



"Heroes, Thieves and Moneylenders"

(by Arcanecoast Team)

Description:

The mod consists of several independent components:

Component 1. «Interjections & Mini-quests» (by Austin & Arcanecoast Team):

- expansion of reactions of NPC-party members to story events SoA&ToB
- adding additional mini-quests and dialogues. Now you can help a noble from the Government District in one strange business, in the Slum area, learn how to properly milk a cow (under the direction of Cernd) and more!
- expansion of some standard quests. For example, to Umar Hills, the quest with the extraction of a gem from a chicken can now be solved in many ways - from using your ranger or druid skills to attracting NPC druids and NPC rangers
- when you guess riddles in Spellhold, your companions will no longer be silent! Each of them (including the cross-mod NPCs from Smiling Imp) will give their opinion on the riddles!
- after completing quests in Trademeet and defeating Firkraag, in taverns, you may meet a storyteller telling about it (but be prepared that in his stories everything will be presented a little differently from what it really was)
- after installing statues in Trademeet, the names of specific NPC companions will now be written on them, and not a general non-specific phrase
- and other

Component 2. «First Calimport Bank Pack» (by Scheele & Austin & Arcanecoast Team):

Adds a new bank location on the Waukeen Promenade, quests, miniquests and various dialogues related to the bank, as well as an additional quest in Brynnlow at three new locations, many new characters (and on the EE version, the two creatures will also have new animations). New location maps drawn by **Gorion**.

In the bank, you can open an account, top up the balance, check the balance and withdraw money from the account. Each game week, 2% of the total amount will be added to the account.

There are two different ways to get quests - one quest branch will start if there is Korgan in the group and completed his quest about Kaza's book, and the second - if the player agrees to help the half-orc collector that the player will meet.

The beginning of one of the two quest branch will block the parallel quest branch, so both options can be completed only with two different playthroughs of the game.

Both branches will end with the quest "Pirate Legacy".

If you successfully complete the first branch of the quests, you can also ask a new ally for help in the fight against Bodhi in Chapter 6.

Component 3. «Shadow-Covered Love & Death» (by Alisia & Austin):

Adds:

- for female characters: a big romance with the head of the thieves guild Aran Linvail (as with a non-group NPC) and a series of new quests (from large to microquests) that will become available as this relationship develops. Also included are flirting, reactions of other NPCs, a small episode in ToB, a new epilogue of the game with an active romance, and more!
- for male characters, this component adds two quests in the Thieves guild: the first quest will be given by Renal after completing his task (wait for the messenger on the street) in chapter 3, and the second major quest will be given by Aran after the death of Bodhi in chapter 6, provided that the player earlier took control of stronghold thieves.

Take your time to complete the third chapter, there is a lot of new things in it!

Component 4. «The Missing Troll Case» (by Alisia & Austin):

Adds two new interconnected detective-focused quests to SoA.

Component 5. "Unlocked original NPC reactions"(by Tipun & Austin):

There were situations in the game when only one of all the NPCs spoke, although the developers provided replicas for each. After installing this component, all NPCs in the party will speak.

Compatibility:

BG2, BG2EE, BGT, EET

It is better to install AFTER all mods adding new NPCs (otherwise their names will not appear on statues in Trademeet, and cross-mod content will not be used)

Compatible with "Romantic Encounters" mod ("Aran" episode) - while installing this episode and our romance with Aran, the content from "Aran" episode will not appear in the game. Added checks to disable this episode because they have a similar scene in our romance, but with further continuation of the romance. The consent of Kulyok (the author of the parallel episode) was obtained - she herself advised this solution.

Explanations:

In component 2:

To start the "Mae'Var's Stash" quest, you need to have Edwin in the party during the last dialogue with Renal, while the player must NOT own a stronghold of thieves and must NOT have an orderly and good outlook.

There are also differences between the content of the mod on the EE version and in the classic version of the game. For technical reasons, I had to make some characters with different types of animation (this applies to Odrik and the Monster in the second component - they have new animation for EE, and the old one for the classic version), as well as different melodies in new locations (they are new on EE, on the classic versions are standard).

In component 3:

To activate the romance, it is necessary that the PC is female, by class - a thief (single or multiclass), by alignment - NOT lawful good, by intellect - above 12, by charisma - above 8, by race - human, elf or half-elf. You also need to complete Renal's standard quests and kill Mae'Var, as well as complete the first standard task from Aran. After that, in one day, you will receive a letter from which everything will begin.

To receive the largest quest, it is also necessary that the PC does not give up managing her guild (the loss of the guild is allowed, but initially it must be obtained).

Also, in order to see all the content, you need to select the option in one of the key dialogs in which the PC makes a promise to Aran (which one will be clear from the text). If you choose another option, the romance will be in a semi-active state, some episodes will not be displayed, but the possibility of parallel romance with other characters will remain.

For male characters, this component adds one major quest, which Aran will issue after Bodhi's death in Chapter 6, provided that the player previously took control of stronghold thieves.

In component 4:

The new quest will begin one day after the circus is freed (wait for a messenger from Quayle). Launch conditions - must stay alive with Quayle and Aerie (in the group or not - it doesn't matter) and chapter 2 must begin.

If any mods are installed on Quayle, then the quest will still be available, but with additional conditions:

-If Smiling Imp's Quayle is installed ("BG1 NPC to BG2"): if Quayle is not already in the party, the quest will start as usual. If Quayle is already in the group, then the quest will start if Aerie is also in the group.

-If the Lava's Quayle mod is installed: the quest will start if Quayle has not yet joined the group and Aerie is alive.

Small episodes you might have missed:

1. On the second floor of the bank, pay attention to the cat walking around the location. You can "talk" with cat.
2. If in the Jackal's quest line you did not share money with Sheila, then in chapter 6 you can meet her again in the Slums. She will look a little different and you will find out how her story ended.
3. In the dialogue with the city crier, you can now ask him if there is any news about the hero from Baldur's Gate
4. If the protagonist is an elf, the group is in the forest, there is Aerie in the party and the romance with her is not

- active, then an additional new dialogue will arise between Aerie and the protagonist
5. If the reputation of the group increases more than 17, and there is Edwin in the party, then he will start a new small dialogue with the protagonist
 6. If in ToB the player decides to attack Marlowe instead of helping him, then good characters (Mazzy, Keldorn, etc.) will speak out against such a decision, leave the party or even attack the protagonist
 7. If you have Viconia in your party, she will have interjections in the scene where the protagonist sees members of the House DeVir in cages in the Underdark
 8. If there is Anomen in your party, he is accepted into the Order, and Anomen's father is dead, then try to return to Anomen's house - and an additional conversation will begin between Anomen and the protagonist. If there is Minsc in the party, then he will also take part in the conversation
 9. In dialogues with bank employees on both floors of the building, there are several reactions from Jaheira and Jan
 10. In the Bridge area, Anomen will have a new dialogue with a prostitute
 11. There are new characters in the Bridge area - a tramp and his little daughter
 12. After defeating Firkraag and solving Trademeet's problems, go to the tavern of Umar Hills and the Copper Coronet. There you will meet an old storyteller talking about your actions. Many NPCs in your group will have reactions to this.
 13. At the end of Aran's quest about the magic lamp, there are several solution options, depending on the player's choice and on whether he has time to find a solution in time

Credits:

«Heroes, Thieves and Moneylenders» was developed by Austin, Scheele, Alisia and Arcanecoast Team, based on material from the game Baldur's Gate II and its expansion.

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Austin - coding mod and composing some of the texts for all components

Scheele - the script and texts of the second component, as well as part of the dialogues of the first component

Alisia - script and texts of the third and fourth components, as well as part of the dialogues of the first component

tipun - invaluable technical help

Gorion - maps of new locations

Apxu (Arkie) - partial translation of the first component into English, as well as ideas and texts of phrases

Vadim Ingwall Baranovsky – partial translation of the third component into English

stn - ideas and texts of phrases

JamesMaxwell - ideas and texts of phrases

AGKanevchev - technical advice

MidnightVoyager, contralexical, Guest Raelis, Fishmalk_1 – proofreading English texts

NIGHTMARE - ideas and texts of phrases

fallen demon - idea & banter text

Gray - the idea of multiple lines

Andrey88 - the idea of multiple lines

Tameon the Dragoon - idea and text of two lines

River Hard - idea for one line

Alizbar - theme song for romance with Aran

CO.AG - music theme for an abandoned house

thatDMan - portraits for new characters (Lorna and Yantina)

Thanks also:

Cuv, theacefes, berelinde, Kulyok, saigon1983 – for modding tutorials

Cross-mod content:

The mod has cross-mod content with the following projects:

1) **Smiling Imp's «BG1 NPC to BG2»**

<http://www.baldursgatemods.com/forums/index.php?topic=8355.0>

Additional dialogues of characters from this mod in new locations and in new situations, as well as the ability to exchange currency from gold to platinum in a bank on the Promenade

2) **Ratatoskr and BCaesar's «Mega-Mod»**

<https://forums.beamdog.com/discussion/71473/playable-clara-all-things-mazzy-version-1-037/p1?new=1>

Additional lines of some NPCs in dialog with a dryad in Windspear Hills.

3) **Kulyok's «Tiax NPC for BG2» mod**

https://github.com/Pocket-Plane-Group/Tiax_for_BGII

Additional phrases of Tiax from this mod in new locations and in new situations.

4) **Kulyok's «Branwen BG2 NPC» mod**

https://github.com/Pocket-Plane-Group/Branwen_for_BGII/releases/

Additional phrases of Branwen from this mod in new locations and in new situations (only in Component 3).

5) **Jastey's «Imoen 4 Ever» mod**

<https://www.gibberlings3.net/mods/other/imoen4ever/>

Compatibility (if during installation an already installed Imoen4Ever mod is found, then some of the lines will be changed so as to remove references to the abduction of Imoen)

6) **BobTokyo and SConrad' "The Hubelpot the Vegetable Merchant NPC" mod**

<http://www.shsforums.net/forum/156-hubelpot/>

Additional mini-quest for Hubelpot in the Slums

Version history:

1.0 (23.10.2020) - first release

1.1 (04.11.2020) - correction of several bugs and inaccuracies, changed the name of the mod, added a partial translation into English

1.2 (11/15/2020) - adding a third component to the mod

1.3 (11/25/2020) - added an alternative option to start Korgan's quest (second component), fixed typos

1.4 (11/28/2020) - added a new quest in Brynnlow (second component)

1.5 (11/28/2020) - added new replicas to the second component and a new monster animation on the EE version

1.6 (11/05/2020) - added the fourth component (new quest), fixed the problem due to which the messenger of Aran did not appear in the third component when playing on the classic (old) version of the game, which made the tasks unavailable

1.7 (12/09/2020) - the third component has been improved, the ability to receive a large quest from Aran for male characters (without a novel) has been added. We also fixed a bug that occurred if the third component was installed without the second.

1.8 (12/15/2020) - the fourth component has been expanded, another quest "Siren's Silence" has been added, continuing the story of the first. Also, several minor bugs were fixed in the third component.

1.9 (12/28/2020) - the second component has been expanded, an alternative development branch has been added for those who do not take Korgan to the group. New characters and quests.

2.0. (01/12/2021) - added cross-mod content to the fourth component with the mod "BG1 NPC to BG2" by Smiling Imp. Added alternative replicas for this case. Fixed minor bugs and typos.

2.1. (01/14/2021) - 5 replicas of different NPCs were added to the first component in the dialogue with the innkeeper in Amkethran. Including two cross-modal cues for Tiax and Quayle from Smiling Imp.

2.2. (01/29/2021) - Added 52 lines of Smiling Imp's NPCs cross-mod lines to the first component when solving riddles in Spellhold. Simplified code in some dialogs. Fixed typos. Fixed a bug with an incorrect replica in one of the dialogs of the fourth component.

2.3. (02/03/2021) - added English translation (thanks to **Apxu (Arkie)** for help in translating the first component, the third component - **Ingwall**)

2.4. (03/15/2021) - fixed several bugs found by Guest Raelis, as well as proofread the English translation

2.5. (03/17/2021) - the riddle in the quest "MaeVar's Stash" has been changed. The problem that prevented the installation of the mod, if the mod "Gavin BG2" was previously installed, has been resolved

2.6. (03/18/2021) - several minor bugs fixed

2.7. (03/21/2021) - English translation has been corrected, Faldorn's interjection has been added to the dialogue with Owney in the quest "Trap for Druids"

- 2.8. (04/14/2021) - several bugs fixed
- 2.9. (04/18/2021) - bug fixed
- 3.0. (06/24/2021) - many minor bugs fixed, English translation was proofread, fixed properties of some items, function code from **tipun** (in the first component of the mod) was improved
- 3.1. (07/04/2021) - added a Aerie's mini-quest in component №1, fixed bugs in component №3, added cross-mod reactions of **Smiling Imp**'s Garrick and Coran from the "BG1 NPC to BG2" mod and the **Kulyok**'s Coran from the "Coran" mod BG2 "on the romance with Aran. The English text of component №3 has been improved. Fixed a bug that appeared in version 3.0 when installing the first component on the BGT.
- 3.2. (07/09/2021) - minor bugs fixed. Also, a small episode in ToB has been added to component №3, which will happen just before the end of the game, if the female protagonist has an active romance with Aran (that is, she gave him a promise in SoA)
- 3.3. (08/11/2021) - Added a large quest from Renal in component №3, available for characters of any gender. Also added cross-mod reactions to **Smiling Imp**'s Garrick from the "BG1 NPC to BG2" mod when placing him a statue in Trademeet and meeting with the storyteller.
- 3.4. (08/11/2021) - fixed bug of the English version
- 3.5. (08/27/2021) - fixed a bug due to which the storyteller (component №1) could tell two stories in a row
- 3.6. (11/27/2021) - bug fixes and improvements to improve compatibility with the "classic" version of the game (thanks to **TotoR**)

4.0.(01/16/2022) - global update of the mod, includes the following changes:

- Due to numerous requests from players, the code for the game's dialogues has been redesigned. Now in those dialogs where the "first-person view" was used before (with a portrait of the protagonist), the dialog has been changed to the classic version (with a click on the response line)
- Added the fifth component of the mod. There were situations in the game when only one of all the NPCs spoke, although the developers provided replicas for each. After installing this component, all NPCs in the party will speak. **Tipun**'s function that unlocked all NPC texts after the protagonist's first transformation into an Slayer has also been moved here.
- Added a mini-quest when visiting the bank, it can be obtained from the woman at the entrance
- Added even more new NPC "interjections" to the game's dialogues
- Added new answer options to those dialogues where they were not enough (with the Jackal, etc.)
- Added reactions of several NPCs after defeating the black dragon Nizidramanii'yt in the Suldanessellar. The group will now respond to kills of the three main dragons - Firkraag, Thaxll'ssillyia and Nizidramanii'yt, as well as the lich Kangaxx
- Added the ability to deceive Shahbaz and, after completing his quest, lie that the cache was not found, leaving all the money to himself
- Added the ability to try to "talk" with the troll even longer and ask him a series of questions, despite the fact that the troll cannot speak. If the player does this, Jaheira, Edwin, Cernd and Tiax (both versions from both **Smiling Imp** and **Kulyok**) will react to what is happening
- Fixed a bug due to which, if the player found MaeVar's stash, but deceived Renal and did not give it back (and if the deception was revealed at the same time), the loot bag did not disappear from the inventory (although Renal said in the dialogue that he would have to give it back)
- The miniquest with milking a cow in the Slums is now available not only for Cernd, but also for Hubelpot (permission from the author of the Hubelpot mod, **Bookwyrme**, received)
- Changed the process of fighting in alliance with collectors (component 2, Korgan quest branch). Owney's group will now become "green", which will give the player control over their actions (similar to party NPCs, but only for the duration of the fight). This helped to avoid a situation where the player could accidentally injure an ally and he would start attacking him in response.
- Fixed several bugs in the code of dialogs and scripts
- Improved texts (including reworking Jan's interjection into dialogue with the wounded Renfeld to make his story more funny)

4.1. (01/20/2022) - fixed bugs

4.2.(01/25/2022) – fixed bugs, improved the actions of the guards in the bank, added new NPCs interjections in the dialogue after leaving the Underdark