the other losses that we had encountered so far. Gaining the sword in this place was another proof that the person who had ordered its theft in Baldur's Gate and who had bought it from Korlasz had been Irenicus, the hooded man I had met various times already.

I used a PID option with Sandrah to hear how she had found her way into the dungeon. Due to her story I received the information that we were in Amn's Athkatla town and that Irenicus and his activities had already led to disturbances in the town and a conflict with the local Shadow Thieves guild, however not the branch of the guild that had captured us.

After this, I rested the party in the security of the air plane before our next step was to return to the main dungeon and use one of the portals that led to the upper level.

Day 296 (Irenicus' Dungeon 2nd Floor - AR0603)

Directly at the portal we met Yoshimo, a suspicious character trying to force himself into the party. I sent him away and he gave me some hints about the dangers in the current area. He also confirmed Sandrah's statement that we were in Athkatla.

- Note - there are several mods that add to Yoshimo's character, even making him romanceable or to be available beyond Spellhold. I have none of them in my setup and he thus stays the villain I do not take along.

We killed the mephits in the cages in the next room. Another cutscene with Entreri and Jarlaxle showed how Drizzt's companions get caught by the duo one by one.

The different personalities of my new/old party members were illustrated by their reactions to Khalid's dead body that we found next.

In the room full of jars north of Khalid we had to fight an escaped clone. We gained some disturbing insight into our captor's past. An elven queen and some failed love were somehow involved in his past (information gained from Silver Star, Imoen and Sandrah).

In the northern room we inserted the six keys we had found before into the pedestals to disarm the traps and gain the respective wands. In a side corridor to the north some shadow thieves fought a vampire, me and Sandrah were reminded of the hooded man and his vampires in the Mountain of the Dead - and Sandrah had already heard about some struggle in Athkatla between the thieves' guild and an organization using vampires.

The seated statue contained a protection +1 ring for Silver Star. From there we took the corridor south to the duergar forge. When all opposition was removed we could set the half-elven sorcerer Adrian free, whom I sent ahead to the Promenade after we had introduced each other.

- Note - Adrian is a Lawful Evil mod NPC who has an interesting background story with a quest that illustrates it. He can romance a female NPC through SoA and ToB.

(As such he was skipped by my male protagonist; also, I had played with him in party before already.)

At the end of the next corridor we found another prisoner, Frennedan, but Silver Star knew him too well, he was a shapeshifter and he had stolen her Mommy. Even with that knowledge we had to use the key found in a chest nearby to open his cage door to gain access to him and the room with Silver Star's sword. We found her "Cry Blade" on the dead Frennedan.

The last corridor south led us towards the exit. On the way out we met Drizzt like the previously observed cutscenes had already hinted. He was looking for his friends but I chose the dialogue option to search separately to increase our chances instead of taking him into the party.

- Note - Drizzt as party NPC adds nothing except to trigger events in the Region of Terror quest. With the dialogue option I selected it is possible to play RoT without blocking a party slot with Drizzt and so have room for more advanced NPCs. Drizzt will show up as a "seventh member" by the time he is needed for the quest's showdown.

Just prior to the exit, Yasraena joined our party (replacing Chloe who went to the Seven Dens). She was a drow fighter/mage and searching for Divalir, her lover.

- Note - Yasraena is a mod NPC with a long friendship path and the quest to find Divalir, the surface elf she loves. This background is also the reason why you cannot romance her. Although she is a "good" drow, she has the usual -2 reputation effect on the party.

Day 297 (Waukeen's Promenade - AR0700)

We observed the Irenicus vs Cowled Wizard encounter and Imoen's departure. My companions gave their comments and one of the bystanders provided the remaining details. My good wolf companion Haiass appeared and he had gained again an additional level when we took his place at my side.

We talked to Galoomp to learn about a small quest to run for him. Someone steals from his scrolls and that someone could be found near the crates at the entrance of the bridge district. I agreed to look into the matter and also bought some scrolls for Yasraena to learn.

Near the entrance to the Adventurer's Mart were Master Gromlin who could sell nice presents for Jaheira or Sandrah (not yet, I did not have enough gold to spent) and a non-violent bounty hunter named Dace Linton who wanted to join the party.

- Note - Dace is a mod NPC with a very own type of humour who can romance a male NPC in her own special Dace manner. I took her temporarily to fill Imoen's slot but will not keep her long in this game, she was in my party already last time.

When Pelligram got into the range of the caged panther in the middle of the area, a cutscene triggered where she set the animal free. Later on I could ask Sandrah about more details regarding her cat's true nature.

I talked to the town crier at the SW exit of the promenade to learn about the arena. This added a new location to the worldmap and it also stopped his enervating shouts.

Also near the SW exit was Selence Hillstar, a pickpocket. She would not yet talk to us. Instead Gaelan Bayle appeared and was willing to sell us information about her for a mere 10.000GP. I refused this (and there was no need for it because the story and quest line will evolve by itself anyway).

The Mithrest Inn (**AR0704**) had Sheri D'Avignon for a romantic encounter.

At the Seven Vales (**AR0709**) Isra and her sister Alia had a family quarrel after which Isra stormed away. I could tell Alia that I knew Isra from earlier times (this sets some globals for the mod to continue where we left off in the BG1 part). Isra could be found later in the Government District.

Next is Chandra, another romantic encounter for Eroan.

Finally we recruited an elven fighter Haldamir (Dace was removed from the party to wait) who was de-placed to Amn by a wild surge.

- Note - Haldamir is a mod NPC with friendship content, but no quests or romance.

The last thing to do here was to go upstairs (**AR0712**) where some mercenaries provoked a fight and we could make out choices from their equipment afterwards.

New areas available: The Arena, The Slums

Day 297 (Circus Tent - AR0600)

In front of the tent we spoke to Lorant and to the Amnian Soldier to receive the quests related to the tent. Inside we solved the entry riddle (30/40) and were admitted to continue.

In the next area (**AR0604**) we spoke with Aerie "the ogre" and Hannah, the mother-turned-spider to learn about the commoners and get the sword to free Aerie. I did not take her with me.

The next room (**AR0605**) had a few scrolls for Yasraena. In the last one (**AR0606**), we had to be careful to only attack Kalah and not hurt any of the innocent. After his demise the circus turned back to normal (**AR0607**). Again I had to tell Aerie that I did not need her this time. I sent the now-a-woman Hannah back to her son.

We left the tent and again spoke to Lorant and to the Amnian Soldier after which a girl Myara came to us. She was as well travelling with the circus and had observed Kalah with a strange merchant in the Crooked Crane. She gave us a magical lamp she had found among Kalah's things. We would investigate the case to find out why the gnome had been able to change the whole circus into an illusion.

- Kalah and what was promised quest:

As soon as we could reach the City Gates, we paid a visit to the first floor of the inn (**AR0022**). We found the merchant Jafir who turned out to be a rakshasa having his fun with

tormenting mortals. He told us that Kalah had used two out of three wishes from the lamp and sold us the password for 500GP.

We could now use the lamp to summon a Genie who told us the story about Kalah and his misguided wishes. We could then make our own choice for the last wish; I granted the Genie his freedom from the rakshasa.

Day 297 (Gaelan Bayle - AR0311)

The only option to travel were the slums (or the arena but that was for later). Gaelan hijacked us at the area entry and brought us to his house for the "offer we cannot refuse". Due to the mod setup the sum he (the shadow thieves) were demanding was 120.000GP.

- Note - This sum is realistic for the EET setup because the original 20.000 could be gathered without ever leaving town or even doing all Athkatla quests. With all the mods, quests, items available, gold is no real issue in SoA even if you spent some on your equipment.

Upstairs from Gaelan (AR0312) there was a fence Arledrian we could trade with.

Once outside of Gaelan's house, his nephew Brus approached us and told us that finally we would even need 150.000GP to get to Imoen, this was however not fully correct because they later lowered their demand after the other side had made their offer once the party had 130.000GP. Brus had some hints about tasks the party could accept to earn money.

We explored the outside of the slums a bit and found some gold on thieves and muggers attacking us.

Near the door of the Copper Coronet a desperate Jonathan asked us for help to find his kidnapped sister Anne. The ransom note he gave us was a conversable item and took us to the kidnapper's hideout. I made no deal with the scum and eliminated them before they could do harm to the girl. It turned out that the rescue was the beginning of a small romantic encounter episode.

After the Anne encounter we were back in front of the Copper Coronet and a man named Ryon introduced a new quest to us, help for the town of Westchar against some strange mage. It was another task for later on.

Cohrvale and Bregg held us up in the street close to the tavern but neither Yasraena nor Haldamir would accept their insults and the encounter ended in bloodshed.

Although he was blind, the orc shaman Ghatlenk near the Jansen's home somehow felt Eroan's presence and addressed the "godchild". We had met him long time ago in Baldur's Gate where he and his guide were searching for an orc girl also of godly heritage. He gave me a vast hint about some godchild I would find in the Stormhorns, and I had the impression that he was not referring to Imoen. More about this quest came soon.

New Areas on worldmap: Athkatla City areas, Westchar

Day 297 (City Gates - AR0020)

A Kendar hassled us as soon as we entered the area; his sole purpose was to provide us with a map of a town named Eshpurta. (This is a mod added town with a larger quest, we will visit it later.)

A pirate told us of a creature named Velvetfoot which made another map visible on the worldmap (also visited later).

A mage named Lief Torman gave us a letter to be delivered to Elminster (Another quest that will start once we talked to Elminster in Trademeet.)

In the southern part of the area Coran was waiting to be picked up - in vain this time.

- Note - Coran in SoA is added by a mod that starts a new friendship/romance path with the elf. This mod was however created before SoD ever existed, so the events there are not taken into account, just in case you were even checking for Safana and Coran during the Dragonspear campaign. (This is a minor issue anyway.)

At one point Sandrah was telling me about Nib Jansen, the gnome with the sky ship we had met in the Icewind Dale episode with Drizzt. She said that he would now offer travels with his ship at the promenade - something to be kept in mind for later as well. The places he offered trips to include the Stormhorns.

Inside the inn (**AR0021**) we solved the Kalah quest (see previous post). Upstairs the ogre Ademoth was referring to a friend in the government district (Ademoth plays a role in a quest that started when we talked to that friend later and received his quest.)

Behind a picture Silver Star detected a secret door and unlocked it. I sent Sandrah down and she summoned several of her higher level creatures to occupy the lich until wing buffs and other spells could get through to him.

- Note - the crypt is too narrow for a full party and the way back up is locked once the fight starts. This battle is cheesy with the current setup and thus I countered with a cheesy tactic but since this is so far the only fight that manifested like this I still think the overall settings (especially SCS) are fine for EET.

The rewards for managing this lich were the Daystar sword for Haldamir along with the rod of terror.

I rested the party before I talked to the mage Tian in the main room. After the rest and a night with Sandrah I was ready to take Tian's quest for the Tower of Deception.

New Areas: Hlondeth, Windspear Hills, Neng's Horse Ranch, Stormhorns

Day 298 (Tower of Deception - VA#001)

We now took Tian's quest and a boat brought us to the tower on a small island. As soon as we

left the boat we were ambushed by sea zombies. We went inside (VA#002) and were attacked by Baloar who spoke of "revenge" just like the zombies before.

Up the stairs was Ustrain's working room (VA#003) with some trapped chests and useful items. I took the potions related to fire with me (needed later in the quest) but left the weapons as none in my party had use for them and I did not want to sell stuff and gain much gold too early in SoA.

The next level (VA#004) was occupied by the shadow master and his minions. The challenge however was the lightning globe in the middle of the room. A switch in the NE corner of the room turned it off and gave us the time to smash the shadows and their master.

Another pair of step up (VA#005) we met a priest of Helm who was trapped in the tower as well and told us about an Astral Shard stolen by Ustrain that now protected the tower and made any escape by magic impossible. It had to be destroyed but there was no way to directly reach it by the stairs inside the tower.

Again up the stairs (VA#006) we came to a room with a portal and two frozen dryads. Before we dared to use the portal we wanted to get more information. I used one of the potions of explosives on the dryads to set them free. It worked on Wistemach who turned hostile and attacked us. Her death however freed the second dryad, Pandaira, who was more thankful for her release and provided us with all the information we needed to finish the quest.

The portal brought us into the tower's dungeon (VA#007) which was guarded by lizardmen and salamanders. We found some prisoners in the southern and northern chambers at the end of the guarded corridors. Once we removed all enemies from those areas, we went to the central corridor.

As soon as we came close to the altar with the "Blade", the Servant, a lich, appeared to hinder our taking it. Once he was moved out of the way we could pick up the Warblade of Twilight which teleported us to Ustrain's bedroom (VA#008). In a trapped bookshelf was the spellbook we had come for. The warblade itself seemed to be a powerful weapon but none of my party members could use it.

- Note - there is an extra tactical component of the mod that makes Ustrain hunt you for the blade if you keep it. I do not have this part in my setup since it is nothing but a completely overpowered battle. No content is lost by skipping it.

From the bedroom we went upstairs (VA#009) and followed Pandaira's instructions, i.e. we first removed the guardian while ignoring the shard and once it fell, we used the potion of fiery burning on the shard. The priest of Helm was now able to transport us back outside.

We told the captain to take us back and were moved directly to Tian to deliver the book and receive our reward.

- Note - You have an option to keep the book and fight Tian but you get far fewer XP and GP and the book is not usable for anything ever.

Day 299 (The Arena - RA4300)

- Note - The arena is one of the mod added extra town areas within Athkatla (RoT mod).

I asked Sandrah about Lief Torman, the mage who had given us the letter for Elminster, and she confirmed that he was in fact a friend of her father and this was not a trap. I had also PID options to ask her about Eshpurta and some of the other quests we had heard of.

I decided to take a short trip to the Arena. Jaheira and Sandrah debated about the ethics of such entertainment and Sandrah, who always fought slavery and exploit saw no problem here with free people fighting those challenges and even stated we may get some money for our Imoen rescue this way.

We inquired at the registration building (**RA4301**) and found there was a choice of fighter or mage challenges. The latter were not yet available to us because it required a mage level 14 or higher. The fighter challenge was open to Sandrah (Haldamir even though a fighter as well did not qualify because only some few mod added NPCs are recognized by the RoT mod and my protagonist himself did not qualify.)

- Note - These can fight in the arena -
Fighter challenges - Protagonist fighter classes or Wulfgar, Korgan, Sandrah, Mazzy, Bruenor -
Magic challenges - Protagonist mage classes or Edwin, Aerie, Sandrah, Randall

We went back outside to the western arena and Sandrah had no big problem to win her fights for the first day. We were sent inside again to claim our reward, a long sword +3 that could cause electrical damage.

We could return at later days and for higher challenges all during the remaining game.

Day 300 (Eshpurta - DD2300)

I decided to break out of the usual routine of solving quests around Athkatla right away and moved to Eshpurta to acquaint myself with my current party and their abilities a bit more.

- Note - The party at that time was Eroan, Jaheira, Sandrah, Silver Star, Yasraena and Haldamir (mod NPCs except for Jaheira).

We came to the area at the NE entrance and moved once around the outside walls fighting the trolls, yuan-ti and frost giants that beleaguered the town. When we reached the drawbridge in the south, a traveller told us of some barbarian village he had recently visited which gave us a new worldmap entry. Nearby beneath a tree (remember FAI) was a ring of wizardry for Yasraena.

In the house just to the left behind the gate (**DD0334**) was a smithy where I could sell the twilight blade and buy some decent armour instead.

In the main building (**DD0903**) the mayor sent us to see the captain (in a side room) who

asked us to defeat the monsters around the outside of the city. We could report that we had already done it.

The new Snake Woods area (**DD1800**) that had appeared on the worldmap from the traveller's dialogue was only reachable from the western rim of Eshpurta. The snakes in that wood were actually yuan-ti and loads of them with capable mages on their side. We had to fight several groups that were guarding some kind of shrine.

When we had won the battle we could unlock the shrine and found a forest map that revealed us the way to the Troll Mountains.

- Note - the new area in the Troll Mountains had no tooltip so you may have to look twice to find it. Also, it was only accessible from the eastern edge of the Snake Woods area.

Before we moved on however, I rested the party. I had a dream about Imoen and Irenicus but Jaheira had a nightmare as well. Only Yasraena and Sandrah seemed to have enjoyed this night. Just to cheer us up Silver Star told us one of her murder tales that seem to make up her whole history.

In the Troll Mountains (**DD2500**) a tribe of barbarians was fighting yuan-ti and we helped them to defeat the reptiles. Their current leader Ornamus thanked us and offered healing and shelter. He then introduced us to the real plot which was to find their leader, King Heafnal, as well as to discover the reason behind his disappearance.

New Areas: Snake Woods, Troll Mountains

Day 301 (King Heafnal's rescue - DD4002)

East of the barbarian camp was a cave entrance. Once inside we first went down the western route inside the cave. Some encounters with duergar and yuan-ti were on that path. We crossed a small bridge and a duergar ran deeper into the caves (to the south) to alert his companions. This was a sign we were on the right track.

We found a temple area with duergar priests protected by trolls. When they were dead we could access the prison cave south of them where we found the slaughtered entourage of the king and then the king himself. We let him jump into our inventory (a la Melicamp) and brought him back to the barbarian camp and Ornamus.

- Note - when we returned the king to the camp his dialogue indicated an armour he would give us as a reward. This overpowered item was removed from the mod, so not getting it is intended and not a bug.

The king was too weak still to pursue the duergar and their allies that were still a threat. So the option was for our party to return to the cave and follow the south east route now to look further into the matter. Of course we did it.

In the cave again, the corridor farthest to the east was a dead end with some spirit trolls and a corpse with minor loot.

The way ahead was south through the larger hall. Spiders and trolls tried to block our way that led along a spiral sandy path to the exit for the next area.

- Note - if you decide to move on there is no way to return but you have to finish the quest to come back to Eshpurta and the worldmap. It is NOT TOO EASY for a party at the beginning of SoA.

Day 301 (Duergar trap - DD4003)

We were greeted by an assault of duergar who told us the way back was warded and the only road was ahead and through them. They asked for it, so...

The area was filled with their kin as well as trolls. A skeletal conjurer in a southern room was spawning skeleton warriors until defeated. The wooden walkways were trapped at many points. The goal was a (trapped) wooden bridge in the SE of the cave.

Beyond the bridge was a crypt, again warded by 4 traps. We removed the traps but as soon as we picked an item of loot from the containers a green abishai guardian appeared. It concentrated its attacks on Eroan, so by moving him around and out of reach, the remaining party could finish the abishai without much loss. The loot consisted mostly of scrolls for Yasraena to learn.

The exit was in the north from there, the large tiles again were full of traps. There was another group of duergar who were angry that we robbed their crypt - not that passing it by would have changed anything. The exit itself was trapped as well.

The next area was a corridor of ice (**DD9601**) filled with winter wolves and trolls that led to a clearing (**DD1200**).

Killing the single winter wolf in the clearing automatically moved us to the next encounter (**DX2001**) with frost giants and ice trolls. The exit was in the north and guarded by a frost worm.

The first part of the area (**DD9501**) was a long meandering tunnel leading towards the south and filled with frost giants, ice golems, frost worms and - of course - trolls. Once in the south the tunnel led to the east and then again north towards the second part.

A small laboratory inhabited by the wizard Duralerant was near the exit to the final area. The wizard had come as well from Eshpurta to seek the evil that haunted the region but he and his companions had failed. He was now stuck in the icy cave; at least he gave us some hints about how to proceed. He also provided healing for my party.

We moved into the cave (**DD8013**) in the north to find out that the source of the evil in the region of Eshpurta was a dragon Tapanasacar - but a bhaalspawn would be able to defeat him.

To be able to kill him, his ice golem companion had to be removed first.

He dropped blue dragon scales and a dragon eyeball that we needed to pick up in order to leave the cave and be transported back to Eshpurta.

- Note - the blue scales can be forged into an armour by a smith in Riatavin.

Day 302 (The Slums - AR0400)

We returned to Athkatla and when we entered the slums a djinni - probably the one from the Entreri/Jarlaxle cutscenes we had seen before - informed us about trouble concerning Drizzt and a clue to be found in a town called Arlax which was now shown on the worldmap.

On the top of the Copper Coronet a widow Moiya asked for help. She owed the money lender Celile a large sum of gold and now feared for her children's safety as she was unable to pay it back. I could have given her sum (6250GP) and solved the quest in that way but that sounded uninteresting so I agreed to talk with the man in the tavern later.

In the temple of Ilmater (**AR0408**) we met Gavin who was searching for his daughter Lanie which had led him from Ulgoth's Beard and the Sword Coast to Athkatla.

- Note - Gavin, the mod NPC, has dialogue options by which you can decide if you had him in the BG1 party or you just meet him as a stranger, your choice will set the respective path to interact with him as a new friend or an old acquaintance. My male protagonist left him out for the same reasons as in the earlier part.

I went into the northern door of the Copper Coronet to watch a scene between a boy and the money lender Celile which already showed that dealing with him might not be easy.

- Note - I ignored the rest of the tavern for now planning this for later. (Yoshimo and Auren Aseph, a mod NPC, were in the vicinity of Celile.)

I talked to Celile and tried to impress him but it did not work. All he told me was that Moiya had nothing to fear from him which I did not believe for a second. Anyway there were no other options than to talk again with the woman. She was happy about the outcome and promised to work in order to repay the debt. The party gained some XP and Moiya left but I was concerned this may not have been the last we heard of this quest.

Next I inquired with a slaver guard in front of the ship-house and provoked him with my questions until he attacked. When out of the way Silver Star could unlock the door, however I left the inside inspection for later.

We found a letter from one Terence to Mr. Ployer which told us of an intrigue and might become useful later in the derelict home (**AR0409**).

It was dark meanwhile and out in the street we observed a fight between a vampire and three shadow thieves in which the vampire eliminated his opponents. On the bodies I found a note

of warning to guild members to beware of treason and not to deal with the uprising guild that was threatening them.

New Areas: Arlax

Day 302 (The Bridge - AR0500)

When we entered the area lieutenant Aegisfield gave us the story of the murders in the bridge district. The persons he mentioned to gain information were Faraji, Rose and Rampah, all to be found around the area. (The boy was not there at night time.)

Near the crates at the district's gate was Kram, the halfling who had stolen the scrolls from Galoomp. I talked to him and could persuade him to change his habits.

A short while later we could observe a scene in which Neera saved a child from a group of red wizards. She and the child escaped for the moment.

We found Rampah and bought some information about the murder from him. He gave us a piece of exotic hide he had found on the scene of the crime.

Next was a man named Bync who was harassed by some brute. We scared the ruffian away and were invited to his house where his daughter Ilona made a romantic offer to Eroan. (What did he decide...?)

We came to the market area where Tomthal had his shop. He was Karaea's brother, the deep gnome merchant we had met in Nashkel. He kept the shop during the dark hours while Aurora was there during the day.

A step away from him stood Rose, another of the murder witnesses. After talking to her and the merchant Del and then a second time with Rose we had several hints to the involvement of a tanner in the events and the hints to a local one with a shop a bit further down the road.

We went to the tanner shop (**AR0501**) and confronted Rejiek with the evidence we had found. He turned hostile and fled into his basement. We followed (**AR0502**) and he fled again downstairs while we inspected the room full of the corpses of his victims. In a trapped locked cupboard was a letter we took because it related to his contacts. There was also a piece of human skin made into a tunic which I hid in the fireplace for later use, if needed.

At the water level (**AR0503**) the mage Vellin Dahn and some Rune assassins covered the skinner's escape. We defeated them but the murderer had escaped by boat meanwhile (to emerge again later in the game). Some trapped containers had scrolls and the shaft of Gensen's bow, the string of which as well is found much later. There was nothing to do here anymore except to report our findings to Aegisfield.

We took a deserved rest at Delosar's Inn with another Irenicus dream. Lerrit in front of the temple of Helm would have sold me a cabin out in the nowhere if I had let him (or listened to Sandrah).

As soon as we left the bridge district for any other area we were stopped in a side road of

Athkatla (**OH6010**) to meet Neera again. She gave us some explanation of the scene we had seen earlier. She left for her safe enclave but not without leaving us an invitation to meet her there - it was added to our worldmap.

New Areas: Wild Forest

Day 303 (The Docks - AR0300)

To finish the current quests I went to tell Galoomp about Kram and he was happy with my (unbloody) solution. While at the Promenade I also met Nib Jansen on the SE terrace. He had to offer trips on his sky ship to faraway places (including the Stormhorns we had heard about already twice). Only condition was that I could only take a party of five along for the trip, so I planned it for later.

In Ribald's store (**AR0702**) I could kiss the wyvern Lucy to turn her back into a woman. She went to wash herself clean and left. Next to her was Alora, the halfling thief from Baldur's Gate, I never met her there and told her this truth which made her leave for the Copper Coronet. (Ribald himself had nothing I could use at that time.)

At the docks near the temple of Oghma I bought a keepsake from Jahaboam for Jaheira. Sandrah made some remarks concerning the Oghma temple and the absence of an official Mystra temple in the town of the cowled wizards, although the harpers in town worshipped her goddess in privacy.

I went to Cromwell (**AR0334**) to check which items he could enhance and he noticed the pommel of the Equalizer and Gesen's bow shaft but not the blue dragon scales from the Eshpurta quest.

- Note - the blue scales can be forged into an armour by a smith in Riatavin.

Outside near Cromwell's shop the half-orc pit fighter Ariena could be recruited. She had a personal quest during SoA so I took her along while I sent Haldamir to wait at the Seven Vales.

We visited to Sea Bounty (**AR0313**) where Jaheira met the former baron Ployer. He cursed her with the help of some mages, just like we had found a hint in the letter we kept from the derelict building in the slums. We had some hints where to look for him from the conversation and Jaheira's knowledge.

While we were at the Thumb's place I had Silver Star open the secret door behind the bar and we paid the pirate's cave (**AR0310**). There was a short battle, a bit of loot and some suspicions from my companions as to the Thumb's former occupation and the law and order in this city.

With Jaheira cursed, I stopped the exploration of the town for a moment to help my companion. We went to the Copper Coronet to see Bernard and inquire for Belgrade. We learned that the harper was found dead some time ago in the eastern part of the slums (where we had found Ployer's letter.)

We went to the government building (**AR1002**) and talked to Corneil. We were told that a license to practice magic within the city limits would cost us 30.000GP (mod altered the sum). He gave no information with respect to Ployer. However, as we left the building the mage Terrece who had been hired by Ployer turned up himself (his name was on the letter we had found). Those mages were mercenaries and their contract with Ployer seemed to have expired. They could be bought to either not help him any further or even to kill him for us. The latter I owed to Jaheira to do it ourself but I gave them 1000GP not to side with Ployer when we faced him.

- Note - While near the government building we were contacted by Madeen to see Tolgerias and by the boy Delon to help the village of Imnesvale. One more quest was given by Loron inside near Corneil - we were to escort him home to his village if we decided to meet him at the city gates.

To finish the Jaheira quest we went to the derelict home in the slums and found Ployer without help and an artefact on his body to remove Jaheira's curse. (It took 24 hours for the curse to be removed after we had the item.)

New areas: Umar Hills

Day 303 (Loron's Quest - AG0042)

- Note - Ajoc's minimod goes back to 2002 and it is a tip of the hat to those modders who started it all to include it in my playthrough. You may call the plot weak and some detail not up to today's standard etc but it is innovative in adding own areas, items and more to the game.

We went to the City gates to meet Loron, the guy from the Government Building who needed an escort to his home town.

At the gate area there was a new man, Flydian, and when we talked to him he gave us the quest for the druid/animal attacks on Trademeet.

With Loron we left Athkatla and got ambushed in a wooden area. When ready with the bandits we travelled onwards to the shrine (**AG1000**) that was our destination. We ran directly into a trap set up for Loron by his enemy Corpae. Corpae had magically frozen Loron's followers and now kidnapped the guy himself from our middle. We explored the area and found a key to open the altar which held a note from Ademoth, the ogre we had already seen in the Crooked Crane. Since he was our only clue we moved back to Athkatla to talk to him.

Ademoth brought us to Corpae's shrine (**AG2000**), an area with a cave entry that was guarded by oak fist dwarves. Inside the cave (**AG1500**) Corpae threatened us and gave us a last chance to turn around and leave. When I refused, he set free the clan of oak fists while he and his fellow mages retreated deeper into the complex. Near the altar was Loron and told us that we needed to pursue Corpae if we had the intention to help him and his still captured followers.

We moved through the portal to defeat the battle dwarves (**AG1600**) and find some useful items.

In the next area (**AG1700**) a mage awaited us to summon a pack of displacer beasts. There was nothing else to do here than to kill the beasts.

The opening scene in the following area (**AG8000**) made no sense unless you knew the old modders and their internal jokes, so I did not even bother understanding it. Corpae was south near another portal but stayed this time to fight and die. We went back and told Loron about our success, gained some XP reward and went back to Athkatla.

- Note - the abrupt ending and the last portal hint at more that was once planned but never was developed.

New areas: Trademeet

Day 304 (Five Flagons Inn - AR0511)

I returned to the docks to inspect the inn and its possibilities a bit further. A salesman near the bar was in a hurry to get rid of a secret map pretending "they" were after him already. For 60GP I bought a new adventure in a town called Purskal. The new destination was added to my worldmap and Sandrah had some information about it as well.

Upstairs (**AR0511**) Vhellon had black market merchandise.

Note - Lady Aster will be found later in this area when you are looking for alternative ways to reach Brynnlaw.

Downstairs (**AR0510**) in the theatre we watched Biff the Understudy ruin the show and could afterwards consult with Raelis Shai about her problem with the missing actor. We accepted her quest to find Haer'Dalis and his gem and release him from the mage Merkrath who had a hideout accessible through the sewers.

As well after the show the evil jester Kido - a fan of Biff - introduced himself.

- Note - Kido is a fanatic worshipper of Cyric and has an evil quest to be performed for his god. I made him wait at the theatre for the time being to get a chance to maybe take him later. Of course having him, Sandrah and the bhaalspawn Eroan together is an interesting mix.

We left the inn and moved down the street to find a trapped door to an empty house (**AR0525**). Down the stairs (**AR0526**) was a tomb that experienced adventurers like us immediately could identify as a lich's place. I followed Sandrah's advice to inspect the place rather than to let some less experienced fools discover the place and accidentally set the captive free. After the elemental lich was defeated we could grab a golden torso from the tomb.

Before we went to try out the other trapped door into the same building it was time to rest the party at the Five Flagons after that lich fight.

- Note - To enter the "rune" hideout (**AR1008**) you need a rogue stone (you can get one from Vhellon upstairs at the Five Flagons Inn if needed). Once you entered you cannot go back without fighting the boss inside.
- Twisting With the Rune mod and The Cowled Menace are two mods that add some additional content and meaning to the rune encounters. The mods are complementary to each other and can be installed together.

Shangalar and his companions required every spell and summons we had and left us with the staff of the magi, one of the most overrated items in the game. Once done with them, we dropped the beholder's eye into the cauldron and activated the machine to leave the place again.

New areas: Purskal

Day 306 (Surprise at Waterdeep - CVSANS)

Landrel came with the message that the time had come for Shar-Teel at Waterdeep. He provided Sandrah with a spell that could take us there and back if we wanted. However I preferred the overland travel and we set out once again to the north.

The girl Leyala met us in front of Elminster's house. She was the girl who had survived due to the blood transfusion Eroan had allowed her during the first Waterdeep journey a long time ago. She was now concerned because she had learned that the blood you gave her was the blood of the god of murder. Sandrah was able to convince her that it was also the blood of a hero who withstood the power of Bhaal.

Landrel reported some deeds my wildcat Shar-Teel had still performed during her stay in Waterdeep. (Some hints towards the role she takes in the town later on.) We went to Sandrah's quarter where she was labouring with the baby.

With Sandrah's healer skills and Shar-Teel's strength the baby was delivered, a little boy. According to the former agreement it was the father's task to give the name for a boy and Eroan had chosen "Gorion". The name Shar-Teel would have given if it had been a girl still remained a secret. Instead she was already wishing for that second child from Eroan and the chance to use her planned name.

Since we had come by land instead of using Sandrah's spell we had to go back by foot again (the return spell only works if Travel to Waterdeep had been cast before).

The city areas of Baldur's Gate were greyed out on the worldmap so I stopped at Wyrms Crossing on our trip back south. The drawbridge was up again - there was no way for Eroan to enter the city who was still an escaped prisoner and suspected murderer there.

- Note - the gate can be opened later when the protagonist finds a proof for his innocence and can restore Skie.

Day 309 (Purskal - DD1900)

The entrance to the mine in the north of the village was heavily guarded and we learned we needed to talk to Thorknar, the village leader, to advance. In the hut nearest to the mine a sick boy needed dalelotus that could be found at a merchant Alagar in the Athkatla Dock district.

We met Thorknar in the largest tent and he told us about the problem with the mine. In order to explore it, he sent us first to find Orfa in the woods south of the village to get some torches and a budgie to test the air in the mines. Orfa was indeed in the southern part of the map - he gave us the wood and the hint where to get the budgie. Marcus was on the road in the west and caught the bird for us. We delivered the items to Thorknar and he told us to meet him at the mine entrance.

Inside (**DD5401**) Thorknar sent one of his men Agal to scout ahead while he stayed with us as a seventh party member. While digging deeper into the mines the villagers must have found some older sanctuary that existed below and thereby set an old evil back into motion. There was nothing but dead miners on that level until we came to the exit where a dying Agal had aged by decades because something had drawn all his essence.

We came into a crypt (**DD3501**) that according to Thorknar the miners must have found and opened by accident. In the hall with two pools a larger group of various undead were attacking, the crypts on the sides had minor loot and more undead.

Up the big stairs a scarlet sending was guarding corridors to the west and east. He killed Thorknar in a cutscene. The western corridor was a dead end with a zombie ambush and some loot. The eastern one led to the final crypt (**DD3503**).

In the main hall a battle with all types of undead was fought. The rooms north and south had sarcophagi with loot but were guarded by more undead. In the room straight ahead a shadow spectre made his speech and announced that we were the expected fodder for his returning master, a lich named Beghael, before he summoned shadow fiends and attacked us.

The door that the spectre had been protecting led to Beghael's grave itself. When the lich was done we could rob his trapped and locked tomb. Afterwards we were transported back to the entry level. At the exit Thorknar waited for us but of course it was not the real one but the reincarnated lich. He escaped to the village and we followed.

The quest ends in a big cutscene where a group of liches defeat Beghael who seemed to have been a renegade from the "master". One of the villagers told us that we might find an exorcist in an Athkatla temple to restore their mine.

So I went into town again to find that priest and also the cure for the sick boy.

Day 312 (Encounters around Athkatla)

After a rest we needed to face some bounty hunters who were pursuing Ariena. She had already told me about her former life as a slave who had to fight in the pits of Luskan until she was able to kill her owner and escaped. She left chaos and destruction in her wake until she reached Athkatla. Reasons were enough to put a bounty on her head in Luskan. We made no deal with the hunters but defended our companion.

We bought the dale lotus at the Docks. During our attempted travel to the Temple District we were again ambushed and saved the poisoned harper Renfeld. We had to bring him to the compound in the Docks to get the poison removed from his body.

We delivered Renfeld to Rylock at the door of the harper's estate. The next encounter was with Xzar. He wanted us to investigate for Montaron who went missing in the harper's compound. He offered information about Irenicus for reward, so I agreed on the quest. We talked again to Rylock but despite Jaheira's intervention we had to prove our worth before being admitted to the house.

The task to perform for the harpers was to clear Prebek's home (**AR0407**) in the middle of the district from his creations. In that house were the mages Sanasha and Prebek (Xzar's apprentices) accompanied by their creations. There were some scrolls in trapped containers for Yasraena to learn.

After the test we were admitted to the harper's building (**AR0308**) and I talked to all the people and sent Silver Star to loot the rooms in the north - we did not take the amulet that prevents the spectral harpers upstairs from getting hostile.

Up the stairs (**AR0309**) we received the spectre's hint concerning the bird before they attacked. Afterwards we took the bird (Montaron) and everything else we found useful in the shelves and locked chests.

We brought the bird to Xzar which turned out to be the harper's intention after all. Montaron stayed dead but the assassin Lucette was spawned instead and killed Xzar. This murder provoked Silver Star who in return attacked Lucette.

The following encounter happened in the temple district where we tried to find the exorcist for Purskal. A woman named Selma reported that she met a ghost in armour in the Graveyard District that tried to talk to her. This sounded like a paladin who could not find rest to the ears of an experienced adventurer like Eroan. We found the exorcist Erolan in the temple of Lathander (**AR0902**) and organized his cleansing for Purskal.

- Note - I left the Temple District and its quests etc for later, it was possible to get Erolan's help and leave again without triggering further plots.

We briefly returned to Purskal to heal the sick boy and then met Erolan at the mine for his ceremony. The villagers thanked us with a Hammer of Quakes for our efforts.

Day 313 (Trademeet - AR2000)

We managed the initial onslaught of wildlife on the town militia. Afterwards we accepted the khan's quest to find Ihtafeer. We also visited the tent just west (**AR2018**) of the khan to meet Becky and Diane.

- Note - this encounter is a hidden gem because without a mod in my setup the tent is normally not accessible.

Near the southern gate was a group of gypsies. I had a romantic encounter with Rebecca and probably another child but one I will never know. Her mother Kveroslava could tell the fortune of each party member to some extent.

- Note - let each party member talk individually with Kveroslava to get a matching prophesy. Let the protagonist be the last since his/her fate overwhelms her.

In the blue tent in the SW (**AR2017**) Ariena met Wilfried the Red and for once her encounter did not end in bloodshed.

We visited the inn (**AR2010**) to see Vie kang disappear as soon as he notices Eroan, the bhaalspawn. We would later meet him in Saradush again. Also at the inn was the elf sorceress Tashia. We rested before exploring Trademeet further.

- Note - Tashia is joinable NPC with large content and a romance option for SoA and ToB.

Near the fountain in the city centre we observed Rasaad, the monk we ignored in Nashkel; having a fight with some other monks who afterwards told us he was a suspected traitor to their order of Selune. I had no interest to get my party involved in religious fanatics fighting each other.

Not far from the monks stood Elminster and we could deliver Lief's letter to him. Of course this was related to a large quest that would start if we visited the town of Porthpentyrch that he marked on our map.

- Note - the quest started by Elminster is the Fishing for Trouble mod which is a quite large mod with many episodes and various possible ways of solving. It leads to different locations in and around Amn. The great advantage of this mod is that you can follow its plot in digestible portions over time. After each larger episode you need to either wait for an event or visit another part of Amn so that you can decide when you are ready and willing to continue.

South of the fountain we could now pick up either Rasaad and/or Mondragon to join our party. I did neither...no comment needed for Rasaad.

- Note - Mordragon is a joinable NPC added by Region of Terror mod, but he is neither required for that mod nor has he anything to add to the game - the NPC was planned at one time long ago but development has never even been started so there is nothing here but a joining and parting dialogue.

Except for some fun with Neeber this was all we could do around Trademeet before we talked to Lord Coprith and accepted the main quest.

New areas; Porthpentyrch

Day 313 (Trademeet Dao Problem - AR2007)

We entered Mayor Coprith's house where Guildmistress Busya told us again about the Dao problem but we learned nothing new from her. After the conversation with Coprith we were admitted to the cells (**AR2009**) to investigate the involvement of the captured druid Cernd with the events around the animal attacks.

We talked to Cernd and received information about the Druid Grove but I sent him ahead alone since Jaheira was sufficient to represent the druid interests in this case.

When we left the Mayor's house a halfling named Lord Khellon Menold came running to us. He had to offer an alternative view on the events and represented the suffering merchants of Trademeet who were interested in a permanent solution of the druid problem. I heard him out and he proposed that we could poison the well that fed the druid grove. Several of my companions issued their different positions to this proposal. I finally accepted the poison (to have it out of the way) but was willing to follow Jaheira's recommendation to find a better way to deal with the issue.

- Note - in the unmodded game Khellon only appears for an evil protagonist. However the modded version to confront Eroan with the possibility to make a choice of how to solve the druid problem is surely more interesting. Unless you really use the poison in the grove later on there is no harm done with accepting the stuff from the halfling.

We went to the druid grove area (**AR1900**) and fought our way through to Adratha's house (**AR1902**). She dropped her disguise immediately when she sensed we had talked to the Daos in Trademeet and revealed her true identity as Ihtafeer. She and her brothers provided us with a challenging battle.

We picked up Ihtafeer's head and noticed a portal that had opened during the battle and was still accessible. We met Mahel the rakshasa with his hunting party. He offered us a deal if we captured the dao khan for him. I agreed since our goal was to free Trademeet of the daos anyway. Equipped with the Dao Genie Trap he gave us we returned to Trademeet.

In the Dao tent we entrapped the khan with the device, and then reported to Guildmistress Busya to receive some glitter and a thank you - finally we marched back to the rakshasa portal. We made the exchange with Mahel and were given a magic lamp. With that lamp I could activate my new companion, Afaaq the djinni.

- Note - The djinni is a fully developed NPC for SoA and ToB with the advantage of not needing a party slot. Instead he acts as a "seventh party member" that you can control with additional dialogues and his lamp. The mod contains lots of dialog, an extensive PID, and a number of quests that finally can give him freedom from the lamp he is bound to.

New areas: Druid Grove

Day 314 (Druid Grove - AR1900)

We rested before exploring the northern part of the druid area. Ertof Dand and a bunch of bandits took us unaware when we awoke and threatened Jaheira's life to gain our valuables. Eroan played the great hero and won the battle while strangely enough he also impressed Jaheira with his "heroism".

After we crossed the bridge into the northern part of the area we consulted with Cernd who was waiting for us. His advice was that a druid could challenge Faldorn, the shadow druid leader, and end her reign over the grove. Jaheira was my party's candidate for this quest.

We entered the druid grove (**AR1901**) and found the font that nurtured it in the north of the

cave. This would have been the place to use Khellon's poison - which we did not do.

I had Jaheira challenge Faldorn to what was the hardest battle in the game so far. The used setup made the druid an incredible enemy.

We took master Verthan's advice to rest at the grove and the Spirit of the Grove appeared to give us a quest to protect the land again a troll invasion led by the shamaness Nilthiri. We found her and other trolls near the troll mount in the southern part of the area. She summoned further creatures for support was not too hard to defeat. The spirit returned after her death to tell us to rest in the grove at future visits to get more tasks.

We returned to Coprith and received the big thank you from the town. Statues of the party were placed on the fountain in the town centre.

After the ceremony the leaders of two rival families approached me to make offers to do a quest for their side. Coprith warned me to be cautious when dealing with them because whatever my decision might be would lead to confrontation with the other side.

Eroan had the chance to start a romantic encounter with the Guildmistress.

Day 316 (Trademeet quests - AR2000)

On our way to take a look at our statues in the fountain of Trademeet the woman Jenia begged us for help to see what was wrong with her son Tiris.

I visited the Alibakkar estate (**AR2011**) to hear about the quest the rivaling families had to offer. However, we could not come to an agreement about my price and I decided to visit the other side as well.

Since Tiris home was just the next house north (**AR2006**) we talked to the boy there. His girlfriend Raissa had been captured and the villains included Rijiek, the escaped skinner from the docks. We needed to pick up the trail in the SW part of town outside the walls.

We went to the place described by Tiris to find Darsidian Moor who claimed to be hunting a skin dancer who might have been in league with Rijiek. We agreed to join forces and to meet at an orange pavilion in the NE of town to face the evil creatures.

The Lurraxol estate (**AR2012**) lay on the way to the pavilion so I talked to the lady of the house there. The offer she made was the same as Alibakkar's so I agreed this time and received a key to a mausoleum in the local graveyard.

We were approaching the orange pavilion where Darsidian and Raissa claimed they had overwhelmed Rijiek and we just had to kill him. Sandrah warned me that nothing here was what it appeared to be and cast a detect alignment spell that showed us that those two were evil while Rijiek was good. I talked to the injured Rijiek to find that it was in fact Raissa. Talking to her made the other two hostile. Once they were dead Raissa could take back her true skin again but still required a restoration spell to be healed. My healer could cast one on her and solve the quest.

As we came to the graveyard and were about to enter the crypt, Coprith appeared and made us an alternative offer. He asked us to retrieve the artefact the families required but to give it to

him afterwards to solve the family fraud without further hostilities. After we had fought the crypt's undead and gained the mantle we in fact went back to deliver it to the mayor.

We talked to Tiris' parents again to find out that Raissa and their son were off to get married. In the Trademeet Inn further NPCs could now be found. One was the halfling Nephele.

- Note - Nephele is a mod NPC halfling cleric of Yondalla, a grandmother herself who returns to adventuring and has SoA and ToB contents (banters, no quests or romance).

The other was a bhaalspawn named Ceeb Isson who told Eroan of two people who had come to Amn in search of a bhaalspawn they needed to perform a quest for them.

- Note - Ceeb is the cameo appearance by the author of the Shadows over Soubar mod (and others) foreshadowing the later quest with a cutscene. He will only appear if the party has stronghold at this time.

Day 317 (Athkatla Graveyard - AR0800)

The ghost of the child Wellyn gave us the task to find his murderer in the Copper Coronet and bring him his teddy bear so that his soul could rest.

In the locked tomb in the south we heard the love story of Besamen and Baisera and how it tragically ended. I convinced Besamen that his current undead state was a blessing from Sune that would allow him and his beloved to settle their problem even after his death. We agreed to find her and to inquire with her last employer, the merchant Mira at the Promenade.

We rescued Tiris, the buried alive man. Party reactions to events like these were very interesting; especially Ariena or Silver Star had a refreshing view on such situations. Silver Star very expertly "extracted" information about Tiris' kidnappers from Sethle.

Near the northern exit we would have had the chance to add Angelo Dosan to our party, yes, the same one we killed with Sarevok.

- Note - Angelo has survived and has learned his lesson in a way. He is an interesting NPC to take along, with a lot of banters about a chequered past. He seems to be loyal to the protagonist if given a chance and can have an interesting romance with a female protagonist. He has two quests and of course gets even more interesting if you pick up Sarevok in ToB. (I played him before so I skip him this time; he is also interesting with Sandrah and Shar-Teel if you let him meet his grandchildren at Waterdeep.)

In the spider hive (**AR0804**) inside the large underground area (**AR0801**) Pai Na attacked us and dropped a spider summoning figurine and an ioun stone for Silver Star.

By the time we left the lower tombs it had become night and the ghost Aidan that some scared mourner in the Temple district had told me about was now there in the middle of the area. He told me the story of his failure as a paladin of Amaunator long time ago which had left to his restless ghostly state. I agreed to listen to his story and maybe help him correct his error. He promised to return some other night to tell me more.

- Note - Aidan is an interesting NPC in that he does not join the party but still provides for a friendship/mini-romance path with the protagonist and a quest to be solved with him. He will return 12 times during SoA (and again if his quest is solved) always at midnight to advance his plot.

Day 317 (Copper Coronet side quests - AR0406)

I asked Mira at the Promenade about Baisera and she gave me the hint that she may be found in a back room of the Copper Coronet which she frequented since Besamen's death.

In the Copper Coronet I let all my female companions have their fun with Salvanas. When all had their share of the elf I allowed Silver Star to "play" with him which he sadly did not survive.

A dwarf named Bolivar was near the pits and could be provoked for a fight. (He is supposed to be a joinable NPC for the Soubar mod, but no content and undeveloped, so ignored.)

We picked up the quests from Lord Jierdam and Nalia and ignored Hexxat. A short conversation with Lehtinan granted us access to the back areas of the establishment.

I could not resist to fire up the plot between Tiana and Rumar by finding him with Priss and telling Tiana about it. I sat back and watched the further events...

In a room north of that event was llynis, the murderer of Wellyn. I confronted him with his deeds and he attacked us. We found the stuffed bear on him. Strangely enough Silver Star asked me politely to let her carry the bear. In the locked chest in his room were two papers, one was sealed the other open. The open one was an invitation letter addressed to a(ny) Bhaalspawn and it mentioned two people to be met in the Umar Hills Inn (those were the same two people mentioned by Ceeb in the Trademeet inn before.)

Eroan talked to Madame Nin, but Jaheira stepped in and prevented him to get involved with the lust chambers. However, I sent Sandrah to talk to the matron and she called Jenthan for my companion's pleasure. By the use of the right dialogue options Sandrah found out that Nin was a slave holder and she assured him that our party would work for their freedom.

I avoided the pits for now and paid a visit to the lotus den to find Baisera. I told her Besamen's story and could convince her that Sune's blessing had arranged for her chance to come to peace with her dead husband. She left to meet us in the graveyard.

In the north corner of the barbeque area we talked to a group of adventurers led by Durnkrag. We agreed to find a fence named Grudin in the docks to get more information about a treasure hunt with that group.

I left the main plot of the Copper Coronet for later.

New Areas: De Arnise Hold

Day 318 (Nib's Skyship - CVSKYS)

I went to the graveyard where Baisera and Besamen finished their quest. After he was laid to rest I sent her to Mira who would give her back her job. I also donated some gold to her. I gave Wellyn back his bear even though Silver Star was not happy to part with it. I kind of felt sorry for my cold-blooded murderess because of whatever reason made her become what she was now.

We rested at the Sea Bounty and when we left the inn a harper Meronia appeared and summoned Jaheira to their hold. She told me she would return in time. So we were now a party of five and I took the chance to try out Nib Jansen's travel scroll. It took me to a small area north of the town where Nib Jansen had landed his machine. He offered either his shop or a number of travel options. I selected a trip to the Umar Hills.

We arrived at some area and were unconscious for a moment. "Navigational difficulties" was all we heard from Nib upon his hasty departure after the crash landing. We were in fact in the Stormhorn Mountains (**AR3520**) that we heard mentioned already on several occasions before. We started to explore the area.

In the south were some orcs and some of them fled to the east. We followed them to find a female archer with a magical bow fighting against clan orcs in a cutscene. She killed several waves of attackers before we gained control and help her. This was how we met Shauhana who joined our party to find a way out of Clan Orc's land.

Shauhana was a half-orc who had escaped the Clan Orcs who had enslaved her. She came with a bow that needed no ammunition and was only usable by her. Although a fighter, she just started to develop some mage abilities. All of those strange particularities were part of her story and quest to be explored.

- Note - The Shauhana quest is an important part of the Sandrah quest during SoA before Brynnlaw. Shauhana herself will leave the party at one point during the second half of the quest but remains a plot figure for the remaining game and will play a large role during the Return to Faerun sequel.

According to Shauhana's knowledge about the area we were in there were two caves in the NW to explore. One was the home of the dragon Velvetfoot, the other the entrance to a passage that would allow us to bypass the large Hornswamp that blocked our return to Amn.

On our way to the caves we were attacked for the first time by the Clan Hounds, a breed of vampiric wolves that regenerated like trolls. I could ask Shauhana about them with a PID option.

- Note - Use PID often to talk to Shauhana, it advances her quest at times or gives valuable information on how to proceed in her homeland.

Day 318 (Hornswamp caves - CVSHA1)

When we tried the Velvetfoot cave (**AR3521**) Shauhana warned Eroan about the dragon. We should have retreated.

- Note - The blue dragon was pretty easy to kill and he dropped several +6 and +5 weapons plus about 40.000GP. This addition from the Check the Bodies mod is definitely unbalanced. I decided to ignore the loot and forget about the encounter.

We quickly moved to the other cave to fight some encounters with Clan Orc ghosts and spiders. In a spider cave in the north we were entangled by some moss like plants and during this occasion Eroan discovered Shauhana's big scar that was connected with another detail of her past.

The exit to Amn was in the NW cave but protected by an old orc rune. Shauhana told us that the only way to dispel it would be with the shaman's staff of the head priest of her clan. We needed to find another exit back into Clan territory to retrieve that staff. An exit out from the cave system was in the SW and led to a wilderness inhabited by Clan hounds (**CVSHA2**).

The way ahead was in the north of the area and led to a crossroad sign (**CVSHA3**).

I decided to rest the party and Shauhana took the opportunity to tell me about her past. With the dialogue option I chose she revealed how she killed her orc father and by that became a pit-fighting slave of her own clan.

After the rest Jaheira appeared back from the harpers and told me that we had to go to their headquarters in Athkatla. I took her back into the party and removed Ariena for the time being (to take her back a bit later). However, before going to meet the harpers we had to gain the orc shaman staff.

- Note - When kicked out Ariena goes back to the docks where she was initially found near Cromwell's shop.

The small area we were in would become very important later on, at the moment the northern exit was still inaccessible so we continued west.

The extended party (of 9) at this point was Eroan, Jaheira, Sandrah, Silver Star, Yasraena, and Shauhana, with Afaaq + Pelligram + Haiass.

Day 319 (Orcland Crossing - CVSHA10)

We reached a large open ice field with paths leading into all directions. Ice golems, bands of orcs with their priests, frost giants and more roamed the area. The eastern and western exits were not yet open, the only ways out were north (and south where we had entered).

In between fights I used the time to talk with Shauhana and we learned a lot from her. The man who had taught her the human language and tutored her fighting skills had been Brage, formerly of Nashkel. He had come to the Clan land in search of Sharkta Fai, the legendary fountain we had already heard about on the Sword Coast.

Shauhana had obtained a book from Brage who had been killed in the turmoil of her escape from the pits. The book most likely was the missing bit from the papers we once had found on the pirate island with Monteelah's treasure.

Another thing we learned about our new companion was that she was looking for someone who according to her description might be Minsc (and Boo).

After a couple of more fights we made our way to the northern exit that led us to the outskirts of the Clan village (**CVSHA4**). Shauhana advised me to either stay on the western side of the gorge or to wait until darkness to make our way to the shaman's hut in the north of the area. Opposition would be stronger during day but since it was just 7 in the morning we decided to move on anyway. There were watchtowers on the eastern side of the gorge and I kept the party out of their sight while moving north along the western hill slope.

In a conversation with Sandrah about the book the orc girl had inherited from Brage it came out that Shauhana knew about the location of the legendary Sharkta Fai, she was just not sure about the ritual to open it. She was also hoping that the fountain may heal her scar.

The crossing of the northern bridge triggered the appearance of some large reinforcements of orcs and their allies.

- Note - if you manage to kill the goblin watcher on the other side of the bridge before he sounds the alert you can avoid this extra ambush.

Day 320 (Shauhana recaptured - CVSHA8)

Inside the shaman's hut (**CVSHA8**) Vennegrat was protected by undead creatures. The shaman revealed something about Shauhana's godly heritage and teleported from the battle after having been injured enough. But before leaving he threatened that we would not leave Orc lands with Shauhana and the secrets she knew. The staff we needed was in a cache on the northern wall.

Since my party was battered from the constant fighting on our way to the shaman's hut I decided to make haste to leave the Clan land on the route we had come and cleared out without exploring the eastern part of the area beyond the bridges this time.

Some small skirmishes in the large crossway area with re-spawned enemies were no big deal. However, at the way sign area Vennegrat and an orc contingent waylaid the party. We were overpowered and had no chance but to leave Shauhana with the orcs. Sandrah provided Shauhana with a potion that would make her invulnerable for a couple of hours in orc captivity. We would use that time to find a way to rescue her. Vennegrat, Shauhana and the majority of orcs left while we had no trouble to kill the remaining escort.

The staff that would allow our escape through the caves had been taken together with Shauhana, so we needed to return again to the village and fight our way to the prison in the SE of that area.

At the village outskirts we took the southern bridge this time and fought our way along the path towards the east. We reached the cave entrance that led to the prison (**CVSHA9**).

The jailer was a monster just like Shauhana had told us. When he and his men fell, she re-joined the party. Her items and the staff were in the southern container. She also begged us to take the body of her dead tutor with us who had given his life for her. I agreed to that (the body of a dead hero is needed to enter Sharkta Fai).

Outside the jail Vennegrat and his minions made a last attempt to stop our escape. Shauhana advised us to take the sacred jewel from his body after he went down. With the staff, the jewel and my new companion it seemed like we were ready to make our way to Amn now. But a last option would emerge when we reached the way sign area once more - Sharkta Fai.

Day 320 (Sharkta Fai - CVSHA8)

As soon as we reached the way sign area (**CVSHA3**) Shauhana told us what the undecipherable runes on the sign meant, the way to the north was the way to Sharkta Fai. There followed a longer conversation between Shauhana, Sandrah and Eroan about why to go there and what to expect. Of course, we finally agreed to venture forth.

We had to follow a long meandering road (**CVSHA5**) through the Stormhorn Mountains. We fought all types of yeti, frost giants, ice golems, large packs of winter wolves and more. In the NW of the area Shauhana notified Eroan of a small crack in the ice wall ahead that would lead on to the temple guarding the entrance to Sharkta Fai.

At the temple (**CVSHA6**) we found a wyvern summoning amulet in a chest. We unlocked the altar and put the jewel inside to be transported into the hall with the fountain (**CVSHA7**). I followed Shauhana's advice to search the area for items - she remarked that her grandfather had once visited this place. We found some scrolls and a mace of disruption but most important an emblem of Myrkul (to keep for a later use in the plot).

Once we were ready I allowed Shauhana to step into the main pool just below the central statue. The group received full healing and Shauhana's face was restored but at the same time the fountain's guardian we had been warned about appeared. Shauhana gave the guardian the body of her teacher to enter the Afterlife and the creature allowed her to live on and discover her heritage. Once again she was referred to as a godchild but no further information was given.

After a short moment we were transported out again and found ourselves at the southern end of the long winding mountain path we had passed earlier on. Shauhana asked for the Myrkul emblem we had found because it belonged to her grandfather. In the conversation that followed it was revealed that her grandfather had been no other than General Ghotal, the orc leader we laid to his final rest on the Fields of the Dead long ago.

So, while we were about to finish this quest and could return now to Amn, a new quest was already foreshadowing. During the travel back to Amn Sandrah issued her scepticism with respect to the guardian and Sharkata Fai, even if she had no own explanation for the events at that time yet.

In the Hornswamp cave the exit was now accessible and it brought us back to the city gates in Athkatla.

Day 321 (Harper Business - AR0308)

From the city gates we went to the docks to follow Jaheira's request to clarify her business with the harpers of Athkatla. The door to their headquarters was unlocked this time and Galvarey and his followers awaited us already.

The confrontation ended with bloodshed but Jaheira sided with Eroan.

After the battle Jaheira and Sandrah had a conversation about those misled harpers and Sandrah reassured the older half-elf that she did the right thing and that Eroan would be the force to restore the balance in the end.

While at the docks we disarmed and unlocked the door to the house left of Mae Var's Guildhall. In the basement we awoke Kangaxx and heard about his fate and missing parts.

Our next stop was in the slums where we went to Ghatlenk, the blind orc. The meeting led to more questions than answers but the hint that the story would unfold soon. I now decided to meet with Minsc to see what was behind the prophesy that related the bald Rashemi with Shauhana. To make room for him I sent Silver Star to wait at the city gates until I could take her along again.

In the Copper Coronet the dwarf Forp could be asked about his original home. The talk revealed the town of Riatavin on the worldmap.

In the street west of the Copper Coronet at night I finally found Grudin, the fence with the information for Durnkrag and his adventurers. Too bad that the Shadow Pack found him first and killed him before we could gain any insight from him. The only clue we got from words we overheard was the name of a captain Randall in the docks.

We went back to the Coronet to talk with our friends there. After another conversation with them it was decided that we met them at the docks where we would look for that captain.

New Areas: Riatavin

Day 321 (Dragonfang Isle - ARO#01)

At the docks we found the two adventurer groups near the stairs leading down to the water level. In the discussion that followed I could have picked any of the two sides but I stayed loyal to Durnkrag. The Shadow Pack escaped when they realised they were outnumbered and we went down the stairs to meet the captain.

The journey was ending in a trap. We were at the island we wanted to reach but we were prisoners there. It was decided that Durnkrag and our group would separate to explore different paths to find the treasure we had come for as well as a way to leave the island again.

At midnight I had a visit from Aidan just like he had promised at the graveyard. I heard him out and agreed to help him find the weapon he once lost in the service for Amaunator. He announced that he would appear again in the same way to tell me more about his past and my task.

We explored the dungeon and found Quagis, a leftover from the former cult that used the island. He had nothing more to tell us than this was a dungeon full of monsters - who would

have guessed...

Upstairs (**ARO#02**) Fren, the smuggler who bit off more than he could chew, had more information. He told us of a lich and a beholder who had overrun the smuggler's post and by this as well gained possession of the chest.

We found lich and beholder in the NE chamber and they turned out to be nice guys who opened up a shop in this place full of potential customers. We tried to negotiate a peaceful coexistence of smugglers and the lich/beholder pair but Fren would have nothing of it and attacked us. The lich was happy to hear about this outcome but was no further help.

We eliminated the monsters in the NW part of the dungeon and forced open the locked door to the next level (**ARO#03**). Mummies, golems, minor loot, the exit was in a corridor to the south.

The final chamber (**ARO#04**) contained a rabbit with an oversized ego. Jaheira assumed it was the offspring from a hare and a balor, an adequate end boss for this dungeon crawl (from the mod of the same name). When the rabbit was almost dead Durnkrag and his friends came to help. They had found the chest but in the turmoil the rabbit could escape. The groups wizard teleported us back to Athkatla and we landed on the roof of the Copper Coronet.

The last action was to get into the Coronet and see the end of the quest and receive our reward.

Day 322 (Moiya's dept - AR0812)

I took the chance to rest at the Copper Coronet after the dungeon adventure. The dream I had in that night included Pelligram and Boo(lerion) who discussed their wards and Boo's mission to bring Minsc and Shauhana together.

Outside again we were approached by an orc boy who invited us to talk once more to the blind shaman. After our hesitation to get involved with the Clan orcs after all he dropped his disguise and showed his real persona, Wallrick, Ghotal's former adjutant, and still loyal to his kin and the idea of a united Clan Orc nation.

We discussed the invitation after he had left and it was agreed to at least listen to what the shaman had to say since it seemed to be the only way to learn more about Shauhana's heritage and her future.

Since by chance we were already in the slums there was no reason not to consult Ghatlenk right away. We learned further details about the history of Ghotal's mission and defeat. It was in deed for Shauhana to pick up his quest again. While once it had been Myrkul who supported the orcs, this time the council of the gods had established two overseers, one most likely being Mystra, the other the one who would be Shauhana's "father". To get more information we were to meet the shaman and his son in the Stormhorns after another tenday.

Meanwhile we had stacked a couple of other quests to look into.

One of Moiya's children begged us to come to the roof of the Copper Coronet urgently. Our arrival scared away a group of thugs who tried to hassle the mother and her children. A scene

later her eldest boy returned to report that one of the girls had been kidnapped by Celile. Celile could not be found at his former place but when I left the inn one of his thugs informed me that the girl would be killed if the debt would not be paid within a day. I was to meet him in the southern corner of the slums. We met him in the western street of the slums and beat the truth out of him. He revealed that the girl was held in a tomb in the graveyard.

At the graveyard we found Wellyn's parents who thanked us for having helped the ghost of their son. We found the girl guarded by two thugs in a tomb in the middle of the area. She was soon free and sent home.

In the Bridge district we saw the man in the red dress that matched Tirdir's cloth sample. When we confronted him he tried to escape to a nearby house to warn his associates. He did not reach the door and we found a key on his corpse. Inside the house one of the kidnappers tried to escape the other tried to kill us. We eliminated both. Upstairs we freed Elgea although for a moment I was tempted to leave the arrogant noblewoman to her fate. To my surprise her majordomos Welther met us outside in the street and rewarded me with a pair of silver pantaloons.

Day 322 (The Unseeing Eye - AR0701)

We visited the Temple area and this time went far enough to hear Gaal and his preaching about the new cult. Afterwards Oisig of Helm asked Eroan for help (the only priest in the party was Sandrah but her goddess Mystra is not considered valid by the temples in Athkatla). We were supposed to meet Oisig in the Helm temple.

- Note - allow Oisig to pass and give him time to move into the Helm temple, otherwise you may have trouble finding the quest giver afterwards. (Similar for Mornmaster Arval of Lathander who appears as quest giver for the priest classes.)

The halfling Emmi Wiesner had an additional task for us, her son Bunger had been kidnapped or rather ensnared by the cult. She begged us to find and return him. We accepted the quest from Oisig, much to Jaheira's delight.

We went down into the sewers and cleaned out the first level from opponents. We met Keldorn at the door that led onward (**AR0202**) and sent him back to his temple. The last my party needed was a self-righteous paladin.

In the cult area we removed the shadows then I sent Sandrah ahead to the poison chamber to turn the wheel that opened the trap once again. We spoke to Gaal but refused to join the cult. Instead we explored the temple, watched a sacrifice, and found Bunger. As a nice side track I could talk to him about Raukner, the funny adventurer we met long ago in Beregost (I like such continuity references in the game). Anyway, Bunger was under the influence of the cult as long as the Unseeing Eye was alive and could not be reasoned with.

I now talked again to Gaal and pretended to agree to his quest in order to get his key.

- Note - this is the only option to gain the key and access the forgotten temple and/or the lich tomb. Gaal does not drop the key when just killed.

As soon as we had the key we attacked his guards and killed them, this made the beholder appear which we killed as well. Finally we eliminated Gaal and some elites while the remaining cultists fled. I talked again to Bungler and sent him to the exit.

On our way to the locked door that led to the northern part of the area we passed Bungler at the door to the sewers and we told him to meet his mother outside.

Renegade cultists in the north told us about the Rift Device in the lower level while Sandrah begged me to leave the lich tomb for later when we were able to move the eyeless fools out of the danger zone.

Day 322 (The Forgotten Temple - AR0204)

The trapped cache in the statue near the entrance had scrolls for Shauhana to learn. We killed some monsters until we reached a broken bridge. I had Sandrah summon some creatures that eliminated the gauths and beholders on the other side before I solved the riddle to repair the bridge (Life - time - the current step).

We extracted all information from the Diseased One in front of the temple before we went inside (**AR0203**). By casting a healing spell on the Empathic Manifestation that attacked us there we made it vanish and the owner of the temple appeared. The forgotten deity gave us the piece of a rod we had come for.

Outside again we could persuade the Diseased to trust us and let us pass with the artefact. Jaheira's and Sandrah's knowledge of lore identified the forgotten god as Amaunator, the ancient sun god of Netheril. We now returned to the previous area but before we reached the room with the sarcophagus we turned north and went down the stairs.

This back entrance to the beholder's lair (**AR0205**) became accessible only due to the Unseeing Eye's earlier death. Sandrah warned me that according to the size of the lair and its tunnels there most likely were some other beholders around.

In a tunnel just east of the stairs we found the second rod piece guarded by a gauth. The two parts restored automatically to the Rift Device. We had no real need for it any more other than to return it to the forgotten god. We also had no need to explore the beholder lair but did it anyway - there was some loot like a halbert +3 (+6 vs dragons).

We also put an end to a group of blind cult priests in the middle of the lair.

At midnight Aidan made another visit. This time he told me that the necromancer who had killed him and stolen the artefact from him had meanwhile chosen to become a lich. He would be found in "a place where no sun ever shines". It was still too early to know for Eroan what place was meant here.

We also had access to the ghoulish village (**AR0201**) and Theshal's lair (**AR0206**) but neither the loot nor the fighting would have justified this excursion for me, just completeness would have required going there. Instead we went back to the sarcophagus area and spoke to Sassar who warned us to take the Rift Device out of this area, so instead we had to return to the forgotten temple and give it back.

Day 322 (Sewer activities - AR0705)

We spoke again to the Diseased outside the temple and told him that we were here this time to return the device. We all went inside together. I could bring the worshipers to say aloud the name of their god (Amaunator indeed like my companions had foreseen) and he appeared to release them from their endless duty. We received XP and a shield.

Upstairs Sassar and his men left after I told them how we solved the quest. Once they were safe we activated the sarcophagus which contained the remaining parts of Kangaxx. The bones were protected by the Shade Lich and we could only get them after we defeated that lich.

We returned upstairs to the sewers and entered a small area in the northern corridor (AR0705). We were attacked by all types of mephits and it turned out that we had found the mage Merkrath's hideout. We found him in the western wing after we removed his minions. We tried to persuade him to release Haer'Dalis and his gem but he turned hostile and had to be killed.

After Merkrath's demise the bard was free from the spells he had been under and I sent him back to Raelis. He reminded us of his gem and we found the artefact on a trapped altar in the north of the lair.

Once back under open skies the harper Reviane came for Jaheira. Our common choices of dialogues convinced her that the culprit for the events at the harper base might have been Galvarey and not Jaheira. Anyway, this confrontation ended peacefully.

The Wiesners, mother and son united again, thanked us for our help. We went to the Helm temple to report about the Unseeing Eye but before we could do that Eroan needed to pass a romantic encounter with shieldmaiden Isabelle...

After we finished the beholder quest by talking to Oisig, he mentioned that Telwyn next to him might have further tasks we could run for the temple. I did so and received the Sir Sarles quest from him.

Before doing the next adventures I needed the party to rest and recover. Since there was no place to rest in the Temple district we went to the docks and the Sea Bounty.

Day 323 (Boo's Kidnapping - AR0314)

We were just preparing to face Kangaxx when a far more important task interrupted our activities - Minsc had lost Boo! After some investigation it became clear that Boo had been stolen. Minsc remembered that he last checked on Boo before we came near the pirates in the docks.

I went back to the Sea Bounty and Minsc recognised a little boy in front of the building but he escaped into the building. We followed him to the upper floor of the tavern. The boy Billy was under protection of a man named Vivick and his companions inside. We argued and used diplomacy to convince Billy and his protectors to tell us where Boo was. I selected the option where Eroan could fight Vivick in a friendly fight. When Eroan got the upper hand, the man

had Billy confess the whole case and the boy took us to the merchant he had sold Boo to (**WWPETS**).

Smethy the halfling merchant had already sold Boo to a young noble named Eleanya. He assumed that the girl would live in one of the richer houses in the Government district. Since she mentioned something of teaching the hamster to swim (Minsc was in sheer panic right then) we should be looking near the fountains in that area.

Unrelated to the Boo plot when we passed the fountains near the Council of Six building we were invited by a messenger to check out a possible new quest, a struggle between two Castle owners. One of the castles was marked on the worldmap for a possible later visit.

Related to Boo, we could find the young wizardess in the southern part of the park. The options she gave us to get Boo from her were a battle of magic or of wit, which meant that we could solve some riddles instead of fighting. I went for the non-bloody option as I did not want to risk Boo to maybe get hurt as well. So we solved her questions (Noise - cabbage - a Laeral's tear) and she gave back the hamster to Boo after casting some protective spell on him.

Lady Eleanya left and two cowled wizards appeared who thanked us for getting rid of the noble spellcaster from the park.

We passed the western part of the park and saw Madeline, one of the Section's officials who had hunted our party on the Sword Coast on basis of a contract with Sarevok. It turned out that Section's principles would require this contract to be fulfilled even after Sarevok's death. Madeline vanished into a nearby house to warn her companions and we made haste to follow her (**CM0754**). Madeline, Wetler and the Torture Twins with their associates were inside to give us a last taste of Section and Oversight and the shadow of the long dead Sarevok. They left us with a bit of useful loot.

New Areas: Talavan's Castle

Day 324 (Finally Kangaxx - AR0331)

This time nothing stopped us from waking up Kangaxx in order to lay him to eternal rest. I still had the scrolls "protection from magic" that I did not use against Sarevok, I had Jaheira and Sandrah to call powerful enough summons to keep the lich in both of his forms occupied and I had an arsenal of weapons to beat him. He had nothing but his wrath and his ring for Eroan to loot.

After this battle I led my party out of town for a moment and we went to see what the Neng Horse Ranch (**AR3597**) just outside Athkatla was about. Living tree-like creatures, Treants, attacked us in the eastern part outside the ranch. They could cause massive damage on melee fighters but ranged weapons worked well when I kept the rest of the party out of the reach of

their branches.

The remaining area was the farm and Vernon, the owner, would buy and sell normal goods but no horses for a reason that seemed to be plausible. (Only in later chapters the truth about the place is revealed.)

Jaheira and Eroan have come closer to each other - but not as fast as the relationship between Shauhana and Minsc was growing. In another dream we observed a nightly conversation between Boo(lerion), Pelligram, and Mystra herself that confirmed the involvement of some celestials in the events soon to come.

Aidan came for his regular visit at midnight to advance his plot.

Day 325 (Riatavin - Orgoth's Tower - DD7000)

We travelled to Riatavin (**DD3300**) and were greeted by the bard Rivaldo upon entering the town. (The town has the exterior of Beregost, so I use those buildings for reference although many serve a different purpose here.) After the initial hints - people get murdered in the streets - the bard transported us directly to the door of an inn.

Inside (**DD3336**) I bribed the inn keeper to deliver information and we heard that the thieves and murderers in town were commanded by our old "friend" Entreri. I reserved the main plot for later though.

At the smithy I had the blue dragon scales from the earlier Troll mountain encounter forge into an armour for Jaheira.

The next house to visit was in the south (the spider infested home) where the mage Avrabar provided us with the details about the quest for Orgoth's Tower. The tower itself was a 12 hours travel south of the town.

On the first level (**DD7001**) we found a wounded elf in one of the cells. A spell from Orgoth kept him alive but suffering for the last hundred years and he needed a potion from the lower floor to heal - or so he claimed. Sandrah shared my suspicion and discussed options with me as soon as we had found the cure in the basement (**DD7004**).

We returned upstairs to the elf but the potion had lost its agent over the years. The alternative was to carry the elf's body to the laboratory on another floor of the tower. Sandrah took the elf's knowledge about these details as the proof that he was really Orgoth himself and we were part of one of his many contingency plans. We played along nevertheless because I felt confident that we could always control the situation.

At the lab a nice transformation scene evolved and of course Orgoth returned. He left a balor for us to fight while he teleported away to Riatavin to oversee the demons return after their banishment. We made it back to the outside where Jaheira had a meeting with her old harper tutor Dermin. He repeated the harpers' false accusations and Jaheira renounced her membership and sided with Eroan.

We returned to Riatavin to find it under siege of the demons already. So we had to search and destroy various types of creatures all through the streets of the town. When enough fiends

were killed we could face Orgoth himself in the town centre and Avrabar as well returned for the showdown. When my party had injured the mage badly enough, Avrabar was able to kill him with some animated spells.

Day 326 (Riatavin - Mage District - DD0200)

We went to a place north of the smithy where the road left the town towards the east and found three mage guards. They recognized Sandrah and allowed us into the mage district for free (without my counselor there would have been a high entry fee to pay).

- Note - There are some smaller side quests in this area but I just did the main quest in this playthrough.

We went straight to the large building on the east side of the district and entered the hall where Elminster, Khelben and other notable mages gave us a quest. A southern pasha had stolen an artefact and the mages were too well-known and would be discovered even in disguise. They needed an unknown like me to retrieve the jewel that powered their magic ward. They gave us some worthy scrolls to learn and told us that a genie outside at the black obelisk would take us to Calimshan.

The genie dropped us outside of a desert town (**DDC19X**) and told us the artefact was nearby. Then he left and we had to find our way through the quest and back to Khelben on our own.

- Note - Again there are some smaller quests around the desert town but I only did the main one this time.

The largest building on the left side of the central square was the pasha's palace (**DD9X05**). I convinced the djinni guards that I came to serve their master and they let me pass to the basement where I found Pasha Salam. He would accept our services if we were willing to prove our worth to him first. No other option than to play along, the chest with the artefact in his room was unbreakable.

The first task was to kill a jailer who was too good-hearted and bring Salam his heart within an hour. Sandrah begged me to find an alternative to murder even if we needed to betray the pasha for it. We went to the jail north of the market place and told the jailer about the pasha's request. He proposed that we brought Salam a horse's heart while he would go into hiding for a while. We killed a horse south outside the city walls and delivered its heart to the pasha.

Thugs would randomly attack us in the streets but they could be killed without the rest of the population or the guards taking offense.

The next job was to erase a complete caravan that passed in the north west of the city but again we betrayed the pasha and convinced the potential victims to flee instead. The last test was to battle in the arena with Salam witnessing.

So, waves of different creatures were summoned, after each round we had won we were healed until finally Salam himself stepped into the arena (sounds like Black Pits? This mod - the Darkest Day - is fifteen years older).

At one point Salam revealed that he was just amusing himself and had known from the beginning why we had come. When Salam was about to die he tried to retreat to his djinni

bottle but first he had to grant us three wishes. Wish one - the artefact - and two - return to Riatavin - were set, the third was irrelevant anyway and free to choose.

We were transported back to Khelben and the mages and received our reward. Eroan had the choice to increase one of his stats and I took constitution.

Day 334 (Stormhorn Mountains - CVSHA3)

Meanwhile the ten days for Shauhana to meet Ghatlenk on the way sign in the Stormhorn mountains had elapsed and she kindly reminded me of my promise. We travelled to the area where we had first met and again entered the cave. There were some new monsters to defeat who had meanwhile found a new home here.

At the way sign area Ghatlenk and Wallrick finally provided Shauhana with the name of the god who was responsible for her creation, Arvoreen who is known to the orcs under the name Ilneval. Sandrah explained to her friend why many thought that the Defender was a halfling while actually he was a human raised to godhood. This revelation however was just the start for the adventure to follow.

Before Shauhana could claim Ghotal's heritage as the leader to unite the Clan Orcs for the new time and its challenges, the old traitors needed to be removed. Vennegrat had returned and with him a daily growing army of undead. Ghatlenk assumed that Vennegrat has some mighty hidden ally as the operations would have been beyond even the skills of that powerful shaman. We were to move on to the next area with the crossroads to hear more details about the recent events.

It was agreed that Minsc, Wallrick and Shauhana were to train the orcs and organize the defence of their village. The remaining party should explore the areas to the west where Vennegrat was supposed to make his preparations for an attack. But before we started our task, the now reduced party of four had the option to go to the area east of the crossroads where Nib and his repaired sky ship were waiting. Nib could transport us to Amn and back in zero time, so I took that chance to get Silver Star and Ariena back into the party.

- Note - Shauhana and Minsc became plot NPCs from that point on and play important roles in the remaining game but not as party members.

Nib dropped us at the city gates where Silver Star was waiting. Ariena was in the docks near Cromwell's house just where we first had seen her. After the party was complete again I used Nib's scroll to transport us back to the Stormhorns.

After re-joining, Ariena started a conversation about her heritage. She expressed that she was interested to find her mother to find out the truth. This was no urgent task and there was no clue yet as how to go about such a search.

Day 335 (Orc Graveyard - CVSH11)

We left the icy crossroads area to the west this time and were greeted by some of the Clan Orc scouts. They reported that undead were rising constantly from the small graveyard in the west and then marched to the old Icebear Clan village further west.

However, the number of undead was much higher than the number of orcs ever buried in the small graveyard. Furthermore, there were heroes of the Clans among those rising that were never buried but brought to Sharkta Fai.

When we continued east we met some undead warriors ourselves and had to destroy them again. One of them turned out to be Shauhana's mentor, the very same we had personally brought to Sharkta Fai. Sandrah was starting to brew up some assumption about what was going on but found it too early yet to deliver details.

We fought our way to the graveyard itself and found the exit - an open grave - but it was not accessible from this side. In the northern part of the area was the camp of the orc scouts and we sent them home from this forsaken place to reinforce the village now that we were investigating the events around here.

We followed the road west and saw an orc shaman attacked and injured by a clan orc ghost. We killed the beast and spoke to the shaman who confirmed that the undead warriors were marching west to the ruins of the former Icebear Clan village. He claimed that he could hear the dark voice that was calling them to gather. Sandrah healed him and we sent him back to Shauhana like all the others.

The party itself moved further west to investigate Vennegrat's preparations.

Day 335 (Frozen Waterfall - CVSH12)

We were on the right trail as we ran into more undead when entering the area. The frozen lake ahead could not be crossed, the ice was too slippery. The corpses of fallen fighters from a previous battle were visible below the surface and we would later learn about the background story.

We needed to move south around the lake, on the way was a decaying hamlet that was now occupied by clan orc ghosts.

West of the lakes were the palisades of the former Icebear Clan village. Some bone golems attacked us outside. There was a northern and a southern passage that led to gaps in the palisades and into the former village. Regardless of which road we chose, some alert was triggered and the party was surrounded by a massive force of the enemy including orc shamans, clan hounds and craka'tur giants.

After that ambush I needed some time to heal the party before we tried to enter the village itself. Our next obstacle was a Thayan Lich who guarded the northern entrance (there was another one on the southern entrance). Before he attacked us he made a remark in which he called us "material" for the "master".

From the ruins of a house Vennegrat was observing our progress. He made a little speech in

which he called us "material for the factory" before he teleported away. We disposed of the second lich and Sandrah again made a comment on the events.

She was very concerned by what we had found so far and was afraid the the clan Orcs and Shauhana may be in danger to be completely eliminated if we did not act fast. To verify her theory she needed a further bit of information for which we had to return to the graveyard again. There was nothing to find around the area any more so I agreed to that.

- Note - there was a road leading south from the village but it was a dead end at this time. The passage will become accessible later during the RtF sequel.

Day 335 (Hai 'Ulthak - CVSH15)

We went back to the graveyard and Sandrah began to draw a map of the areas we had explored in the Stormhorns. It seems like the tunnel below that was visible in the open grave led directly to where Sharkta Fai must be behind a mountain ridge. The orcs delivered their fallen heroes to Sharkta Fai and they returned as undead thralls from the graveyard. In between something happened to them at the aforementioned "factory" - something the "master" needed from them before he provided Vennegrat with the remains that are unusable for him.

Before Sandrah could explain the who and what about the master, we were interrupted by a new wave of undead coming from below. Sandrah had proposed to go back to Shauhana because we needed an item from her for our further investigations.

We passed the ice plain crossroads area and went to the north, the area with the shaman's hut we had visited earlier. Some orc moose herd gave us further directions to find Shauhana. Most orcs were on our (Shauhana's) side but every now and then we still encountered a hostile one. We went north to the hut and then east past a camp to transit to a new area, the orc mill (CVSH14).

The area showed the signs of the recent battle with Vennegrat but the orcs were already starting to rebuild. Talking to them showed that opinions varied about Shauhana and the new time to come, most were welcoming the change but some were still sceptical. Right when we entered the area we met Giran, the errand-boy from the Sword Coast. Slavers had sold the orphan to the orcs and Shauhana had freed him with all the other slaves. The boy had no relatives however left in the south and instead chose to stay with Minsc and Shauhana.

- Note - the couple will adopt Giran later and Minsc will educate him to become a ranger. By the time of the RtF sequel he is grown and ready for his djahemma, i.e. he becomes a joinable NPC for RtF.

The only other event this time was a stampede of moose that broke from their barnyard. The entrance to the real village was in the east.

We took a round through Hai 'Ulthak to talk to Minsc and Shauhana. South of the village entrance an orc named Ruggnock showed some interest in my half-orc companion Ariena. It sounded almost like those two made an appointment for the time the current crisis had ended. A larger building in the south turned out to be Minsc's new founded Clan Orc Berserker Lodge.

Minsc and Wallrick were training their soldiers in the ring in the south and we tried to sound reassuring that the battle would soon be won. We continued our tour to the large tent in the north where we found Shauhana.

Now Sandrah revealed what she had constructed from the evidence we had gathered so far. A powerful lich had made use of the old legend of Sharkta Fai and used the place to harvest the soul essence of heroic warriors brought there. He used the essence to renew his own dark powers and he handed out the undead warriors he no longer needed to Vennegrat.

To put an end to the endless supply of undead for the war we had to return to Sharkta Fai again and enter deeper into the area. The key was the emblem of Myrkul that Shauhana had collected there earlier. We picked it up from a shelf inside the tent (**CVSH16**).

Day 336 (The Factory - CVSH20)

We rested and then started to trek back to Sharkta Fai. I PID talked to Sandrah to hear her opinion about the truth behind the fountain while we were away from the orcs possibly overhearing us.

At the beginning of the mountain trail (**CVSHA5**) we met Ghatlenk and convinced him not to deliver more fallen fighters to the pool. He agreed and went to alert the shamans of the other clans to stop the supply of "material" as well.

Undead and tundra yetis had moved into the mountains meanwhile and we had to fight our way towards the temple again. Further up were also some more of the liches like we had encountered them in the Icebear Clan village.

At the pool Sandrah told Eroan how she had used the fountain's natural resources to heal Shauhana's scar. She assumed that the watcher had used similar techniques on the fallen fighters before Szass Tam appeared and took control of the complex to use it for his purpose.

- Note - Szass Tam's involvement in this part of the mod was written long before the release of BG2EE and his appearance there but I found no reason to revise the Sandrah mod. Both his incarnations are consistent from my point of view and this is also true for the later role he plays in the RtF extension.

After a short while at the fountain without the watcher appearing this time, Sandrah suggested that we used Myrkul's emblem as the key to advance. I decided to enter right away and followed her instruction. The emblem was icy cold and froze the pool immediately. We stepped onto the ice which began to crack but Sandrah insisted that we stayed where we were. A sleigh ride down an icy ravine ended inside a large underground dome. This was the factory we had heard about.

The main area had groups of spore colonies and duergar. Those duergar could enlarge to frost giants and throw big rocks on the party.

- Note - you need three of those rocks later on in the quest.

From some tunnels every now and then some undead fighter would emerge, the product of the factory's activities.

There were three places of interest in the dome:

- A smaller temple-like building in the north east that could be reached by a narrow trail all along the northern wall from the point we had entered.
- A decorated platform in the middle of the area where we found the watcher and received the information of the past and more recent events.
- The exit in the SE that led up to the graveyard. This is where the undead from the tunnels would march to after they spawned.

Our first goal was to reach the watcher to gain more insight (and a key to the other building).

Day 336 (Closing down the Factory - CVSH21)

The guardian sounded relieved when we found him. It turned out that he had once serving Myrkul and the god's death during the Time of Troubles had bereft him of any chance to escape his torment. He was cursed to serve a master that would never return. He begged Sandrah to end his existence and gave us the wardstone to the building that Szass Tam was now using. He also explained that the lich needed the souls of the fallen to gather energy of the Dark Weave in his installation on the Prime.

- Note - the guardian's behaviour towards Sandrah was due to the fact that her grandmother Midnight, the later Mystra, had been the one to kill Myrkul - an event that later is treated by the ToT expansion.

The southern part of the dome only had more spore colonies and duergar with more rocks in case we needed them but nothing else of interest. We continued to the building for which we now had the wardstone.

We interrupted Szass Tam inside who was harvesting Dark Energy to the centre of his installation. Three inlets around the facility seemed to provide streams of that energy to the kernel. After the exchange of pleasantries with Szass I could make him retreat for the moment by avoiding any violent reaction. The party discussed possibilities to block the supply of energy and it appeared that rock itself was blocking it.

We placed a pile of three rocks in front of one of the inlets and it stopped that particular one. After this success, we repeated the procedure for the other two as well. After the last one was closed, Szass returned from his activities at the kernel. He was more irritated by the setback than he was angered. He proclaimed that he had more installations like the current one and it was not worth for him to fight over just a single loss. Whether that statement was true remained doubtful, anyway he teleported away and left the job to eliminate us to his lieutenants.

We left the building to proceed to the graveyard exit and on a platform near to it we had to fight Szass' allies. Those were Winski Perrorate - brought back to half-life by Thay against his will - and Nargal Rasz, a man we had met once before in Baldur's Gate where he had hunted the Thay renegade Ordolath. Those two spellcasters really gave us a hard time defeating them (another proof that my SCS selection was working well).

We removed the remaining undead warriors that the factory had produced until we closed it down and which had gathered near the graveyard exit. Afterwards we climbed up to the surface again.

Day 337 (Battle of the Frozen Waterfall - CVSH22)

While we had been underground our friends had fought another battle against Vennegrat. Since we stopped the supply of undead they were able to defeat the enemy. Just Vennegrat himself and his last remaining minions had retreated to the Icebear Clan Village. Shauhana and Minsc asked us to join them to end the civil war that was still hindering the union of the Clan Orcs.

Wallrick, Shauhana, Minsc and Giran were waiting for us near the frozen waterfall and the lake. Shauhana told us the story how her grandfather Ghotal defeated the army of his opponent by cracking the ice with his mighty sword while the enemy tried to cross the lake. The icy depth had swallowed the enemy and Ghotal had no losses. Sandrah used her hammer in the same way to repeat the trick on Vennegrat and his forces.

We just patrolled on our side of the lake to kill a random foe that did not drown and the fight was soon over. Shauhana thanked for our help and invited us to meet her at Nib's sky ship to say goodbye before we returned to Amn.

When we crossed the graveyard area on our way out of Clan's land we were met by Mystra and her entourage. The goddess gave some background information, especially why Szass Tam had withdrawn so quickly this time. It appeared that we had disturbed a very early stage of his studies of the Dark Weave. Mystra warned us that we had made us a mighty foe but it might still be some time until we next had to deal with him.

After that scene, there was also a PID option to discuss the True and the Dark Weave with Sandrah for those who like more background information.

- Note - Szass Tam but also Shar, the goddess related to the Dark Weave, will play a large role in the RtF sequel.

At the sky ship area Shauhana provided some outlook of her plans for the orcs which included the rebuilding of an older palace in that area as a new symbol for the Clans, replacing the defiled Sharkta Fai. There would also be negotiations with the human states in the south about trade and peace treaties.

- Note - Again the end of the Shauhana quest provides a foreshadowing of what is the starting point in RtF.

Nib's ship took us back to the city gates of Athkatla.

Day 338 (Ariena's quest - AR0903)

We went to the temple district and explored its southern part this time. There was a chance to recruit Dorn or the mod added paladin Saerileth but I skipped both.

We entered the Radiant Heart temple and in the ante-room was another mod NPC, Sirene - this is where to find her in SoA but since I did not have her in the party during BG1 it made no sense for me to take her now.

Ariena suddenly came up with an "idea". She suspected that her mother who had been aasimar might have searched help at the temple in the past when she came from the far north as an exile to Amn. I decided that it would not hurt to ask and my half-orc companion begged of me to do the talking since the priests would probably not be very helpful to an evil pit-fighter like her.

I talked to Sir Ryan Trawl in the main area and he offered me the quest of Anarg and the Fallen Paladins in the bridge district. I accepted the task.

I asked the prelate about any aasimar he might know and when I told the truth about the reason for my inquiry he gave us the hint that Ariena's mother Andia was living in the Umar Hills.

In the northern quarters of the temple was Keldorn who went here after we sent him away from the meeting in the sewers. I ignored him again.

After we left the Radiant Heart I promised to Ariena that we would seek for her mother at Umar. We also agreed that I would give her some time to prepare herself for the meeting and think about what to say to Andia when they would meet.

Day 339 (Umar Hills - AR1100)

Upon entering the area we triggered several encounters before we could even take a look around.

- A woman named Johanna tasked us to find her son who went adventuring at Trollford. -
- Next a long cinematic cutscene showed us events from Soubar and how the city authorities finally sent out men to scout for a bhaalspawn in Amn to aid their town.
- The last event was for Haiass who gained another level for his loyalty to Eroan.

Near the houses on the east side of the area we found Andia, Ariena's mother. I told her that we learned about her existence and location from the prelate - this opening choice was essential to get the mother/daughter relationship sorted out. Ariena learned about her mother's tale and the sad reasons why she ended as a pit fighting slave. The half-orc was overwhelmed by the truth and asked Eroan for advice. I could convince her to make peace with her mother and use her fighting skills from now on against evil along with me.

- Note - there are various options for this conversation and they lead to very different results from Ariena killing her mother and changing alignment to chaotic evil to the one I had chosen which turned her true neutral and has a lot of consequences for the remaining game if you keep her (+ some other options in between with less drastic impact but uninteresting). Her original alignment prior meeting Andria was neutral evil.
- Note - In the vicinity of Andia was also an NPC Tomas who could be recruited. He is a relict of the Shadows over Soubar mod and one of those zero content NPCs that some big mods add and that were never developed further. Ignore him.

We now listened to Minister Lloyd's speech about the Umar main quest at the fountain nearby. Afterwards we went towards the Imnesvale Inn where four merchants were standing outside. We started a conversation with Fael after I had read once more the instructions from the Tanner's letter from the murderer in the docks.

We purchased a copy of the book mentioned in the letter and gave Fael the name from the docks (**Darcin Cole**). He fell into our trap and requested that we bring him the blood of a Silver Dragon so he could finish his armour from human flesh. Again I pretended to accept the task.

- Note - the mod Adalon's Blood by Gandalf the White that is in my setup allows to get a blood sample later from Adalon in Underdark in a peaceful way. This can be used to find and eliminate the whole vile group around the Tanner.

As soon as we entered the inn we got involved in a VERY long conversation that introduced us to the Soubar main quest. The two messengers that had left the letter in the Copper Coronet and that were the same that we had seen in an earlier cutscene already were now present and introduced themselves. There was an option to travel with them right away or to get the area marked on the map and travel by our own means. I chose that second option despite the long journey just to remain flexible.

- Note - The River Chiontar area is situated 100 travel hours from Umar in the vicinity of the bandit camp from BG1 and serves as the access to Soubar.
- The EE-updated version of the mod <https://github.com/RoxanneSHS/SoS-EE> has fixed many of the original's bugs but still remains a long excursion from the main plot.

New area: Trollford, River Chiontar

Day 340 (Umar Quests - AR1100)

We made the round in Imnesvale now, talking to the Minister, Daar, Jermien and getting their quests. We revisited the inn now under normal circumstances. I had a conversation with a joinable NPC Kitanya and Jaheira immediately showed her jealousy on the prospect of the elven woman joining us.

- Note - Kitanya is a female elven wizard slayer who hunts no other than Irenicus. I will maybe pick her later when the Jaheira plot has finished.

Outside again Dirbert and friends asked us for beer and swords to prove themselves. Ariena supported their plea so at least some villagers were showing some guts. How could I deny the boys such a pleasure and get them into trouble as well?

Next I talked to Madulf north of the village and found out that he lost men as well to the Umar beast. He proposed to ally with the village against the common foe. I agreed to bring the news to Lloyd which we in fact did right away.

North of Madulf almost on the rim of the map we startled the young ranger Sarah who was

hunting for her meal. She was willing to join the party after some conversation but I had no need at the moment and sent her to wait at the inn.

- Note - Sarah is a mod NPC with a possible romance for a female protagonist and friendship for a male. The male PC version is not very interesting, so she does not make it into Eroan's party this time. I played her with a female protagonist before.

On the path the led to Valygar's cabin we were stopped by Derrick. Since he was an old acquaintance of Sandrah we could persuade him that we would not harm his friend Valygar and we were no friends of the cowled wizards at all. A bit east of the entrance to the Umar Cave we witnessed a red haired amazon materialise. She was fighting some skeletons and in the conversation that followed it was revealed that she was not from this world at all. Anyway I sent her to the inn to wait.

- Note - Tyris Flare is a mod NPC who is based on a character from a 90's arcade game. She can romance a male NPC and has entertaining banters with many other NPCs plus the urge to somehow return to her home world.

In the rocks very close to where Tyris popped up was the secret entrance to another cave (**AG1110**). Inside a group of goblins ambushed the party. We found another instance of the knight's shield we had found in a similar cave during BG1. Only this time it was not as useful as in the earlier part of the game.

Day 341 (Umar Cave - AR1106)

The pool right next to the entrance had a secret. Upon closer inspection we found that you could dive into an underground river that led to a new area. We would explore it soon.

A killer mimic protected the chest with the blood sample for Jermien and two unber hulks stood in front of a cache with some loot in the northern side cave. We took the blood back to Jermien who activated his golem with it. The experiment went wrong, the golem attacked, we killed the golem, Daar rushed in to rescue Colette, happy end and loads of XP for nothing.

With that heroic deed done I felt ready to go back to the cave and dive into the pool. We immediately had to face a drow attack including driders and drow priestesses (**AR3575**).

- Note - Be careful to enter this area because you cannot get back up the way you come in. You have to fight your way to the exit in order to leave again. There are a lot of driders, there are nasty spells, armies of summons but also interesting artefacts.

We removed the enemies from the southern corridor. At its end was a small hole by which we could advance into the northern area. This arrangement could be used to attack the enemies in the northern cavern and retreat to the corridor if necessary. The north east cell block was again full of driders and drow priestesses.

From the cells we followed the corridor all the way to the west killing everything in our way. At the end of the corridor was a rope that would allow climbing upwards. We had a dialogue choice to leave or explore further. So far our loot had been meagre compared to the enemy opposition, so we felt we should also explore the optional north west tract of the dungeon.

Silver Star disarmed and unlocked the two portals in the north west that led us into the library. It was CROWDED with drow priestesses, drow fighters and driders. In the library we found...books. It was a collection of many books spread otherwise all over the game (some even from Icewind Dale). Some were interesting, some entertaining and some useful in the way that they gave spells, experience or raised stats.

In a trapped and locked chest in a northern room was a sun key. It opened the last room in the west which contained the statue of an ancient god but nothing else of interest. After this discovery we climbed up the rope.

Day 342 (Temple Ruins - AR1404)

We rested at the Imnesvale Inn after our drow experience before we were ready to look into the Umar problem. At Merella's hut we found the evidence on the bed, her journal and the note from Mazzy Fenton. The Temple Ruins area was now added to our map from the drawing on Mazzy's note.

There was nothing else to do but travel there right away. Upon area entry we saw Lellyn being killed by shadows. His journal contained more details on the plot. A bit onward Anath retreated into his cave and we followed him. Anath told us the full story about the Shade Lord being the source of the local problems and we allied with him to fight the evil. We were to meet him at the entrance to the old Amaunator temple in the east.

We made our way through the forest fighting shade wolves and shadows. In the middle of the area was a large goblin party and after they were dead we could free a gnome slave - similar to an event at Larswood long ago.

We found Anath near the temple entrance. Before his own enchanted pack killed him he could tell us the secret of the crystal, which we used to keep the shadows at bay. Also nearby was a pit entrance that every seasoned adventurer could identify as the signs that a dragon had moved into the dungeon below.

We descended into the temple ruins (**AR1401**). We picked up Amauna's bones in the first room and the cell key from the shadow jailer in the next. We freed Mazzy and listened to all the information she could give us about the Shade Lord before we sent her home to Trademeet. In the cells was also a part of Thombeltens's journal, its use was not yet obvious.

In the next room a statue of Amaunator presented us with questions about an old ritual. This was a task for Sandrah and her knowledge of lore and she quickly answered the riddle. We received one third of a symbol required to move ahead. The last thing found in this part of the dungeon was a sun gem on a pedestal that opened the dark doors in the corridors outside.

The side room near the lava pool had some papers we did not need since we already solved the ritual riddle. In the room south of the pool we exchanged the bones found before for a Shadow Dragon wardstone and another third of the symbol. This was the second hint now towards a dragon waiting ahead.

Eroan crossed the lettered tiles in the next room following the path that read "Amaunator" to find the last piece for Amaunator's symbol that repaired itself to become one. We now had everything required to move to the next part of the dungeon at the end of the eastern corridor.

New area: Temple Ruins

Day 343 (The Shade Lord and his dragon - Ar1402)

As we entered the lower level of the temple the wardstone hid us from the dragon. Sandrah made a remark about Amaunator's temples and that they used to have large archives of ancient wisdom. This current one obviously had been destroyed by the dragon. (This remark gets significance later in Sandrah's main quest.)

Hidden by the wardstone we could make our preparations for the upcoming battle and when ready I dropped the artefact and she attacked. I picked the scales and the scroll from her corpse but had no use for her other treasures.

- Note - After the dragon battle in the Troll Mountains this one was remarkably weak, despite stratagem's improvements. At even a later stage in the game this episode would have been disappointing.

We went up the western stairs to face the shade lord and his minions. I concentrated my forces on the altar and the shade lord and the fight was mere seconds. The light returned to the land and the ranger Merella died when the shade that had occupied her was driven off.

I went back to Umar and had a quick look into the cave again to find the boys who had some trouble with a gibberling (and the beer they had consumed) so I helped them out of this.

Next I reported to Minister Lloyd that the shade lord was defeated. In return he told me about his alliance with Madulf and finally he gave Eroan the ranger's cabin of the dead Merella. So now we had earned a **stronghold** with its quests. Last station was Madulf who gave me a shield for my services to give him and his men a new home.

Before taking on the cabin and checking on Valygar I decided to return to Athkatla because
a) of some remarks that the Soubar messengers had made about Silence Hillstar, and
b) to see what Cromwell might forge from the dragon scales.

Day 344 (Party Changes)

I traveled to the docks and when we arrived Dermin was waiting for Jaheira again. He delivered a final warning and told my druid that her execution had been ordered.

Ariena started a conversation about her own future. She had learned now about her past and made peace with her mother. She had also seen Shauhana's Clan Orc lands and decided that the human environment would never be home for her. She had made up her mind to leave and join Shauhana and Minsc but some "handsome" orc in Hai 'Ulthak may have played a role as well.

- Note - Ariena leaves for the Stormhorns and the male orc Ruggnokwhom she had met before (**CVSH15**). You can pick her up again there and she will join once more but I

will leave her to her luck and love for now. It is a good moment to find Valygar to open the Planar Sphere for us.

Cromwell forged an armour for Eroan from the dragon scales. Also, while in the docks we made inquiries at Valygar's home, found a tax notice and learned (once again) about the cabin at Umar. We were pointed as well to his friend Suna Seni, and she told us of...yes, the cabin in Umar.

I followed some sudden impulse and went...to the cabin at Umar. Big surprise but Valygar was there. I heard his story and let him join.

- Note - I will not keep him long, he is nothing but a living key. Several mods have tried to improve him but even then he stays one of the most uninteresting characters in the game.

The real surprise was when we visited Merella's cabin which was now Eroan's stronghold. Our old friends, the Talos followers were there. They claimed that the Stormlord was involved in the shadow lord's appearance and attacked the new protector of Umar. This time we really had to earn our right to keep the stronghold that initially was won too easily.

The cabin had been equipped by the villagers with some equipment and a welcome letter.

Day 346 (Odd Jobs in Athkatla)

I went to the slums and "used" Valygar to open the door to the planar sphere. With that his task was done and I sent him to spend a happy life away from the cowed wizards in his cabin in the woods.

- Note - I delay the sphere quest until later, I want to have Neera with me because in my mod setup she will be able to gain the sphere stronghold from Lavok (Eroan himself is no mage).

So instead we went to the promenade to check on Selence. She asked me to do some jobs to qualify before she would give me some essential information

- Note - I am not sure but I am afraid that the information she has for me is exactly the one I already have - about the Soubar messengers I met in Umar. But anyway, I play along to see if this part of the Soubar mod maybe acceptable on its own.

During a visit in the upper room of the Sea Bounty we had a visit from the "Collector" Nerkio, a very suspicious trader of strange artefacts. We had nothing he wanted. (He will come a few times until he gets what he wants.)

The first Selence quest led me to the government district, so while there I took the opportunity to rescue Viconia from the fanatics who wanted to burn her alive. I freed her and let her join the party.

On our way to the noble's home we rescued Isra's sister Rana from some thugs. We were transported into one of the estates where Isra and her family introduced us to a family problem. This would have been the chance to let Isra join and to follow her quest. (I had her in another playthrough before and did her quest, so not again this time.)

After these interjections we could enter the Deril estate and investigate for Sir William, the man who owed money to Selence. We found a butler and a locked strongbox behind a painting. The butler told us his master was out of town and not available until further. I spoke to him a second time and now had an option to bluff - when I mentioned the name Bylanna, I was told that Sir William was at Brynnlaw. Very good news...

Sandrah and Viconia had a conversation about the true reason why she had been caught and the drow revealed that the reason had been a male she had been involved with. She would tell Sandrah more at a later point but trouble was still to be expected.

While being in the government district I talked to Bylanna but there was no way to ask about Sir William. Further talk with Selence was useless as well - this quest was stuck at least until we reached Brynnlaw.

Day 348 (Illithium and Mithral)

In the same noble's house where we met Isra we now inquired for Sir Sarles. I managed to keep myself from killing him, after all the church of Helm was paying for our expenses. I agreed to get the illithium he asked for. From the ore merchant on the promenade I bought the information about the source for that material, the duergar Unger in the Copper Coronet.

Unger pointed us to his brother who was missing and who was responsible to deliver the illithium. The description we received about the place made it easy to identify where it was, it matched the temple ruins we had recently explored.

After a rest at the Coronet we returned to the temple and found Gorje at the end of the northern corridor in the dead end by the shadow door. We sent him back to his brother to sort things out and prepared to follow him back to Athkatla.

Meanwhile Viconia was ready to tell Sandrah the story of her involvement with one of the council members of Amn. However, after some time of pleasure with the drow, this nobleman became afraid that his liaison with the dark lover would get him into trouble, so he decided to get rid of her in that very "un-noble" fashion.

Since we were close to it I checked my stronghold at Imnesvale and Minister Lloyd told me of Lord Tombelthen who was digging around in the temple area and by that disturbed the forest spirit. So we went back again to see what the matter was. I found him and his men in the southern part of the temple woods and was able to persuade him to find the treasure for him

without the need to destroy the wood. He gave me a part of a journal from his ancestor that told about the place.

I had kept the paper we had found earlier when we rescued Mazzy and with the restored journal we had the necessary information. We found the cache in the south east part of the area with a mithral medallion and a note. We brought both items back to Tombelthen who kept his word and left for good. I went back to the ranger's cabin and was rewarded by Mairyn, the woodland spirit.

We returned to the slums at night and observed a scene in which Bodhi was attacking and killing some shadow thieves. She made a short speech to Eroan that they would meet again in the future and then disappeared. Near the shiplike house in the east of the slums we rescued an escaped slave and killed his capturers. The event left the door to that building open for later.

Unger and Gorje were united in the Copper Coronet and had another surprise for us. The illithium they had promised me had been stolen by a dwarf he had hired. It was Neb, the child murderer we had met in the Flaming Fist prison. He was now in the bridge district and Unger marked his house on my map.

Day 349 (Viconia in Trouble)

Viconia's recent affair with an Athkatla noble caught up with her. When we left the Copper Coronet the authorities awaited her and arrested her once more. The charge was for murder and the victim was her former lover's wife, Lorena Balthis. We had to let her go to jail however we were told that Corgeig Axehand was in charge of the investigation.

Neb and Sir Sarles had to wait. A comrade in trouble always has higher priority for Eroan. I quickly went back into the inn and talked to a man named Orelis whom I had seen in the opium room in the back when we did the Baisera/Besamen quest. It turned out he was a monk from Aglarond who fought long as a soldier against Thay before deciding on a more contemplating lifestyle. I let him join while we were searching to help Viconia.

- Orelis is a mod NPC and a monk with all the pro and con of that class. He banters mostly with the protagonist about his own history and about the bhaalspawn's history. He has no quest or romance, just friendship talks.

We went to the Council of Six building and talked to Axehand. He was willing to hear our arguments. He revealed that the murderer used a drow katana which raised a first doubt since a priestess of Shar cannot use such a weapon. The other evidence was a witness, Balthis' secretary who supposedly had seen Viconia leave the scene of the crime. Sandrah claimed that he might have seen any female drow. Axehand had no objection to our visit to the scene of the crime.

In the bridge district on our way to the Balthis estate we encountered the fallen paladins that

the Temple had tasked us to infiltrate. They were in fight with a band of smugglers so I took the opportunity to side with them to gain their confidence. After the battle, Reynald the fallen paladin asked me to retrieve a ceremonial cup for their leader from the Radiant Heart temple and I agreed.

The interview with Pip, the Balthis assistant, was interesting. He confirmed that he never met Viconia in person because his former master has met her in secrecy but he was sure the murderer had been a drow. It became clear for us that we needed to find that woman and her weapon to really prove Viconia's innocence.

Before we went back to Axehand with our additional evidence I took the opportunity to look for the house that Unger had told me about. Silver Star was able to pick the door and we confronted Neb who attacked with the ghosts of some of the children he had murdered. Jaheira recommended that we took Neb's head to the authorities. We also found the stolen Illithium.

Now we returned to the government district for multiple reasons.

Day 350 (Detective Work)

This time at the Council of Six we delivered Neb's head to inspector Brega who rewarded us and also sent message to the Flaming Fist that the child killer was dead.

Axehand was impressed by the evidence we had found so far but still could not let Viconia go. As expected he needed the real murderer for that. He gave us a tenday to find the culprit, as that was the time he could delay the drow's trial. Sandrah assumed that the answer might be found in Viconia's past and how she left the Underdark. Only Viconia herself could give us the hint who might be trying to frame her after so long time.

We found Viconia in a cell in the northern wing of the jail. We gave her all the facts we had so far and she and Sandrah came to the conclusion that the drow seeking revenge on Viconia might have been one of her sisters. Since that woman would have no experience to survive on the surface for long, the places to look for her would be the sewers or the tombs below the graveyard.

The last thing to do in the government district while we were there was to bring the ore to Sir Sarles. He took the Illithium and started his work and all that was left to do was to report our success to the temple. While doing that, we would as well have the opportunity to ask for the cup of the fallen paladin and to check the sewers for Viconia's sister.

When we received our reward for the Sarles quest at Helm's temple we were asked to contact Sain at the Lathander temple next door who had another quest for us.

A visit to the sewers revealed nothing about Viconia's sister - Ryan Trawl could be persuaded to give us the paladin's cup - Sain needed us to retrieve an artefact that Talos' followers had ordered to be stolen. We could meet the contact person in the slums at night.

It was already getting dark, so we went to the slums and met Travin near the northern gate. We got the information we needed from him without paying his fee. We had to go to the house on top of the Copper Coronet. Inside Borinall wanted us to swear to the god Talos in order to give us the ring. Of course, Eroan refused such an oath and we had to fight for the ring and eliminated Borinall and the muggers he called for assistance. On his body was the Dawn Ring for the temple.

On the way we stopped at the bridge district and delivered the paladin cup. Regardless of my intention to negotiate with the fallen paladins their leader went hostile and we had to fight them. Reynald however stayed neutral and once the renegades were defeated he thanked us for showing him a new perspective. He was now seeking for a new role in life and Eroan proposed he could join the guards. I promised to ask in the government building about a chance for him.

We brought the Dawn Ring to the Lathander temple and the paladin cup and related information to the Radiant Heart.

Day 351 (Sisters - AR0804)

It was time to seek Viconia's sister now and Eroan thought of the spider's lair in the old tomb system we had seen - spiders and drow seemed to make sense.

We went to the graveyard area and went down into the large tomb area. When we came near the southern tomb door Sandrah swore that she had seen a drow disappear into the spider lair. I prepared the party for an unfriendly encounter before we entered.

Binamor DeVir and her company gave us an epic battle. They had intended to flee to the Underdark with the help of their ally Pai'Na. I had killed that drow before so I had one less opponent here, still the sister was a hard enemy and the spellcaster and fighters with her took their toll on the party. I had to revive Silver Star and Orelis after the battle and Jaheira just survived because she "escaped" into a maze spell cast upon her.

On Binamor's body we found the murder weapon and some other useful items.

Outside of the tomb we had the third visit from the "Collector". His offers became more direct and he asked for a lock of hair or a fingernail from Sandrah. Eroan scared the sick stalker away.

We brought all the evidence of the murder case back to Corgeig who took the weapon and sent notice to the jail that Viconia was free. We decided to pick her up from the jail right away. While there I also spoke to Brega and Bylanna about a job for Reynald in the city guard and received the necessary information.

Just by lucky coincidence when we left the government building our companion Orelis told me another story of his chequered past. It came out that he was a spy from Aglarond sent to investigate any threats to his home country from Amn. Even though the bhaalspawn issue was not his task, I took the option to send him to wait at the Copper Coronet to make room again for Viconia.

- Note - I will not keep Viconia for long. The drow had been my companion and my lover in various other playthroughs already. She is among my favourite NPCs in the game but I had her just too often and want to try other things this time.

I told Reynald about my inquiries at the Council of Six and he went to join the guard.

Day 351 (Slavers - AR0405)

We now went to clean up the back rooms of the Copper Coronet. On the balcony for the fighting pits we met Arath who was there to seek help to end the slaver activities, so we joined forces. I sent Viconia to wait at the graveyard area.

- Note - Arath is an egoistic and hedonistic druid as far from Cernd as can be imagined. He romances both male and female protagonists or has a friendship path. His views are often a bit weird and not always consistent but it seems he issues them more for his own entertainment or yours. (The original version was thoroughly bugged so I used a "re-wired" version to enjoy his company.)

The guards in the cell area were easily eliminated and Hendak informed us that the keys were with the beastmaster.

We found the guy and his animals beyond the pits. When he tried to send his Tabitha against us, Pelligram was able to turn her to our side and against her former master before she escaped into freedom. Many animals did not attack us in the fight due to Arath's and Jaheira's presence. Even with less XP this way it was quite satisfactory to see the villain being defeated by his former captives. The beastmaster's bow was just the right weapon for Arath.

We freed Hendak, the gladiators and the children. Yasraena and Sandrah automatically joined Hendak in killing Lethinan, not that I tried to hinder them.

Hendak told us of the second slaver installation in the ship-like building we had seen before. It seemed that all my companions despised slavery because they all agreed that we should finish the job we had started and deal the slavers another blow. Arath revealed that his dead father used to be a slaver and therefore some of their ranks might still recognise him. That constituted no problem for Eroan, after all we just wanted to kill them.

Before we left the tavern I let Arath talk to Salvanas...

Note - After all the recent rotation the party was Eroan, Jaheira, Sandrah, Silver Star, Yasraena and Arath.

Day 351 (Lilarcor - AR0404)

Captain Haegan, the slaver boss, recognised Arath due to his father. On his body we found the key to free the slaves and a letter that indicated the existence of another slaver installation in the temple district as well as the name of a man involved - Sion.

I had taken the surface road to Haegan's hideout so I now followed Arath's hint about the sewer connection for the return to the Copper Coronet. We found the sewer riddle and talked to Quallo for the initial hints. Next we gathered the lover's ring, the hand and the shaman's staff.

In the small cave in the north of the sewers we rescued the minotaur Andorian from the myconides. He told us the story how he and his adventuring friends heard of a talking sword below Athkatla. But all of his companions had fallen and he was the sole survivor. He was disillusioned and just wanted to return home, so we wished him good luck.

It was time with all this information to return to Quallo. I learned about the blood of a true friend that was needed. Instead of having to kill his crawler friend I could convince him by the right choice of dialogue option to offer a bit of his own blood, this way both survived.

Next we clicked on the pipes in the right order (3-1-2-4) and received Lilarcor, the talking sword. I kept it although none of my companions had a need for it.

We went upstairs again and emerged in the backrooms of the Copper Coronet. Hendak rewarded us but the only thing interesting from it were XPs. Arath made a little speech and offered to stay with the party when I told him that I was on a rescue mission for a kidnapped companion.

My plan was now to check on our strongholds before investigating the slavers in the temple district.

Day 352 (Trollford - DD9000)

We went to the druid grove and I rested the party inside. The spirit of the grove appeared and gave us our next task. The boy Loren, heir of the grove, was in danger and needed our protection at Trademeet.

The boy could be found south outside the town in the vicinity of the djinny tents. Eroan exorcized a creature called Chaos from the boy and we had to fight that creature. Chaos was able to change appearance and abilities in every round. After Chaos' defeat the spirit of the grove announced that our duties were fulfilled for the moment.

We checked Imnesvale next but there was no new task yet. I remembered Johanna's quest to

search for her missing son in Trollford, so we took the 4 hour travel there.

Trollford outside has the same layout as Windspear Hills. We fought ogres and orcs to reach the cabin in the south to start our investigation. Pibble, the dwarf who lived inside (**DD9001**), confirmed that a party of young humans had passed the area a few days ago. There was a cave entry in the NE of the area. We had orcs and cyclops to fight to reach it.

The cave entry was blocked by some frost giants who demanded a fee for entrance. We paid them with steel and arrows. We entered a sewer area (**DD9002**) full of orcs and kobolds including their nasty spellcasters. Not to forget...trolls, after all this was Trollford. The exit was in the NW and we went there without much deviation as the area was otherwise uninteresting.

We came into a smaller cave with orcs and mummies. The loot was a +3 sword that on each hit could take 1HP from the target and heal it on the wielder. Also, we found arrows of fire - this had "trolls ahead" written all over it. We left the cave by the only other exit.

We entered another sewer area (**DD9004**) with the same layout as the other one. In a cutscene we watched one of the adventurers being killed by a troll. It was not the boy we were sent to find. The main opponents in this area apart from the trolls were phase spiders. Again we took the shortest route, this time to the exit in the NE.

At the start point of the new dungeon (**DD9005**) we could rescue the first of the adventurers after we cured him from the troll flesh he had swallowed.

Day 353 (Dinan's Rescue - DD9005)

The dungeon had the layout of Firkraag's upper level. Mummies, trolls, orcs, trolls, rukhs, trolls, ghastrs, trolls. After the werewolves came trolls. Then ettins, orcs and...trolls. Mummies, trolls.

We took the shortest direct route to the most SW room where we found Dinan's girlfriend Keris and sent her out. Afterwards we fought our way to the cells and found Dinan. He told us of some dwarves who had the key and who went deeper into the complex. On the table near the cells was a special plate armour but I left it there because we all had better equipment already.

We went downstairs to meet a frost giant who wanted to make a deal with us but we just removed him and were teleported into a wooded area (**DD9007**) same layout as Forest of Tethir outside of Suldanessalar. The cabin here was not accessible and we made our way straight to the SE, to a door leading into a cave (company of eight in the original area).

In the cave was the dwarf with the prison key accompanied by a potent mage and some

fighters. Once we had the key and left the cave we were automatically transported to the cells. We set Dinan free and were transported to the Imnesvale Inn to report to Johanna. The best part of this episode was this short cut instead of having to walk back all these areas.

I turned down the reward I was offered - not because of my noble heart but because of the danger of getting too much gold and reaching the Brynnlaw sum already. After Johanna went away, her son reported that his girlfriend had not appeared yet. I agreed to return to Pibble's hut to check if she had passed by there.

We found Pibble badly wounded and he told us of a large band of orcs who had the girl and were probably preparing a sacrifice nearby. I let Sandrah heal the dwarf and he left and gave us some XPs in return. The orcs with the girl could be found at the lakeside in the south of the area.

When the orcs were defeated we picked up Keris' body and this time we had to travel back to Imnesvale. At the inn we delivered the girl to Dinan.

We had timed this well, because the boy Delon appeared again and told us that the next ranger quest was waiting for us. We could walk directly to Minister Lloyd to hear more.

Day 354 (Orogs, slavers and a limping cat)

I rested the party at Imnesvale Inn and then paid the visit to Minister Lloyd. Ogres attacked the village from the north. Madulf had rescued Atta and kept him safe in the Umar Cave but could not hold out for long.

The attackers were outside the Umar Cave and easily defeated. Madulf and the boy were inside and we sent them home, respectively the Ogre went to search for his injured companions.

We now returned to Athkatla. At the temple district Sandrah needlessly reminded me of the slaver installation we had read about in Haegan's letter. We found the entrance to the building and were greeted by the Sion mentioned in the letter and his companion Ketta. After the opening threat they teleported away.

The ground floor (**AR0906**) was trapped and summons appeared to slow our progress. Upstairs (**AR0907**) were Sion and a bunch of associates. They were protected by traps near the entrances that Silver Star disarmed quickly. Some well-placed spells and arrows made this a fast and victorious battle. They dropped a lot of higher level enchanted weapons and armour including the celestial fury katana but in the end I used none of it.

- Note - I searched the rooms for any evidence but it appeared that the only clues that those were slavers was the letter from Haegan mentioning Sion and a remark the guy made when questioned by Sandrah that revealed a connection to the ship-house in the slums.

Once we were back on the street Arath and Sandrah found a limping mountain cat. My healer took care of the injury and my druid advised us that the cat may not survive in the city and needed to be brought back into the wilderness. As a result I ended up with the cat in our inventory and two NPCs with an important rescue mission.

I went to the Umar Hills and my companions set the mountain cat free. After that experience the tension in the party between Arath and Sandrah seemed to have ceased.

Day 356 (Arlax - RR3100)

We made the longer journey to the town of Arlax which was the one mentioned by the Djinni that gave us the hint about Drizzt's missing friends.

- Note - Arlax is the first station on the main plot in Region of Terror. It has in addition a number of independent quests that you can do or skip. It is a large variety of small and medium quests, and it depends on your taste which ones you like or not. There is nothing too unusual so do them if you want to stay a long time away from the main story or skip them. I usually do one or two that I have not done for a long time but never all. The ones I describe this time are randomly chosen and not meant as recommendation.

Near the city gate the farmer Esath informed us of trouble in a mine north of his village. Some undead and his minions had occupied the place and were threatening the farms. A new area on the worldmap was revealed.

Near the fountain Garem was looking for a ring that thieves might have taken to the sewers. The house in the south that looked like a fish shop had a demi-lich in the basement and some interesting loot in its coffin.

We needed to rest after that lich and when we awoke Terminsel (Elminster) handed Eroan a letter from Jaheira who had left the sleeping group to return to the Harper's hold. It did not even need Sandrah's plea to follow our friend to make us go back to Athkatla right away.

The door to the harper's estate stood open and some mercenaries were waiting inside. They went down fast and we moved upstairs to find Jaheira. We reunited but were ambushed by another group of mercenaries downstairs.

After the long travel from Arlax and those harper battles we had to rest once again before returning to our previous quest.

New Areas: Arlax Farms

Day 357 (Arlax Farms - RA4500)

Esath was waiting for us on the road where we entered. He told us to follow the road north and in fact this was the only thing to do here. North of the farms (**RA4600**) some groups of elite orcs were ready to attack the farms. They were still waiting for the command from their master. We assured that they never would hear it.

In the middle of the area was the miner camp that Esath had mentioned but nobody was alive any more. The mine entry north was guarded by fire giants.

The mine (**RA4601**) was full of new types of undead minions of darkness, vampiric horrors and similar. They lowered abilities or made NPCs drop equipped items. A couple of bone golems and a trap guarded the exit in the north.

The lich Galagar appeared to be the problem for the area (**RA4602**). He resided on the bridge over the water basin in the south of the mine. We blocked him with summons from both sides of the bridge and he went down fast including his assorted minions. He had a katana of ice +2 and another of fire - we had no use for either of them.

We reported back to Esath and he told us our reward was in a chest in the house north of him but I did not waste time to check for it. Instead we went again to Arlax and rested at the inn.

- Note - At the inn (**RR3104**) is a mage *Randall* who is a joinable NPC with a small quest of his own but not much substance beyond that. As part of a big mod (Darkest Day) he has a bit more content than other big mod NPCs (still not that much considering that the others have zero).

After the rest we went down into the sewers (the entrance looks like a well a bit north of the smithy). In the SW corner of the area (**RR3150**) was Malnar, a drow messenger, who asked for Drizzt. When Eroan told him that he and Sandrah acted on Drizzt's behalf he was satisfied. He told us that one of Drizzt's companions was held prisoner in a cave nearby and was tortured until we could free him. The new area was marked on the worldmap.

In the middle of the sewer area was Zemir, the leader of the local thieves. We could have infiltrated his gang and qualify by working for them but that quest did not sound very interesting. Silver Star tried to steal back Garem's ring but was detected, so we had to kill Zemir and some of his men to get the ring. We returned it to its owner near the fountain outside and this finished my adventures in Arlax for this time.

New Area: Monzuma's Cave

Day 360 (Monzuma's Cave - RR3200)

Rob was the first person we met outside of the cave. His wife had been taken by giants and dragged inside. There were two frost giants guarding the cave entrance and the only thing to do in this area was to kill them and move inside.

Abishai, ice salamanders and frost giants were the opponents in the first cave (**RR3210**). There was a two-handed sword +3 in a chest in the south and some enhanced armour in a chest near the transition to the next area - located in the NW.

In (**RR3220**) it became colder, frost golems, ice salamanders, a lot of traps. The corridors first went all the way to the south then back to the NE. Also, in the south we found Rob's wife and told her the way out was clear for her. It turned out to be a trap, the woman was long dead and a tanar'ri had taken on her identity to ambush us.

Finally, after more of the same monsters as before, we met Errtu in the NE of the cave. He had limited information concerning Artemis, Jarlaxle and a crystal shard - in short, all the things we had seen in the dream scenes already. When Errtu went down we could enter the hallway he had guarded and found Drizzt's friend Regis.

Regis revealed that the next station in our hunt for Drizzt's friends and enemies would be the cave at Umar Hills. We freed Regis and sent him to the Copper Coronet to wait.

- Note - There is an option for Regis to join but in the current setup it is not necessary to accept all of Drizzt's friends into the party to complete the mod. All of the main plot in Region of Terror can be done without Drizzt or his friends filling all party slots.

The only remaining thing to do here was to walk all the way back and on the way out tell Rob the sad news about his wife.

After the Errtu encounter we needed rest so we went to Imnesvale. It would give us as well the opportunity to inspect the cave.

Day 362 (Umar's Return - AR1104)

Before we travelled on I rested my party outside the cave. We were alerted by Pelligram who had interrupted a nightly visitor in doing whatever he wanted to do. The culprit escaped with a teleport spell but the panther had torn a piece of his red robe off. It was the colour of material used in Thay and Sandrah claimed that the last person we had met in such garb had been the "Collector". Eroan discovered that he must have cut a strand of hair from Sandrah. The purpose of the deed remained unresolved.

- Note - The intention behind the Collector's interest and theft will only be revealed later in the RtF sequel.

While in Imnesvale I talked to Minister Lloyd to hear that new trouble had come. Umar or at least someone claiming to be her had returned and threatened the village. She was supposed to be in the old temple.

Near the cave entrance to the Umar Cave we met the next drow messenger from Entreri. He gave us a key to a house in the town of Westchar where Bruenor was supposed to be imprisoned. Again the crystal shard was mentioned. This time Sandrah brought up the name of brother Cadderly, a man Eroan once met at Candlekeep. He seems to possess some

knowledge of old mystical artefacts.

Bruenor had to wait; Eroan's ranger duties had priority. We went to the temple ruins and met Mairyn again who told us the witch imitating Umar was in the dungeon below. We found the witch in the northern part of the temple accompanied by a considerable selection of minions. It seemed we had come while she was still preparing to set up her reign that now was not-to-be.

When I reported my success to Mairyn outside I received a summoning statue and a journal entry that said that the ranger's stronghold quests were finished and the cabin was mine for the remaining game.

When we returned to Athkatla, Sandrah had finished her research about Cadderly and told me that he and Drizzt had already once attempted to destroy the crystal shard. She also knew that we would be able to contact Cadderly through a cleric named Martin who was in Brynnlaw. It meant this part of the plot had to wait until we were able to reach that island.

New Areas: Westchar

Day 364 (Wild Forest - OH6000)

I sent Arath to wait at the Copper Coronet and went to pick up Neera and do her quest.

After Neera joined us we went north to meet a gnome called Quaid by the broken cart. His tale made no sense and it turned out that he was an illusion and finally exploded in a fireball. The cart had nothing usable. East of there was a trap that Silver Star could easily disarm. It looked like the many traps in the area could easily be detected by some colour play in the air when we came near them and "psychedelic" ground markings.

In the eastern part of the area we found a river and a destroyed bridge. Nearby was a cache with some gravel. Using the gravel on the bridge revealed that it was just another illusion and we could cross the river at that point.

The remaining area just had other encounters with illusionary creatures, so we moved on into the Hidden Refuge (**OH6100**).

Hayes and Telana gave us some introduction, and then we started to look around. Soon we started to receive new quests

- get a new brand of beer from the inn at Trademeet for Mironda
- find Barad's eight cats in the Wild Forest
- find the bear Wilson for Zaviak
- find the ingredients of the talisman for Knocktor (Silver Necklace + 2 Diamonds)
- find Mereth's hairband near the crates in Bridge District

Not really a quest but the half-orc Reginald was easily upset and soon attacked Eroan. We did not fight back and by that earned his respect.

We found a number of cats but ran out of cat food soon because the captured ones would regularly escape again. We delivered four of them to the enclave and Barad gave us more cat food. On that second visit to the enclave Amanis told us that her son was missing meanwhile.

Back in Wild Forest we found the boy near the river in the NW and delivered him to his mother, together with another bunch of cats. We also found a silver necklace on an enemy and I took two diamonds out of Sandrah's magical chest - with 3000GP added to it, Knocktor forged the amulet.

With the return of the eighth cat to the enclave we received a magic item from Barad and were ready to try our luck in other parts of Amn for the other quests.

New Areas: Hidden Refuge

Day 365 (Hidden Refuge Quests - OH6100)

On the road back to Athkatla we rested at Neng's Horse Farm. In the morning Dermin and a group of harpers appeared to eliminate Jaheira. All talk was in vain this time and we had no choice but to defend ourselves and kill them. This was now the definite end for Jaheira's association with the Athkatla harpers.

We picked up Mereth's hairband from a crate near the district entrance of the Bridge and then moved to Trademeet. Viatry's Pub sold us the beer for Mironda and while in town I also bought some better equipment for Neera at the smithy.

We delivered the items to our quest givers at the refuge and earned some magical items in return. Afterwards I spoke with Telana and she gave me the quest to find Daxus, a wild mage she had mentioned earlier, who was endangered by the red wizards as well. He was to be found at Delosar's Inn. We could either use the talisman we had earned earlier to save him or have Hayes escort the mage.

We traveled to the Bridge district and Hayes was waiting for us already near the inn. I told him I would rather give Daxus my amulet for save return instead of endangering them both and he said he would wait anyway, just in case.

Down in the inn we watched Daxus' performance for a while. We could not persuade him to come with us until some red wizards appeared to capture him. At that point he realised that the danger was real and accepted the amulet from the refuge for his escape. We stayed and took care of the red wizards. Afterwards I searched for Hayes outside but he was gone.

We rested at the inn before returning again to the Hidden Refuge. A nasty surprise was waiting for us. Only Telana and the children were still there, all others had been captured by the Red Wizards. We learned that their hideout was on Waukeen's Promenade disguised as a magic shop, just next to the Ilmater temple there.

Day 366 (Thayans in Athkatla - OH6100)

A bouncer tried to hinder our access to the red wizard enclave but Neera was in no mood to discuss and he went up in smoke. "Wild surge", she said.

Gul Dukeem greeted us inside and I was able by choice of dialogue options to keep Neera from hostilities and persuade the merchant to stay neutral. We could even trade with him and two other merchants in the front room. Access to the further complex was denied by some guards.

I talked to Gul again and convinced him to give us access by pretending that we wanted to buy wild mage slaves. The mercenaries' leader was just as easy to fool; my main concern was to keep Neera from a frontal attack.

- Note - A red wizard and the merchants except for Gul turn hostile when opening the back door but the rest of the enclave stays neutral at this time.

After we watched a pitfight we could talk to the slave Ghallus and we assured him we would set him free if he would fight on our side. He told us that one of the red wizards nearby had the key to all the slave cages.

At the bar we met again Mironda who was forced to work there. She would sell us drinks to get the mercenaries drunk. We bought the first round from her. In the west wing we found mercenaries and red wizards already quarreling and in the locked room of their commander we found a journal wherein she complained about unnecessary losses of her men due to the red wizards' actions.

We fueled the tension by buying two more rounds from Mironda. The mercenaries revolted and attacked the red wizards with our assistance. One of them dropped the slave cell key. We sent Mironda back to the refuge and freed Ghallus and the other slaves in that area.

We went further into the enclave and ran into Lanneth, the red wizard leader. After some speech in which she revealed her superiors to us, fight broke out. Due to our earlier actions, the mercenaries refused to fight for her and Ghallus and his men appeared to assist us. Lanneth teleported away but her minions fell to our weapons.

Lanneth had just teleported into the next room where we found her. She threatened to kill Gramm and we pretended to give up. Gramm and Neera confused her for a moment and we could rescue Gramm and kill Lanneth and her helpers.

In Lanneth's quarters we found a journal with a sequence in which the captured mages needed to be freed (55-13-11-42) and a contract between the red wizardess and Hayes, revealing him as the traitor of the refuge.

After we opened the first four cages with the correct sequence, the trap was disabled and we could free the rest and we sent them all back to the refuge. It was mentioned in their parting dialogues that Hayes might have returned to Trademeet.

Day 367 (Adoy's Enclave - OH2000)

Neera suggested to return to the Hidden Refuge to finish the quest. However, I made the deviation via Trademeet to find Hayes at the inn. He was drinking himself to death and I just let him continue doing it. I had expected some reaction from Neera but there was none.

I rested the party at the inn and Eroan had a nightly encounter with Aimi, a young serving girl. In the morning we made our journey to the Hidden Refuge and found everyone we had saved. Still, Neera accepted the consequences that the place had been a failure and gathering wild mages at one place would continue to attract Thay. For the time Eroan had a place for her in his party.

I returned to Amn and was about to enter the Planar Sphere when something unexpected happened.

- Note - I am not sure that the following quest appearing at this point is an oversight in EET or could be considered as a **special bonus**. Anyway, Neera started her BG1 quest and asked me to visit Adoy's enclave. I have tested this to see if it works in this context and, yes it does, so I would accept it as an unexpected EET extra.

We took the trip to Firewine Bridge and left that area to the east to reach Adoy's enclave. At the goblin barricade I pretended we had come for a meeting with Rogdok and a helpful goblin ran ahead to show us the way. All other goblins stayed peaceful. A bit further north was an elf Magreb who told us about Adoy, the goblins and other recent events. We agreed to find his wife Rilsa's body for him - she had been killed by goblins.

The long winding path through the area ended at a cave entrance. The goblins inside (**OH2010**) were not at peaceful as those outside and attacked us. In the southern part of the cave we found Rilsa and took a ring for Magreb from her body before we buried her. A bit north of that we had to fight Rogdog and his body guards. In the prison tract north of him was Adoy.

While we were listening to Adoy's story of how he became prisoner of the goblins the red wizards from Beregost teleported in to capture the two wild mages. We defeated them, Adoy completed his tale and gave Neera his belt.

- Note - Neera had Adoy's belt already because I had her not in my BG1 party and recruited her SoA version only. I added a small fix for the EET Fixpack for this case. With that fix added, the quest becomes playable in EET in either BG1 or SoA just like I discovered by accident this time.

We camped outside the goblin village and then returned to Athkatla for the Planar Sphere again.

Day 368 (Planar Sphere - AR0411)

This time we made it into the sphere without further deviations, took the coal, key, and golem arm from the ante-room and activated the panel.

- Note - I will only mention extra content concerning this quest, guides for planar sphere exist in abundance.

In the room with the Solamnian Knights was a new NPC Evandra, a sorceress who was caught there after we set the sphere into motion. She was willing to join forces with us but I had no party member to dismiss at this time. I already had Neera as mage and I needed her to get the planar sphere stronghold. I told Evandra to wait.

- Note - Evandra is a new joinable NPC, elven sorceress, with friendship and romance content (male elves only). Eroan is half-elf only...

When we returned from the hell area with a demon heart a nabassu was waiting for us in the front room to take revenge for our intrusion into their region.

After we fed the demon heart to the golem in the engine room I went back to Evandra and let her join. Silver Star was ordered to wait with the knights. Then we went to Lavok and kept out promise to let him see Athkatla's sky one last time.

Outside of the sphere Lavok identified Neera as mage and gave my party the sphere for stronghold. Evandra asked to stay with us and I agreed and she begged us to take care of the knights captured in the sphere. We went back inside and told the knights we would try to find a rescue for them. Teos appeared and we received the planar sphere stronghold quest.

- Note - Now it was time to part with Neera since we finished her SoA quests and she helped us gain the sphere, but with Evandra now to explore, I did not need two mages. I swapped Neera for Silver Star and the new party composition was done. Neera stayed in "her" planar sphere to rule.

My party was now Eroan, Jaheira, Sandrah, Evandra, Silver Star and Yasraena.

Day 370 (Solamnic Knights)

I used the merchant in the red wizard's enclave on the Promenade to equip Evandra with some better items. Afterwards we went to consult the Radiant Heart for advice on the knights in the sphere.

When we entered the temple district, we were stopped by a young Sunite who collected for a charity purpose. Eroan invested 800GP for a romantic evening with Jaheira. A funny little episode due to Jaheira's oh so romantic nature.

- Note - this event is added by the Romantic Encounters "Date Night" component and there is a variation for each of the SoA vanilla romances (excluding EE's).

Now we talked to the prelate but the only help the temple could provide for the Solamnic Knights was a warm bed and the offer to fight for what those guys called justice. This was not the solution we were looking for.

We went back to the sphere to talk to the knights again when Teos appeared to give us the first task for the stronghold. I asked for some advice for the knights in return and he mentioned that Ribald might help. Afterwards he introduced me to my new apprentices. I gave them the task to make a wand to keep them occupied.

I decided not to tell the knights about the Orders offer to accept them in their ranks, at least not yet, not before I had spoken with Ribald about an alternative. Ribald did not have any option for the knights and Evandra proposed we should tell them about the Radiant Heart. We returned to the sphere and sent them to the temple.

- Note - The Evandra mod removes the original solution to send the knights home and adds additional content for them.

We checked again with the prelate and he confirmed that the knights had found a new occupation even though they were not visible in the order at that time.

After the inner city sequence it was time again to look at the worldmap. We had received two quests related to Westchar, so this would be our next destination.

Day 372 (Westchar - RR3300)

As soon as we entered the town we noticed some fighting going on. We found some orcs in the middle of town who attacked the villagers and we stopped them.

- Note - Like Arlax before, you can get a number of smaller side quests throughout town, talk to Lorem or Hands in some of the houses. Nothing extraordinary, you explore some areas and do some battles and find some items...

At the inn in the middle of town we talked to Hedan, the village elder, and he was the contact mentioned by Ryon in the Athkatla slums earlier. He told us more about the danger from the wizard and gave us the key to the house in the NW corner of the village. On our way to the house we had to rescue a mother and her children from another orc attack.

In the wizard's house (**RR3306**) we found nothing but a portal, so we went through it just to be greeted by an efreeti who wanted to hinder us from meeting the "Ultimate Master". He did not convince us. We passed some transition areas until we reached a larger dungeon (**RA3013**).

Here we fought against enchanted orcs - the shelves were full of spell scrolls for Evandra to learn. There were traps in every corridor and room entrance. In the most NW room was a portal that we could not enter yet, it said "the dragon has the key". The way ahead was to go down the stairs in the eastern alcove of the same room first.

We came into an area (**RA3015**) that obviously was a dragon's lair. The dead dragon dropped a morning star +4 and the key to Ultima.

We went back to the portal in the previous area and activated it to transport to the wizard's lair (**RA3014**). Emanath had his speech about being the only wizard in a community of fighters

and thus becoming an outlaw. We could not convince him to give up peacefully. When he died we were automatically transported back into the house we had started from.

- Note - the tactical challenges from this episode were challenging but not overpowered. Same for the spells and items you find. This is rare in the big old mods.

We went back to the inn and reported to Hedan to get XP reward. I had no interest in the other Westchar quests this time so we went to the house where Bruenor was supposed to be.

Day 373 (Gragha world - RR3303)

We went to the house in the SE corner of Westchar. The watcher in front had no sufficient information about what was going on inside. We had the key from the Umar Hills meeting, so we just checked it by ourselves. The inside (**RR3301**) looked like the Twisted Rune cellar in Athkatla and all that there was to do was activate the wheel on the northern wall and be transported on.

There was no return from the area (**RR3302**) we landed other than by solving the quest ahead. In the main hall was a "holy guardian" and in four side chambers the "holy ones". The guardian told us that we needed to solve the test from each of the holy ones to continue into the city of the Gragha.

Spoiler NW - beat five monsters SW - chose a coin (rightmost) NE - riddles (gloves, wind, time, echo, water) SE - endurance (player1 needs high enough HP to survive some blasts; if you are quick enough you can swallow a healing potion in between).

After the tests the guardian let us pass to the exit in the east of the area. We were immediately escorted to the Gragha king who told us about his city and the giants in the other half of their world. Again we had to solve a riddle to gain access to the giants part of the city where Bruenor probably was held. We had to collect five stones that told a tale and each one had a hint to where the next one would be.

- Note - a new stone only appears at its location after you found the previous one, so it may appear in a place you already searched earlier.

The first stone pointed east but the second stone was in a room right west of the king's hall (typo in the mod). The next was in a fireplace in the most west hall, the container was trapped. The following hint was to an inn - it was the area behind the door just north of the fireplace located on a shelf. The last one was in a round room in the middle of the area.

The next station once we had the five stones was the door in the SE of the complex. Trying to open the door triggered a dialogue in which we had to recite the story from the stones in the correct sequence. We received a mark that was needed to pass the door in any direction. The riddle stones could be dropped now.

Day 374 (Bruenor's rescue - RR3304)

We were immediately attacked by the vampire Valessa and two companions when we entered the giants domain. Before we killed them she had time to tell us that vampires had taken over and were dominating the fire giants in the area.

- Note - Before we left him, the Gragha king had given us the additional task to find the remains of a lost explorer group from his city.

The obstacles in the area were vampires, fire giants and traps. The missing Gragha were in a laboratory room in the far east. We could send them home after we killed the giants in that tract.

In the final room in the NE five vampires were guarding Bruenor. Talking to them was useless. As long as one of them was alive Bruenor was under a spell so we had to take care not to accidentally hit him in the vampire battle. We sent Bruenor to the Copper Coronet and then returned to the Gragha part of the city.

We talked to the king and received an XP reward for the saved expedition. Afterwards we asked the queen to bring us back to the Prime and after a nice animation scene we were back outside of the house in Westchar where our trip had started.

- Note - At this point I decided to dismiss Evandra. I had version 1.0 of the mod installed, the mod is now at v2.2 so maybe things have improved. While the dialogues and plot seems well written, the triggers in my version were badly coded.

I went to the Umar Inn to recruit Kitanya and let Evandra go (to the circus, she said). Already in the opening dialogue it became obvious that Kitanya was pursuing Irenicus as well.

Day 375 (Renal's Job - AR0306)

Back in Athkatla I finally visited Renal and heard about his proposals to infiltrate Mae Var's guild. Companions as diverse as Silver Star and Sandrah argued for accepting the job for different reasons. Of course Eroan agreed and we received the entry papers for Gorch.

In Mae Var's cellar we talked to Kamuzu and found his boss torturing another guild member. He gave us a job to steal a necklace from the Talos priestess to prove our abilities to him. Once outside Sandrah confirmed that Mae Var not only seemed to betray Renal but had also worked for Irenicus to kidnap Eroan and deliver him to Amn. Maybe we could get some for information about Irenicus from the traitor before we had to kill him.

It was night already when we reached the temple district. I simply sent Silver Star into the Talos temple and she picked the lock on the chest beside the sleeping priestess and stole the necklace without anybody noticing. Well, somebody noticed - our old friend the Stormlord himself. As soon as we returned to the docks we found ourselves facing Talos at his enclave. This time the conversation was almost friendly when Sandrah persuaded him that the guild chaos, the theft and the upcoming bloodshed would be much to his liking. We were returned

to the docks without a fight this time.

After we delivered the item to Mae Var he sent us to Edwin on the top floor of the guild building to receive further jobs to be done. On the upper floor Eroan could spend some time with Anishai (romantic encounter) while Silver Star practised disabling traps and opening locks.

The next flight of stairs up we had a meeting with a strange thief Emcyric who turned out not to be a regular thief - but at least he once had been one while he was still mortal. In the main room was Edwin. Jaheira and Sandrah, the ones who had met him before, both reacted with disgust upon the red wizard's reappearance.

To advance the plot we had no choice but to accept his job to remove a rivaling wizard for him.

- Note - the Rayic Gethras encounter appeared to be tactically enhanced in my setup.

Day 375 (Working for Edwin - AR0304)

We received the second task from Edwin to retrieve some papers from a merchant Marcus at the Sea Bounty. We simply bought the papers for a small sum. I agreed with Sandrah's proposal to secretly inspect those papers before handing them to Edwin. We found out that Edwin really had a network of intrigues going on and he would be on a winning side regardless of how the affairs in the thief guild would evolve. He was loyal only to one person - himself.

The final quest was again given by Mae Var. We were to remove a traitor but instead we talked to Embarl on the upper level of the Sea Bounty and squeezed him for information. We took his dagger as forged proof for Mae Var that he was dead but in fact let him escape.

Eroan tried to provoke some reaction from Mae Var with Embarl's information but it was pointless and we did not want to attack him at this point already. Instead we followed his order to talk to Edwin again. Edwin was now ready to betray Mae Var and gave us the key to the guild master's strongbox which contained the evidence before he left for the Copper Coronet where we might recruit him later.

The chest on Anishai's level of the guild opened with the key we received from Edwin and we had the necessary proof now to return to Renal.

- Note - The Hidden Adventures mod adds a Mask temple to the building south of Renal's headquarters. Except for temple services there is no additional content to be found here.

When Renal ordered us to finally eliminate Mae Var for his treason Eroan agreed, it was not to please the shadow thieves but because we had observed his torture and scrupulous brutality as well as his dealings on behalf of Irenicus.

Back at Mae Var's guild the thieves were already warned of our intention and turned hostile. After Mae Var and his priest of Cyric were dead, the remaining thieves were easily defeated. The only thing that bothered me was that Anishai sacrificed her life for the already lost cause

without any reason. I also freed Kamuzu from his unjust prison in the cellar.

Renal offered the post of the now vacant guildmaster to Eroan, Sandrah provided some arguments to accept the position, and this way another stronghold was gained. We returned to what now was "Eroan's Guild" and found it filled with a new crew of young thieves. After the introduction to my lieutenants Lathan and Jariel the first quest already triggered.

The guildmistress of another town - Ama - asked for help to get rid of an over-eager politician who caused her trouble. We were to meet the man after dark on the Promenade. After Ama had left Kamuzu appeared and warned me of a trap. He claimed that Ama had in fact been Mae Var's lover and now would be trying to avenge his death. He also told us of his professional background and was established as the potion maker for Eroan's Guild.

Day 377 (Windspear trap - AR0304)

I gave some orders to Jariel of how to run the guild. Profit was of no interest for us at that point so I let my thieves do some Robin Hood business to steal just from the rich but stay away from murder and slave trade. It was still night when we left the building, so that was the right moment to go straight to the Promenade to meet Ama.

She was waiting on the Promenade near the NW fountain. We had not to wait too long before the "nobleman" arrived and revealed that it was in fact a trap set up for us to avenge Mae Var, just like Kamuzu has warned us. The fight with him and Ama and a few assassins was over fast, the city guard nearby aided us. I went back to the guild and Lathan finished the quest. The stronghold allowed now to rest my party and I used it after all this running to and fro.

It was time to leave the city for a while so we travelled to the Windspear Hills. We were tricked to kill the knights who - according to a note we found on one of them - had been tricked by Firkraag as well. Garren Windspear appeared and invited us to his house while we went to investigate what was going on.

Before we went to check Garren's cabin however, we went to the pond in the south of the area to deliver the Dryads' acorns from Irenicus dungeon. Vaelasa, their queen, restored the captives. She also provided Sandrah with some insight about my companion's mother.

Now we visited Garren's home and went through the sequel of having his daughter being kidnapped by Firkraag's bandits and Eroan receiving the enemy's challenge. We also received the hint about the ruins in the north of the area.

In the north of the area Eroan had the chance for a romantic encounter with a water nymph, the remaining area had only minor encounters of no real interest.

At that point Terminsel appeared again to talk with Jaheira. He finished the Harper quest and clarified that the Athkatla branch had erred while she in her loyalty to Eroan had done the right thing and was encouraged to do so in the future. He gave her the harper's pin and disappeared. Jaheira begged Eroan to let her go for a while to the Harper's compound in Athkatla so she could restore order there.

- Note - we could pick up Jaheira any time at the harper's building. However, all her quests and the interesting part of her romance were accomplished so I decided to give her a break and take the chance to try out another new companion instead.

Day 378 (Planar prison - AR0516)

I set the Firkraag issue on hold and returned to the Athkatla Bridge district. We went to the playhouse this time to continue Haer'Dalis quest. I completed my party by recruiting Kido, the Cyric disciple. It did not take long to find that Sandrah was of course not happy with that choice of a new companion which makes it more interesting.

In the basement of the Five Flagons we had to watch some play before we found the Raelis' troupe in the back and we delivered Haer'Dalis jewel. The planar portal opened and our new friends were kidnapped.

I let Yasraena cast haste on the party and we entered the planar prison and fought the initial onslaught. Afterwards I disregarded Tagget's advice about the strategy to defeat the warder and took the clockwise route through the prison instead for more fun. I found the orb and used it after I cleaned out the prison holes first. I also found the planar key on the dead warder.

Raelis and her people were in a cell in the NW that opened with the key. I set them free and Haer'Dalis returned with us to the prime. He offered to join the party but I sent him to wait at the inn for later. At the moment I kept Kido whose interactions with Sandrah became more and more interesting. The follower of Cyric tried to convince the follower of Midnight to repeat the episode from the Time of Troubles.

In the docks area the mad priest of Cyric approached us again. He addressed Kido this time and they appeared to be old friends. The priest wanted to establish a temple for their god in Athkatla and had found the one in the slums to be the appropriate target. The only problem was that the priests of Ilmater already resided there. Kido was tasked to solve this little problem and agreed before Eroan could offer his opinion.

At the thieves guild Lathan presented another problem for the new guildmaster. One of Kretor's thieves was filling the own pockets on expense of his colleagues. I decided to put some pressure on the group to bring the culprit to reason and docked their pay. The result should become visible in a few days.

Day 379 (Kido's quest - AR0408)

I decided to check where following Kido's quest would lead us and how my party would react to such deeds. Sandrah came with her usual advice, i.e. to pretend to agree and by that have the best chance to control the actions and be able to intervene at the right moment. She argued

that we had Kido under direct observation and that was better than Dolf finding another helper for his plan and we would never know about it.

We went to the Ilmater temple in the slums and confronted the Ilmater priest who attacked us and was killed. Dolf appeared and took possession of the temple. However, the altar required a desecration to serve the evil Cyric instead of the good Ilmater. Only the blood of an innocent girl could provide for such a drastic change in a temple's use.

While in the slums I checked the appenti in the planar sphere and they had finished the first task, a magical staff.

We found a lost child in the docks but she was not the right one for Kido. Instead Silver Star wanted to "help" the girl and release her from all her misery - Eroan prevented the worst.

We came to the graveyard where the priest Arenthis was looking for a guardian for an orphan girl. Kido volunteered immediately but of course the priest refused. Fight broke out and the priest was killed while Kido kidnapped the girl for Dolf. Now the affair had gone far enough and I asked Sandrah about a possible idea. She claimed she had already prepared a little surprise for Cyric - she took the involvement of some "grandfather" personal. She advised me to go to the temple in the slums to solve the quest but different from Dolf and Kido's expectations.

As we came near the temple door Sandrah went invisible and a young girl Sandrah's body appeared in Eroan's inventory. We went inside and Dolf snatched the false body from us to perform his ritual. Afterwards he announced that a very special weapon would be enhanced by the altar in a couple of days. This could only relate to Kido's personal dagger.

We left the temple, the real girl was still unconscious in our inventory, but she was alive. On the stairs down from the roof Emcyric was waiting for us. He seemed to be more amused than angry about Sandrah's charade while she was very little impressed by his involvement and even dared to threaten him. Her anger only amused him more and he disappeared again.

- Note - To finish the quest we have to wait a few days and do other tasks meanwhile.

Day 380 (Firkraag - AR1202)

We returned to Windspear Hills and made our way to the dungeon in the NE.

- Note - the Ruhk transmuter in the initial dungeon (AR1201) was much enhanced in my setup and a real challenge that gave this area some sense for the first time since I play the game.

As usually I will not comment the standard content in Firkraag's lair, it is well known or can be found in other walkthroughs if needed.

- Note - I skipped the Strohm episode. Apart from being boring after the first time you do it, it has nothing to do with the game.

I used the old winch to gain a dragon helmet for Kitanya.

- Note - the battle against Firkraag himself was extremely disappointing. I reloaded twice because the first attempt may just have been a luck punch - but all three times he went down quickly after a few spells he mastered. While otherwise my game setup appears to remain challenging even while my party grows in abilities, this episode was an exception.

We returned to Garren, his daughter was back safely, he advised us to consult the Radiant heart for a possible reward. So I spoke to the prelate and he sent me to Sir William Reyrac in the main hall of the order to be my liaison for tasks to perform for the temple. The guy sent us the Umar Hills to help some besieged knights.

When we arrived at Imnesvale we were already waited for by a knight who led us directly to the fight. The orc, ettins and ogre mages that made up the enemy forces were easily defeated and I sent the tin heads home to boast about their great victory.

- Note - It appears that I had gained the paladin stronghold by my deeds, Reyrac mentioned a room in the order that was mine, even though I had no use of it.
-

Day 381 (Working for the Order - AR0903)

We returned to Reyrac who immediately had a second job for us. Guess what - another trip to Imnesvale. This time it was to settle a dispute between landowners. Before returning there I rested the party at my new stronghold - some of them were not too happy - "too much shining goodness" in this place. Also while in town I checked the thieves' guild and received some gold from their deeds. In return I had to pay my dues to Renal's representative.

At Imnesvale some representative wanted to escort me directly to the meeting and warned me of squatters outside that may try to influence my opinion. Of course I considered this an open invitation to talk with every new NPC outside the inn before going inside. As expected, they had a different story to tell from that of the baron. Inside I confronted the baron with the new facts and he lost his temper and attacked with his men. Not a peaceful solution but the guy was nothing but a thief disguised as nobleman. Whatever the order would say Eroan and his party were satisfied when the bastard fell.

For the next task which followed immediately after we reported back the Reyrac we were sent to the docks. In the house west of the Oghma temple we had to guard a young woman until her uncle from Baldur's Gate would arrive. She was the last of a family eliminated by the slavers they had been fighting.

The girl turned out to be a real pain but we kept her safe. Some assassins appeared but we defeated them. When we checked on the girl upstairs one of them tried to follow us in shadow but true sight revealed him before he could do harm.

Finally Hurgis arrived and Sandrah made a little test on him to confirm it was the real uncle and not an imposter. Afterwards we could deliver the girl to the true Hurgis and report back to Reyrac.

- Note - despite being vanilla content the quest had a bug and spawned a second Tyrianna upstairs instead of downstairs so the plot got stuck. Going downstairs and using console `C:Eval('StartCutScene("cut26B")')` was the only way to continue. (If my

memory is not bad, this is reintroducing a very old bug from classic game that was already solved before the 2.5 update, strange...)

This ended the paladin quests and Eroan received some new abilities and some trinkets from the order.

Day 383 (Portpentyrch - YS1000)

We now found the time to follow the quest we had received from Elminster in Trademeet.

Note - The Fishing for Trouble quest had already started before when we received a letter from a mage at the city gates. We later delivered the letter to Elminster near the Trademeet fountain. He gave us the quest to look what had happened at the village of Portpentyrch on the coast south of Athkatla. This is what we now did.

The village outside was deserted by the inhabitants (we arrived at daytime). Some random monsters were roaming the streets. The lighthouse in the NW was locked. None of the houses had anything of interest, except for one: In the most insignificant shack (**YS0290**) near the middle of the harbour area (the door is on the backside!) we found Daalin, the lighthouse keeper.

We heard the story of what had happened from Daalin and received his key to the lighthouse. We were to face a demon there and probably a red wizard of Thay. In one of the barrels in that same shack was a pick hammer, an item required later in the plot.

We went to the lighthouse and found the corpse of the red wizard on one of the upper levels. On the top level (**YS0040**) was the trapped tanar'ri. We learned how we could help the beast that was summoned by the now dead wizard back to its plane and thus remove the curse from the village. Our next station was a cave near the seaside of Portpentyrch.

Inside the cave (**YS0260**) we could use the pick hammer on the western wall to reveal a hidden door that led us to the area that the tanar'ri had mentioned. This second cave (**YS0270**) contained the "Traps of the Dead" which were areas on the ground that only a dead person could cross. If you step on such a trap your party will be transported back to the eastern part of the cave and is unable to reach the key in the north west.

- Note - You can follow an extra quest line that will provide you with a potion that lets your protagonist "die" so that you can cross those traps. You also get an antidote to restore yourself again. This is a lengthy plot with a lot of "come back in a day and the xxxx is ready". I hate those waits that disrupt the flow. Therefore I skip this part of the mod and use an alternative: speed.

I outsmarted the traps with casting haste on my strongest fighter (she had to face some Death Knights alone) and let her run across the traps to the chest with the key.

- Note - if any of your party steps on one of those traps it causes the whole party to be teleported and scattered throughout the area.

Day 385 (Cerendor Hold - YS0360)

We returned to the tanar'ri with the key and in his gratitude he told us more about the background of the red wizard's action. The Thayan had worked for the Odesseirons to gain money for their activities. Four tanari'ri had been summoned to protect a caravan to transport black lotus to various parts of the Realms. The hub for those transports was Cerendor Hold, a stronghold south of the Cloudpeaks on the border to Amn. It was now revealed on the worldmap.

We stopped at Athkatla on our way and checked at the Planar Sphere. The students had finished their task and produced a scroll of Horrid Wilting. I then ordered the robe to be made as their final task.

At Cerendor Hold we needed to do a little entry ceremony but were easily admitted. Inside (YS0320) in the first room on the right side was a locked door leading to the prison - it played a role later. Also, we noticed two red wizards and some red guards on the first level, apart from the hold guards. Speaking to some people around revealed that the red troupes had overtaken the hold without a fight.

In a room on the north side of the hall were the guard captain and the caravan master, two people we needed to meet. The guard captain told us he would be willing to work against the red wizards if he got the orders from the right person, so we needed to find that person first. The caravan master had some information about the smuggled goods of the red wizards but was afraid to tell us yet. We were to seek him out in his quarters on the upper level.

Other interesting conversations on the level were with the blacksmith, who also had some supplies for us, and the priest of Helm in the SW chapel who told us of some younger red wizard who was on his first mission apparently - this guy played a role later. In sum there were four red wizards at the Hold.

We went upstairs (YS0330) and found the third red wizard in the dining hall in the middle of the level alongside the same mix of hold guards and red guards we had witnessed below. There were also a lot of commoners and nobles in the hall and rooms, something to consider for the later fight as not to kill innocents by mistake.

In the NE room we had a second talk with the caravan master who now gave us essential information about the red wizard's activities. We received the key to the prison where we could release some of the hold's forces to help us in the upcoming fight. We learned now that we needed the approval of Earl Wultheof to start of the battle against the red scum.

- Note - there are some smaller fedex quests available around the hold as well as other areas to explore, however I leave those out in my description here and just follow the main plot.

Day 386 (Black Lotus - YS0370)

We went down again and visited the jail with the key we had received. The jailer was not cooperating and his corpse had the key to the sergeant's cell. We instructed the sergeant to free the rest of the man and equip them for the battle to come.

We then moved to the upper level where we found Earl Wultheof and convinced him to give us his approval to remove the red invasion from the Hold. When he heard we were working for Elminster he was satisfied and advised us to tell the caravan master when we were ready to strike.

- Note - the fourth red wizard mentioned by the helm cleric to be the weak link was not to be found at that time. He would be captured later.

As soon as the caravan master gave the signal, the red guards turned hostile and the hold guards went to fight on our side. The greatest danger was to avoid any red wizard spells that could turn party members against the nobles or commoners crowding the rooms. So we gave priority to eliminate those spellcasters first. Caravan master and Earl fought on our side as well as the released prisoners.

After we finished the red scum on all three levels we still had not found the fourth wizard. We went back to the caravan master who was in the company of the young Ailoth Tam who had been caught when he tried to sneak out of the Hold. The interview with him gave us a lot of information and the necessary hints for the next steps in the plot. We also spoke again to the caravan master for additional hints.

With the information received from Tam and the caravan master we could now access a new area in the Cloudpeaks (near Dryad Falls) where we found the caravan with the lotus. Sandrah was almost becoming sentimental when we once again were breathing the air of the Sword Coast where our common journey had begun long ago.

We talked to the duergar who commanded the lotus caravan and bluffed him to split his forces and sent half of them to Cerendor Hold where the restored forces took care of them.

Meanwhile we were hired to protect the caravan. That provided Silver Star with the option to unlock the wagon and steal the black lotus without any fight. With our booty we then returned to the Athkatla docks.

Day 388 (No lotus for Athkatla - YS0360)

I visited my guild and learned that my previous decision to cut the thieves income had spawned the desired result - they had internally solved the issue and removed the problem.

South of the guild was a large group of red guards and their leader Bengoch who had been mentioned at Cerendor Hold. They were waiting for the delivery of the lotus but we had to disappoint them.

- Note - Depending on the charisma of the party member you select to talk to Bengoch you can either convince him to give up and turn himself in to the authorities or you

have to fight him and the red guards. This is a relatively hard battle since a lot of innocents are in the docks and you may not want to kill them as well.

Eroan confronted Bengoch and eliminated him and the red scum. They dropped some useful items as well. I was not in the mood to give drug dealers a chance.

It was now time to visit the Government West district (**YS0390**) in Athkatla which had been mentioned as the home of Garalial, the man to advance the Fishing for Trouble quest.

- Note - the district has a number of houses, shops, inns etc you can visit and also some smaller quests. It is a fully developed town area but in this playthrough I will just mention the main quest events. There are other sources if you seek a walkthrough (not that you need one, everything is obvious).

We found Garalial Geltarath and Angharad Firehair in the most SE house (**YS0392**). The most selfless former harper asked for a price to help the village of Porthpentyrch, what a villain! He sent me to talk to Angharad who requested me to retrieve a magical orb from a tomb below below Porthpentyrch. She and Garalial blackmailed us to break into a dwarven tomb full of unknown dangers to satisfy their curiosity about that item otherwise there would be no lifting of the curse on the village. (Did I mention they were harpers and friends of Kelben and Elminster?). There appeared to be no way other than to swallow that pill, although there was a dialogue option to reject them and thus end the quest without finishing.

We received a key to a new hidden door in the caves below Porthpentyrch. But first I rested in the inn just north of Garalial's house (there is a mini quest available from the innkeeper for those interested). We also had to stop at the thieves' guild to pay our tribute before traveling to Porthpentyrch once more. There was a small reward from the chief inspector at the council building for handing the lotus to the authorities.

Day 389 (Dwarven Tomb - YS0200)

We now were back at Porthpentyrch and examined the cave again. With the key from Angharad Silver Star could find and open another secret door. This entrance led to a labyrinth filled with ghouls and other undead including more undead knights. The challenge of this area was to traverse it from the entry in the south east to the exit in the north west. There were other false exits but they led nowhere. The challenge was moving walls. At intervals some passages in the corridors would open and close (beware if a party member stands in the wrong spot when the wall closes again - it will be killed).

- Note - The road to the real exit is cumbersome and you have to closely observe the rhythm of opening and closing gaps in the walls which is interrupted by assaults from the undead. You know that you found the right track when you meet some Death Knight Lord and his two companions who guard the tomb of the dwarf.

Inside (**YS0282**) we met Meilir or rather his ghost. His tale was as long winding as the route through the previous area but the best way to deal with him was to play the interesting listener. Do NOT ask for the orb and let him reveal it by himself. In the end he gave us the key to his grave and vanished to rest in peace. Sandrah was especially satisfied with the way Eroan had solved the orb riddle in a peaceful way.

- Note - I cheated in order to leave the tomb again because you are really expected to do the whole wall riddle again in reverse order. I just jumped to 2040/1380 - even if that moving wall concept is new and interesting when you first encounter it, doing it twice is simply too much...(at least for my taste).

When we returned with the orb and gave it to Angharad - what a surprise...they had the next task ready for us. They needed the help of some Eildoren Colvor to brew up the cure for Porthpentyrch. That lady was supposed to be found in the Silverale Hall in Athkatla. However that inn was not to be found in the Government West district.

During our search we were approached by a man Aella in the northern part of the district who offered to help us. When we paid him his fee he showed us the transit to Silverale Hall between two houses on the northern edge of the map. In the new area (**YS0380**) what looked like the main entrance led only to a stable and what looked like a stable entrance led to the inn's main hall.

Day 390 (Silverale Hall - YS0380)

Inside the Hall we talked to the innkeeper but he did not provide us with information about his guests. On the first upper level we found a noble woman who talked of Sarevok and offered us a smaller quest but Eroan declined the fedex task. The top level (**YS0383**) was empty.

- Note - you need to go up through all levels in the inn because only afterwards the innkeeper has dialogue options to ask about Eildaren and continue the plot.

Speaking again to the innkeeper we received the information that Eildaren was ill and had been taken to the enclave of Eldath. We had visited that house before; it was in the main area of Government West slightly north west of Garalial's home.

At the enclave we found our lady but she was unconscious and suffering from some unknown fever. The priest told us that probably only another harper would know of a possible cure. So again we had to walk over to Garalial. All I achieved there was that Garalial moved over to the enclave as well and we had to follow him.

Again at the enclave it became clear that Eildaren was Garalial's sister. The plot also advanced when we learned that we needed to get a glass dagger from a man living in the very district. That was the easy part, the second part was that the dagger was needed to cut a very rare plant - Tiger Eye - that only could be found in one single cave near a village in the Calim desert. Garalial would send us there with a magical portal once we had the dagger.

The house of Tigernach was the large one in the middle of the district (**YS0405**) and the guard let us pass when we dropped Garalial's name. There was no real challenge to get the dagger from him because he and Eildaren were friends since childhood, so using the polite dialogue options worked here.

Before travelling to Calimsham I went into other city districts to finish some tasks. At the docks Cromwell forged the red dragon scales into an armour for Kitanya. While there I also checked my guild and was notified that some reinforcements were on the way, no other than Narlen and Black Lily from Baldur's Gate. They were supposed to arrive in a day or two.

Next I checked the planar sphere to see that the apprentices had finished their task. Larz died but the other two survived but making the robe had failed. This was the last of their tests and they left to inform Teos.

- Note - I would return here later to witness the graduation ceremony and the start of further quests by the extended mage stronghold mod.

Day 391 (Imradim - YS0410)

Inside the palace (**YS0440**) we had a talk with Levon, a gem merchant. He offered a reward for the killing of the bandit Akil who was supposed to be in a cave in the southern part of the area. From the sleazy arrogance of the merchant it was clear to an experienced adventurer like Eroan that there was probably more to that story.

The desert bandits in the cave (**YS0428**) were not hostile so we could talk to Akil first. He told us his version of how Levon had deceived and robbed him because of Akil's love for Levon's daughter. There would be a witness for Akil's story, one of the raiders hired by Levon to attack and rob Akil and that witness was staying at the local inn. Eroan agreed to help Akil by luring the witness out of the inn at nighttime so Akil could press him for a statement.

It was night when we met Akil, so we could work on the quest right away. Rimon, the witness, was on the upper floor (**YS0414**) of the Water's Edge and Eroan could convince him to meet a friend outside. We followed him and helped Akil to get the truth from his mouth. It was then agreed to meet at Levon's place to confront the scoundrel with our evidence. Levon gave up under our joined pressure and Akil had his wealth and reputation restored but his love remained lost.

This whole quest did not help us at all in our mission. At the village entrance I asked a man named Pashan for information about the Tiger Eye and he mentioned Aiesha in a house nearby. We found her upstairs in a house further south (**YS0417**). She asked for a cup of sour water as price for her information. We had to find the source for the water as well as a cup to transport it.

Just outside of the house in the SW was the source of the sour water as we learned from the man Akilah inside (**YS0442**).

In another house north of the well (**YS0411**) Gadil gave us a cup to collect the water in after I chose the right dialogue options. So - with the cup to the well - fill it - back to Aiesha.

She gave me the information I needed and then asked me to do her another favour. I declined this wish as it sounded like just another fedex quest and I really had enough of it now. Instead we followed her instructions and found the cave entrance by climbing up behind Gadil's house and following the path east.

Day 392 (Tiger Eye - YS0423)

- Note - The cave entry only works once! Do not go back out again until you have the Tiger Eye because you cannot enter a second time (scripted this way).
- Note - Consider to bring some acid arrows along. There are desert trolls in the cave and other than usual trolls that require fire to be killed those need acid weapons.

We fought our way through trolls and undead until we reached a hidden door in the SW that led to a smaller cave with the exit to the next area (YS0424) at its southern end.

Inside we had to face the Cave Guardian who protected the Tiger Eye. We tried to negotiate with him and he allowed asking him a question that could have led to a peaceful ending. However, all options we had led to violence (see note below).

- Note - If you do the additional Aiesha quest she will give you the advice to ask the guardian for his hand. In this case he asks you to release him from his task by killing him. He gives you a fight still to die with honour but there are no reinforcements in this case and some extra XP.

Either way, the fight was not too hard and we plugged the plant from its pedestal. The return spell to Amn would not work indoors, so we had to get back outside and into the desert, away from any building or people. I moved the party to the northern part of the area to the point where we had arrived at the beginning and the portal took us to Garalial's house again. We handed in the plant at the enclave and were told that it would take a day now until Eildaren would be cured. We were to return then to finish the quest.

With all the quests on wait for the timers to expire, I considered to do the d'Arnise quest anyway.

- Note - I had planned to skip this side quest because it is the most boring of the original quests and I hate the corridors and narrow rooms and trolls - but most of all, I just simply did it TOO often. The stronghold is boring as well and there is not even any mod extension for it.
- BUT - the Nalia romance is one of the best romances in the game. It lets the young noble really grow and develop in the protagonist's party and has many surprises and well written scenes. To start it, you need the stronghold, so here we go.

Kido will go and Nalia will join the party.

Day 393 (de Arnise Keep - AR1300)

We travelled to the Keep area and found Nalia with Captain Arat at the palisades in the south. I let Nalia join the party and sent Kido away.

Note - Kido would go to the slums and can be picked up there even if his parting dialogue does not specifically state a reunion point.

We followed Nalia's advice and entered the keep through the back door. We equipped Nalia with stuff we found in the basement and some items we had in the inventory. Afterwards I forged the first flail head to the Flail of Ages. We cleared the rest of the ground level and went outside into the yard.

- Note - There was very little opposition in the keep despite all the mods I had installed. The whole quest appeared to be tuned down for some reason.

We went up the stairs in the north of the yard that led to the roof. We defeated some Yuan-Ti and Sandrah had another of her "castle owner talks" about Eroan's leadership and responsibility. Afterwards we went down again to clear the walls and let down the draw bridge. Returning from the winch there were some more enemies but still very weak.

We followed the de Arnise guards inside to kill another troll and then went upstairs. Nalia advised Eroan to look for her aunt's quarters and a passage to the cellars where most likely the enemy headquarters were and also the last sign of her father. We took the round of the outside corridor until we found the key in the south, thereafter we entered the inner rooms from the east. We found Glaicus in the inner room and he dropped another flail head.

Now we rescued Lady Delcia and had some nice comments from Yasraena and Silver Star. In the golem room we found a bow for Kitanya and the next flail head.

At that point I went again downstairs to add the second and third head to the flail at the forge. Now we were ready for the dungeon. The umber hulks were eliminated without the sacrifice of dogs. Torgal and his trolls went down (too) fast and Nalia urged us to leave when she found her dead father.

Day 394 (Lord of de Arnise Keep - AR1306)

When we were outside of the keep Nalia could be convinced to stay in the party AND to have Eroan act as the keep's reigning Lord in her name.

- Note - Eroan was no fighter type as they usually are required for this stronghold and he had already other strongholds. Nevertheless the Nalia romance mod offers a way to get the stronghold for a protagonist that fits as a romance candidate. The dialogue choices need to be carefully chosen to succeed.

After I accepted the keep from Nalia we were transported inside and the majordomo gave us his introduction. I simply left everything to his discretion since we had no reason to raise taxes or change anything at this time.

We returned to Athkatla and I checked my thieves' guild. Narlen had arrived but had bad news. They had been ambushed just prior reaching the city and Lily and the other thieves had been captured. We were to meet with Narlen at the City Gates to start the rescue mission.

We made a short stop at Government West to look after Garalial and his sister and heard that

they would now leave for Portpentyrch to lift the curse. We were advised not to visit the town before a week had passed as to not interrupt the ritual.

Next we met with Narlen and the city gate and he led us to a clearing (**TS0010**) where the attack on him and Lily had occurred. A cave in the NW was guarded by a respectable contingent of orcs and their mages. Inside the cave (**TS0011**) was the orog leader Gruuk and another large group of orcs, orogs and priests. After all of them were dead, Narlen and his group left to meet us at the guild.

- Note - Narlen will deposit gold and gems at regular intervals in the protagonist's strong box at the guild. Lily will buy gems and fenced goods etc.

We looted the cave and returned to Athkatla.

At the planar sphere we were visited by Teos and witnessed the graduation ceremony for Eroan's surviving apprentices. Teos left with an announcement that we would be back with new tasks soon.

Day 395 (The mute woman - AR0406)

I checked the thieves' guild and found Narlen and Lily and the other Baldur's Gate thieves at work already. Lily told us why the group had moved over to Athkatla. Nothing else was to be done here for the moment. Next we went to the Promenade and talked to the imp Bion to transport us to his master where we bought some good equipment for Nalia. She will stay in party for a while now.

At the southern edge of the government park I talked to cowed wizards and accepted a task to find a renegade mage for them. Her name would be Melanie or Miranda and that was the entire clue we received. Whether I would really deliver her to the cows stayed open until we had met and possibly talked to the woman to hear her version.

At the Promenade we visited Galoomp who was quite happy with Kram, his new assistant thanks to our earlier quest solution. We bought a piece of parchment and one of vellum from him, items that could be used by someone to write on them.

Our next destination was the Copper Coronet where we went to the mute woman in the kitchen. Her name was neither Melanie nor Miranda but Melynda but we tried it anyway. After some persuasion, i.e. initiating dialogues with the woman several times she finally agreed to write her story down on the vellum we had brought along. Her voice had been taken by the cowed wizards to prevent her from spreading some details about some high ranked ones. We agreed to help her.

We went back to the cowed wizards in the government park and confronted them with what we knew. Eroan had to use a mixture of threats and diplomacy to come to a solution - the woman would need to leave Amn for a distant exile and never return but would get her voice back. Now the task was to make her agree to those conditions.

Some more trips back and forth and finally we could send Melynda off to Cormyr.

- Note - This is one of the many quests from the Check the Bodies mod.

Day 396 (Two Castles - RR3450)

We went to take a closer look at the restored de Arnise Keep, now our new stronghold. In the upstairs centre room the maid Chanelle was ready to fulfill her new master's every wish - and Eroan is always polite to the ladies...

We had time on our hands with many quest timers running so I decided to visit an unexplored area from the worldmap called Talavan's Castle (near Gibberlings Mountains among the southern BG1 areas). I had received an invitation from some messenger earlier in the game.

- Note - The entrance to the castle is at 1281/833, what looks like the main entrance is locked.

Inside we spoke to Talavan to hear about his war with a neighbouring castle. He hired us to infiltrate the enemy castle, retrieve a key to a secret entrance and later assist him to sneak into the castle and eliminate the war mages of his opponent Olmar to make the battle easier. As usual, we would go and talk to the other side first to hear both versions of the story and decide on the side to support thereafter.

- Note - this episode is from the Region of Terror mod, however it is completely unrelated to the main plot concerning Drizzt. It may be considered a quest mod on its own. Inside the Talavan castle as well as the Olmar castle you can get a number of smaller fedex quests - I omit them as usual. They are not better or worse than all those side quests.

Talavan revealed a new area on the worldmap - Olmar's Castle. However, before we could travel there Sergeant Natula appeared to call us back to the planar sphere which he claimed to be under attack.

We went back to Athkatla just to receive a new message right away. We had to go to the graveyard for the funeral of Nalia's father first. At the funeral we talked to everybody and Nalia clashed with her former betrothed Isea who left with a threat against Nalia.

More trouble was waiting at my thieves' guild. Some over-eager captain was in duty now on the docks and about to attack the guild. Lathan recommended to attack the guard house with reinforcements but Eroan decided to check the situation alone with his trusted party. There could be an alternate solution after all.

We went up to the guard house east of the Oghma temple and met Lt. Betta and his men. Eroan and Sandrah were able to convince him that a talk with the new guard captain may help to avoid bloodshed. We could make the captain agree to cooperate with Eroan to bring peace to the docks and reported our solution back to Lathan at the guild to finish the quest and reap our XPs.

Day 397 (Extended Sphere - Ar0410)

We went to the planar sphere to find out that Natula's call for help was in truth a trap set up by some Lord Algrim. After the death of Natula and his mercenaries Teos convinced Eroan that it was in our own interest to eliminate Algrim with a rune that Teos had at hand.

We went to the upstairs room of the Crooked Crane at the city gates and managed to eliminate Algrim's guards while Kitanya used the rune of imprisonment on him. We reported back to Teos and he took his final leave - just it was not so final as both of us assumed. I rested the party in the sphere and when we awoke, Teos was back with a new offer.

A new mage school was established at the sphere and Nalia received a badge that added more spell slots for her. The sphere was now filled with new apprentices, tutors and merchants. Talking with several of them gave us new quest options now. The most important guy to talk to was the cowled enforcer in the room where we once met the Solamnic Knights. He asked us to kill a red wizard spy named Inchantra who was somewhere in the sphere.

- Note - I will only mention the main quest and some selected mini fedex ones here. Other than the usual stronghold quests that come up one after the other over time, the new sphere also has a number of those that you can trigger at your convenience by talking to all the new inhabitants you meet.

Near the entrance to the navigation room we found - Melicamp. Not all of the tasks in the sphere were ultimately serious, so with the right dialogue options we tricked Thalantyr's former apprentice to transform himself into a chicken once more. He needed our help and that of his former teacher a second time.

We found Inchantra in the myconid side room of the navigation room. Before she attacked us and died in the battle she informed us that she was not the Thayan spy but rather the cowled enforcer who had given us the task was the traitor.

We returned to the former Knight's room and found Melicamp's tutor who agreed to contact Thalantyr. While there we also confronted the spy with what we found out and he went hostile. After his death we talked to Teos who revealed to us that the Thay wizards were after a most powerful artefact of Mystra. Of course Sandrah urged Eroan to accept the quest to secure the object before Thay could use it. Teos told us that the trail led to Waukeen's promenade but the cowled magic could not locate the exact position of the artefact.

We went back to Melicamp and soon Thalantyr appeared to take care of his lost apprentice again - we were ready to investigate the promenade.

Day 398 (Mystra's Artefact - AR0709)

Outside the Planar Sphere Sandrah provided another little bit of detail about our involvement between Mystra and the cowled wizards vs Thayan red wizards activities.

At the Seven Vales on the Promenade we found the cowled wizard traitor in question. We confronted him and his red wizard contact appeared for assistance. Those two high level

magicians gave us a fierce battle inside the inn, sadly also causing some casualties among the guests. On their body we found some loot, the artefact and a letter from a zulkir who had masterminded the operation.

- Note - In this event some NPCs standing around the inn may be killed. Make sure you move potential quest givers or joinable NPCs out of the way before you confront the traitor.

When we left the inn we were met by Elminster. He had some encouraging but cryptic advice for us. In the end it turned out that he may have encouraged us to play along the lines of the cowed wizards and intervene when and how we considered being appropriate. The trap set out for Mystra might just turn out to be a trap for her enemies.

We returned to the sphere and reported to Teos who immediately set things into motion. We were transported to the navigation room and the cowed wizards started their spellcasting to remove Mystra's seals from the artefact and set free what was inside.

- Note - I will not spoil the outcome of this, only that afterwards we got rid of Teos and the oversight of the cowed wizards and the planar sphere was Eroan's alone now. Mystra (and Sandrah as well) were delighted.
- Note - The remaining quests and shops in the sphere are still available after Teos leaves and can be experienced any time at player's leisure.

Day 399 (Nalia abducted - AR1009)

Outside the sphere Isaea was waiting for Nalia. He took his betrothed under the custody of the military, or at least he claimed so. Khellor, a guard with some valuable information about Isaea, appeared right away and gave us hints towards a man named Barg at the docks and some evidence to be found at the Roenall's estate in the government district.

Barg was easy to find at the docks near the Sea Bounty and was pretty willing to provide us with information about Isaea and his illegal activities. He pointed us to officer Dirth at the Sea Bounty who was bribed by our noble to look the other way whenever needed. I had Silver Star search the soldier's pockets and we found documents that proved Isaea's connections with the slavers, damning evidence enough.

At the estate in the government district we found more evidence about Isaea's involvement with gem smuggling. With all the papers in hand we went to the council building to talk to Corgeig Axehand who was Roenall's superior in the military.

Nalia was set free and joined again the party. Her equipment had been given to the other party members when she was taken by the military and could now be re-equipped.

Now that all the intermezzos had been dealt with I decided to return to the task of the two rivaling Castles and took the journey to Olmar's Castle this time.

Day 400 (Olmar's Castle - RR3400)

The castle seemed to be under siege from cyclops with their leader being found in the palisades in the south (same area layout here than deArnise Keep). We eliminated them all before we made it to the main gate.

Inside (**RR3401**) the castle we talked to the mage Ilhan who gave us a quest to kill the cyclops and their leader. Since we had just done it all we needed to do was to talk to him again to get our reward. Afterwards we convinced Olmar to give us the key to the castle's back entrance by telling him that we needed it to outsmart Talavan.

- Note - you can explore the castle and do other small quests which I skip here.
- Note - at this point you can decide during the dialogue to either side with Olmar or Talavan. There are slightly different battles, loot and rewards for each path but neither one is classified as "good" or "evil". It is a way to make a second run of the quest still interesting.

With the key in hand we returned to Talavan's castle and with some cutscenes the battle started. Talavan soon gave us the key again and sent us to the secret entrance. Inside we defeated the mages on the first floor. We then went upstairs by the western stairs to the roof where more mages were waiting. Behind them was another entrance that lead down into another tower. After another flight of stairs down we found Olmar and Ilhan and some guards who were the main opponents.

When Olmar and his mage fell, a messenger from Talavan appeared to tell us we had to defend the tower we were in against the remaining mages and troupes of Olmar. Those appeared at intervals by the stairs and we had to fight them.

After the defeat of the last elite troupes another cutscene took us to the castle's main hall again where Talavan had now established his reign. He offered Eroan the castle - another possible stronghold - but I declined the offer and Talavan's mage Eranda was put in charge instead.

- Note - if you want Olmar's loot or anything the attackers drop you have to take it during battles since you do not return to the battlefield once the castle is won.

We returned to Athkatla to look after my other strongholds and by the time of our arrival Sandrah reminded me that the waiting time for the cleansing of Portpentyrch had expired.

Day 401 (Limited Wish - AR0500)

I took a round of my strongholds in Athkatla to find that the planar sphere was attacked by a band of adventurers whom I drove off with the "help" of my apprentices. The thieves' guild was running smoothly so we headed for Portpentyrch.

We met everybody inside the Blue Harpy inn and received our reward. We also could visit the lighthouse which was fully operational again. This terminated the Fishing for Trouble mod's quests.

We paid a visit to Nalia's keep where the majordomo had a first quest for us. Eroan solved it by buying the debts of his farmers and hiring mercenaries to protect the roads.

At Ribald's shop we bought some scrolls from Lady Yuth for Nalia, one of them was the limited wish scroll.

We returned to Athkatla bridge district. When we entered a stable (AR0530) south of the Baltis' estate we were attacked by a group of mages including one Dracandros.

- Note - In all my playthroughs of the game I never found any reason for this party other than to drop some loot. They are not related to any open quest in this game but may just refer to some external source.

I gave the limited wish scroll to Yasraena because Nalia's wisdom was too low to get all options from the djinni. She wished for a "quest like we never had experienced before". The result was a note from Captain Dennis at the Delosar Inn to someone named Vittorio. So, we went to the inn and were approached near the door by the mentioned Vittorio who told us of his problem with Dennis. We agreed to help and followed him inside.

The tale got wilder and wilder and in the end we received the task to get Dennis' gong from the fence Roger whom we already had met in the Temple sewers.

When we left the Delosar Inn, a female elven mage approached the party and dropped a statuette into our inventory before leaving without a word. The statuette was a conversable item with a short message - the mage was some Eleanor Ygbir who asked us to meet her at the Waukeen temple in Trademeet. Her life was in danger.

- Note - The reception of those two new quests at the same time was sheer coincidence, the quests have nothing to do with each other, the Dennis' gong quest aka Limited Wish Quest is an original game's quest, and the other one called "Elves and Artefacts" is part of the Check the Bodies mod.

Day 402 (Chasing Artefacts - AR2008)

I had a talk with Roger in the temple sewers to find out that he had sold Dennis' gong to a troll in the vicinity of Trademeet. Not too bad because the elf mage quest also would lead us to that town.

We went to Trademeet and found Eleanor at Waukeen's temple. She had been involuntarily been used by another mage Khaddyr to do research on a very dangerous branch of magic, similar to what made Karsus fail and destroyed Netheril. Her suggestion was that Eroan would trick Khaddyr with a copy of the Crown of Horns that the mage required for his terrible experiment.

She gave me a list of ingredients she needed for a fake crown - a diamond, a potion of magic protection, anything made from greenstone and a scroll of enchanted weapon. Once I had all

items I was supposed to meet her in Athkatla. She also mentioned that Khaddyr had his laboratory set up in a dungeon below the Windspear Hills. She took her talking statue and left.

When we left Waukeen's temple we became witness of Khaddyr and his bodyguards ambushing Eleanor. There was a fierce battle of magic powers but the elf was killed in the end. Sandrah urged Eroan to pursue the quest anyway, even without Eleanor's help and she mentioned more details about the ritual and its dangers from her knowledge about old Karsus. So, it was hunt for the items required for the crown.

Since the Troll mount was right next to Trademeet we went to the Druid Grove area and found Grae, the troll, outside the mount. He was unwilling to cooperate about the gong issue and attacked us. However, when he was injured enough he told us that he had already sold on the gong to an ogre mage in the tower in the north of that area. We let Grae alive and he escaped.

The ogre was in the tower right east of the cottage. He was willing to trade the gong for a wand of frost. Tired of another fedex job Eroan decided that an evil ogre mage was no trading partner and we killed him and took the gong from his corpse.

We visited the druid grove while there and this time Eroan was able to challenge for and gain the Great Druid title. This seemed to have no further consequences except that we received a few items. I rested at the grove before we returned to the city.

Day 403 (Crown of Horns - AR2008)

Back in Athkatla Sandrah reminded me that Cromwell might be able to help us after Eleanor's death to forge the crown if we were able to collect the necessary items that were required for it.

We handed the gong to Dennis who rewarded us with a dagger of returning before his party and Vittorio disappeared.

- Note - I am not sure that this really was a "quest like none before", but then...it was only a limited wish scroll.

We now checked for the items required for the crown.

- I had a greenstone amulet in the inventory
- Sandrah's parcel provided a diamond from her treasury
- Ribald sold us a scroll of enchanted weapon
- Goody Nell on the upper terrace of the promenade above the Seven Vales sold a potion of magic protection

With those items we went to Cromwell and he was able to forge them into a fake crown of horns that we decided to try on the mage in the Windspear Hills.

We fought some re-spawned minor enemies in the Windspear Dungeon until we reached the

south west rooms that on the first visit had contained the werewolves/injured fighters trap. This was now the place where Khaddyr and his bodyguards and apprentices were preparing for their ritual.

In the following conversation I could convince Khaddyr that I had the true crown by telling him about Khelben and Mystra and other most unlikely background information. He went mad and killed an apprentice but finally negotiated about a price to buy the crown from me. I agreed on 40000GP and he started the ritual. After a lot of pyrotechnic he managed to kill himself and a couple of followers while the rest of them escaped. The true crown - a dangerous artefact - ended up in our possession.

- Note - only the dialogue path I described finishes the quest. All other options lead to Khaddyr taking the crown and doing endless experimentation with it. You can kill him and his followers but that is all.

My journal indicated that the best thing to do with the crown of horns might be to destroy it. In the absence of any other clue I decided to try Cromwell again.

The smith was in fact able to make the real crown of horns unusable which gained us extra XPs and ended the quest.

Day 404 (Skie's Soul - AR0319)

Our last adventure had filled our purses enough to pay for the journey to Brynnlaw now. That did not get unnoticed in Athkatla.

Valen, a vampire in Bodhi's service, was the first messenger. In order to make the offer of her mistress more attractive for us she gave us a valuable present. It turned out to be the soultaker dagger that had been used to kill Skie Silvershield. According to Sandrah's advice it contained the girl's soul and we would be able to restore her at some temple. This way we would be able to prove our innocence in her murder.

The next to appear was Brus who invited us to listen to a new offer his uncle Gaelan had to make. After those two visits Sandrah as my counsellor advised that there may be other alternatives now as well.

- Note - if you want to discuss those other possibilities with her there is a PID option for it.

One of Sandrah's hints was to visit the government district again.

Before checking out those options however I led my party to the Oghma temple in the docks. Sandrah started the ritual to set the captured soul from the soultaker free again and after some animations the Duke's daughter appeared from her prison.

In the conversation that followed we learned that Skie was able to remember who had really killed her: the scar faced man with the shining blue eyes - Irenicus. It was decided that Skie would consult the Jystevs noble family in Athkatla who were acquainted with the Silvershields and would arrange for her journey home. Skie would take care that Eroan's reputation in Baldur's Gate would be restored.

- Note - after this event, the access to Baldur's Gate City is available again. It is otherwise blocked by the closed bridge in EET after SoD.
- Note - in this setup Skie will not become joinable NPC again however she will play a role in the remaining main plot and appear from time to time.

We rested at the Sea Bounty before adventuring on.

Day 405 (Alternatives - AR00511)

When we entered the government park this time we could overhear a conversation between two important representatives of Athkatla, namely Chief Inspector Brega and Prelate Wessalen. It appeared that they were eager to get rid of the illegal parties fighting their war in their town and were looking for an adventurer who could do what officials could not do after the shadow thieves gained guild status. They would try to contact Eroan through the Lathander's order of the Aster and their offer would be a trip to Brynnlaw.

- Note - It does not help to contact Brega or Wessalen directly, just wait for the contact to find you.

In the slums a man named Malficus made us another offer. He proposed to make all our problems disappear by arranging a long journey to a faraway place. Eroan refused for the time being but Malficus would be available for contact at the Mithrest Inn.

While at the slums we inspected the planar sphere - this time we had to fight off a pretty strong group of fanatics. Even though they claimed to oppose magic they were equipped with all kind of strong magically enhanced items.

Outside again the next messenger was already waiting for us. A man named Alten invited us to meet a contact named Aster upstairs at the Five Flagon Inn. Obviously that was the contact mentioned before by Brega and Wasselen. Sandrah proposed to hear all four offers before we would make a decision on how to buy our passage to Brynnlaw.

- Note - As long as you do not pay the contact for any of the alternatives all options stay open. Once you made a decision there is no point of return and the other options are closed.

Since it was still dark we went to the graveyard first to talk to Bodhi. Her offer included information about Irenicus but would require my party to join her war against the shadow thieves. Next I consulted Gaelan and like Bodhi before he lowered his price to 90.000 GP. I kept the decision open.

Malficus demanded 100.000 for his journey to Maztica. It would have been possible to reduce this sum by performing some tasks for him.

My last visit before decision was with Aster upstairs at Five Flagons. She offered her help for a cheap 15.000 but her tasks were all the more demanding. The first one was to destroy the main base of the Shadow Thieves in the docks. There would still have been an option to reject

and go for one of the other offers but Eroan found this was most the convincing one and agreed to go the Aster way. The earlier cutscene that had revealed who was behind Aster played a role as well in this decision.

- Note - As soon as I said yes to Aster the chapter transition was triggered. A cutscene showed Irenicus breaking free in Spellhold and taking Imoen with him to start his own reign of the place. From this point on all other options for Brynnlaw were cancelled. Still there was no time pressure or other restriction to go to work against the Shadow Thieves immediately.

Day 406 (Aster's Way - AR0319)

Aster's contact Harold waited for us at the docks near the Shadow Thieves' building. He gave us the key to the lower levels of the headquarters and reminded us to clear the upper levels as well. Renal must have been warned since his level was vacated; however the basement had some opposition including some very potent spellcasters.

At the secret level (**AR0329**) we eliminated a first wave of thieves in the first room. A prisoner Tizzak asked us to free him with a key held by Booter and promised us valuable information in return. Booter was the torturer in the chamber next door and we picked the cell key from his dead body. Tizzak now informed us that we needed to open two magically locked doors in order to reach Aran, the guild master. One would open with pushing a red button in the north of the areal, the other with a key held by a mage named Haz.

We cleared out everything in our path including traps, assassins and priests of Mask and Cyric. I pushed the red button and later eliminated Haz in the north east of the complex and found his key.

- Note - Near Haz's room is an exit to the docks. You can get out but not back in by this way.

Afterwards we were able to reach Aran's quarters in the east of the complex. Nalia could use the crossbow +2 we found on the guild master, nothing else worth mentioning was dropped by him or his guards.

Before we went to report to Aster I had to rest the party for healing and recovering spells - storming the guild had cost some resources.

Aster was satisfied with our progress although there would still be shadow thief activities in Athkatla at a lower scale. Her next task was to deal with the vampires in the graveyard district. Again an ally of hers would be waiting for us to open the door to their lair. I confronted her with our knowledge about who her superiors were but that did not change the task. Not that Eroan would have changed it anyway.

Day 407 (Uprooting the vampires - AR0801)

Aster had provided us with a number of wooden stakes for the vampire adventure. In the catacombs below the graveyard the mage Zahl was waiting for us with a golem. He activated the golem to break the iron gate to the vampire's lair.

We defeated the vampires in the main area. Some of them retreated to their coffins in a western chamber and could be finally laid to rest with the wooden stakes (two coffins at this time). The vampires were led by Lassal who evaded us several times.

We found the tomb (**AR0803**) at the lower level but still no main boss. Near the sarcophagus shaped like a boat we met Lassal again who challenged us to a showdown in the spiked room upstairs.

When Lassal was dead we could use the third stake on the remaining coffin in the side room. This action made Bodhi herself appear. She provided some information about Irenicus and her relation to him before she attacked. However the fight ended quickly and she departed when injured a little.

- Note - in my setup it appeared that the shadow thieves were far stronger than the vampires, at least during this part of the game. Just an observation, I did not look deeper into possible reasons since I do not consider this a bug or unbalancing or similar.

This time when I returned to Aster I had dialogue options to investigate more about the background of why the Lathandrites gave me the tasks and would help me to reach Brynnlaw. I received some answers but in summary there was not much more than we had already suspected. My tasks for Aster were completed and we could now set sail any time we wanted.

Before leaving Athkatla for some prolonged period I took the opportunity to finish open issues. I took a round to inspect the strongholds and had to solve the problem of some thefts at the deArnise Hold. I paid for the mother's medicine and advised the culprit to use better judgement next time.

Next I went to my guild in the docks for one of the most satisfying actions in my guild master's career: I told Joster, the guy collecting the payments, that things had changed and he better leave fast. The guild was mine alone by now and there was no more need to care about Renal, wherever he had gone.

Day 412 (Brynnlaw arrival - AR0801)

We were now ready to travel and went back to Aster. After a cutscene that showed Irenicus experimenting with Imoen at Spellhold we found ourselves at the docks where we were introduced to "Captain" Saemon Havarian. In addition another crew member was presented: Sime, a shadow thief formerly in the service of Aran but familiar with the island and with her own agenda to watch over Saemon.

- Note - In my setup Sime becomes a joinable NPC as soon as we reach Brynnlaw. If not taken into the party she will keep her vanilla role as advisor of how to enter the asylum. If in the party, she will add additional quest content to the remaining game as well as serving as the party's thief.

As soon as we reached the island Saemon took his leave and Sime warned us of a possible betrayal. In fact, the moment we left the ship we were ambushed by three of Bodhi's vampires. Once they were defeated, Sime gave us a short briefing about the situation and then offered to join the party to be of even better help.

- Note - I parted with Nalia to have room for Sime. Although Nalia's SoA and ToB content is really good I have played with her in the past already and I am always trying new things in my runs. The Party now was Eroan, Yasraena, Sandrah, Kitanya, Silver Star and Sime.

Sime's first hint was to contact a man named Sanik who would have information about how to enter Spellhold. A while later Sandrah reminded Eroan of the priest Martin who might be found at Brynnlaw. He was the contact for Spirit Soaring and required to advance the Drizzt adventure.

In the east of the harbour we found Ginia who told us about the island in general and specifically her own trouble. We agreed to free her from a man named Chremy and negotiate with our old acquaintance Calahan from Ulgoth's Beard about her passage.

As we entered the temple of Umberlee nearby Sime took her chance to inform me about an important detail. Even though she had been in the service of Aran she had a personal interest to get into Spellhold. She assumed that those shadow thieves that had disappeared recently but not emerged as vampires around Bodhi might have been brought to Spellhold for whatever reason. What made this suspicion a personal task for her was the fact that her own brother probably was one of them.

Not far from the temple we found Chremy. He went hostile when we confronted him about Ginia and called a significant force of bodyguards to fight with us. We found a medallion granting access to the Galvena's festhall on his corpse. I bought a passage from Calahan for Ginia and her brother and then went to tell the news to the girl to finish this quest.

Day 412 (Saving Sanik - AR1602)

Our next station was the Vulgar Monkey inn where we were supposed to find Sanik. Just when entering the inn we were ambushed by Celile (the moneylender from the Copper Coronet) and a bunch of pirates. Celile wanted to take revenge for our spoiling his business in Athkatla. A silly attempt...

We met Sanik but our conversation was soon interrupted by an assassin sent by the festhall mistress Galvena. Miratok was there to kill Sanik because he had married one of Galvena's concubines and tried to escape from the island with her. Sime was able to scare the assassin

away who was a former shadow thief on the run for some treason against the guild and rather wanted to save his life than deal with her.

After the assassin left Sanik offered us a deal. He would receive the information about how to access the Asylum in return for his new wife's rescue from Galvena. Claire was supposed to be held prisoner somewhere in the festhall.

- Note - while moving around in Brynnlaw the party is randomly attacked by pirates. Killing them has no impact on the main plot.

I went to the festhall and talked to the courtesan outside. Eroan was able to convince her to tell us all she knew about Clair. With some gold we could also persuade her to take us into her room inside the festhall. At the room (**AR1609**) we had another chat and when we promised we would disable Galvena forever the girl gave us a sleeping drought. She told us that the cook might be able to put it into the food for the guards.

We sneaked into the next room to the west (**AR1612**) to find the cook and another courtesan. Eroan honestly told them of his plan and intention and they agreed to help. The cook mixed the sleeping drought into some ale for the guards and the girl took the ale to the guards. We followed the girl to see the guards fall asleep and she then led us to the room (**AR1613**) where the guard captain had the key to the dungeon. She disabled the captain with another mug of ale and we found the key in the chest in the room.

There was also a sleeping Sir William in this room, the one from the Selence quest back in Amn. We noted his presence to check later if he would be awake during daytime. For the moment we hurried to free Claire.

We reached the prison (**AR1610**) and found Galvena and her mage with Claire. Some pleasantries were exchanged and we informed Claire that Sanik was alive. Galvena and the mage attacked and were disposed, Claire went to meet Sanik and we were to meet them at the inn to receive our part of the deal. On the way out we told all the people who had assisted us in our plot about the success and they escaped Galvena's tyranny.

Day 413 (Finishing open quests - AR1613)

Outside again we talked to Calahan to hear that Ginia and her brother were safe.

At the inn Claire and Sanik welcomed us and then introduced us to Captain Golin who had the required information. He told us about two methods to enter the asylum, either as deviant or as cowed wizard. Deviants were sent to the asylum by the pirate captain Desharik if we could convince him of our madness, otherwise a cowed wizard named Perth would require the necessary convincing arguments to give us his wardstone. Once we had this information, Golin, Claire and Sanik departed to sail for the mainland.

I decided to rest my party at the inn and Sandrah took the opportunity to work on an improvement for her parcel. From now on we could use the item to travel in no time to areas

we had visited before. However there were a number of limitations, e.g. it could not be used while in battle or in some excluded areas that prevented its magic.

- Note - this function needs to be used with caution since it may transport you to a location in an already visited area that may let you miss plot meetings if there are any.

After our rest we went back to Galvena's festhall to meet Sir William who was awake by now. It turned out that the guy was the husband of the magistrate Bylanna and the lover of Galvena. Selence knew the secret and blackmailed him for money. I could find a dialogue option that solved the dilemma for all those involved and in return received a key for the treasure behind the tapestry in his house in Athkatla.

This was a chance to test Sandrah's new ability so I let her activate the parcel and we transported to the Government Park in Athkatla. The key worked and we found William's money which we delivered to Selence at the promenade. In return Selence offered now her shop of fenced goods to us.

She also gave us a second quest. Through a secret tunnel below the right one of the lion statues at the southern edge of the promenade we could find a tunnel that provided access to Ribald's shop at night. The task would be to break into the shop when it was closed and get a bunch of rare items without setting of any of the traps and alerts.

- Note - I have done this quest in the past and it just provides what I described above. You get a lot of high power items and you can afterwards bargain with Selence about which ones you give her and what you keep for the party. There are also some minor side quests in the tunnels that lead to Ribald. If you get caught you lose reputation as well as any further chance in the game to buy at Ribald's. I will skip this adventure in my current playthrough, it is one of those quests you do once but not again and none of the items you get it overly interesting.

We used Sandrah's parcel again to return to Brynnlaw.

Day 414 (Spirit Soaring - RR3700)

We went to the upper part of Brynnlaw and found Brother Martin near the pirate lord's house. After the introductory conversation he offered an option to take us to Cadderly and the temple of Spirit Soaring. We agreed to do the trip right away before we started the attempt to get into the Asylum.

Inside the temple (**RA3706**) they offered temple services, shop options and resting from a number of individually named Brothers. There was nothing of interest so we went to the inner temple (**RR3701**) to find Cadderly. We explained the situation concerning Drizzt and the crystal to him and he hinted at a dragon whose breath would destroy the crystal. The problem was that the crystal was in our enemies' possession and we could not bring a dragon along to the crystal tower where they hid (nor did we know its location).

Cadderly left to study the elder scrolls which would take a day. Nothing was there to do for us until his return.

- Note - Bad thing here is that you cannot leave the temple to do other stuff while Cadderly does his research...boring. CTRL+T is the only thing that helps.

Cadderly came back with a plan. We had to retrieve an item from hell that was capable to capture a dragon inside. We would then take the imprisoned dragon to our enemies to destroy the crystal - a very logical and straight forward plan.

To get us to the right place in hell he had to summon some imp who had the information. We agreed to start our little trip right away.

We were transported into hell (**RA3750**). The demon that had Fangor's holder was in the north east surrounded by all types of hell creatures. We needed all types of summons and spells to bring them to death. Once we had the artefact Eroan took care to have the party healed and restored. As soon as we activated the portal to return to Cadderly we were transported onward to the lair of the dragon (**RR3801**). This time Cadderly accompanied us.

We "only" needed to injure the dragon enough for Cadderly to use the artefact on him and we ended up with the loaded Fangor's holder for later use. This was all we could do for the moment until we would receive the next hint for the Drizzt quest.

Brother Martin at the exit of the Spirit Soaring now returned us to Brynnlaw again.

Day 415 (Asylum access - AR1500)

Martin had dropped us close to the pirate Desharik's door so we took the opportunity to try that method to get access to the Asylum. I could convince the guard my mentioning Captain Golin as my reference. Before I could step inside however Sime warned me that we probably would fail to fool the pirate. The man knew her and his spies all over town would have reported our connection already.

I tried it nevertheless; I even left Sime outside when I talked to the man. He kicked us out and there was no way to use him for easy entry into Spellhold. We had to find the adept Perth.

We found the cowed wizard in the house in the east on the same level as the pirate. No discussion was possible with him. He gave us remarkable resistance before we could take the wardstone from his body.

It was almost night now and the recent battle for Fangor's holder and afterwards Perth had taken their toll on our health and spells so we went into the Vulgar Monkey for a rest before attempting to enter the Asylum.

After rest we went up to the highest level of the town and followed the path to the north east. A man named Greyhand stopped us. He claimed that killing Eroan would be his revenge on Irenicus because the protagonist's death would spoil Irenicus' plans. He could not be reasoned with and we needed to kill him too advance.

- Note - this is an encounter that was left out of the original game but was restored by the Unfinished Business mod. Most likely it was supposed to be extended in some way but UB just restores the deprecated original so that the encounter appears "unfinished" due to the lack of options.

We moved on to the bridge that led to the Asylum and which now was accessible with Perth's wardstone. Sime told me about her brother Kerouak who would be inside just like Imoen. It was also revealed that the father she had missed during her youth was a man called Kamuzu, the very same we had freed from Mae'Var's imprisonment a while ago.

On the bridge itself we met the djinni messenger of Entreri again who told us that the next station in the Drizzt quest was a town called Maribor that was now marked on our worldmap.

A group of sirens and an air elemental were all that tried to hinder us to reach the door of Spellhold.

Day 415 (Losing divine souls - AR1516)

We were greeted by the "coordinator" right upon entering the Asylum. As soon as he was out of hearing distance Sime informed Eroan about what she knew about the man from the time in Athkatla before our party arrived. It confirmed Eroan's suspicion that the coordinator was Irenicus himself. Still the only option was to follow his guided tour to find out where Imoen was held.

After the introduction to some inmates (including Tiax and Dradeel) we found Imoen. The reunion however did not happen because Irenicus now showed his real face and the party fell unconscious from some herb that Saemon had added to our food during the journey.

We awoke in the laboratory where Irenicus revealed that he (and Bodhi) had actually been after Imoen AND Eroan. Irenicus planned to force Eroan's divine soul from him by killing the captured shadow thieves in the glass cages around the room. Sime recognised that one of them was her brother Kerouak. In addition, Sandrah took her chance to investigate about Gorion's stolen dagger and by this extract what little information Irenicus had about Eroan's mother.

Sime had to watch helplessly as Irenicus murdered her brother and the other shadow thieves, then Eroan found himself alone in a dream scape Candlekeep. To get access to the library and to meet Imoen I had to sacrifice a point of intelligence to the guardian.

Imoen informed me that I had to find the monster outside and lure it to her position because only our joint effort could defend it. I went outside to find Bhaal and to make him follow me inside. We could then injure Bhaal enough to give up which ended the dream and transferred Eroan back to Irenicus.

It turned out that our defeat of Bhaal in the dream helped Eroan to survive Irenicus' ritual. However both Imoen and Eroan had lost their souls to Bodhi and Irenicus respectively.

Irenicus took his leave and left us to Bodhi's mercy. She held a little speech and left to watch our attempt to leave the Asylum from a distance. We now had the chance to finally rescue Imoen.

Day 415 (Spellhold maze - AR1512)

- Note - the following decision may surprise many but for someone who played the game countless times it may be understandable. I always play BG1 with Imoen in the party. In almost every playthrough I also took her from Spellhold to the Throne of Bhaal. However, this time I decided to send her back to safety instead of taking her into the party again. Post-Spellhold Imoen did not really add to my current party and I felt that a change from the trodden path would be good for my own game experience as well.

Imoen had not been with me now since the start of SoD. She had matured on her own and had really earned a bit of rest after all she had been through. Of course half of my party protested against such a cruel decision but I stayed steadfast and Sandrah offered her a spell that took her to Henning at Waterdeep safely.

- Note - The riddles and loot to be found in this level are described in many walkthroughs so no need to repeat them here. Actually I skipped this level for having it played a bit too often and went directly to gather the crystal and the hand required to leave. Both could be found in the area to the west.

I used the southern entrance to the Dace/crystal area (**AR1513**). Sime talked about her brother's death with me and we found solace in the fact that our union against him would make him pay for all his deeds.

We fought our way through the umber hulk cages and a battalion of mummies and turned north at the end of the corridor. We triggered some Lich behind a nearby door and thus started some fight between that creature and some minions but were not affected by that yet.

We went to the northern room where the kobolds worshiped a red crystal. We defeated them and their shamans and gained the crystal and also a wooden stake for later use. Afterwards we followed the corridor back to the lich. Neither he, his minions nor the nearby library had anything of interest.

In the western chamber was Dace the vampire. He could not be reasoned with so after his defeat we used the wooden stake on the coffin and gained his hand which was the key to the exit in the previous area.

We returned to the area where we had met Imoen and Bodhi and went into the southern room with the head statue. The hand and the crystal opened its mouth and we could transit to the next area.

Day 415 (Bodhi's hunt - AR1514)

I eliminated a bunch of Yuan-Ti in the northern room but could not open the portals yet. Next we went to the room with the minotaurs and the fountain to grab one horn and four paintings that matched the decorations on the portals in the first room. Now we went back there to open

the portals left to right.

The third door revealed a new corridor with a machine in the south that could be fed with the coins that were splattered all through this level - I skipped this, it is only of interest the first time you play it. North of that was a room that had Gesen's bowstring. Since I had the shaft for it already I took it with me for Cromwell to repair it into a magical bow later on.

We ventured further into the area to find a room with several globes that would apply some effect on the group or the member standing on the symbol in the middle. The left globe on the eastern wall hastened the group; the right one on the northern wall healed the creature in the middle of the room. (Others have negative effects.)

In the following room with the exit Bodhi was waiting. She and her vampires were easily defeated and Bodhi fled as usual. Eroan turned into the slayer for a short while during the fight against Bodhi.

- Note - this first change is scripted and cannot be avoided even when keeping the protagonist out of Bodhi's sight.

After the return to normal, the party members had different reactions to what they had just observed (no spoiler here).

Another horn and a limited wish scroll were in a small room east of the still locked exit. When we attached both horns to the minotaur statue near the exit the door unlocked. The rooms west of the statue had nothing of interest but minor loot and enemies.

The exit led to a series of tests and riddles that do not require detailed description since nothing specific happened here in my playthrough, just the vanilla content. We came out to an open yard (**AR1508**) and were told we were free to go. However, the only exit led back into the Asylum and the laboratory where Irenicus had stolen our souls.

Day 416 (Escape from Spellhold - AR1515)

The bad penny Saemon Havarian had the nerve to wait for us inside. He had some good advice for us even though Sime was still upset of how he had fooled her during the cruise and still mistrusted his true intention. He left after he told us that the inmates of the asylum whom we had met before could be our allies against Irenicus who would hinder us to leave.

We ignored the laboratory for the moment (you get automatically killed if you enter at this time) and went around to the northern exit and back up to the living quarters. Lonk the Sane tried to stop us and lock us into our cells with all the other madmen but a 2000GP bribe made him leave and we gained the keys to release the other captives.

I could motivate them all to fight against Irenicus downstairs and the former coordinator Wanev transported us to the laboratory. More dangerous than our main enemy where the clones he made of the party members and the murderers that were released from their cells.

Irenicus fled when injured a bit but my allies died (by script, no way to prevent this). Only Tiax survived the fight and afterwards offered to join the party.

- Note - this version of Tiax is mod content. I did not take him so he went to Athkatla to wait there for possible recruitment.
- Note - in his departure speech Irenicus addressed Silver Star and hinted at their common history and that rather she was responsible for her current state than he was.

We went upstairs again to meet no other than - Saemon. It was worth to hear him out as he confirmed what we had heard before - Suldanessalar, the elven city. Still, there was no information of what Irenicus' (and Bodhi's) relation to it might have been. Out of all my companions it was Sime who recommended that we listen to Saemon this time since he had no reason left to betray us after Bodhi had left.

Eroan had two options to follow Irenicus: either a magical portal that seems to lead to the Underdark or a cruise with Saemon on the surface. I chose the latter option and Saemon transported us to the outside. He left to arrange for our travel and we were to meet him at the Brynnlaw tavern.

- Note - I selected the Saemon option because of the additional content it provides (the githyanki and the City of Caverns episodes).

Both Sandrah and Sime urged me to enter the Asylum again to search the coordinator's (aka Irenicus') office and quarter for further hints. The place was guarded by a golem and we found parts of Irenicus' journal there. Other things we found was a horn and the key to the Underdark portal in case we still wanted to use the other road. I left both items as they were of no use to us.

Day 417 (Saemon's plan - AR1606)

We returned to Brynnlaw and went to the inn. Elminster appeared and gave Sandrah an upgraded version of her hammer. He also gave us an amulet of protection +2 that I equipped on Sime.

After a rest we were now ready to listen to Saemon's proposal of how to follow Irenicus and Bodhi. Of course there were complications since Saemon's ship had been lost to Desharik and the alternative was to steal the pirate's own one in return. To fool the harbort guards we needed a horn to signal them at night. The task was to steal it from Desharik's lover Cayla in her house in the west of the area.

It was night time and so I went to Cayla's house and left the party outside. Silver Star hid in shadow and sneaked inside to steal the horn. Cayla was with her lover and betraying Desharik, we escaped without a fight. Saemon was waiting for us at the docks in the eastern part of the harbour. However, just as we were ready to set sail the pirate king arrived and tried to stop us. We killed some of his men and escaped.

Saemon gave a silver blade he had received from Bodhi to Eroan, a very doubtful "gift" as soon was revealed.

The sea cruise ended while we were almost in sight of land. The githyanki had detected the stolen silver blade and sent their sentinels to retrieve it and punish the thieves, i.e. Saemon and all who were with him. While the scoundrel made his usual escape we were left to fight the hunters. The battle did not last too long because we were in the waters of another race, the sahuagin shark-people, who captured the ship and everyone on it.

This way we found ourselves all of a sudden in the City of Caverns and were soon involved in a civil war among the sahuagin.

- Note - The introduction to this quest is rather lengthy and the many exotic names make it hard to follow it but I find it quite entertaining each time around and the different "fish"-characters really get a profile in short time.

We listened to the priestess and the mad king and agreed to help them. Killing an ettin to prove our worth was really no challenge.

I talked to the priestess Senityili after the king's audience and heard her alternative approach to save her city. It sounded like the right thing to do so I agreed to her plans and received an orb to contact the rebels.

Day 418 (City of Caverns - AR2300)

We found the southern platform and were invited by some imps to solve their riddle. I agreed and had Silver Star disarm the numerous traps on their platform. Afterwards she talked to each of the famous celebrities and put the matching item into each one's chest. Solving the riddle provided access to the final chest with some loot we did not need.

Once we got rid of the imps we could talk to the spectator who guarded the chest with the tooth we really needed.

In the conversation with the beholder there were dialogue options to make him open the chest for us to take a look inside. When he saw what it was it was easy to convince him to leave. The tooth was ours now.

- Note - the spectator will appear later in the game, once in ToB and once in the RtF sequel.

We went north and near to where we fought the ettin. East of it was a pool with a large shark's mouth and when we used the bridge leading east we were approached by a rebel messenger who invited us to the rebel prince. We agreed and were brought to Prince Villinaty for a negotiation. After discussing the options Eroan agreed to help the rebels and take a fake heart to the mad king. The Prince's priestess Sallinithyl was the daughter of Senityili who had given us the orb.

After the talk with the prince the priestess Sallinithyl stopped Sandrah for an important issue. The two left for a private conversation in which the sahuagin told my companion about "The Book That Writes Itself". Afterwards Sandrah was taken back to the group to continue the plot.

- Note - This event starts Sandrah's main quest. In case you skip the City of Caverns there is a similar event a bit later in the Underdark (Illithid enclave) that leads to Sandrah learning about that Book. This quest will continue through the remainder of the official game and is prerequisite for the Sandrah RtF sequel. It is in fact here that the Sandrah Saga actually begins.

We went back to the king and gave him the fake rebel heart. Prince Villinaty attacked the king and we helped to eliminate the king and his guards. Our reward from the prince was a magical rope needed to continue our journey to the Underdark and the key to the treasury of the king (nothing useful for us was in there).

The transition to the Underdark was behind the prince's former throne. Before we went down I decided to rest the party. But before we went to sleep I asked Sandrah (with PID) about her meeting with the princess. She told me about the Book and that probably both of us were mentioned in it. She also mentioned Oghma and Elminster as possible sources for more information.

Day 419 (Underdark - AR2100)

Yasraena was not too happy to find herself back in her old home - understandable. Not far from the entrance some drow matron and her entourage provoked us to a fight. It gave us a taste of what was waiting for us down there.

Afaaq had materialized from his bottle; I had almost forgotten him during the last chapter. Now he claimed that his lost soul could be nearby as well as the drow who once stole it. Talking to some duergar in the south they mentioned a camp of a drow war party; however we could not go there unless we were disguised as drow.

We explored the area and were ambushed by Kuo-Toa, drow, elementals of different types, spores.

In the middle of the area was a soul trap that could be manipulated to free captured souls. One of them was the lich Diagott, the one who had stolen Aidan's Amounator artefact. We found the holy mace on his body. Another prisoner was a boy Daglefodd whom we could send home. The rest of the captives attacked on sight and were otherwise meaningless.

In the north west was the entrance to a svirfneblin settlement. We told the guards we came in peace and were sent to the town's elder who had a task for us. I talked to Goldander and agreed to help them in return for his support to get us into the drow city with Adalon's help. In the building next to him I talked to the father of Daglefodd who gave us some bracers for the rescue of his son which I equipped on Silver Star.

We went to the digging site and investigated the pit mentioned by Goldander. The balor which appeared was easily killed and the pit sealed with the scroll we had received for the quest. We afterwards received a light gem from the svirfneblin that was needed to visit Adalon. We were now ready to enter the dark cave near the entrance to the drow settlement.

I made a deal with Adalon to retrieve her eggs in return for her providing me with the onward passage. There was also a bit of background information about the drow city and its relation

with the nearby surface and the couple we were chasing. Adalon cast a spell that made the party appear as drow and also capable of drow language.

- Note - Kitanya and Sandrah changed their portraits to drow, other mods do similar changes to their NPCs but none of the others I had in party this time. It was of course wasted on Yasraena anyway.

We went back to the duergar encampment and found that the access to the southern drow camp was now open because we had the drow disguises.

Day 419 (Afaaq and Divalir - A77005)

We entered the drow camp and were immediately taken to their leader Melarn. It turned out that he was the one who had once enslaved Afaaq. Even worse, his mage saw through our disguise and identified us as surfacers. Melarn offered a deal in which we were to retrieve the insignia from a matron in Ust Natha in return for Afaaq's caged soul and our incognito.

By some small error, this quest came to a quick end. On the way out we ran into a bunch of orcs and fighting with them also turned all the drow in the area hostile. We found the soulcage on Melarn's corpse. Afaaq urged Eroan to keep it until we would find a method to unlock it.

- Note - I looked at the quest code and the incident seemed to have no impact on the quest as a whole, I just took the express route to gain the reward without working for the drow scoundrel. I did the quest on some earlier playthrough and it allows for several solutions including the alliance with either the matron or the bandit.

This time when we neared the gate to Ust Natha the doors opened and we were scrutinized by the guards. We used Adalon's story and were admitted. We were to seek out Solaufein at the male fighter society who had waited for "Veldrin" already.

Inside the city Yasraena informed me that the dialect of the drow here was the same used by the ones who caught her lover Divalir. She urged me to seek for him in the city. Next Sandrah advised Eroan that it might be wise to appoint one of the females as the leader while in the city because drow were accustomed to respect them far better than a male leader. I was about to take Yasraena, however she had been raised in the disguise of a male herself, so I finally chose Sandrah herself in her drow incarnation.

- Note - many dialogues throughout Underdark work slightly different for a female in the leading slot.

Afaaq commented on the tortured djinni near the entrance but also advised us to do nothing in order to not spoil our own mission. We found some human slaves in cages behind the tavern but could not purchase them - yet. Also in that area we found Divalir. In order to free him we had to find a drow captain Tsabrak on the upper levels who had the wand that would enable the escape of Yasraena's lover.

The passage to the upper level was just east of the tavern and we found Tsabrak immediately.

Silver Star stole the wand from him. We went back to Divalir who could now use a contingency spell that transported him to Suldanessalar.

Day 420 (Solaufein - AR2200)

We found Solaufein in front of the male fighter society building. He was not too happy with the task to mother us in his town. He informed us that a handmaiden of Lolth had a task for all of us and we were to see her urgently at the platform near the town entrance.

The handmaiden Imrae gave the party and Solaufein the task to save a matron's daughter (Phaere) from the mind flayers. The time limit to meet with Solaufein for the rescue in the main area near the southern tunnels was 12 hours. During the conversation we were also introduced to Xulaye Despana who was supposed to accompany us during our stay in Ust Natha.

- Note - Xulaye is a mod NPC and a drow thief/mage. She adds her own extra quest and variation to the Underdark episodes when taken into the party. She will leave the party again when the Ust Natha main plot is ended (she will play a special role in that ending). To swap her for a companion is no problem because you can pick up that party member before you leave Underdark (choose one that does not leave for good if kicked out.)

I accepted Xulaye into the party and let Yasraena go. Sandrah had a spell for her drow friend that sent her to Mystra's temple at Waterdeep where we could later pick her up again.

- Note - even though Yasraena has some small content for the later chapters and even ToB her main part is done after she met Divalir again. Although you may be interested to see her rejoin her elf at Suldanessalar to really finish the quest and make everybody happy.

Xulaye had the nice advantage that we could equip her with all the valuable drow equipment we looted without fear that the stuff would disintegrate in sunlight.

When we came out of the city and crossed the narrow bridge that led to the southern part where we were to meet Solaufein we were ambushed by a high level party with a strange creature mix. One item they dropped was a halberd +4 although we had no use for it.

We met Solaufein and defeated the mind flayers. The interesting part only came after the fight. Phaere turned out to be Xulaye's sister and an ambitious one. But so was Xulaye who soon started to infiltrate "Veldrin" in order to get him to work for her plans that were not aligned with Phaere's or even their mother's, Ardulance. Xulaye also clashed with Sandrah who played her drow role well and gave the impression of being a very powerful person from Ched Nasad.

All those conflicting ambitions, not even yet counting Solaufein, were just the right playground we could use to our advantage and Sandrah had already started to start her game

here.

We were to return to the city entrance platform to hear about our next task.

Day 421 (Intrigues - AR2202)

We gained some recognition for the task we had performed and that was all our reward. We were told that Phaere already awaited us at the tavern with a new quest.

Benerra and her brother Tarzik had a scene with Xulaye which showed the tension in the Despana family. Everybody was waiting for their chance to eliminate the others and all were plotting their mother's downfall.

Sime took the safety of the tavern to talk about her mother this time. Surprisingly it was no other than Merella. She had left Athkatla after Sime's father had mysteriously disappeared for her own safety but had to leave the children in Aran's care. Eroan told her the truth about her mother's end in her fight against the shadow lord. Sime was content that her mother died when performing her duty to protect others.

Xulaye revealed to Eroan that she knew his true identity but would keep the secret as long it served their common goals, whatever hers might turn out to be.

Phaere had a task she would reveal later on the city platform but that would be in a day's time still so there was a chance to explore the tavern and the remaining city meanwhile. During the conversation the tension between Solaufein and Phaere was showing as well as the suspicion that both thought that Sandrah would be some matron's daughter from outside.

A bit later Xulaye confronted Sandrah. She claimed that my priestess had full knowledge of me being a surfer but she still believed that Sandrah was drow and just using me for her purpose. They came to some kind of agreement that their different plans did not cross each other and they were temporary allies against Phaere and her mother. We were now fully involved in Ust Natha's internal politics and could hopefully use this to our advantage.

I accepted some pit challenge from the drow Sondal but soon found that the fights were below our current abilities already, so we moved upstairs for some entertainment instead. We used the lust chambers to "rest?" the party - Sandrah showed Eroan how deep her drow transformation had gone - she really seemed to like her Underdark role.

I also used PID options with Xulaye and Sandrah which revealed more about our current situation. Sandrah could also be asked about Gorion's dagger and what she had learned from her talk to Irenicus about it.

Day 422 (Xulaye's deal - AR2402)

We went outside and to the entry platform when a messenger contacted Xulaye. We had to leave the city right away to meet some matron from out of town who seemed to be involved in (one of) Xulaye's plots. The matron required 20.000GP for her services (what those were was not revealed) and Xulaye left it to Eroan to deal with those details. We were able to negotiate with the matron and she would also accept a specific piece of armour from the duergar in the southern camp as alternative payment. The price was to be delivered to her messenger in the male fighter society.

When talking to the duergar Carlin we learned that he would sell the armour - for 20.000GP. He however would reduce the price to 5000GP if we added some relic to the gold (either eye of beholder, Kuo-Tua blood, and elder brain blood).

- Note - attacking or pick pocketing the guy leads to no result, he does not carry the item on his body.

We went to the western tunnel where the Kuo-Tuo were living. We removed the initial enemy threat throughout the area and found a secret passage in the southern part of the tunnels (x/y 1500/1570) that led to a lower cave (**D0AR01**). Here we found the lich Nazariel who had but one wish and that was to be free and his essence be returned to the surface. After we killed him we could take his phylactery to grant his wish once we reached the surface ourselves later on.

In the tunnels itself we defeated a Kuo-Tuo prince and gathered his blood. With the blood we returned to Carlin and traded it for the mithril armour +4 that the quest required.

We returned to the city where Phaere and Solaufein were waiting at the platform near the entrance. Our next task was to deal with a beholder on one of the southern platforms. Since the walk led near the male fighter society we took the chance to deliver the armour there. Another step in Xulaye's plan was done.

A single beholder was no match for our party anymore. Phaere secured the eyestalk of the beast for some unknown purpose and Solaufein found this very suspicious. Anyway, our task was done and we had three days until we had to meet Phaere again at the tavern.

On the entry platform a duergar slave urged us to talk to the aboleth in the tank. The creature tried to force us to kill a drow priestess for him otherwise he would reveal our surfacer identity to the whole city. Eroan refused and made it clear that his treason and plan would be revealed if he tried to enforce his blackmail. We left him unsatisfied and received an XP reward for the non-violent solution.

Day 422 (Phaere - AR2202)

We did not have to wait the mentioned three days but went to the tavern right away to talk to

Phaere. This time she had a mission from her mother for us which was to teach the deep gnomes in the main area some respect. Solaufein was not too happy with such minor tasks.

We met Solaufein in the main cave just slightly west of the soulcage installation we had used earlier. I tried to convince Solaufein to leave the gnome task to us and to return to the city. He did not seem to be unhappy about it and Sandrah took the chance to introduce us as possible allies for him against Phaere. Solaufein told us that all we needed was a gnome's helmet as proof for our success regardless by which means we came into the artefact's possession. He then left to let us deal with the case on our own.

We moved a bit further north where we met a svirfneblin patrol. While Xulaye tried to immediately attack and kill them Sandrah stepped up and prevented bloodshed. She persuaded Xulaye that this simple matter could be handled by the male, i.e. Eroan, who now had a dialogue option to negotiate for the helmet of the patrol leader and let the gnomes escape.

- Note - of course we could also have killed the gnomes but such murder was below our attitude.

This time when we reported to Phaere at the tavern she really clashed with Solaufein and afterwards ordered Eroan to see her at the female fighter society within an hour. There Phaere ordered Solaufein's death and requested his cloak as a proof for his death.

As soon as we were out of Phaere's earshot three of my companions (Sime, Xulaye, and Sandrah) had the same good advice for me, all for the same good reason: let Solaufein live - try to gain his alliance - fool Phaere with the cloak we might somehow gain from him. I had decided on that option myself already but it was good to have everyone's consent on the matter.

It was no problem to convince Solaufein to give us his cloak and he told us that he would hide with other followers of Eilistraee until the current crisis would be over and not endanger our incognito or his own life.

We returned to Phaere who swallowed our lie concerning Solaufein's death. Afterwards she demanded to spend the night with Eroan...

- Note - I saved before this scene and reloaded to play through the different variations. Among my companions Kitanya and Sandrah reacted to the different decisions that could be made and I tested the different outcomes - they were surprising.

Day 423 (Ardulace - AR2202)

The meeting with the matron mother ended with another task for us. Again the blood of a leader of the neighbour races was needed. We had killed the Kuo-Toa prince already for Xulaye's quest so we had to face either Beholder or Elder Brain. During the meeting with Ardulace the tension between the mother and her rivalling daughters again became apparent. And even the matron did now suspect Sandrah to be some important member of a Ched Nasad family.

Before we could leave the city to get Ardulace's ingredient we were held up by the mage

Visaj. He tried to sell us a magic rope that belonged to Jarlaxle but we threatened him to hand it over for free. It was supposed to allow us entrance into Deirex's tower. It worked as a key indeed, however instead of fighting the lich we were taken to Jarlaxle's headquarter. In order to get out of this pocket plane we had to agree to perform a task for the drow bandit - we had to get some gems from the lich for him.

Liches did not scare the party too much even if they were still challenging. Deirex dropped a tooth and a wardstone - both were keys to different locations in the vicinity. First we looted Deirex's room and made sure that we picked up the gems for Jarlaxle as last item because once we had them we were transported back to his lair.

We could have departed peacefully from Jarlaxle but Sandrah somehow got mad about the drow's repeated interferences with our quests and a fight broke out. Once the drow and his mage fell and we picked the rope from them we were free again and back in Ust Natha.

- Note - Jarlaxle always finds someone to resurrect him and appears again at various points in the game.

The lich tooth allowed us to loot the upper level of the tower where we found some spells and a crossbow +4 that I did not use because it took -2 STR from its wielder. The wardstone served a double purpose. First, we could now access House Arbani (the one from Afaaq's quest), and despite the fact that Melarn was already dead I could ally with the matron of the house (It had no consequences because of Melarn's death). The second use was to gain access to House Jaellat, however all you can do there is kill everybody and find some useless loot, mostly gold and gems, which nobody needs at this point in the game.

Instead I went to the slave cages north of the tavern where Sandrah had reminded me that our privileges from Mother Matron would allow us to buy the human slaves and send them to freedom. We did that and also had them fed and equipped - Xulaye was foaming, she had rather seen them sacrificed to Lolth. Some priest on the way tasked me to eliminate some followers of Ghaunadaur, I ignored him.

We went again to the lust chamber to rest the party for the next quest. Aidan appeared and was happy that we had found the relic of Amaunator which was now to be delivered to the temple near Umar.

We went to the southern tunnels in the main cave to visit the beholders. The elder orb whose eye stalk we needed was right near the entrance and we could have left the area after its death already. But we were adventurers, so...it was not really worth anything to clear the beholder tunnels.

As we passed the platform with the Ghaunadaur cult on our way to the temple I had Sandrah sent a few summons to take care of those slime lovers.

Ardulace was happy about the eye stalk and sealed the city to prepare some ritual that would make her ruler of Ust Natha.

Day 424 (Dragon eggs true or faked - AR2201)

While her mother prepared the ritual Phaere ordered Eroan to her quarters once again. On the way to her Sandrah counselled Eroan to agree to whatever Phaere might ask. Playing daughter against mother would be to our advantage in the end.

Phaere explained to us the details of the ritual that was aiming at summoning a powerful demon to aid the drow against the surface elves of Suldanessalar. The payment for the demon were Adalon's eggs. Phaere requested Eroan to replace the dragon's eggs in the temple treasury with fake ones and give the real ones to her. This way the demon would kill the matron for the betrayal and Phaere herself would present the real eggs and be new matron.

Up to that point things seemed easy. On our way back to the temple Solaufein appeared to give the plot another twist. His revenge on Phaere was another pair of fake eggs, this time not marked like Phaere's. We were supposed to give those to Phaere instead of the true ones which we could then return to Adalon. This twist also seemed to fit perfectly into one of Xulaye's plots, since it would of course remove both her sister and her mother.

We now had two pairs of faked eggs at our disposal but still needed the real ones from the treasury. As soon as we entered the temple, Sime offered to break into the treasury without anyone noticing it and to perform the exchange. I had several options now, including going myself (ranger with stealth), sending another NPC with thief skills (Xulaye or Silver Star) or let Sime go. I chose Sime and advised her to place Phaere's fake in the place of the real eggs we needed.

Sime went on her mission and returned a minute later with the eggs. Phaere's were placed in the treasury and we had Solaufein's copy that could be given to Phaere. Nobody had noticed the burglary and the exchange.

The last action now to seal Ust Natha's fate was to give Phaere the Solaufein fake instead of the real ones. She left to perform her part in the ritual and urged us to come to the temple as well. After she left a messenger of Adalon materialized and also told us to witness the ritual. Afterwards we were advised to leave the city as fast as possible to bring Adalon her eggs.

Now we went again to the temple and the ritual started. The demon was summonsed and killed Ardulace for her offering of the false eggs. Next came Phaere with the other pair of false eggs. Xulaye most politely thanked the demon for his (involuntary) aid and he departed. One of Xulaye's different plots had succeeded and she immediately took the reins of the city now that all rivals were dead.

- Note - we could pick up some of the items that the dead drow had carried, e.g. Solaufein's cloak.

The new matron had a final conversation with us in private. She tried to interrogate Sandrah for my priestess' true intentions but all she learned was that we really had no interest in her city's internal affairs and we had gained what we came for without revealing what that was. She rewarded us with a drow cloak that would not turn to dust in the sunlight and some gold plus an hour of time to leave and never return.

- Note - We were now a party of five only because Xulaye was of course automatically removed.

We left the city as fast as we could since we had no more business here and needed to pursue Irenicus and Bodhi again.

Day 425 (Illithid city - AR2400)

We left Ust Natha and were on the way to Adalon's cave when the mind flayers ambushed the party. They were angry about our involvement with Phaere's rescue and kidnapped us. We woke up in their city in a cell and soon learned that we had to fight against other captives for the amusement of the illithids.

After the first battle against some poor umber hulks we were back in the cell to wait. At this time the door to the next cell was unlocked and we could talk to the githyanki there. Their leader Simyaz had some more background information but our conversation was interrupted because it was their turn to fight in the arena by now. When they returned Simyaz informed us that probably we had to fight them in the next battle. Simyaz had a plan to which Eroan agreed. The githyanki would use their PSI powers to distract the mind flayers while our group would escape the arena and then each group would seek their way out of the illithid city.

- Note - In the case that Sandrah had not met with the priestess Sallinithyl in the City of Caverns there will be a similar scene at this point. Simyaz will inform her about "The Book That Writes Itself".

In the arena we had to kill a few Kuo-Toa and then were able to break open the exit in the east. The githyanki disappeared and we had to face the ogre overseer outside. In a container nearby was another part of the equalizer sword (a relatively useless item once you have all the parts and Cromwell restores it).

Most doors were locked still as they could only be opened by a mind flayer. In the ones accessible we found some pools with a serum that could be used later and a room full of slaves that were in a kind of coma. We used the serum on them and they awoke to tell us of their fate and gave some advice about the dungeon. We could use the machine in the same room to produce control circlets to be used on mind flayers so we could control them to open the doors for us. (I needed two of them in this run, but most likely I had the advantage of knowing from previous games how to use them effectively.)

I sent Sandrah back to the room where we found the serum and when a mind flayer appeared to inspect the pools she caught him with a circlet. We brought him to the northern doors and he opened a number of them before the circlet lost its power and he turned hostile and needed to be killed. In the most northward room we met the githyanki again. Before they left with the help of their PSI powers they told us that we needed to kill the elder brain to open the main door that would return us to freedom.

We fought our way to the west through mind flayers and umber hulks. When needed we

caught one with another circlet to open a sealed door. This way we made it to the north west room which Silver Star could pick open. With the elder brain defeated we received its blood (maybe useful for something later?) and all doors were now unlocked. Near the dungeon exit we met the slaves who could escape to the surface.

Day 426 (Adalon's rewards - AR2102)

I rested the party before we continued our quest to return the eggs to Adalon. Before we reached her we met again the githyanki. Despite our previous alliance they still were hunting the silver sword we received from Saemon. Sandrah and Eroan negotiated with them and we gave them the sword. But even with that solution they attacked us - githyanki honour code required that a sword theft had to be paid with blood and Saemon was not there...they died honourable githyanki. (I picked up the sword again from Simyaz body.)

Finally we made it to Adalon and returned her eggs. Before she turned us back into surfacers and transported us to the Underdark exit Eroan took the chance to ask another favour. I asked for a drop of her blood to finish the tanner's quest at Umar and find the employers of that skinner. Her price for it was the killing of the Aboleth in his tank in the city.

The beast was quite resourceful and summoned a significant number of forces to defeat him but it was only a minor challenge for our proven party (even with only five members). Adalon gave us the blood sample and a crossbow +3 that we had no need for, Sime had already obtained one previously. In the process to transport us to the exit we were also transformed back and Kitanya and Sandrah regained their non-drow portraits.

Adalon assisted us in the fight with the guardians at the exit before she left. We now entered a transition area (**AR2401**), a temple where drow and surface elves were fighting each other. We helped the elves out a bit. Most loot was useless as it was drow equipment that would disintegrate minutes later on the surface.

Near the exit from the temple we met Solaufein again. He had come to tell us about a settlement of drow on the surface who were followers of Eillisraee just like him. I could visit them and maybe gain allies for my upcoming quests.

- Note - The area was added to the worldmap east of the Underdark exit.

We entered the door behind Solaufein and by this were transferred to the surface and into the next chapter of the game. In a couple of cutscenes we were brought to Elhan, the Suldanessalar army's commander.

Day 427 (Elhan - AR2500)

We were brought to Elhan and in a long dialogue sequence were introduced to the situation on the surface. Irenicus had invaded Suldanessalar and by some magic made access to the elven city disappear. The artefact that could reveal the town entry was stolen by his sister Bodhi. Bodhi had escaped the elven lands with the Lanthorn and the elves were unable to follow and

in addition had to fight the drow emerging still from Underdark.

The deal was for Eroan to pursue Bodhi to Athkatla and to retrieve the Lanthorn. Elhan provided some wooden stakes and holy water when questioned for support. He evaded any direct questions about Irenicus, Ellesime and what was behind all the revenge actions of the mage and the vampire.

After the Elhan conversation we left the area and travelled to the Eilestrae enclave Solaufein has talked about (**ARES01**). A drow named Fall welcomed us and we could negotiate about some help and training. She also recognised Sandrah because of the close relationship between Mystra and Eilestrae that went back to the ancient character of Qilue Veladorn. Sandrah urged Eroan to accept Fall's offer.

- Note - Qilue Veladorn will play a very important role in Sandrah's own story. (Qilue was the youngest of the Seven Sisters, daughters of an earlier incarnation of Mystra herself. Some legends have it that her mortal avatar was drow. Qilue was a supporter of Eilestrae when she fell from the elven pantheon.) You have a PID option to ask Sandrah about these and other relevant details.

As a first task we had to deliver a letter from Fall to Elhan to clarify that the drow in her enclave were not in league with the Underdark and his enemies. I brought the letter to Elhan who gave me another letter for Fall. I brought Fall the letter and by this had qualified for her training.

- Note - You read books and scrolls about the Dark Maiden and then pass a test of your knowledge. There are also some fedex quests throughout the clearing and an encounter with a lich. I skip all of this because a) I did it once before b) none of it is really fitting that late in the game anymore. I just looted some ammunition from the chest in Fall's cave.
- Note - If you travel directly from Underdark Exit to Eilestrae's Clearing there is a high probability to miss the Drizzt encounter where you can ask him for aid against Bodhi. Anyway, a party at that point should be able to do without him.

Another quest was finished when we came to the surface as the lich Nazariel's phylactery was destroyed and his soul released. We received XP and a journal update, nothing more here.

Day 428 (Kamuzu - TS0322)

Good old Landrel appeared to talk to Sandrah. Again some danger in Waterdeep called for her and Eroan's aid. The details would be provided by Ringonthal at Mystra's temple.

Before travelling to Waterdeep we went to the city gates and Sime asked me to visit the guild in order to look after her father Kamuzu. She also explained a bit more about her former relationship to Aran and made clear that she had no more bounds to her former guild.

- Note - Edomis Galdenburg at the city gates offered us a quest and journey to the north. This is a large and very long extra quest, almost an independent mod in itself, from Region of Terror. It is neither related to the Drizzt main plot from RoT nor to SoA

itself. If you decide to go to a town called Bremen you will need to stay there until you decide to finish that quest series. It is a onetime journey and takes you out of the original game flow for a significant period. I skip it in this playthrough.

I went to the docks to let Sime look for Kamuzu. A githyanki named Kruin stopped us and again demanded the silver blade. I was happy to get rid of it and this time it ended peacefully.

Sime and Kamuzu met on the ground floor of my guild and it was a happy and sad reunion due to the loss of the other family members. Sime swore her allegiance to Eroan afterwards.

I let Sandrah use her "Return to Waterdeep" spell and we were in Elminster's Garden in no time. We went to the temple where we found Yasraena just as planned. I took her back into the party to complete it with a sixth member again. Then we listened to what Sandrah's former tutor had as quest for us.

We also talked with Landrel to hear of Shar-Teel's promotion. Obviously the mother of Eroan's children has used her talents and dedication to further develop Waterdeep's security and finally had replaced the already half-retired Lord and commander. She had moved her quarters from Sandrah's tower to the commander's headquarters at the West Gate.

Before I could hold my wildcat in my arms again I had to defeat some Talos followers (CVELM6) from our garden. Inside (CVELM7) Shar-Teel and little Gorion said hello, there was not much else here this time.

- Note - The commander's headquarters and Shar-Teel will play a role in later quests.

Day 429 (Waterdeep Vampires - CVELS1)

Ringhontal had sent us to investigate the strange occurrences on a ship that was anchored outside the Waterdeep harbour. The harbour master at the docks south of Elminster's house gave us a row boat to reach the ship. He also told us a few more details about the ship and what had been found out so far. He mentioned a missing fisherman named Reagan who had been found near the ship and whose blood had been sucked from his body completely.

On board of the ship we were attacked by very aggressive ship rats which could also cause disease if they came close enough to infect a companion.

- Note - By clicking the bow of the ship you can travel back to shore.

Below deck (CVELS2) more ship rats gave us a really hard time in the narrow bilge. On the next level below deck (CVELS3) when we defeated some more rats all of a sudden two Plane Vampires emerged from a wall and attacked us. After the death of those vampires you discover an anomaly on some ship planks. There seems to be a portal through which those vampires had come and that we could use to get to the source of the problem.

Before we used the portal I decided to heal and prepare the party. Afterwards I used a PID option on Sandrah to travel onward. The area we came to (CVELS4) had no apparent exit for return and was full of vampiric mists and plane vampires. In a barrel in the second room was a simple quarterstaff that I picked up - remember that magic golems can only be killed with

non-magical weapons.

We moved east and killed the mists and the magic golem. In the library room north of the golem we found the injured fisherman Reagan. His transformation to vampire was not yet complete and he told us more details about those plane vampires. It appeared that they needed the fisherman to get them from boat to mainland since vampires cannot cross water. It was revealed that the Eldest Plane Vampire had to be defeated and we needed a blue crystal to reactivate the portal for our return. In the eastern room was a richly ornamented sarcophagus that we needed a bit later.

First we followed the corridor north of the library to find more vampires, vampiric wolves and the eldest vampire. The blocked portal was north of the eldest vampire. The eldest was defeated but returned a little while later from the sarcophagus. We laid it to rest again. It appeared that he would not stay in his coffin unless we had pierced his heart with a wooden stake. Elhan had provided us with a sufficient number of such stakes for Bodhi and her fellowship so we could use one here.

Driving the stake into the vampire provided us with the blue crystal for our return. The crystal also released Reagan from his spell and we could take him with us and back to Waterdeep to be healed.

- Note - make sure that the fisherman follows you to the transits as you move back to the deck of the ship and then to the harbour.

As soon as Reagan was in the fresh air of the harbour he seemed to be healed and started a conversation with the harbour master. We went back to the temple to report our findings and to get rid of the blue crystal. Back at the waterfront Ringhontal performed some ritual to cleanse the ship and with that our task here was done.

Day 430 (Return to Imnesvale - AR1100)

Sandrah cast "Return From Waterdeep" and we were back in Amn. I decided to finish the tanner quest and we set out for Imnesvale.

A bhaalspawn named Jugend was waiting for us and threatened to kill us, the villagers and thereafter conquer all of Faerun. We had the additional task to keep Minister Lloyd and his wife alive during the battle that started. Jugend had a son and two lieutenants that each spawned more high level fighters and mages to make this a totally crazy tactical challenge. Note - setting C:SetGlobal("duNumOfBanditSpawns","GLOBAL",2) after the initial talks will prevent the armies to spawn and you "only" need to kill the son and then Jugend to save Imnesvale. This mod is tactical overkill and only digestible if you like such stuff.

Once we had killed Jugend's son in the south east of the area, the bad guy himself appeared with his final forces. When he was dead the minister gave us a ring for reward.

We now talked to Fael, the skinner's ally. I used Sandrah's parcel to retrieve the human skin

which we had not carried around all this time. With the item and the blood sample from Adalon Fael would start his work. He asked us to return in four days.

When we entered the inn to get some much needed rest after the Jugend encounter we found Landrel again waiting for us. This time Mystra herself needed our help. We were directly transported to the Waterdeep temple to meet Elminster, Khelben and other arch mages. It turned out that our old friend Xephistagoras had captured Mystra while she visited the Prime. Gods had to leave part of their powers at Celestia by AO's verdict since the Time of Trouble in case they visited the mortals. Xephistagoras had used this loophole and imprisoned the goddess at the Academy of Legencase.

Before we used the fibula to visit the Academy again I chose to rest the party. During the sleep Eroan had a vision of Ellesime and was shown the activities of Irenicus at Suldanessalar. Our enemy made attempts to destroy the Tree of Life that was the pillar of the elven city.

After rest I let Sandrah activate the transport to Legencase.

Day 431 (Return to Legencase - CVAKA4)

Xephistagoras faced us outside the Academy door but soon transported inside. He was puzzled of who was sent against him since he obviously had intended his operation to be a trap for Elminster and other Chosen of Mystra.

Inside we faced a first wave of the necromancer's creatures who were dangerous and many. In the sarcophagus on the first level we found a "History of the Chosen of Mystra" (interesting) and a bust of Mystra (useful). We continued to Monica's former quarters to face more of Xephistagoras' forces. Despite the fact that we destroyed all his minions he appeared a second time to mock us and transported away again.

Neither Mystra nor the necromancer was at this level but in his speech he had mentioned the exit platform. In deed it had been changed into the entrance to the place where he held Mystra whom he had cast into stone (**CVAKA5**).

Before we faced the bad guy I sent some summons ahead to clear out his bodyguards. When they had done their work we were ready to step ahead and listen to his final speech before we fought him.

After he fell Sandrah and her goddess had a conversation about the events. The most important information we gained from it was the answer to Sandrah's question what would have happened if the necromancer had succeeded. Mystra stated that AO would have chosen another human to succeed as Goddess of All Magic. It was indicated that Sandrah's lifetime task was to find that candidate.

After this event there was a new PID option to ask Sandrah about this task. She was sure that our common adventures would lead her to her goal in some way because she always trusted her feelings that our fates were somehow connected.

We used the Legencase transport platform now to return to Waterdeep. At Elminster's house we found Landrel who could be questioned about the Book That Writes Itself and who had some general hints for Sandrah.

This time we had to take the normal overland road back to Amn. I took that opportunity to check out Wyrms Crossing. Skie's rescue had led to city now being accessible to us again; the draw bridge had been lowered again.

- Note - The city is closed during EET unless the protagonist finds a way to get the murder accusation out of the way.

Sandrah used her chance to bring up again her suspicion about Skie's heritage and that the girl might be another bhaalspawn. She had collected a lot of evidence by now to support her case.

Day 431 (Finishing the tanner quest - AR1300)

Back in Amn the time had arrived to check again for Fael and the skin armour. The terrible garment was ready but meanwhile the man had found out the truth about our disguise and had his associates ready to attack us. They were all dead soon and their evil activity ended but we still had the flesh armour and the task to find a temple that could release us from the thing.

We went to the promenade and tried to consult the priest of Ilmater on the skin armour but he had no option in his dialogues for that. Instead we met a boy who told us about a drow messenger in Enge's shop. Near the entrance of that shop we talked to a new mage "Mysterious Figure" who also started a new quest that would lead us to the stable in the docks near the shadow thieves building.

- Note - the drow in Enge's shop starts the Sellsword's mod quest - the other mod is Back to Brynnlaw. One takes you to another adventure in a new part of the Underdark, the other takes place in Brynnlaw and the Asylum. Both are interesting medium size quest mods that are worth playing at least once. I did both in my last playthrough so for me the memory of their plots is just too fresh to do them again this time. I may do so another time.

Instead we went to the government district. Before we could do our business there however we were in the middle of a confrontation between a group of angry villagers and some cowled wizards. An Amnish centurion and his men struggled to keep the angry parties apart. After some debate all the parties agreed to accept Eroan as mediator for the case. I delegated this case to my counsellor Sandrah who solved the issue peacefully even though the cowled wizards were not too happy to have to accept.

We tried now Waukeen's temple for the human skin case but again there was no option here. Our next place to visit was the prison where some soldiers and cowled wizard attacked us. We eliminated them and freed my thief Hanz who returned to the guild.

- Note - Freeing a thief from the guild and fighting in the prison does have no negative effect (e.g. reputation loss or other soldiers/cowls going hostile.) This may appear strange but is normal game behaviour if you run the guild.

We now went to the docks and the temple of Oghma. Here we finally could get rid of the skinner's artefact and the priests would lay the souls of the victims for the armour to their rest.

At the docks I visited Cromwell and let him restore Gensen's bow which I gave to Kitanya. I then used a PID option with Sandrah to ask what she made out of the little we had learned so far about the self-writing book. In a joint analysis Eroan and Sandrah came to the conclusion that an Amaunator temple could likely be the place we were looking for but none of those we had found so far qualified. Sandrah needed more time to study her tome on the subject.

Day 432 (Maribur - RR3900)

It was time to face the last episode of the Drizzt quest and go to the town the djinni had told us about when we met him in Brynnlaw - Maribur east of the Umar Hills.

Our task in Maribur was to find a cave in the vicinity of the town but nobody seems to know anything about such a location.

- Note - like in the other RoT cities there are some smaller and larger quests available around the city. The most interesting is about Clob and his missing son, ask the innkeeper in the north of town. I skip the side quests in my walkthrough, as before.

We asked villagers in vain about the cave until we met a man named Jolnar near the barracks. He gave us directions and he also had an explanation why others had "forgotten" about the cave. He had been on a journey and only very recently returned to find his fellow citizens under some strange influence. It was clear to us that this was a sign that Jarlaxle and Entreri were near.

We left town and went to the Mysterious Cave (**RR3950**) just 4 hours east of Maribur. A lich Bhelal awaited us right behind the cave entrance (**RA4000**). He claimed to be one of four chaos guardians that we had to defeat to advance. We moved forward fighting giants, golems, yuan-ti and demons of all sorts.

Near the western exit was Ashamael, the second guardian. In a side cave north of him Sandrah recognized some marks on a locked chest that someone had tried to break open. She was sure it were marks from Drizzt's scimitar and that the drow must be in these caves as well.

- Note - In these areas you can find items that can be used at a forge (Arlax) to enhance weapons. I do not use them but mention it for those curious.

The southern part of the cave just had more monsters but nothing of interest.

Day 433 (Gholim riddle - RA4006)

We came to a cave with some shadow figures in a circle around a fire place. Their speaker

told us of a medal we needed to advance. We had to find out which of the shadows had it by asking them the right questions. I asked around the shadows but avoided to confront any of them directly. After I talked to all of them I returned to the first one who gave me the riddle and told him that I knew he had the thing all the time. He gave it to me without any battle.

The northern part of the cave was good for harvesting XPs for fighting diamond and sapphire golems and a creature called Avenger but there was no loot nor had it any impact on the quest. West of the ghosts came a hall full of beholders. Next came a cave full of assorted golems and a shadow in the south west corner that told us we had to kill a "Gholim" before we could move to the next area.

There were other shadows guarding locked doors. We asked one of them and he would transport us to the gholim's lair inside (the doors would automatically unlock upon the creature's death). The gholim was a large green super-golem who also summoned a personal skeletal copy of each party member to fight against us. The gholim dropped some gems (again stuff to be used to enhance weapons) and a sling +4 which I kept for a potential later party member.

Rah'vin, the third guardian, waited for us in the next area (**RR4001**). The further route was behind him and to the north but blocked by rocks at this time. We had to explore the remaining cave first to find a way to remove those blocks.

We crossed the bridge (trapped) and eliminated a crowd of marileths, then followed the planked path west and north with Silver Star ahead to remove all the traps. The path was littered with demons. Near the north west exit a skull was hovering and he separated Eroan from the party to guide him to face the key holder alone.

In the fight against Shamon'na however I was not alone since Afaaq stayed close and was aiding a bit in that battle. When the creature died Eroan was returned to the party and the blocked way was free. I skipped other parts of the cave as they only had repetitious enemies and nothing of interest.

The north east exit to the crystal tower was blocked by the last of the chaos guardian - Greandal. When that beast was about to fall Drizzt appeared from the shadow and assisted us. Greandal dropped the chaos key we needed and a halbert +5 that I gave to Kitanya.

Day 434 (Crystal Tower - RA4002)

I needed to rest the party after those last areas and before we could advance to Drizzt's final challenge. In a dream Sandrah was visited by her goddess and grandmother and received an upgrade of her personal chainmail.

- Note - I had a PID option afterwards to talk about that event, it was my dream but she had the same one and the item upgrade was reality.

As soon as we entered the crystal tower Entreri took Drizzt away with him while Jarlaxle kept our remaining party busy with the usual villain's talk about why they did it all.

The scene switched to Drizzt, Entreri and Sandrah outside near a cave entrance. Entreri told Drizzt that Catti-Brie was held inside the cave. Only if Drizzt would fight and defeat Entreri, his friend could be free. Fight broke out but when Entreri was wounded badly he escaped and instead summoned Catti-Brie who was under his spell. She killed Drizzt with her bow. Again the scene switched.

Jarlaxle inside the crystal tower summoned some drow and doubles of himself to fight our party. When they fell, it was time to move to the southern part of the room where the crystal was floating between the two sets of stairs. The dragon was released from Fangor's Holder and destroyed the artefact.

Back to Drizzt. When he died this broke the spell on Catti-Brie. She used her bow to end Entreri's life. Afterwards she resurrected Drizzt. Before we left the area there was the chance to pick up some loot from Entreri and Drizzt.

- Note - When ready to leave talk to Catti-Brie - do NOT talk to Drizzt at this time.

We found ourselves again outside of the cave where we had entered from Maribur. Catti-Brie and Drizzt thanked us for all we had done for them and their friends. She left to join the other rescued friends of Drizzt at the Copper Coronet. Drizzt himself asked for some time to spent on his own to contemplate the recent events and left for the temple of Mystra at Waterdeep to meet his old friend Elminster.

- Note - Drizzt and any of his other companions can be recruited to join the party later on. Mind however that taking one into the party will make then demand to take Drizzt as well while the drow would leave when you kick out one of his friends. This original mod design has not been changed.

It was time to return to Athkatla

- Note - Even though there is additional content in the Region of Terror mod (Journey to Bremen, Stop a demon invasion of Spirit Soaring which is the quest where the makers of SoD got their ideas from...) the main quest is finished with the recent episode I did. In this playthrough I will leave it at that.

Day 436 (More mindflayers - AR0711)

When we reached Athkatla promenade I rested the party at an inn. Sandrah told me about the progress with her studies. She had found that all the old Amaunator temples had a section that was called "The Archive". We had previously found the one in Umar and knew it had been destroyed by the shadow dragon. However, we had not found the one that must have been in the temple of Amaunator below the sewers. It was a hint where we might get a clue about the self-writing book.

We went to the temple district and down into the sewers. I remembered about the key we had found on Tazok near Firkraag and it opened a secret door down here in the sewers. When we

entered we experienced a blast of psychic powers and when we moved on Yasraena recognized the illithid architecture of that enclave.

After our previous experiences with those creatures it was not too hard to eliminate the illithids, their thralls and umber hulks. In the last room we defeated an Alhoon, a kind of illithid lich. While Sandrah could explain what kind of creature the Alhoon had been we found no explanation for the illithid's plans in the sewer. The correspondence referring to the Hidden did not help much.

- Note - none of the mods in my setup (nor any other that I know about) provides more insight into this open issue from the original game.

There was some loot in the final room including a wand of wonder that I took out of curiosity.

- Note - the wand of wonder works for or against the user and creates random effects including Stoneskin, Haste, Lightning Bolt, Flesh to Stone, Web, Stinking Cloud, Target gets a Strength bonus of 4 - or just nothing.

We continued into the lower sewers and onward to the forgotten temple. We got some confirmation that we probably were on the right trail when our old Talos friends tried to stop us at the cracked bridge prior to the ancient temple.

Day 436 (The Book That Writes Itself - CVTML1)

The building north of the forgotten temple had an entrance now. As we stepped inside we recognized that the area resembled a dragon' lair and in fact the guardian we had to face was a silver dragon.

- Note - With the right choice of dialogue options you can get additional information from the archive guardian. Also, there are extras for some priest NPCs or NPCs with some godly blood, e.g. Chloe, Viconia or Imoen etc.

First things we learned was that Eroan had an entry in the Book but that it had been accessed twice already. One time was by Sarevok whose bhaalblood entitled him to question the book. Jon Irenicus had made an attempt but was rejected due to him not being qualified by any means. The second one who knew about Eroan was a bhaalspawn named Balthazar.

Next we asked about Sandrah and we were granted access to the library itself (**CVTML2**) through a portal on the right. The archive was similar to the one the dragon had destroyed in Umar only this one was intact and several archivists were in the area. We had to talk to each of them to find the right one for Sandrah.

- Note - The archivists memorize different sections of the Book probably by alphabetical order. If your party has suitable members they will offer their share to the corresponding one in party.

Once we found the right archivist - the same who held the records for Symiaz and Salinithyl, who gave the initial hint - he recited Sandrah's ancestors by the women of her mother line.

It was a long sermon and the first noticeable name was that of Cerameon, an ancient heroine who had defended Westgate against some invasion long ago. She had only a small group of companions and was known for her famous weapon, a war hammer.

- Note - Cerameon's story will play an important part later on during the RtF sequel.

Anyway, it turned out that this was not the end of the bloodline and not the name Sandrah had expected, so the archivist continued his sermon. Sandrah interrupted the sequence when the name Qilue Veladorn appeared - she knew the origin of this ancestress well enough.

- Note - You can ask her with PID about Qilue if you have not done so before, e.g. in context of the Eilistraee encounter.

The further inquiries with the archivist revealed that out of the 46 bloodlines that could trace their origins back to Mystra only two had existed still at the Time of Troubles when Mystra was slain by Helm. One obviously was represented by Midnight, Sandrah's grandmother on the father's side - the other was the line of her mother Khalindra. The consequences of this discovery had yet to emerge.

Day 437 (Bodhi's last tricks - AR0800)

Once back in the sunlight Eroan took the time to ask Sandrah about the facts she found out in the Archive and what they meant for their further venture. At least at that point it seemed that either Sandrah or her daughters (should she ever have them) would be candidates for the next incarnation of Mystra (should there ever be a need for one). Furthermore it seemed that Bhaal had known this when he inseminated Khalindra with one of his spawn.

As it turned night right then we moved to the graveyard. Bodhi made an attempt to attack and bite Sandrah to turn her to her side but failed.

- Note - I used the console to make Kitanya my lover for abduction since my party had no other candidate. The Kitanya romance never gets to that stage because the mod was left unfinished but it has already an abduction scene coded, so I wanted to try that.

The vampire now ambushed the party between the gravestones. Aside from some threats and the summoning of some vampires she also was able to abduct Kitanya to turn her into a vampire. Bodhi fled and left the vampires to cover her retreat.

Before we followed the vampire into her lair I decided to fill up my party and therefore visited the Copper Coronet to pick up Nalia again.

On the way to enter Bodhi's retreat we were stopped by a group of drow. Their leader turned out to be the daughter of the matron we had killed earlier near the Underdark entrance. Although she should have been thankful because Eroan made her matron of her house by killing her mother she was mad enough to attack us with her party. The drow pack were fierce opponents and left us with a useful pair of bracers for Nalia.

We now took the entrance in the north west corner of the graveyard to get into Bodhi's lair. Of the vampires on the first level only Tanova and a vampire called Guard gave us real challenging fights. Again we could use our wooden stakes on the three coffins in the southern room to lay the vampires to their final rest.

Day 438 (Bodhi's End - AR0809)

The lower level had been restored since our last visit and new traps were installed that Silver Star removed. Bodhi was surrounded by vampires and grimwarders and in addition had a vampiric version of Kitanya as her thrall against us. In her final speech she revealed that in fact she had once been an elf from Suldanesselar just like Irenicus. Elhan and Ellesime had their reasons to hide this fact from us, but she would not say more. Anyway, they all vanished quickly.

We used the holy water from Elhan on the blood pools in the room. I picked up Kitanya's body for a possible rescue. Then we explored the area thoroughly.

We drove a wooden stake into Bodhi at her coffin in the side room. Imoen, although not present, regained her soul and we found two important items in our inventory: Bodhi's heart and the Lanthorn. In the coffin there was also some loot and a letter from Bodhi to Valen, The letter told about a man Vernon who would help Valen in case of Bodhi's (unexpected) destruction.

- Note - We had met Vernon before, the ranch owner just outside of Athkatla. Another visit there would now open a new quest.
- Note - The description of the Lanthorn said that 3 of its 9 lenses were missing and that this may limit its usability. Anyway, we would not find out more until we delivered the item to Elhan.

The various books we found about vampirism implied that we should seek out the Oghma temple in the docks for more information of what we could do for Kitanya. There was also a hint about the Amaunator temple in Umar in one of the books.

At the docks I checked with the Oghma priest who referred as well to Umar and urged us to study again one of the books we had on vampirism. So it was clear that this is where we had to check.

Before I left town I visited my planar sphere. There was a new encounter awaiting us, Degrodel from Baldur's Gate had decided that the sphere would make a nice new home for him. Eroan objected and had to kill him again. He dropped the ring of Balduran but we had no use for the item at that stage.

Next I took a detour to the deArnise keep where the majordomo had a new task. A priest of

Tempus asked for permission to use the vacated temple in the keep and I allowed it as it may prove helpful at some point to have a priest there at hand.

Day 439 (Neng's Horse Farm - AR3597)

We now went to look into the additional vampire quest based on the Valen letter we found in Bodhi's grave.

I had a PID talk with Sandrah about the reason why Bhaal had "blessed" her mother with one of his spawns. According to our current knowledge after what the Book had revealed his plan was to end Mystra's bloodline forever. Midnight/Mystra was his primal opponent who had hunted and slain him with Cyric's help.

We found Vernon and he already knew we had killed Bodhi. This however seemed to qualify us for his own purpose. He offered us a wicked deal. He was willing to betray his master - the same master who had helped Bodhi to her vampire existence - if I would help him and his family to survive. His price was to move him and his family by night into Bodhi's abandoned lair. From there the vampires would be able to feed on the citizens of Athkatla. In return he would tell us where to find the Master Vampire.

For the transfer the vampires went into their coffins full of cursed earth. We had to stay either inside or travel at night otherwise they would be destroyed. So we now had the option to eliminate the vampires by exposing them to light but we would not find out where the master was hiding - or we could unleash them in the capital and get the master in return.

It was night and we travelled to the graveyard right away. When we reached Bodhi's former tomb Vernon rose out of his coffin and told me where to find the master. He told us to leave and never return. Of course we disregarded his order and the vampires attacked. This allowed us to rid Athkatla of their presence AND go to hunt the master.

We returned to the farm and found a passage in the north east that led to a new area (**AR3600**) with a cave, inside were the master and a bunch of vampires and some minor loot.

- Note - After the other vampire encounters we recently had this one was a cakewalk and quite disappointing, even though the quest story itself was interesting enough.
- Note - While moving between Athkatla areas we were ambushed by Rakshasas and Ruhks who were after the flail of ages we had with us. Obviously this was some hint where Nalia's father might have looted the flail and explained why he had dismantled it and hid the pieces.

Day 440 (The Broken Lanthorn - AR1800)

On the road to the Umar Temple we stopped at Nalia's keep to leave her there for the moment. We now went down into the old temple and Eroan again crossed the tiles with the name "Amaunator" hidden in their pattern.

In a first act I placed the mace of Amaunator from Aidan onto the altar beneath the statue with the outstretched arms. The mace disappeared and we received some XPs for finishing this task that I had promised to do for my nightly visitor.

The second act was to place Bodhi's heart and Kitanya's body onto the altar. Kitanya was resurrected and cured from the vampirism. I let her join the party again and equipped her with her stuff that her comrades had carried for her.

We now went to Elhan with the lantern and he was eager to go the Suldanessalar with us. He still rejected to tell more about Bodhi and Irenicus even after we confronted him with what we had learned from the elf-turned-vampire before her death. He claimed that Ellesime or her high priestess Demin would tell us what we needed to know provided we helped them against the Exile.

When we were about to leave for the elven city the squeaking sages chimed in again. They had noticed the three missing lenses on the Lanthorn. Without those the artefact would be unfocused and unable to lead us the way. They told us of an earlier hunt of the elves who were chasing a vampire (probably Bodhi) through the surrounding areas. The lenses were probably lost during that hunt and we were tasked to find them since Elhan needed all his forces to hold back the drow. The sages mentioned that the hunt had been leading through the areas of Small Teeth Path, Northern Forest and Tethir Forest.

We first visited the Northern Forest (**AR1800**). There were scattered groups of enemies over the area and we defeated them. A locked altar in a clearing had meaningless loot. There was a mixed group of villains around a priest of Cyric in the south of the area and we found one of the lenses on his corpse.

On Small Teeth Pass (**AR1700**) we met orcs and orocs belonging to the Sothillisian patrols. We had heard about those activities all over Athkatla from the town criers. As we advanced we found a more reasonable patrol leader who talked to us instead of attacking. He agreed to bring us to Sothillis himself.

- Note - The original game falsely calls the guy Sythillis while the Forgotten Realms source material has him as Sothillis.

We were led to the leader in the southern part of the area. He was an ogre mage and willing to negotiate about a passage of the pass. His female companion was interested in jewels and Eroan observed that she wore a necklace with a pendant that was one of the Lanthorn lenses. Disregarding his wife's protest Sothillis was willing to trade the lens for two rogue stones. I had several options now (a) try to find/buy two rogue stones and return for the deal (b) try to bribe the ogre mage with 20000gp (c) provoke a fight and get the lens from the dead body of the female.

With more than half a million GP in our inventory I simply paid the gold. I received the lens and Sothillis and his entourage left in peace.

- Note - the fight (c) against the ogre mage and his wife and bodyguards is challenging. The rogue stone method (a) is a fedex quest if you like those but seemed to be too time consuming to me at that point in the game.

Day 441 (Tethir forest - AR2600)

It was midnight when we arrived at our destination and Aidan visited Eroan again. This was the final visit to thank for the company and our deed to deliver the mace back to Amaunator. His last wish which Eroan accepted was that we accompanied the ghost in his final hours and wait for him for the sun at dawn (Amaunator, the sun god) which then released his soul.

In front of the hut in the north west of the area we found a woodsman. He was part of a sidequest from the Fishing for Trouble mod that we had not accepted, so his dialogue did not make any sense at all.

- Note - Since I had selected Coran BG2 mod in my setup and the component to avoid duplicate Corans the elf and his quest were of course not present. He was not in my party so the original Safana quest here was not available.

In the southwest of the area we found a purple imp named Speedy. From his opening speech it was clear that he must have found something strange just recently and Eroan was genius enough to anticipate it was a lens of the Lanthorn.

Again, the imp could be reasoned with and would trade the lens for a magical short bow and some acid arrows that would help him against the beasts in this forest.

This time I decided to fight - after all you could not trust an imp. It was a bad decision because Speedy had some really nasty friends that helped him out and I had to resurrect two of my companions after that battle. But we found the lens on the imp's remains. As soon as we picked the last lens up the magical lens repaired itself with the three missing pieces and we were now ready to return to Elhan.

Day 442 (Suldanessalar - AR2800)

Elhan took the repaired Lanthorn and led us to the entry of Suldanessalar in the forest we had just left. While he and the elves went inside already I had to rest my party before I could follow. I will not bore anyone with the description of the Suldanessalar battle but just mention specifics to my game setup and party.

On the first platform west of Elhan my wolf Haiass rose up another level. Yasraena was anticipating her upcoming reunion with Divalir, Kitanya was shocked by the state of her hometown.

We fought our way through to Demin - on the way we retrieved the artefact from the House of Talisman (Corellon, Rillifane, water, tree) - and rescued her from the rakshasas that had trapped her. She was willing to finally enlighten us about Irenicus and Bodhi, former elves of Suldanessalar, who had tried to become gods and by this nearly destroyed the city and the Tree of Life that was its centre. Their punishment was the loss of their elven souls which they compensated by stealing Eroan's and Imoen's souls respectively. Demin also told us about the next steps to be performed.

The moonblade was in the House of the Moon. The goblet was dropped by the dragon we

killed in the clearing (**AR2807**) in the north west. While passing there we also took the harp from the house of the same name.

I went back to the entry platform and Elhan. A bit to the north we met Divalir and I let him and Yasraena stay together. Even though both tried to convince me that she should stay with me to pay their debt for all I had done for them I objected. Yasraena had done enough and deserved the time with her elf.

- Note - Most of the drow's mod content is done so I part with her. In addition this seems like a valid option to exchange a party member when her quest is completed.

I had Sandrah use the travel option to get us into the deArnise keep and back again where we picked up Nalia.

We found the horn in the house of the same name and finally went to Rillifane's temple. The mage Suneer gave us the most challenging fight in Suldanesselar so far before we could place the three artefacts on Rillifane's altar.

The elven god's avatar awoke and opened the gates to the palace so that we now could access the final villain, Irenicus himself. Near the hunter statue behind the gate Sandrah healed a wounded elf and told them the names of the ones that rescued their city, namely Eroan and his comrades.

Day 443 (Tree of Life - AR2804)

We went into the palace and shook the tree for some nuts for later use. We restored the statues with the horn and harps and now had access to the Tree of Life itself. In the "Tree of Life" talk that followed all my companions stayed with me for the last battle in this part of the game.

I need not to describe that battle since nothing extraordinary happened in comparison to the unmodded game. We were soon in Hell (**AR2900**) where things got more interesting.

I went down the south western stairs and Greed explained me the general rules of the place. He also gave me a sword Blackrazor for my first challenge. We met an enslaved djinni that could be freed with the sword and at the same time we could give Afaaq his freedom since we still had the jewel that we had gained in the Underdark quest with him. All I needed to do is to give the sword to the enslaved djinni as price for it.

- Note - I inserted the tear of Bhaal from every challenge into the door to gain the benefit right away.

Next we went down the western stairs to find no other than Sarevok. He tried to provoke Eroan's anger and make him use his slayer ability but Eroan refused and Sarevok attacked. On his body we found again Gorion's dagger - further enhanced in hell. Sandrah commented on the dagger but also on a detail mentioned by Sarevok before his defeat - the essence of a slain bhaalspawn returns to the realm of the "father". This is a fact to be remembered in the

remaining game.

After the third tear we had another interesting encounter. Skie Silvershield appeared to witness Eroan's progress. The conversation with her shed some light on past events as well as foreshadowing coming events. Obviously she had now allied with some woman who would help her make use of her "potential" to gain great power. It was clear that we had not seen the last of her.

Before I inserted the last tear I rested my party despite the gloomy atmosphere of the place we were in.

Day 444 (Ellesime - AR2812)

Inserting the final tear made Irenicus appear for his ultimate defeat. After he fell we found ourselves back in Suldanesselar and Ellesime appeared to wake Eroan from what had appeared to the elves as death. There was a slight romantic encounter with the elven queen before she returned to business. We were sent to sleep and rest for the upcoming ceremony the elves had prepared.

There was not too much sleep for Eroan due to Sandrah's hunger that night. When I finally fell asleep I had another strange dream that involved Bhaal, Sandrah and Skie. They were talking about upcoming events and the harvest of bhaalspawns in order to prepare Bhaal's return. Sandrah was sure that only a bhaalspawn would be able to prevent that return and that Eroan was that one - with Mystra's help.

We listened to Ellesime's thanks and watched a scene of Irenicus being taken into the Abyss. Meanwhile the bloody struggle over the Throne of Bhaal had already begun in other parts of the Realms and news reached the elven city. Ellesime urged Eroan the visit a grove of the ancients to learn more about his fate.

Before we could explore the grove (**AR4000**) Ellesime appeared once more in private and with a special plea to Eroan.

This time she opened her heart and provided an insight into her relationship to Joneleth before he committed the crimes that made him Irenicus the Exile. She had buried his remains in her own garden but has kept his mask. With the right choice of dialogue options Eroan could convince her to give him the mask and relieve her from that burden and memory.

- Note - the mask is needed to bring Irenicus back to existence and possibly get him as companion for the ToB campaign.

Before we actually started the ToB story there was a small surprise from Shar-Teel. We took a short trip to Waterdeep because of the notice that Eroan's second child was born. It was a girl this time and the mother had thoughtfully named her Khalindra. After the visit to the family we were automatically transferred back to the grove.

We talked to the stone heads and listened to their prophesy - Sandrah learned it by heart and would come back to its meaning in the near future on several occasions to add her

interpretation of it. Illasera appeared as a first impression of the Bhaalspawns that would now oppose us but she was very weak.

Day 445 (A new home - AR4500)

We were now in the pocket plane in Hell and I went through the Solar and Sarevok introductions. I told Sarevok to wait at this moment considering his recruitment later. Again I will only describe here the new events added by my mod setup.

Some moments after Sarevok had opened the room of the first challenge some kind of crack between the planes seem to open and Jen'lig, the githyanki thief who had accompanied our early mission dropped into my pocket plane. She was unconscious and badly injured but came alive soon. She had followed Sarevok's silver cord of existence to trace us to this place.

Jen'lig's dangerous mission to her home plane had partly failed. Like she was expecting it the lich queen had tried to assimilate her most successful commander to renew her own power. Jen'lig had been strong enough to resist but it made her an outcast and enemy of her own kin now. She had come back to the "cadre" that could provide her shelter. Eroan invited her back into the party.

- Note - I will completely exchange my party for ToB except for Sandrah who has a lot of content still to come. The other party members at this time have little or no remaining content and there are more interesting ones I will meet soon. I will keep Nalia as long as I can before I need her slot because in my EET setup her mod added romance will continue and I picked her only late in SoA. (Sime has some ToB content in Saradush and Amkethran but I let her go nonetheless.)

We did the first challenge in the north west room and Eroan received the ability to return to the pocket plane any time at will. I rested the party and Sime discussed plans of what to do after the bhaalwar would have ended - she was pretty sure we would survive it. Her idea sounded like she wanted to follow her late mother as a ranger protector of some village, preferably Imnesvale.

When we left the challenge area we were met by Rieleev, Irenicus' former mage whom we had once found in a glass jar in the dungeon below the promenade. He now served Ilmater and came on the god's command. As an introduction he showed us a meeting between Cyric - the current god of murder - and one of his allies with interesting background information. Afterwards we witnessed how that person tried to recruit Irenicus into their own service but he refused as he would not serve anyone, not even in his position in the abyss.

The figure trying to recruit Irenicus had broken Ao's rule and that gave Eroan the chance to bid for Irenicus as well and take him as an ally should he be able to convince his former nemesis. The mask I had received from Ellesime would be the anchor of his new existence and he would have to rely on Eroan's soul until the gods would grant him an own one again.

I negotiated with my former enemy and finally recruited Irenicus into the party to replace Sime who went back to Athkatla. I exchanged Silver Star with Sarevok.

- Note - I do not use the fate spirit feature to summon former comrades. In EET I either bring them into ToB or I can still find them with access to the worldmap in areas I can re-visit. The feature is outdated and is a relic of the time where ToB was a separate game extension. It has no longer a justification in EET.

The party that was now ready to leave for new adventures was Eroan, Sandrah, Jen'lig, Sarevok, Irenicus and Nalia.

Day 446 (Saradush - AR5000)

After I had equipped Irenicus and Sarevok with things I had brought along or dropped by my former party we were ready to leave the pocket plane to where it would take us - there were no choices yet for the first travel.

We landed right in Saradush and a first confrontation. After the skirmish we were introduced to Melissan and I noted Irenicus' reaction to her and vice versa. They seemed to know each other in some way. After Melissan had introduced us to our task and left also Sarevok came up with warning words against that woman whom he mistrusted right away.

Near that first encounter a fireball killed the father of a small boy. We talked to the boy and promised him to help. I had Sandrah talk to him again and she cast a spell to resurrect the man.

It soon turned out that my new party mixture would provide for an interesting journey. Sarevok and Irenicus immediately clashed on each other as was foreseeable. Both also started a series of banters with Sandrah whom they both recognized as a factor in their previous defeat and they were both suspicious about her true intention with respect to Eroan.

In the southern part of the city near the waterfront a black knight guarded the prison entrance. Even after his defeat the prison stayed locked and we would need to find another way to enter it. The knight dropped some useful items for Sarevok (part of Freedom's Reign mod).

A bit ahead were some barracks that Jen'lig opened for us. Gromnir's soldiers inside attacked us and we needed to fight them. There was no penalty for killing them and in a locked chest we found a key to the sewers that might turn out useful so we kept it.

Sandrah was the next one to warn me about Melissan and she saw a connection to some of the words from the stone heads in the grove - the servant of Bhaal and the traitor that was mentioned by them.

We went into the temple nearby (**AR5004**) and met Aun Argent, Caelar's uncle. He had learned from Elminster where we were and had come despite the fact that the city here was a trap. He saw a chance in my new ability with the pocket plane to actually access Avernus once more and rescue Caelar. There was no time in the siege to discuss this issue further so I sent him to the safety of my new place to consult him later on the rescue mission topic.

We now talked to Sister Farielle of the temple and received a key for the prison door across the street. From what she said we could deduct that vampires were awaiting us but also a

possible entrance to Gromnir's palace. Based on her hint I bought some holy water from the temple store.

Day 446 (Other quests in Saradush - AR5003)

At the tavern we were approached by the monk Iylos who seemed to know much about our current situation already. He appeared to be the representative or the spy of someone who had an interest in Eroan's role in the bhaalwar. While he could be useful I did not recruit him yet.

- Note - Iylos is a ToB only NPC and related to the monk Balthazar. His background story and personality makes him an interesting NPC for this part of the game. Sadly the part of the mod where you actually come to deal with his master Balthazar is disappointing, especially when you use the Wheels of Prophecy or Ascension content that allows you to get the bhaalspawn monk to your side. More could have been made of this mod (may will one day...)

Peltje, a guest, confirmed my earlier suspicion about the vampires. I also met Viekang, the bhaalspawn from Trademeet, whose story shed a bit of light on the situation in the besieged city.

The next interesting person at the tavern was Volo. It was entertaining to hear what he had to say about each of my companions. In this specific case he also revealed some disturbing news - someone had inquired about Jen'lig already. My githyanki friend was sure it were hunters from her own kin.

The merchant Ted Bracket had overpowered items at high prices for sale (again part of Freedom's Reign mod).

At the Arkana Archives (**AR5011**) we met Lazarus Librarian again, a mage and trader we already had met at Restenford during the Bone Hill adventure. His magebook had been stolen and so he could not sell us anything unless we helped him find the thief.

- Note - this quest is interesting with Sime in the party.
- Note - Lazarus appears again in Amkethran after the fall of Saradush. He also appears in Bezanthur in Thay in the RtF extension.

I skipped a quest involving Kiser and Santele (two marked houses on the area map) that is part of the vanilla game.

We rested at the tavern before we made our way into the old prison in hope to find an access to the castle this way.

- Note - alternatively we could have gone through the sewers with the key we had found but we would have missed the ghost quest and the vampire quest.

Day 447 (Saradush underground - AR5006)

Apart from the vampires we encountered a ghost that needed our help. He first appeared in the northern corridor and was missing his head. A skull was in a nearby chest. In the middle of the area he appeared again and was pointing at his neck. In the next cell was a rusted amulet. We put skull and amulet into the grave in an adjacent cell and again the ghost appeared. Since we had holy water the grave was cleaned now and he took us to another cell where we found an Ioun Stone usable by Nalia.

The leader of the vampire talked to Eroan before the final fight. That talk was largely embellished by Irenicus who had made a lot of experience with his vampiric sister Bodhi.

We took the southern exit from the jail that led to a prison area below Gromnir's palace (AR5007). A fleeing bhaalspawn told us of powerful guards and traps ahead of us and he was right. It took us quite some time and resources to make our way through that area. We freed the prisoners while there.

The area had two ways to exit. One was to the sewers which would have been the alternative way we could have used to come here (for that reason I had no need to go there other than to harvest XP, which I skipped). The other exit was stairs that led up into the palace.

Here (AR5001) we faced some strong opposition from Gromnir's mages and other soldiers. After that battle Sandrah came up with a crucial conversation. We had more or less already come to the conclusion that our earlier assumption that Eroan was Khalindra's second child had been wishful thinking. Sandrah claimed that she still had not found that child but that it was one of the strong bhaalspawns which had been intended to kill Mystra's bloodline. If that were the case, that bhaalspawn could turn up as one of the Five we were now facing. Sandrah however warned me to rush again to conclusions - we had erred before and might not have enough facts this time as well.

Now it was time to move up another pair of stairs to face Gromnir. We observed how Melissan was taken away by his soldiers because Gromnir mistrusted her by now. We then fought him and his bodyguards and once they were all dead Melissan reappeared. She was ooh so sorry to be late and ooh so sorry Gromnir was dead...

We nevertheless had to accept the fact that Yaga-Shura outside the walls was invincible unless we found the secret of his regeneration powers. With the pocket plane ability it appeared that Eroan was the only one capable of leaving Saradush and able to investigate Yaga_Shura's background. Two new areas were revealed during Melissan's briefing.

Another pair of stairs up led out of the palace and onto the walls of the city. We had nothing we wanted to do here anymore so we returned to the pocket plane.

Day 448 (Visitors - AR6400)

Back "home" we found that Aun Argent had arrived safely.

- Note - The opportunity to accept Aun's rescue mission and by this get the chance to recruit Caelar for ToB is limited. You can go onto that mission any time prior to Yaga-Shura's death. After that fire giant's fall Aun will leave and the option will disappear.

Before we could talk with Aun there appeared another visitor - Mystra. The goddess confirmed some of Sandrah's assumptions about the bhaalwar. Her presence at this time was surely a breach of the verdict by the overgod AO and an indication that probably all players involved had found a loophole to influence the events. We had to be on the lookout. Another result of Mystra's short visit was the delivery of Mystra's cloak to her grandchild. It was a worthy upgrade to Sandrah's equipment.

- Note - we had started to find artefacts and weapons that could be enhanced by Cespenar. I will not describe them here since I have no mods in my setup that change the vanilla behaviour.

I talked to Aun and learned more about a possible trip to rescue Caelar. In fact, when I selected to portal to exit the pocket plane this time, it offered me some new options. I could either go back to Saradush or to a place outside of that city or to Avernus. For the first trip I chose the forest outside Saradush

We landed right in an ambush of Yaga-Shura soldiers whom we defeated. Afterwards I cleared the area of other groups of soldiers, mages and occasional fire giants serving that bhaalspawn. In the north west of the area was a merchant who survived the ambush on his caravan and could trade with us. We also learned about a nearby temple that might be the one that we heard about already from Melissan.

At this point first Irenicus and then Sandrah came up with the recommendation to visit another place first. They argued that the initial problem of Saradush had been resolved by removing the internal turmoil and that the walls would resist the siege for quite some time still. However, there was a place called Watcher's Keep in the Tethir area nearby that might be worth visiting.

- Note - Watcher's Keep is not directly connected to any part of the main plot (similar to Durlag's Tower). However, it is really a good move to listen to Irenicus' advice as the old place contains a quest for the elf that is crucial for a possible redemption of your former foe.

One of the dead soldiers had a scroll that seemed to have some power to overcome the magic barrier around Saradush if given into the hands of a potent mage. I went (via pocketplane) to consult Errard and Lazarus at Saradush.

- Note - From the dialogue options it appeared that Lazarus was the right one to talk to, however the quest seemed to be related to the tunnel in the sewers, i.e. the alternative route into the palace which I had not taken. It would require some game knowledge/foreshadowing to solve the quest if you did not take the sewer route before, so I skipped it at this point. From the hints I had the outcome could be that you

could save citizens that were no bhaalspawns with the tunnel and scroll (again foreshadowing that you know that the city will fall and all be killed).

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Day 449 (Watcher's Keep - AR3000)

I accepted the advice of my companions and we went to Watcher's Keep. I talked to Odren and Poll to receive the quest and the items required for it. Sarevok and Irenicus encouraged Eroan to follow this quest.

On the first level, when I found some notes from Lum, the mad, Irenicus showed interest in them and asked me to give them to him for study. I could ask Sandrah to perform the ritual to open the portal to the next level after we had found the necessary components all over the current level.

Irenicus and Sandrah also had some interesting banters during the following events. He apparently was pondering the option to get a soul from Mystra rather than Ilmater and Sandrah would be his key to achieve that. On the other hand she seemed to try to get her own advantage from that situation.

During Watcher's Keep I took all the calm moments to use PID options on those companions who had something to answer still (Nalia, Sandrah, Jen'lig).

On the elemental level I collected the four sceptres and a number of magical items and then returned to the pocket plane. I let Cespenar go through our inventory and he was able to enhance to flail of ages with a new flail head and he forged the helm of rock from items I had found. I rested my party before I went back to face the chromatic demon and get to the next level of Watcher's Keep.

We released the demon that attacked us and dropped the key to the next level when he was dead. In the compass room we encountered Yakman, the mad elf, and a deva named Ybdiel. The celestial was poisoned and unable to finish his crucial mission. We had to find a demon with the deva's spark and three items for a ritual scattered throughout the maze. Unexpectedly it was Irenicus who encouraged Eroan to help the creature.

- Note - Saving the deva and later solving the issue of how to rescue its soul is important for the outcome of Irenicus fate during ToB.

We picked the dying deva's body into our inventory. Both, Irenicus and Sandrah for some reason seem to be very interested and even in agreement about the deva's case.

We went straight down the stairs to follow Yakman. Sandrah cast a healing spell on the elf and he was able to leave on his own after he told us a bit about the maze. Jen'lig removed the trap from his tent and we found a sceptre, a journal and also in the room some water of serenity that we later needed for the deva. The journal told us the standard route through the maze, however we did not use it because we needed the randomness to explore all areas to find all the items we needed for our quests.

Day 450 (The deva and the demon - AR3012)

We found the two opposing parties in the blood war and picked up a sceptre gem from each of them. After we defeated Tahazzar the creature Abaia we heard of before from Ybdriel appeared through one of the portals. With Irenicus counselling Eroan we convinced the beast not only to ally with us but even to carry the wounded deva. Now all we needed was to find the items for a cure.

Abaia knew its way through the maze and could be sent to any area with a dialogue option. I sent it back to the compass room to wait for us. Afterwards we followed the path from the madman's journal to find the fast way out of the maze.

Aesgareth in the last room had the third gem we needed but insisted that we gamble for it. He also had a gem of harmony which we needed for Abaia. As soon as we had the harmony gem I killed Aesgareth for the third sceptre gem. At this moment Eroan noticed a scribbled letter in his inventory that called us back to the compass room at the beginning of the maze.

Irenicus and Abaia had a conversation about redemption that also gave Eroan a chance to state his viewpoint. After that talk the writer of the scribbled note appeared - a yugoloth bounty hunter. Of course we neither handed over to him the deva nor the demon and he gave us a decent fight with the help of some minions. Once they were defeated a couple of imps appeared and offered me a nice cup (a chalice) to buy. I gave them the minimum price and they were happy.

The chalice was the last artefact we needed to solve the deva riddle. Abaia now made an offer to take us to the Accord where we could heal the demon and the deva.

- Note - The option to keep the items for one's own sake is there but does not really provide any advantage for the player.

The nymphs we met now had some irritating effect on Irenicus. While he coldly rejected any interest they showed in his own person there seemed to be a remote elven corner of his existence that responded to them. It followed a test for Eroan to deal with the deva and the demon; my choices again had some effect on Irenicus. At the end we received the deva spark and Eroan had to decide what to do with it.

We could either keep the spark or give it to one, the demon or the deva, or give it to a new creature that combined the essence of deva and demon. That latter was nothing else but a normal mortal in whose soul good and evil would exist and compete with each other.

Eroan chose the creation of a new creature and was rewarded with an upgrade to the Seldarine amulet he had received from Ellesime and a bow that fired unlimited +4 arrows. We were then transported back to the compass room in Watcher's Keep from where I had Sandrah transport us to the maze exit with her parcel to continue the dungeon quest.

Day 451 (The Imprisoned One - AR3020)

The Lum machine level (AR3017) had little added content. Irenicus had a number of

interjections with the mage Carson. In addition he was able to manipulate the machine once Carson was freed from it because he had mad notes and analysis of the hints we had found all around WK.

- Note - Both Irenicus and Sandrah can help you to open the portal to the next level with the machine of Lum. Use Irenicus to handle the machine. On the first attempt he gets a CHR bonus, on the second you can tell him to open the portal. In Sandrah's case you need to have Carson's journal and have her standing close to the machine - then use PID to ask her to do the task.

The level of the final seal (**AR3019**) had nothing added by mods except occasional sarcastic comments from Irenicus. We returned one time to the pocket plane to rest and restore but also to have Cespenar upgrade some items we had found around these areas.

After the insertion and battle of the third key once again Sandrah and Irenicus were comparing notes and both agreed that the imprisoned one was an avatar of Demogorgon caught by Helm during the Time of Troubles. The helmits around Odren were deceivers but we could not let the prisoner break free. Both agreed to counsel Eroan to face that foe.

On the final level we talked with the prisoner and heard his part of the story. Since my companions already made me mistrust the helmits I agreed to investigate. We went back to Odren and confronted him. He and his companions finally went into the prison to do their duty. An apparition of Helm appeared and gave us the correct scroll for the ritual to seal Watcher's Keep. However, he also provided other options like fighting Demorgorgon and sending him back to hell.

We went back to the final area to find the knights defeated and Odren dying. Before we fought the prince of demon's avatar Irenivus talked with Eroan and he had a second talk after we defeated the demon and sent him back to hell.

- Note - the decisions taken in WK and the answers chosen in the Irenicus' discussion have impact on the final outcome of his possible redemption by the end of ToB.

After we left the building the scroll of Helm dissolved in the open air and the mission was finished.

Day 452 (Back to Avernus - BD4400)

We returned to the pocket plane and I had Cespenar inspect and upgrade my stuff. I now decided to use the portal feature to return to Avernus. We were dropped at the iron gate to the basalt tower (**BD4500**) but the doors were closed again. Our only option was to fight past the bridge and go down to the area with the sealed portal.

We found Caelar in the next area near the sealed portal to Dragonspear. Eroan could convince her to follow him to his his pocket plane. Eroan used the special ability to bring everyone back "home". In the following conversation Aun could convince his niece that her following the bhaalspawn would provide her with a chance to restore the name Argent again by helping to end the bhaalwar in a positive way.

Caelar had used her time in Avernus to collect a large number of souls of those that had been captured there. She offered Eroan her sword and loyalty if he would help her return those souls to peace. I agreed to try it with her and took her into the party to replace Sarevok.

- Note - Caelar joins with the stats and equipment of the original SoD creature. As a fighter she was a valid replacement for Sarevok. Initially I had intended to have all former bosses (Sarevok, Irenicus and Caelar) in my final party but I changed my mind at this point because a) I have played with Sarevok countless times before and b) I had already seen most of his content up to now and he has no extra quest in ToB.

My party was now Nalia, Jen'lig, Sandrah, Irenicus and Caelar.

- Note - After her quest is done use the PID option to banter with Caelar about the crusade and other past events that may interest you. Do not expect too much of a redemption from her. She still thinks she did mostly the right thing and only failed due to Hephernan's betrayal.

There was a very interesting back flash to SoD when Caelar recognized Irenicus as the hooded mage who back then had tried to investigate on her celestial blood with his magic.

We left the pocket plane again to the area outside of Saradush. Caelar was glad to get fresh air in her lungs after all that time. She also provided a first hint about how the souls she had brought from Avernus might be delivered to Kelemvor. She mentioned that priests of Ilmater may know about the subject. Sandrah reminded us of the place below Dragonspear we had found during the siege but also agreed that further information from Ilmater's priests might be helpful before we ventured further.

Day 453 (Bhaal Temple - AR5202)

Upon entering the old temple my loyal wolf Haiass earned another level from his experience at my side.

Then we ran into an imposter of Gorion. He accused Eroan, Irenicus and Sandrah for various reasons but all rejected that creature as not being real. Even though, Sandrah afterwards talked to Eroan about some truth in the wraith's words. She was indeed seeking revenge for her mother's early death but not from any bhaalspawn but rather by defeating Bhaal himself.

We cleaned the former temple from the undead and other creatures and finally met Nyalee. She told us of Yaga-Shura's secret and where we would find his heart as well as her own heart that were needed to lift the spell that protected him. Sandrah told Eroan that the temple had once served Mystra until it the area fell under Bhaal's reign. It explained why the garden at Elminster's house appeared like a lighter reflection of this gloomy place.

I decided to delay the fire giant a bit and instead travelled to Athkatla's promenade. We visited the Ilmater temple there and the priestess confirmed our knowledge: the place to

access the Fugue Plane was Kanaglym, the crack between the planes we had visited earlier in the river area below Dragonspear Castle.

After a rest at the inn above the temple we were ready to continue our way up north to Underground River (**BD5000**) near Dragonspear Castle. During that night Eroan could not resist to observe Nalia's preparations for the night which somehow made him aware of his own feelings towards the young noble...

A bit later Nalia confronted Eroan about his voyeurism but his honest reply that made no excuse seemed to convince her and she obviously liked his attention after all.

Day 453 (Kanaglym - BD5300)

We reached the area outside of the Underground River and moved to the palisades that guarded the entrance. To our dismay the place was not empty and when we opened the gate a group of former crusaders were inside. They recognised Caelar in our group and while the inevitable battle that followed was not very hard, Caelar's dealing with the accusations of her former followers shed a light of what to expect from our new companion.

We entered the cave (**BD5100**) and moved to the south west part where we once had met the enslaved dragon that guarded the entrance to Kanaglym. We moved inside and south to the chasm where Caelar was unsure what to do to deliver the souls. We activated the trigger on the crack and witnessed how the souls were set free and dragged down to the Fugue Plane to find rest with Kelemvor.

A part of what the crusade had once tried to achieve had been accomplished in this way. Still the feeling remained that the price that many had to pay for it had simply been too high.

When we left Kanaglym we ran into a patrol led by Marshal Nederlok. He was suspicious of the new alliance of Caelar and Eroan and there were dialogue options to solve this encounter peacefully or with violence.

- Note - the various options to solve this encounter depend on the protagonist's reputation and alignment.

We could assure Nederlok that we released the captured souls of Dragonspear and had no further intention to stay in the area or cause any more trouble - our destiny was waiting in Tethir. The Marshal and his troupe left in peace.

I took the route back by foot rather than to use Sandrah's parcel to transport us and used the opportunity to visit Baldur's Gate and rest there and also to pay a visit to Nalia's Keep and spent a night there after we solved another keep task.

We now continued with the main quest and went to search Yaga-Shura's heart.

Day 455 (Marching Mountains - ar5200)

Nothing is to report about the outside area that we cleared of enemies. We waded through the first level (**AR5201**) of the temple - candidate for most boring dungeon in the game - and once returned to the pocket plane to rest and heal. There was no conversation from anyone in these areas at all, just fighting...

On the upper level (**AR5204**) we defeated Berenn, the leader of the fire giants around, and found Yaga Shzra's heart in the preserving fire. Just when we picked up the heart we received a much unexpected visit. Skie appeared again and this time thanked us for our good job to advance Yaga-Shura's death. She and Sandrah exchanged pleasantries and it seemed like Skie was not only in league with possibly Melissan but also waiting for a vacancy among the Five to take that role for herself.

After Skie had left we continued to the inner room and found a number of interesting items, among them the heart of Nyalee that we needed for the later ritual and the journal of Yaga-Shura containing some background information of interest.

- Note - I used Sandrah's parcel travel facility to drop Nalia at her keep for now. I have done her romance and quests before several times and they are quite enjoyable but I do something new this time and she does not have further surprises in ToB for me.

Finally we found a human slave woman chained near Yaga-Shura's bed. It turned out that Ehlastra was the giant's concubine. She was a human adventurer from the north who had come in search of fame on the side of a bhaalspawn but ended up as his slave toy instead.

In our conversation it became apparent that Ehlastra had learned a lot about Yaga-Shura (although we knew that already from Nyalee by then) but also about the Five. She was a human berserker and I agreed to let her join my party. Our first task was to find her personal weapons that were around this lair. After I had equipped my new companion (her personal throwing axe was in the container near the place where we had found Yaga-Shura's heart) we returned to the swamp temple.

We talked again to Nyalee who immediately reacted to Ehlastra's presence in our party. It seemed she had used her dark ancient magic on my new companion. The truth came out shortly thereafter. First, we delivered the two hearts to the hag to perform her ritual. As soon as she regained her own heart she began to "feel" again and regretted her betrayal on her "son". She attacked us with a number of summons.

Ehlastra suddenly changed into a fire giant in our ranks. After the fight she explained this change to Eroan. It was an old magic "gift" that Nyalee had cursed on her so that she could serve Yaga-Shura as concubine when he lusted for her. With Nyalee's defeat my berserker now could use this shape shifting at will and transform to the giant form once per day if required.

Day 456 (Saradush's fall - AR5203)

We went to the siege camp and crossed the bridge making haste to nail down the leader. Ehlastra freed herself from her former slaver and the big guy went down very fast. We were dragged to the Solar who made the first revelation of the story of Eroan. I finally received the knowledge about my mother Alianna, the A from Gorion's dagger, and what her relation to Gorion had been. The Solar also opened the next challenge portal.

But before that challenge could be accepted, Eroan was back on the battlefield. With her usual timing Melissan appeared just when the fighting was over. Ehlastra immediately identified her as being in league with the Five but of course Melissan wound herself out of those accusations. Eroan now had enough evidence to accuse Melissan directly. Regardless of this, we gained the knowledge about Amkethran, Sendai and Abazigal and there was no other way for us but to face them.

My companions reacted quite differently to the recent events. Caelar saw some similarity between Eroan's responsibility for the dead of Saradush and her role during the crusade.

- Note - the player's reaction to that viewpoint decides on the further options you will have in dealing with Caelar.

Irenicus used the opportunity to infiltrate Eroan with his views on Melissan and a possibility for for him to claim his true heritage from Bhaal.

Sandrah meanwhile had analysed the facts about Eroan's mother and found the relation to her own task and heritage. It was now clear that we had missed an important detail about Khalindra's second child that she was still searching. She reminded us of the scene we had witnessed long ago about the harpers saving the bhaalpawns - Winthrop with Imoen, Gorion with Eroan...and Elminster mentioning the third one, the one he had not sired himself with his wife. All of a sudden the mentioning of "Undermountain" made sense for your companion and she proposed to visit Waterdeep in the near future.

The chain of visitors was not yet finished. Our old friend Talos appeared and gave us another interesting bit of information. Although the overgod AO had forbidden all gods to interfere with the bhaalwar there was a loophole as we already had become aware. It was caused by Sandrah's presence, even if unknown by herself. But her heritage from Midnight/Mystra and Cyric made it possible for some other players to support their "champions" in that celestial chess play. Talos was open to us about it because he had lost his figure in the play, Yaga-Shura.

Talos left in anger and without telling us who else might be players in the current game. However, the revelation would later turn out to be another crucial event for Sandrah. Her anger about the celestials and their treatment of the mortals as pawns in their game was steadily growing.

Day 457 (Road to Amkethran - AR6300)

We went back to the pocket plane to heal and rest. Then we were ready to check the new challenge that the Solar had opened up. Afterwards we left the pocket plane and attempted to reach Amkethran. The only way to reach that village was to first travel to the Oasis where General Tombelthen and his army tried to arrest us. Eroan was able to convince the General of his honest intentions and that he tried to save Saradush and was now on the way to prevent more bloodshed. The General had his mages cast some alignment checking spell and then believed us.

Such a peaceful solution was not provided on our next stop (**CVJENS**). In a clearing between the Oasis and Amkethran we found the remains of a githyanki spelljammer. The wreck was still smouldering and according to Jen'lig it had been manned by githyanki enforcers that normally hunt gitzerai. Only there were no such renegades on Toril and it was clear that they were sent after her. Some dead githyanki were scattered around the wreck but most must have survived the crash landing.

We took a globe that we found in the wreck; Jen'lig would later inform us about its significance. We had to follow the road to reach Amkethran so our confrontation with the githyanki squad was unavoidable. The githyanki were a hard battle especially the enforcers that led the party. Jen'lig knew them well; it was a cadre that she and her former commander Kastya had trained themselves.

After the fight she asked Eroan for the Mind Globe we had found in the wreck. With a PID option I could get further insight into the significance of that ambush and the artefact that Jen'lig came to possess from it.

We left the clearing to the north to really reach Amkethran now. Again Haiass was raised a level when we reached the village.

I used a PID option with Sandrah to discuss again Gorion's dagger with our new knowledge about the initial A, like Alianna. According to Sandrah it was the weapon that could take Eroan's essence and make him just another bit of fuel for Bhaal's return - but the dagger was in our possession and nobody could use it...

Day 458 (Amkethran - AR5500)

We started to explore Amkethran and saved an old man from the attack of one of Balthazar's monks. In the conversation with him and another one with the priest of Waukeen in the south of the village it became clear that Balthazar was neglecting the village and instead preparing an army and his monks for some large battle.

We had a brief meeting with Balthazar himself at the portal to the monastery but he would not let us in. He just gave us the exact positions of Abazigal's and Sendai's places and told us that Melissan had already moved on. Ehlastra interjected in the discussion and it was apparent that she knew the monk quite well. It did not directly help us during this meeting yet.

After Balthazar had gone back into his monastery, my northern companion provided some more information. She had once attempted to join with the monk when she first came to Tethir but he had rejected her. This was the reason she ended up with Yaga-Shura. Anyway, she confirmed the suspicion already raised by some villagers as well as Irenicus and Sandrah that Balthazar was a bhaalspawn as well and even one of the Five. The most interesting thing

however was that he was fighting his taint rather than trying to use it. This was the basis for some later options.

A bit east of the monastery gate a mage named Nomoran asked us for help for his city of Anegh. Eroan refused the quest.

- Note - Tales of Anegh is a big mod that takes you out of the game for quite some while to do a main quest and a large number of (optional) side quests around the besieged town of Anegh. Once you go there you have to finish it to return to the main game. The plot is unrelated to anything other than it involves another bhaalspawn as your opponent. The mod was translated from German (you recognise that...), is lengthy and still buggy after all these years since it was abandoned long ago. Some bug fixing has been done by several contributors over time (including myself) but nobody really polished up the old monster. The quests go from silly to acceptable to overpowered. I played it in the past and that is enough for me. I skip it this time. (Note also that the story itself contradicts the lore in the rest of the game at many points, just in case you mind about that.)

Further following the main road through the village we had a meeting with Saemon Havarian. As always the guy was in trouble and was able to shift the blame on us before he made his usual departure. This meeting was spiced by Irenicus' presence in the party. We would deal with the treacherous captain some time later in Amkethran.

- Note - the various mods in my setup had added a number of extra merchants with expensive stuff all around the town - there was also Lazarus with his scrolls who had survived Saradush in some way. I had no use in any new equipment from stores at that stage of the game anymore. This included the imp Sion whom we had encountered before on Athkatla's promenade and who was now on the upper level near the sundial.

We made some inquiries at the inn and learned a few rumours about Balthazar, Melissan, Sendai and Abazigal. A man named Marlowe begged us to listen to his quest and Eroan promised to meet him at his house later on.

- Note - This quest is extended by Irenicus' presence in the party and this is why I accept it in this playthrough. Dealing with it will also provide an option to get access to the monastery but I will not use this method this time.

Before I started any of these new quests we had heard about I agreed with Sandrah to interrogate Elminster about the truth concerning his late wife's second child.

Day 459 (Undermountain - CVUM02)

Sandrah's spell transported us into Elminster's garden and we found the mage already expecting us. We learned a lot now about what had happened during the Time of Troubles and how Gorion, Elminster and the Harpers were involved. We also learned about Bhaal's high priestesses and the ritual they would need to perform the resurrect Bhaal. We already knew that two of those priestesses and their temples were destroyed by now (Alianna and Nyalee). If we wanted to stop Bhaal's return we needed to do that from the inside of the third one. Sandrah was told of her sister Qilandrha, a bhaalspawn from the bloodline of Mystra, and why Elminster had needed to keep the two sisters apart until that day.

After Eroan swore to Sandrah that we was as much interested in this unexpected new ally as she was in meeting her sister we went to Elminster in his study. He provided us with more details about Qilandrha, her drow appearance and her relationship to Eilistraee. He gave us a key that would open Khalindra's grave which was an entrance to Undermountain.

Ringhontal and Sandrah provided more details about Undermountain on our way to the mausoleum's entrance. In the area below the grave we got a glimpse of a drow scout who ran ahead to notify our host of our coming. We followed him to the south west exit of the area while we fought occasional skirmishes with the inhabitants of Undermountain.

We saw the scout running ahead in the next area (**CVUMO3**) as well. The exit to the area in the north was locked so our obvious task was to find the key for it. We searched the level and fought giants and vampires but found no key. Under the snake statue in a north east room were steps leading down to another area (**CVUMO6**).

The lower level gave us some insight into the dangers that were lurking in Undermountain and we at last found the key we needed in the south east of the trapped and guarded dungeon. We returned to the previously locked door upstairs and continued to the enclave (**CVUMO4**).

The building and interior of that area contained signs of the old common culture that drow and elves had once shared and here we found drow and elves living together in peace. At the northern door of the area the priestess Rhanthona from the Mystra temple in Waterdeep was waiting for us.

Day 459 (Qilandrha - CVUMO5)

Ranthona had a final interview with Eroan before she granted us entry into the Undermountain Promenade itself.

The inhabitants (drow and elves, children included) were neutral and some welcomed us while others stayed sceptical towards another bhaalspawn.

- Note - attacking anyone in these areas will cause Sandrah to leave the party and attack the protagonist while Elminster and Qilandrha will appear to join the fight against you.

We found Qilandrha in her quarters in the north of the complex. After the initial talk between the two siblings Sandrah left with her sister to acquaint herself with the newfound family member.

- Note - You can pick up Sandrah again any time after this in the conference room in the west of the area.
- Note - After this meeting you get a option to send any drow companion you dismiss from the group to this enclave to wait for you. This includes drow NPCs you might want to use later in the RtF extension. You will meet one additional candidate later in ToB when you visit Sendai's lair.

I took Sandrah back into the party and she reminded me to talk again to her sister who had an offer to make. She was in the middle of the conference room. She refused to come with the party at this time both because of her duties at her enclave but also not to give our enemies the chance to capture or kill two powerful bhaalspawns at once. However, she gave Eroan an item that could call her to aid in the final battle to prevent the bhaal ritual to take place.

- Note - Qilandrha's Call is a rod to be put into a quick slot for use. It will call Sandrah's sister to the final battle at the Throne of Bhaal if you use it there. She will fight as an ally without joining the party. The item only works in the final area and only if Sandrah is present (Qilandrha needs their common blood to locate the place). If you use the rod at a different location you get an unpleasant surprise.

To leave the enclave we just took the stairs outside of the conference room and were back in the area below Khalindra's grave to return into Waterdeep.

- Note - After the first visit the direct access from the mausoleum to the enclave is active without the need to go again through the intermediate areas - provided that Sandrah is with you.

I used Sandrah's Waterdeep spell to return to Amkethran and continue the quests there.

Day 459 (Vongoethe - AR5509)

We visited Marlowe in his house on the top plateau of the village. After we accepted the quest we talked to the lich to hear about the deal Marlowe made with him. This conversation was interesting because of the extra options it contained for Eroan to influence Irenicus in a way.

- Note - like the WK episode the solution the player chooses in this quest has an impact on the outcome of the Irenicus redemption at ToB.

We confronted Marlowe with the lich's accusations and he immediately agreed to come with us to pay his debt. We received the soul of the girl back from the lich and then Eroan told the creature that he would not make any deal with stolen souls. We fought the lich and his minions and succeeded in keeping Marlowe alive during the fight.

After the battle was won we gave the soul gem to Marlowe so that he could restore his daughter.

Eroan had an interesting conversation with Caelar (triggered by PID). She talked about the option for him to achieve godhood but also made clear that this would not necessarily mean to become god of murder. The essence - according to her - was pure power and the owner would be able to use it as he wanted. She seemed to envision herself already as a champion of a new celestial power, having cut any notion to return to Lathander and the order of the Aster.

We now visited the other cave (**AR6604**) near to the lich cave. This triggered Afaaq to come out of his lamp - I had totally forgotten about the djinni since he last returned to his shelter. In the cave we met the smugglers but also some djinns that recognised Afaaq. Karim, the leader

of the djinns, had come to Amkethran because they located a source for attacks against his people from some place below the smuggler's cave. Since the smugglers were not too cooperative Karim addressed Eroan and Afaaq with the issue.

I talked to the smuggler Carras to learn that he was working for Saemon who would return in a couple of days. Eroan bribed him with some gold to get permission to use the tunnel system below the smuggler's cave to investigate on behalf of the djinns. We also were informed that we needed some kind of heat protection before we could enter those tunnels - this might be available from some mage.

We consulted Lazarus on the matter of heat protection and he was in fact the right guy to ask and gave us a wand for a mere 3000gp (I had half a million in gold at that time, so really this was a bargain).

Day 460 (Djinns in Amkethran - AR5509)

We went back to the smuggler's cave and I used the wand I had purchased. We could now travel through the heat and soon arrived at Karim's camp (**A77002**). He gave us another short insight in the situation and then we descended deeper into the caves. Afaaq retreated to his lamp as his open presence would have led to problems with whoever we were going to meet.

In the next cave (**A77003**) we told the Efreeti guard that stopped us that we were investigating the earthquakes they cause in Amkethran but avoided to mention the djinns. He took us to his commander who gave us some errand task to show our talent before he was willing to deal with us. I went to the salamanders who gave me another task which led me to a summoner who gave me another task...At that point Eroan stopped and went back to the Efreeti commander to tell him that enough was enough.

The whole cave went hostile and their leader Malik appeared to join the battle. This fight was quite challenging but probably more interesting than the diplomatic solution - and every now and then Eroan needed to remind himself that he was a bhaalspawn after all.

When all the efreetis were dead we went back to Karim who rewarded us and then disappeared.

We returned to the smugglers to witness a raid from Balthazar's monks against Saemon's men. Regardless of our answers here we were attacked by the monks and had to kill them. Since this happened without any witnesses but the smugglers nobody knew about our presence at this event.

Carras afterwards told us about two possible ways to enter the monastery - either wait for Saemon's return or contact two adventurers in a house near Marlowe's who also tried to get into the building and might know of a way. However, for the time being I had no interest yet to face Balthazar but decided to deal with the other two candidates first.

Day 462 (Abazigal - AR6000)

I returned to the pocket plane and started some PID talks with my companions, at least those that had dialogue options for it (Jen'lig about the mind cage - Caelar about the history of the Crusade - Sandrah about the involvement of the gods with the Five). After a rest we returned to Tethir and moved to Abazigal's Lair.

Ehlastra made some remarks about Balthazar and the notion that to stop Bhaal's return would be as heroic as just fulfilling some dusty prophesy - the monk might play some role in it.

On the stairs to the temple a mad cleric of Bane attacked us with some undead Bane Guards for company. He dropped some weapons that were not of use to us at this stage anymore.

- Note - I will again only mention events around this lair and its sidequests that are not in the vanilla game.
- Note - The Draconis encounter was really hard with my modded setup.

Ehlastra had some information when we encountered Balthazar's dying monk - another of those emissaries had been sent to her former master Yaga-Shura but that one was killed as well.

Before we went into the battle with the bhaalspawn dragon Irenicus asked Eroan for the permission to extract the soul of the fallen later on for his possible own use. Eroan agreed but on the condition that Irenicus would re-consider its actual use and rather accept an own soul over a stolen one.

We freed the captured dragon from her geas and in return Jen'lig asked the creature for the favour to enhance the mind cage she had collected from the spelljammer. The event introduced again the topic of the ancient pact between Gith and Tiamat, the goddess of the dragons. Before she left, the dragon gave us the wardstone to reach Abazigal and the enhanced mind cage for Jen'lig. I shortly returned to the poocket plane to rest before the showdown with Eroan *brother* because the Draconis battle and other encounters in the lair had taken their toll on the party.

Jen'lig and Sandrah discussed the use of the mind globe that our githyanki companion intended. It was a risky and heroic plan with no lesser goal than to free her race from the lich queen and it required Bhaal to stay forever dead and being transferred to the shadow plane like other dead gods. That last bit now was our common goal.

We returned to fight Abazigal and when he made his final speech before death Irenicus quickly stepped up to capture his soul spark in a soul stone.

Day 463 (Nearer to the Throne - AR6005)

After Abazigal's death and the next Solar revelation we received a lot of additional

information from various sources. Caelar and Irenicus had an interesting conversation about stealing souls in which the Exile revealed that the Shining Lady was once considered as a candidate to give Bodhi a soul before Skie and finally Imoen appeared as candidates during Irenicus' search.

Sandrah now openly started to discuss the options that Eroan may gain when the bhaalspawns were defeated and enough of the divine essence had been gathered at the Throne of Bhaal. The theme of Love and Hope was first introduced.

We left Abazigal's lair through the exit portal in the north west. Outside another visitor was waiting to comment on one of the bhaalspawn's removals. This time it was Tiamat herself and Abazigal had not been her champion, just the opposite. It had been her interest that the abomination imposing as a dragon was removed. She gave us a white dragon scale armour for reward (Eroan equipped it) and provided some more background information about the celestial interest in the outcome of the bhaalwar.

On returning back to the pocket plane I had Cespenar upgrade some items with ingredients we had collected during the Abazigal quest, this included the flail of ages +5 for Caelar and a blue scale armour from Abazigal's hide for Ehlastra. We were then ready for the new challenge room that the Solar had opened.

After the challenge in which we fought the slayer I rested my party before we went ahead for the next candidate. Ehlastra spent this night with Eroan claiming this as a service for Tempus rather than a sign of undying love. There was no reason to resist this pleasure.

We now went to the area where Sendai was supposed to dwell (**AR6100**) and solved the riddle and battle to reveal the entry into her cave system.

Eroan had another interesting interview with Caelar (using PID) in which she told him that actually the Dukes had declared the war on the crusade while she had first tried to negotiate with them about the permission to enter Dragonspear Castle with her army. For strategic reasons the Dukes were afraid of a military force at the castle although Caelar claimed her only enemies had been the ones below Dragonspear.

There was also an interesting debate between Irenicus and Sandrah about his interest in her sister's bhaalspawn soul.

Day 464 (Sendai - AR6001)

The initial battle in the large entrance cave of Sendai's lair was epic but after we killed Baelden (mod-added) the spook was finally over and we secured the eastern platform for our further research of the cave system. With the key from the drow barracks we took the north tunnel because the battle there is more interesting than dumb spiders in the southern one (easy road if you have a thief).

After the defeat of the lich we transported to the pocket plane to have Cespenar enhance our equipment with all the items we had found so far. I rested the party on that occasion before we moved on.

We faced the drow Captain Egeissag accompanied by the Spectator we had met before on our route to the Underdark when we released him from the senseless task of guarding a drow chest. He suggested that Eroan and Egeissag fought man against man while their parties stayed out of the battle. We agreed, Egeissag fell and we could proceed after the Spectator had killed all remaining drow in the area.

- Note - both, Egeissag and the Spectator, play some smaller role later in the RtF sequel.

Jen'lig warned us about mind flayers that she had sensed in the next cave (**AR6107**) on our route. Those were no real obstacle for my party at this point in the game.

Again the fall of Sendai caused a series of events. The first was another revelation from the Solar and the opening of another challenge room. Then the goddess Shar appeared since obviously the drow Sendai had been her champion. She was primarily interested in Sandrah since Mystra was Shar's dark counterpart but the two ended the clarification peacefully and when Eroan was asked about it he agreed as well to stay diplomatic this time.

- Note - Shar and her relationship to Mystra later play a large part during RtF.

We left the enclave by the portal that has become active after Sendai's fall and met Elminster. He summed up where we were in the overall plot and reminded us of Saemon in Amkethran. He had also some banter with Irenicus and Sandrah before he teleported away.

The last in line of people we met was L'Urieet Yantyr, and it turned out she was Sendai's daughter even if not an ally of her mother and not grieved by her death. We sent her to the Undermountain enclave for shelter.

- Note - she becomes a joinable NPC in the RtF sequel and can be recruited at Undermountain. She has a personal quest that leads you back into the Underdark.

We returned to the pocket plane for the new challenge. Cyric himself appeared, he talked to Eroan in private but only after he locked out my party especially his "granddaughter" Sandrah who reminded him of Mystra and Kelemvor, his most powerful enemies among the gods.

After we defeated Cyric's favoured that he left to cover his retreat Sandrah provided some background information about the reason why Mystra (and Kelemvor) and Cyric became enemies.

Day 466 (Balthazar - AR5505)

We went to Amkethran and entered the smuggler's cave. Saemon awaited us, his men had been killed in a raid he accosted to Balthazar. After some interesting intermezzo with Irenicus

regarding their previous relationship the captain told us of two ways to enter the monastery. One required his own presence to enter in disguise; the other required a key and using the entrance through the lich cave.

I decided on the second option since we had defeated the lich and everything else in the cave already and i did not want Saemon with us when we faced Balthazar because he was planning revenge for his dead crew and I wanted an alliance with the monk.

We received the key from Faheed in the house next to Marlowe's on the plateau. We went into the monastery to learn that Balthazar had Melissan taken into custody already. In the conversation to follow Ehlastra made an attempt to convince Balthazar about our common goal and made a suggestion to work together instead of fighting each other. Also Irenicus and Sandrah made their suggestions, one of course against such an alliance the other pro. Finally it was Eroan's dialogue choices that convinced Balthazar to join our side.

He had Melissan brought from her prison and we confronted her. She killed all of the monks except Balthazar by magic and summoned some Bhaal Touched to her help. We fought her with Balthazar's help and she died after all her Touched had been killed.

After our victory Eroan revealed that Bhaal was still stirring and had not been defeated. We needed to find a way to end the danger forever. Balthazar proposed that he and his monks would study all the ancient documents that the Five had gathered on the subject while we would again travel to the ancient grove with the stone heads where Illasera had once interrupted our lecture.

Sandrah agreed that we also shared our knowledge about her sister Qilandrha and the essence she possessed with our new ally. Balthazar left for his studies to meet us at the Throne of Bhaal when the time had come and we went back to the pocket plane and used the portal to go to the ancient grove once again.

Day 467 (Ancient Grove - DW#TETH)

A fallen solar and other hellish creatures were awaiting us and needed to be killed before the stone heads talked to Eroan once more. They told of the one who had betrayed the Five and Bhaal as well, a new lady of murder that was rising - obviously Melissan was not as dead as we had thought. We were transported back by the Solar to hear the truth from Melissan's own mouth.

Melissan was in fact Amelyssan, the high priestess of Bhaal already mentioned by Elminster. She was no bhaalspawn herself but had gathered most of the essence of her former god for her own ascension. The solar opened the last challenge room.

Back in the ancient grove Balthazar appeared who had been alerted by the battle. Eroan reported what we had found out about Melissan and we renewed our pact - the other option could have been for Eroan to betray and kill Balthazar; however that did not fit my character,

so he would be on our side once we entered the final battle.

Before we returned to the pocket plane I used PID with every companion to see if they still had something for Eroan. Jen'lig provided some insight in her plan to remove her lich queen and it was a kind of goodbye from the githyanki, there would be no time for words because she would need to act quickly when Bhaal's return would forever be prevented.

The last challenge was to defeat the Ravager, another avatar of Bhaal, more powerful than the Slayer but not powerful enough to withstand us.

Then we rested one last time in the pocket plane before entering the Throne of Bhaal through the portal.

Day 468 (Throne of Bhaal - AR6200)

Melissan revealed her true intention when we reached the final area. She summoned Bodhi and had a lengthy debate with Irenicus telling him it had been a mistake to have chosen Eroan's offer over hers. Irenicus remained steadfast and was sure that Bodhi and Melissan had no idea about the powers they were about to face. Balthazar turned up at our side as well just as promised. Melissan tried to demonstrate her power by summoning Imoen by her bhaalspawn essence. All these gimmicks would not help her much.

At this moment no other than Demogorgon made his entrance to demand Irenicus who, according to his interpretation, had been stolen from his domain and the bloodwar where he belonged. When Eroan simply refused to deliver Irenicus, the demon lord gave us two choices, either fight him once again or do the ritual of the three riddles. Since we had already done a battle with him before, I decided on the riddles. I chose the option to delegate this to my riddle expert, Sandrah.

Sandrah solved the first two riddles but Demogorgon did not accept a substitute for the last one and Eroan had to answer himself. Of course they could only answer "yes" to stay logical. The demon lord had to retreat.

We now had to deal with Bodhi, two fallen planetars and Imoen turned Slayer. I avoided to injure Imoen and concentrated on the other foe. Imoen soon was able to change back to normal and used her mage power to leave the Throne of Bhaal to continue her life. After Bodhi's death Balthazar issued his suspicion that the three pools outside of the central ring would provide either himself or Eroan with extra powers while draining it from Melissan.

We finished two of the pools and then I used the wand to call Qilandrha to the battlefield before we activated the third one. Now I had Balthazar and Qilandrha plus Pelligram and Haiass in addition to my party members. I could have let Afaaq out of his lamp but found him too cumbersome. I felt ready to finish the third pool now.

Melissan summoned Yaga-Shura, Sendai, Abazigal, and Skie to her aid. She also brought

Sarevok whom I had left behind. In addition Gromnir appeared as stand in for Balthazar. We could not really harm her as long as her allies were alive.

After Yaga-Shura, Skie, Abazigal, and Sendai were killed again it was time for Jen'lig to take her chance. This seemed to be the moment where there was no return for Bhaal anymore and the transfer of the dead god to the astral plane began. Jen'lig took her chance to depart with him and to face her queen with the enhanced mind cage.

Even though we were now one fighter less against what remained of Melissan's powers she was losing this battle steadily. When we had demolished her enough, the Solar appeared to end the battle and start the final interview.

Day 468 (Two Endings - CVRTF1)

The solar transported us to Mystra's Realm where a first decision had to be made by Sandrah about her fate. My companion listened carefully to what her grandmother had to tell and finally accepted her offer. This was a hint for Eroan but the final decision was up to him.

- Note - an automatic save is made by the game at this point. This allows the player to try both possible endings and decide which route to follow thereafter. Regardless of the decision, the initial part is the same in both cases.

Before it was time for Eroan to choose his own fate, Balthazar was released from his essence and allowed to continue his life as a mortal.

Next Irenicus was granted a soul of his own based on the choices I had made with him during our time together.

Qilandrha's essence was purified from the taint and left to her.

- Note - Balthazar, Qilandrha, and Irenicus will all appear as plot characters in RtF if you choose to continue the game after ToB.
- Note - In my case Afaaq interrupted the solar sequence by coming out from the lamp and initiating a dialogue that probably should have happened earlier. Anyway, in case the final scene it interrupted by such an event you can talk to the Solar again to continue. The one to talk to is the one furthest to the left, the others are Mystra's entourage.

Ending 1 - the player chooses to stay mortal.

After we watched Melissan's fate we were returned to the scene of the final battle but without Sandrah who had taken her place with Mystra. Nothing was reported about her further fate as this would of course be hidden to mortal knowledge.

For the other companions the screens describing their further fate were shown and then the game ended.

Ending 2 - the player chooses the essence.

After we watched Melissan's fate we were informed about what happened to Jen'lig after her departure. We then watched our ascension to Celestia and were shown a short introduction for the RtF sequel.

- Note - Bio screens of the companions are not shown in this ending because...their story may still continue and many appear either as NPCs in the sequel or as plot characters, so their further tales will be told in the game.

After the transition Eroan and Sandrah were alone in what had been Mystra's Domain and was now our place at Celestia. Haiass and Pelligram accompanied us still. After a few moments the RtF sequel started...

The Sequels

A playthrough for the Sandrah sequels is available here

<https://github.com/PaulaMigrate/EETGuide/archive/master.zip>