



# "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)
- unlocked dialogs of all NPC after the first transformation of a player into a Slayer in Spellhold (previously only one group member spoke, although the game developers wrote dialogs for everyone)
- 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» (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: one major quest that Aran will give out after the death of Bodhi in Chapter 6, provided that the player previously took control of stronghold thieves.

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

Adds two new interconnected detective-focused quests to SoA.

#### **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.

#### **Credits:**

**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** – proofreading English texts

**NiGHTMARE** - ideas and texts of phrases

**fallen demon** - idea & banter text

**Gray** - 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](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/](https://github.com/Pocket-Plane-Group/Branwen_for_BGII/releases/)

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

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)

### 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**)