

BG2EE

Sandrah Saga Guide

A mod for Baldur's Gate EET

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Version 1.0



Sandrah's alternate portrait



Mod walkthrough

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Introduction

The idea to write a walkthrough for the Sandrah Saga has proven to be not feasible. The mod is far too complex and entwined with the original plot of Baldur's Gate for that. I call this a *guide* now to indicate that I do not propose a certain play style or a specific route through the game but just noted down the things as they occur in my playthrough.

This non-walkthrough is based on Version 2.05 of the mod. The Sandrah Saga is still maintained and enhanced, so things may be added or changed. In case you find such discrepancies please notify the author.

The Sandrah Saga covers all of the Baldur's Gate Trilogy as made available through EET. Sandrah can become a constant companion and party member from the moment Gorion dies until your final decision at the Throne of Bhaal. The saga even continues after the official game if you so decide at the finale.

As such, the mod is not prescribing a linear path through the game, but fits into many options and variations. The way the walkthrough is structured does not necessarily imply that you follow it sequentially but consider it more as a reference.

Most Sandrah quests are long – very long. Many cannot be just followed in one go but evolve with the game progress. *Gorion's Dagger* for example starts with finding the item on your foster father's body and runs like a red thread until the end of Sandrah – Time of Troubles Revisited.

Sandrah has no restrictive requirements on the protagonist's gender, race, class or even alignment. She evaluates her relationship to the player during the progress of the game based on your conduct (see Sanpoints hint later on).

I use some general paragraphs indicated as *[hints](#)* or *[quests](#)* at certain points in the guide. These are intended to give an overview of an aspect of the mod. Especially the quests that run over a very long time and several chapters of the game are summarized in this way. In most cases this is not equal to an exact walkthrough since often not all parts of the quest are accessible from the beginning.

Episodes that apply only when Jen'lig is in the party as well are marked *(J)* and written in italics.

This guide of course contains massive **SPOILER.**

I made best experience with an EET/Sandrah game with having SCS installed, setting game difficulty to Core Rules and de-selecting "Max HP on level up" and "No difficulty increased damage". This way the new quests and encounters appear best balanced for a large modded game installation.

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Sources and References

Downloads

Sandrah Saga is hosted and continuously updated at Github

<https://baldursextenededworld.com/Sandrah/>

Alternative Portrait

<https://github.com/RoxanneSHS/SandrahPortrait/archive/master.zip>

Support Forum

http://baldursextenededworld.com/Vanilla_Forums/categories/sandrah-saga

Note that I included a lot of quotes and hints from the old forum in my guide.

Same for **the readme** that comes with the download of the mod or can be found here:

https://github.com/RoxanneSHS/SandrahEET/blob/master/SandrahNPC/Sandrah%20NPC%20for%20EET_Readme.pdf

Part 1 Sandrah Appears – Sandrah in BG1

1. Candlekeep (BG2600)

You get the first indications of the Sandrah mod before you even meet her. Your game starts in front of the Candlekeeo Inn. You can either move into the direction of Phlydia to be addressed by one of the watchers or you go into the inn and talk to Winthrop – in both cases you receive the *Gift of Mystra*, a useful sword at that time of the game. It has limited enchantments and is usable by any class.

When you meet Imoen, her usual dialogue is expanded. She reports about having met a young female cleric the night before and discovered some ability with magic by this. At the end of the conversation there are some choices for you to make Imoen a mage, a thief/mage or leave her as is. The mage or mage/thief options unlock a large quest series for Imoen/Sandrah if both stay in your party. The dialogue options do not break the 4th wall but their meaning should be obvious, e.g, “Someone to throw fireballs or conjure up pink berries could be of use.” denotes the mage choice.

Hint – Imoen’s Class

You can change Imoen’s class by a number of mods and tweaks in EET. The Sandrah option handles this as follows:

- Thief >> whatever you chose for Imoen before is retained, otherwise she will be vanilla thief
- Mage>>She will join you as a level2 mage
- Mage/Thief >> She will join you as a level2 dual class mage/thief

Even if in the first case you select a spell caster of any type, Imoen will not qualify for the additional contents from the Sandrah mod.

When you approach Gorion, you observe him in a conversation with Sandrah. Gorion sends her away after a heated discussion and she leaves. There is no way to talk to her or make her join at this time.

2. Lion’s Way (BG2700)

Follow Imoen’s advice to look for the letter at Gordon’s body. You meet Sandrah and can decide to let her join. This walkthrough assumes that you take her; otherwise you may stop reading here. She will only wait for a short time if not joined and will leave the area and be gone for good as soon as you either reach Friendly Arm or Bereghost.

Hint – Sandrah’s Items

Sandrah is a fighter (level2) /Priestess of Mystra (level2) when you meet her. Her experience level represents her education and the fact that she travelled all the way from Waterdeep alone to meet you – she is no novice to travelling. She has a number of personal items she does not part with. Some items are upgraded during the game at higher levels. Even when you give her

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other items, she will need to have her belongings in the inventory. Over all, her items are suited for her throughout the game. She works best when letting her use her own stuff.

Among her equipment is a book *Encyclopedia of Faerun*. It is a conversable book and can be used to identify items. The items to be identified must be in Sandrah's inventory. The book can only be used after some time intervals; you get a dialogue stating that. Once activated, you have some 20 seconds time to identify the items in Sandrah's inventory slots, thereafter the effect is dispelled and a new waiting period starts – the period is not reset by resting but follows its own timer.

Some minutes after Sandrah joined your wolf companion Haiass appears. He will follow you throughout the game. Sandrah will heal him and keep him alive if possible.

Picking up [Gorion's Dagger](#) starts a quest. There is nothing at the moment to do other than to keep the dagger.

Hint – Haiass

Haiass comes with a whistle you can use to call him. He has limited dialogues to steer his behavior. I highly recommend that you talk to him once and tell him to "I want you to attack all our enemies, giving priority to spell casters." He works best this way.

There are many interactions and little episodes related to Haiass. Besides he is a good reinforcement in combat. Haiass gains levels and abilities at certain points in the game.

Some other events in this area occur in later chapters

- In case you have the AC Quest mod installed, the final episode of the Karlini quest takes place on the stone circles. Sandrah adds an additional option to betray the demon and rescue the gnomes. If you remember the formula, you can call them back even if the demon took them both.
- When you revisit the area in the RtF sequel, you will find a memorial site at the place where Gorion died.
- The eremite Kolssed will show his real face in RtF.

3. Coast Way (BG2800)

You meet Elminster at the big road sign in the west of the area. You get another hint with respect to Sandrah's father here. If Imoen is present, she will be involved as well.

Quest - Sandrah's Father

This is not really a *quest* but rather a part of getting to know each other. A number of NPCs you meet early in the game recognize Sandrah or know her father. After you found enough hints about her origin, you automatically get an option to talk to her and reveal some facts. This is the prerequisite for her other quests to start. (Global ("ElmHint", "GLOBAL") is incremented on each occasion. When it is greater than 5, you solved the riddle.)

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Persons involved (in any sequence): Elminster at road sign, Khalid and Jaheira, Thalantyr, Priest in Nashkel temple, Volo in Nashkel, Haebal in the tower in Larswood, Shandalar, Drizt at Fisherman's Lake, Firebead in Nashkel.

Sandrah interacts with the ogre's girdles found in the area.

Eldoth and Sandrah: Sandrah dislikes the bard right away. She joins in with Imoen to not take the guy into the party. They quarrel over several issues if you keep them both. However, none of Sandrah's relations with any other NPC ever escalates to the point where they would start a fight. Eldoth is one of the NPCs who have comparably little interaction with Sandrah.

In chapter 4 or later you will find members of a secret organization hunting you first at FAI and afterwards here on the northern road. On the body of Davenport you find a letter and a key that lead to a house in Beregost near the smithy. This starts the Dark Horizons quest.

Hint – Sandrah and Dark Horizons

In area ([CM3376](#)) there is a golem construction manual. After you identified it, Sandrah talks about golems and their de-construction. This activates an ability she can use against all types of golems; at certain intervals she seems to create small short circuits in their mechanics that cause damage. Note that this book and the resulting effect can also be found in a number of other places you visit sooner or later.

Later when you storm the organization's headquarter in Baldur's Gate, explore the cellar as well. The mage has retreated to that area and gives Sandrah some insights of how those people were related to the main quest.

If you did both parts of the quest in BG1, you will find a secret installation of these people later in BG2 behind a locked door in the [Government District](#).

4. Friendly Arm Inn aka FAI (BG2300)

The mod adds a couple of encounters to the outside of the FAI. They make the area outside of the walls slightly more dangerous but also more rewarding. The quest for the flame dance ring adds a challenge to equal it to the reward you receive for it.

On the west side of the area you run into two hostile duergar. They are a precursor for a later quest, they were involved in stealing an item from Elminster in Waterdeep. Later in the game this will be the point from which your journey to Waterdeep starts.

If Imoen is in the party and you chose a mage class for her (see [Candlekeep](#)), then her mage career is boosted once you pick up the scroll from Tarnesh. In addition you get the information that Sandrah knows about Khalid and Jaheira already before you meet them.

Hint – PIDs

Player Initiated Dialogues (PID) aka Force Talks are an important feature in the Sandrah mod. What you can ask her is updated all the time while you progress through the game. Your interest in her and her opinions and advice has direct impact on your relationship (see also [sanpoints](#)).

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Aside from the getting-to-know banters, the PIDs often advance her story or a certain quest. It can as well be used to start a delayed conversation with her. You can activate some helpful dialogues through PIDs.

In later chapters you get an upgrade for Gorion's dagger when you meet him after the bandit camp is finished.

The end of the [Elminster's Shard](#) quest opens two new options in the Sandrah mod:

- Sandrah receives her magic parcel from Elminster.
- You can start the quest that opens the [road to Waterdeep](#)-

Hint – Sandrah's Parcel

Use a PID option to ask Sandrah about the parcel she received from Elminster. During BG1 the parcel has the following options (in later parts there are enhancements):

1. Retrieve lost items – this option can restore plot/quest items you may have found but no longer in your possession when you actually need them. Sandrah can only call back items the party found while she was present.
2. Get some gold from Sandrah's purse
3. Get some jewel from her possession – a random gem is produced
4. Enhance a [healing potion](#)
5. Get some magical items e.g. a stone to flesh scroll (only if party has none)
6. Get something to celebrate a party – sounds silly but is useful e.g., if you need a keg of beer or a bottle of wine in some plot

The options become available through a dialogue that opens when you select the *use item* button on the parcel in Sandrah's inventory-

5. Friendly Arm Inn Inside (BG2301)

Old man Jopi greets you on entry. He will have an important plot item for Sandrah at a later stage that is required to access Waterdeep.

Sandrah will be involved in the discussion with Khalid and Jaheira and you learn more about her background.

Jaheira/Khalid and Sandrah: The couple has known her as a child and they know her parents. Jaheira mistrusts the young priestess thoroughly, both for being in the protagonist's party for reasons Sandrah seems to hide and second for the *influence* she seems to have on her husband. The second issue is resolved during the BG1 events. Jaheira only changes her attitude towards Sandrah after Khalid's loss and their common adventures in BG2,

Talking to Thorengrim will give you a hint to look for a strange veiled creature that went to the upstairs rooms recently.

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6. Friendly Arm Inn Inside 2 (BG2303)

When you finished the Landrin quest, just talk to her once again. She will return to her house in Beregost. When you visit her there later on, she will always offer you a cup of tea. Accept it and your party will be healed.

In the last room on the right you will encounter a githyanki and a slain flaming fist sergeant. After you inquire about what happened, you can fight the githyanki, let her go to follow her quest, or invite her to join.

Hint – Jen'lig

Jen'lig is a thief, which is unique for her race. Due to her race abilities she is also a very useful melee fighter in her own rights with her silver sword. Her abilities are counteracted that she is very hard to control by the player. She is in fact a githyanki plane walker who has learned to detect traps and open locks but there is no way for her to have learned a Primary plane's thief behavior in combat. Yes, she swallows potions like mad if you give them to her, especially in her fighting mood (githyanki fight Berserker style and never use ranged weapons - they want to look their dying enemy straight in the eye.).

You will hear Jen'lig comment on this herself (...use psychic bonds to give orders in battle...) You cannot, so she makes her own decisions. While you learned your battle skills by killing some rats in a warehouse, she has fought mind-flayers, drow, beholders and worse. She has commanded a githyanki ship on the Astral Plane; she is not your thrall on the battlefield.

Jen'lig is installed as part of the Sandrah package, but she is a separate NPC. You need Sandrah in the party to recruit her and you need Sandrah in ToB if you want to meet Jen'lig again, otherwise both are largely independent (although Jen'lig will sooner or later leave you for being an incompetent leader if you kick Sandrah out). You do not need Jen'lig to complete Sandrah's quests, her own quest in BG1 is completed there and independent of Sandrah's quests. In summary, you can play Sandrah without Jen'lig but not vice versa.

If you kick her out you cannot recruit her back - she will reappear at the Sarevok showdown but not rejoin you (in her eyes you have disqualified as *commander* - true githyanki logic.)

Jen'lig does not care at all about PC's reputation, why should a githyanki care about concepts of the prime? She evaluates the PC according to the mayor battles (s)he wins and the progress (s)he makes in the [quest](#).

7. High Hedge (BG3202)

Thalantyr is one of those who recognize Sandrah. He plays a role in a number of later quests as either point of information or being able to provide necessary spells or ingredients.

When you succeed in rescuing the talking chicken, you will discover that Sandrah and Melicamp are old acquaintances. In the Return to Faerun sequel, Melicamp becomes a joinable NPC and his relationship with Sandrah is renewed.

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(J) In one of the outdoor areas Jen'lig will ask you to find a silver amulet or ring. Once you found one, she will forge an amulet of mind flayer protection from it. Only she can use it for whatever reason.

Kivan and Sandrah: Sandrah, as a priestess, is first of all a healer. This is emphasized by the mod on many occasions. The elf is hurt in body and soul and immediately gets her attention. Their relationship is the bittersweet attempt of a young woman to heal Kivan with her skills and love. Whether it is a romance or a therapy is left to the player's imagination. But even Sandrah can never replace Deheriana in Kivan's heart, and she has to accept it in the end. Kivan is one of the NPCs who have much interaction with Sandrah.

8. Beregost (BG3300)

With Imoen in party, so not miss to visit the large mansion in the north of town (**BG3320**). The Travenhurst mansion plays a central role in the Sandrah/Imoen quests later on. It will also be the place where you find Imoen in the RtF sequel.

Branwen and Sandrah: Sometime after you enter the town or the temple east of it (whatever comes first), Sandrah will tell you about a petrified priestess in some playground area who awaits her rescue. This obviously relates to Branwen. Branwen is not required directly by the Sandrah mod, your rescuing her is just evaluated by Sandrah for your relationship with her (see [sanpoints](#)). You can just do the rescue but there is no need to recruit Branwen. However, if you take her, there will be a growing friendship between her and Sandrah. Branwen will re-appear in RtF as a plot figure but will not be joinable in the sequel. Branwen is one of the NPCs who has much interaction with Sandrah.

When you meet Neera and the red wizards of Thay make their appearance, Sandrah immediately takes the side of the wild mage and expresses her disgust/hatred for the *red scum*. This theme runs through the entire initial trilogy. It later comes to its climax during RtF and the journeys to Thay itself.

Neera and Sandrah: Mystra is the goddess of all magic and Sandrah claims that the earliest incarnation of her goddess, Mystril, was the first wild mage herself. Neera is the only of the new EE NPCs who has extended contents with Sandrah. They share their dedication to the Weave as much as their hate of Thayans.

When you do the Firebead book quest, the mage will address Sandrah and tell her about a scroll to be found in an upstairs room in a chest. In case you skip the quest in the early part of the game, you will later be send by Elminster anyway to retrieve the scroll. Whichever path you follow, you will sooner or later need the scroll from area (**BG3334**) for the quest

Quest – A Demonic Scroll

This quest starts approximately a day after you discovered Sandrah's heritage with the arrival of the mage Landrel, an assistant of Elminster. You and Sandrah are invited to meet the archmage at the Temple of Wisdom (**BG2304**). This is the only timed event in this plot since you need to start the journey to Elminster within 2 hours real playing time (not game time) , otherwise there will be a reminder and if you still hesitate, Sandrah will leave you to perform the quest alone.

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Once you talked to Elminster, there is no further hurry to perform the search at your convenience.

Elminster will inform you that an artifact has been stolen from him - remember the duergar you met west of FAI earlier?

As first step, you need to retrieve the scroll from Firebead. You either

- a. Already have the scroll and know about its talking abilities, or
- b. Need to travel to Beregost again and afterwards meet Elminster at the High Hedge

After Elminster has inspected the scroll, the search leads to some waterfall in the Cloudpeak mountains.

In area [BG5300](#) Fire Leaf Mountains follow the west bank of the river southwards. Near a waterfall you will be attacked by a creature that looks like a demon knight. Since the knight only attacks the protagonist, it is easy to defeat if your PC just moves around it in circles and your companions slowly hack it down. Once the knight is defeated, Sandrah moves to the waterfall and detects an entrance there. You are transported inside ([CVNAR1](#)).

You meet Naronguth (first of a number of meetings if you keep Sandrah in your party). You find that he built the trap for Elminster but is just as happy to have Sandrah instead. You have several options in the dialogue:

- a. Fight the demon >>> it is possible to harm him enough to retreat to where he came from. You are transported out of the cave again but you will have lost Sandrah. Nothing more to tell here.
- b. Make a deal with the demon to leave Sandrah with him for a ten-day. >>> You and your party are free to go; you may find Sandrah later at the Morning Lord Temple. You missed the adventure, some XPs, some items you might have found, and some of Sandrah's sympathy for you ([sanpoints](#)). You can let her join again.
- c. Bluff the demon with some information you gained from Elminster and the talking scroll. >>>The deal is to exchange Elminster's artifact for the heart of Naronguth's archenemy.

The following assumes that you chose option c) as otherwise the quest was finished already one way or other. Your whole party is transported back to the surface near the waterfall and you received a second scroll. You now need to find the second demon and another waterfall.

When you enter the area of Dryad's Fall ([BG5200](#)), the scroll becomes active. You are in the right area but not yet close enough. Inspect the waterfall (maybe find the dead cat). Sandrah tells you that this time the waterfall is not the entry and suggests to ask the girl nearby (Drienne). The girl gives you a hint to the cave at 3160/2670.

Enter the cave and when ready, talk to the scroll. The scroll opens the portal and moves you inside ([CVNAR2](#)). The exit will be blocked until you gained Alzaligundrel's real heart or a faked replica – both of them work to solve the quest. The area you are in is a large cave system and your target is more or less east of where you enter at the other side (3710/1310). You can use stealth or force, go direct or explore the cave, just as you like. There is a number of quite

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challenging battles (assuming you are still a relatively low-level party) but also rewarding bounty. You cannot come back to this area again later.

However you decide, finally you meet Alzaligundrel, who looks impressive in his blue dragon impersonation. Again you can either

- a. Fight him and gain his real heart plus some loot
- b. Accept the heart of another demon instead (since Naronguth will not be able to tell one from the other)
- c. Do b. save the game and try your luck with c. for the extra XPs and the loot.

With any of the hearts in your possession, the way out is open now. When you leave the cave, the talking scroll has become useless and you cannot go back there again.

Return to area **BG5300** Fire Leaf Mountains where a servant of Naronguth awaits you to let you inside again.

Give whatever heart you want to Naronguth, he will accept it and invites you to party with him.

- a. If you give him an answer that upsets him or if you decide to attack him to get Elminster's shard, a fight will break out >>> it is possible to harm him enough to retreat to where he came from. You are transported out of the cave again but you will have lost Sandrah. Nothing more to tell here.
- b. If you stay cool and finally let Sandrah deal with the guy, she will find his weak spot that makes him hurry *home*, leaving the artifact, a good bow, and his silver slippers behind. Take the shard and the slippers – the bow if you like.

Ask Sandrah to use the shard (if she does not do it herself already) and you are outside again.

It is time to bring the item back to Elminster; either at FAI or High Hedge - depending on how you played earlier in the quest. But beware, there is an ambush waiting for you just when you are about to reach your goal. The thin woman and the fat man who ask for your help turn out to be after the artifact as well and they give you a hard battle over it.

When you finally deliver the shard back to Elminster, you receive a number of rewards that will be discussed separately

- Sandrah's parcel
- The option to travel to Waterdeep.

Upstairs in the house where you meet Mirianne (**BG3314**) you find a [ConstrGolemuction Manual](#).

At Thunderhammer's (**BG3301**) Sandrah will have some interaction with Taerom at later visits in the game (not on first occasion). You can only guess what your companion and the smith do in the backroom...

Bjornin (**BG3304**) is another of Sandrah's little flirts - on first meeting and after you finished his ogres.

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Bring the three items from Landrin's house ([BG3315](#)) back to her at FAI. She returns to here and you get some free healing every time you visit her later in game (see [*Tea with Landrin*](#)).

Hint – Revisits in later game parts

Magnus at location 2508/2970 sells high prized/very useful items. Among those is a werebane +1 dagger. Since you find those items in BG1 and BG2 anyway, I suggest not to purchase the item now but leave it there to buy it in the ToT extension (provided you plan to play it). You cannot take items into the extensions and you will need an adequate weapon later to fight Malar the Beastlord and his company.

In the Red Sheaf ([BG3357](#)) Finch – you met her in Candlekeep – will help you against Karlat. In case you installed the Finch NPC mod, she is joinable; otherwise she stays at the inn as a plot person. She is involved in the Sandrah quest [*Bookhunters*](#) that starts later upon your visit to Waterdeep. It is not required for her to join in order to get that quest.

Garrick and Sandrah: When it comes to bards, except for Eldoth, Sandrah loses her usual intelligence and falls for their sweet words, even knowing that they are just sweet words. Or maybe she feels she can have all the fun without caring about obligations. Their little affair is triggered if you follow Garrick's quest that starts at Nashkel Carnival. After the adventure, Garrick leaves for the Elfsong for a performance and can be recruited there again later.

Tiax and Sandrah: They are followers Mystra and Cyric, or rather Midnight and Cyric, the mortals who rose to godhood after Bhaal's defeat. According to Tiax they will rule. The truth often comes from the mouth of fools. There are a few interesting banters between those two NPCs but not awful much since Sandrah claims that the gnome is too insane to be cured while the company is travelling and adventuring.

Inside the Burning Wizard ([BG3307](#)) there are two separate mod NPCs to recruit, [Vynd](#) and [Drake](#). Sandrah has crossmod contents with both of them.

9. Temple of Morninglord ([BG3400](#))

Outside the temple you meet [Gavin](#), mod NPC, if installed. Sandrah knows his brother Jolumn already and there is a nice episode in the Elfsong tavern later. Sandrah and Gavin get along well and like to exchange their views on this and that. (In earlier versions of Sandrah a possible mini-romance between those two NPCs could develop, this was deprecated from recent versions.)

Another NPC in the vicinity is the tiefling [Sirene](#). Sandrah has but a few banters with her. The crossmod content seems to be unfinished.

Hint – Sandrah and other mod NPCs

Sandrah interacts with all vanilla NPCs in the trilogy. She also may have smaller or extended interactions with quite many mod added NPCs as well (crossmod contents). An up-to-date list can be found in the mod's own readme. Contents for some NPCs has been removed again since the other mod's author may not have liked it, others may not have qualified for crossmod contents at all.

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Use Sandrah to heal party members whenever possible. Many interactions and banters are triggered by her healing another NPC, even if the other one is a cleric as well.

In the cave ([AR9305](#)) added by Northern Tales of the Sword Coast (NTotSC) you should accept Torkion's quest. Sandrah interacts with that mod as well as *The Vault* that is connected to it. Ask her via PID once you left the cave again. She will again provide some advice when you traded the ancient armor and Kozah statue with Ulcaster's ghost for the Vampire Revenge sword and when you brought the sword and holy water to free Torkion's soul.

The astronomer Galileus has some extended text that foreshadows some of the events in the Sandrah Saga. This may only become apparent in hindsight.

Ashen has some extra banter with either Sandrah or Ajantis or both – depending on who is in party – as both know the guy from Waterdeep.

The petrified woman in the south-east of the area is not the one Sandrah talked about earlier.

Kelddath Ormlyr In the temple ([BG3402](#)) is involved as a contact for a number of Sandrah's quests. He also appears in RtF as representative of Beregost.

If you visit the vestibule ([BG3401](#)) later than chapter 3 again, it will start a quest from the Vault mod (if installed). Sandrah and (*J*) *Jenlig* will have interjects with that quest when you follow it.

In chapter 3 and if you have Secret of Bone Hill mod installed, you meet a mage called Pelltar inside the temple. Sandrah will recognize him as a friend of her father. In case you accept his quest, you will be transported to the island of Lendore for a quest.

Hint – Sandrah Secret of Bone Hill I

Throughout the mod's plot, Sandrah will interact with a number of characters on the island. She has been there before and this reflected in the dialogues. The mod adds the bard Fabio, who can join the party but only stays during the plot on the island and leaves party again when you finished the plot. Sandrah has a short romantic interlude with Fabio.

None of the added contents is needed for Sandrah's main plot. All interactions are optional and just making the game livelier.

10. Trade Way North ([BG3800](#))

(*J*) Visit the cave ([BG3802](#)) for an extra encounter for Jen'lig. In the cave you find a wounded elf who tries to infiltrate your thoughts to control them. Jen'lig steps in and attacks the creature. It is the first encounter with a mind flayer you can have in the game. You only survive it with her help because the creature is nearly dead already when you meet it. Note: The ogre for the Kessy and Jumper quest from AC Quest Pack mod will be west of the cave mountain in this case.

11. Trade Way South ([BG4300](#))

If Imoen is in the party, she and Sandrah pick up the *a boyfriend for Imoen* topic again. Talk to Portalbendarwinden afterwards.

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In case you have the “Deep Gnomes on the Sword Coast” mod installed, there is a cave entry around 3650/700 ([AG4301](#)). Finding an old shield in the cave triggers a conversation with Sandrah.

Again, if Imoen is in the party, she and Sandrah have a foreshadowing conversation after you met Lord Foreshadow.

In chapter 5 or later, you will find some Teldorn fighters that kill a harper scout. If you pick up his letter, the Stone of Askavar mod is started.

Hint – Sandrah in Stone of Askavar

Finding Mecorima’s chainmail in the Bluebell Wood ([ARS002](#)) will trigger a sub-quest. Sandrah will identify the armor as one stolen by Talos’ followers and sometime later, a bunch of Talonites will appear to demand it back. This is another episode to fuel the hatred between Sandrah and Talos.

When you have collected the amulets, Sandrah will initiate talks with Cearwin and Aranor to get some harper’s information on Gorion and the bhaalspawns.

12. Red Canyons (BG3700)

When you meet the talking chicken Melicamp, you receive a hint that Sandrah knows the jinx somehow. Accept the quest and solve it at [High Hedge](#) to see more.

When you defeated Basilius, Sandrah makes some remarks concerning Cyric. The relation of your companion to the Prince of Lies is a major red thread that runs all through the original trilogy and the sequels. This is just an early glimpse on the theme.

Hint – Sandrah and Cyric

Cyric is the (mad) god of strife and lies – and also of murder. He was a human thief from Zhentil Keep who was raised to godhood at the end of the Time of Troubles and after he killed Bhaal – the then god of murder – with his sword Godsbane at Boareskyr Bridge. With the same sword he had already killed his companion Kelemvor Lyonsbane, who later became a god as well, the Lord of the Dead. Another companion of Cyric and Kelemvor was a young priestess of Mystra named Midnight. After Mystra was slain by Helm during the Time of Troubles, Midnight became her successor and a goddess on the same day that Cyric was elevated. Since Midnight/Mystra discovered that Cyric had murdered her former lover Kelemvor, she and Cyric became the worst of enemies among the gods of Faerun.

Sandrah is a priestess of Mystra, however it is said that the human Cyric was her grandfather. At least, both Sandrah and Cyric believe it. This does not make Sandrah a godchild but the grandchild of a mortal who fought and defeated gods. Cyric is Sandrah’s Nemesis.

As Cyric is also the reigning God of Murder after he killed Bhaal, he is the protagonist’s natural enemy as well.

Zargal and his hobgoblins get reinforcement if Sandrah is in your party to make the challenge adequate to the loot and threat.

13. Wilderness Lake (BG4200)

The Sandrah mod opens the hut north of the lake. Depending on the status of your romance, some events will take place there. (BG4201)

After killing Bjornim's ogres, there is a different reaction from Sandrah depending on whether the protagonist is male or female.

After you helped Drizzt against the gnolls and you talk to him again, you will learn that Sandrah and Drizzt know each other. In case Shar-Teel or Branwen are in party, this will trigger banter with one of them by which more is revealed; otherwise, there will be a PID options to ask her about it. The Drizzt/Sandrah/Mystra connection will be elaborated later when you meet Drizzt again, either after Durlag's tower (Drizzt Saga mod) or in BG2 part (Region of Terror, if installed). Do not fight and kill Drizzt if Sandrah is with you.

14. Nashkel Carnival (BG4900)

Around 1400/1350 some shadow druids with their troops lurk for an assault on the festivities. They only appear if the party level is higher than 4, for a good reason – they are tough.

Either in the north-east of this area or on the east side of the river in Nashkel town (whatever comes first), you meet a gnomish herbalist. She recognizes Sandrah as a healer and gives her some leaves. You can buy these leaves as well in some shops throughout the game. Once she received her [magic parcel](#), she can use a leave and a normal healing potion to produce a greater potion of healing.

In case you play an evil aligned protagonist (or your reputation is low), there is an extra episode with Oopah, the exploding ogre.

Sandrah will remind you of the search for Branwen if needed.

15. Nashkel (BG4800)

When you cross the northern Nashkel bridge, Haiass gains a level for his experience so far.

Near the southern bridge, Sandrah issues a *warning* and expresses her disgust of Edwin, since she hates the red wizards in general for reasons revealed later on.

Edwin and Sandrah: When both are in the party, they immediately start to quarrel. Edwin seems to suffer from a curse that causes some of his spells to work against him. He accuses Sandrah, respectively Mystra, to cause it. After an outdoor rest, a visit to one of the temples and the visit of a city, Edwin will be cured. Sandrah still pretends to be innocent, believe it or not. Their relationship does not improve but it is just verbal battles. There is a complete change in Edwin later in RtF when you meet him again in Thay. Edwin becomes a plot character of importance during the RtF Thay episodes.

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There are some people in town who know about Sandrah: Volo, in the tavern near Edwin and Nalin, the priest in Helm's temple. Volo, in addition, gives you a copy of his bestseller *From Midnight to Mystra* - the many parallels between Sandrah and her paragon become apparent over time.

If Imoen is in the party, her main quest with Sandrah starts when entering the shop next to the Nashkel Inn. (Note that this quest and all other Imoen quests are only available if you chose one of the [mage options](#) at the start of the game.)

Quest – Imoen's Quests

This is the beginning of a sequel of Imoen/Sandrah related quests.

1) Prior clearing Nashkel Mines

Henning, the Nashkel storekeeper, asks Sandrah to formally introduce him to Imoen. Soon after leaving the shop Imoen expresses her interest in the man to Sandrah. Once you reach an out of town area, Imoen asks you to hunt for winter wolf pelts. As soon as you have one, you should revisit the shop to hand it in. After a day revisit the shop and Imoen receives a (very useful) gift from Henning.

Sandrah and Imoen discuss the gift. Next time you are in a city they decide to buy a gift for Henning as well. Return once more to the shop.

2) The story will continue after you cleared the Nashkel mines.

Report your success to Berrun. Visit the shop and find Henning missing. (Alternative – some witness finds Imoen to tell her that the Nashkel shop has been attacked.) Talk to Berrun again and find out more. You get the (false) hint to the Cloakwood forest. When you travel overland, you will find a scared merchant who had escaped the kidnappers, a large orc gang. He tells you that the orcs are actually on their way to Gullykin. After you defeated Tranzig in Beregost, the bandit camp will still be hidden on your worldmap while Imoen's quest is ongoing.

In the [Halfling village](#) talk to Gandolar to learn about a missing beekeeper. You find the injured beekeeper south of the village and need to heal him to get his report. He gives you the clue to a cave on the eastern part of the Gullykin map around 3940/3000. Clear out the cave ([CVORCA](#)) and find the loot in a wagon in the north of the cave. One of the orc leaders gives you the hint to Tazok.

Once you leave the orc cave, there is a conversation with Sandrah.

3) Bandit camp is now revealed on the worldmap.

Do not go there directly. Follow Sandrah's advice to infiltrate the camp by making contact in either Peldvale or Larswood. You trick your way into the camp and get rid of Tazok. You have limited time to explore the camp before the bandits find out about your true nature. Talk to the bandits in the tents but avoid the large tent for now. Get a hint to the cave north of the large tent. Defeat the inhabitants and talk to the wounded orc left there.

By that time, either the camp gets hostile or you trigger the battle by visiting the large tent now. After the job is done, talk to Endar and he will have more news for Imoen.

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4) The plot continues once you are inside the Cloakwood mines.

On the second level, you will notice the locked door to the prison cells. When you open it, some orcs will flee to the far end of the tunnel and vanish to a new area. You follow them to a new area ([CVORC1](#)) (Note that one of the watchers carries half of a keystone you need). Defeat all the orcs and orc priests in the area and find another prisoner, Hynalt, who will give you a lot of useful information about the kidnapping, the Iron Throne, Sarevok...and a man named Gerald Travenhurst (the man in the large house in Beregost, remember?). You need to find both parts of the keystone to move on.

The next level is dangerous, full of orc mages and traps ([CVORC2](#)). In the initial part of the battle, Imoen will have a strange transformation. Once back to normal and with the initial onslaught behind you, there will be a hint to what it might have been but the rest is for later. Continue to explore the side chambers of the cave until you find the leader and a badly injured Henning.

Sandrah will leave your party to care about the wounded man – no worry; she will be back pretty soon to join you again for the remaining plot in the mines. Explore the area and the loot. There will be a significant amount of gold hidden in that last room and do not forget to pick up Travenhurst's purse from the orc leader, you need the evidence later.

Return back up to the prison level of the mines to find Sandrah again with her report about Henning.

5) The last episode starts if you revisit Beregost.

Sandrah reminds you of the Travenhurst mansion (you need the purse in your inventory). There will be a discussion in your party whether to get Kelddath Ormlyr's approval or not before confronting Travenhurst. It is player's choice, but going to the temple first is more entertaining though. You need to battle your way through some orcs and Iron Throne mages before you finally capture the main man. During the battle on the ground floor, Travenhurst will make his escape to the upper floor, so follow him for more orcs upstairs. Travenhurst is no fighter; he gives up when he sees his guards defeated. You learn a lot from him about the background of the kidnapping, the iron crisis etc. In the end, Imoen decides to let the broken man escape. In return she gains the ownership over the mansion.

Instead of making this your stronghold, little sister decides to turn the house into an orphanage for all the lost children of the Sword Coast who had no Gorion or Winthrop to take care for them.

Visit the temple once again to organize everything with the temple and to finish the quest for now. Return to the mansion some time later to see the orphanage in operation – and to meet Izzy.

Izzy (real name Isobel) and the orphanage will play a role later in the RtF sequel.

You will meet the restored Henning in Elminster's house in Waterdeep later (Sandrah will give you a reminder). After the reunion scene with Imoen, he will open his shop in Bloomwhiffler's in Waterdeep.

There is also an optional connection to the [bookhunters quest](#).

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16. Nashkel Mines Outside (BG5400)

Zargos, the assassin awaiting you near the hut, has some company with him. They are tough dwarf mercenaries but worth it for the loot.

Prepare well for the Prism/Greywolf episode if you want to side with the artist against the bounty hunter. Greywolf has some archers to support him. They are not that tough but strategically positioned so they surprise your party with crossfire if you only consider Greywolf against you,

After Greywolf's defeat, the mod NPC Isra can join your party. She and Sandrah get along well, Isra suggests that Sandrah would make a valid disciple of Sune herself.

17. Nashkel Mines Second Level (BG5402)

Sandrah helps you to rescue the miner Beldin near the entrance from the attacking kobolds.

Your counselor advises you to take a sample of the contaminated iron and the mysterious liquid for later inspection by Taerom in Beregost.

The exit to the lower levels has some extra guards, kobold shaman and giant spiders.

18. Nashkel Mines Lowest Level (BG5404)

The mod adds some additional enemies both prior to and after Mulahey's defeat to the cave.

In case you have The Vault mod installed, Sandrah meets an important quest character in this cave after you retrieved the stolen book for Candlekeep. Once you defeated the drow high priestess, follow Sandrah's advice to come to this area again.

19. Nashkel Mines Final (BG5405)

(J) You will find the sheath of a sword on the dead Mulahey. Jen'lig will ask you for it.

Quest – Jen'lig's Quest

Brief summary:

The githyanki is on the hunt for a stolen silver sword and the thieves who murdered her mentor and teacher for it. Six men were involved in the murder and they can be found in your normal progress of the game through BG1.

- If Jen'lig is in the party do not miss the [cave south of Beregost](#) (BG3802)
- Get a silver amulet for her if she asks you for it
- Have some Initial talk to learn about her race
- Have some PID dialogue with her.
- To get more, you need to prove your value to her (as a githyanki she values you for fighting good). She will comment and react after specific battles you win or creatures you defeat.

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- Help Prism against Greywolf
- Get to the bottom of the Nashkel mine and find a clue about her quest.
- Convince Tazok to take you and propose to assist him with his troupe inspection. Once he is dead (there is another revelation for Jen'lig if she is with you) make haste to inspect the bandit camp huts and the cave in the north (but avoid the main tent for now) before Tazok's death is noticed.
- There is more Jen'lig contents in Cloakwood as well as in DSOTC episodes, in Waterdeep (once Sandrah has opened the way for you)
- There is also a (not-a-romance) episode for a male PC (or for Edwin if PC is female) - just mind that *love* is *not a githyanki concept*

In Baldur's Gate

- accept the invitation to the shadow thieves, let Jen'lig not miss Hussam
- find Jardak and Sunin in Baldur's Gate who were involved in the killing of her mentor based on the hints you get from the shadow thieves
- Take Jen'lig to the final battle with Sarevok. Search Semaj's body for the sword.

She will leave for her home at the end of SoD's initial dungeon quest

Xan and Sandrah: Sandrah is immediately attracted by the melancholic elf. Her healer instinct makes her want to cure him and her best trusted medicine is love. Unless the protagonist is suited for it, a kind of romance will evolve between the two NPCs. This will be continuous for BG1 and BG2 parts. Xan is one of the NPCs who have much interaction with Sandrah.

20. Valley of Tombs (BG5000)

Sandrah will make an analysis of what you found and have not found in the mines and recommend that you first return to Nashkel and then visit Feldepost inn.

Some assassins from NTotSC will wait for you in the area.

21. Fire Leaf Forest (BG5300)

In the northern part of the map is Ordolath who has forgotten his candle in Baldur's Gate in a house north of Ramazith's tower. Sandrah adds extra contents if you accept this quest.

If you have started Elminster's demonic scroll quest, you find your first hint on the left bank of the river near a [waterfall](#).

Help Albert find his dog. The strange *boy* will appear again later outside of the [Cloakwood mines](#), if you have Sandrah still with you.

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22. Dryad's Falls (BG5200)

The demonic scroll will alert you as soon as you enter the area. ([See](#)).

23. Lonely Peaks (BG4400)

The mod opens the abandoned house in the area for a quest. When you come to the area, Sandrah will mention the house to you – if your romance is active, she has something in mind, obviously. Enter the house ([CVWOHA](#)) to find a little girl having lost her mother. She will follow you outside and through the area while you search. It is a trap leading to a battle with some ogre mages. After the battle you may or may not be in the mood to visit the house with Sandrah. Use PID to trigger the event. Otherwise, simply explore the hut for some treasure.

24. Ulcaster School (BG3900)

On the first level of the school dungeon ([BG3901](#)) you will find a journal of a Rashemen Scout on the dead body. Keep it and identify it. Sandrah will start a conversation about it once you are out in the open again. The item is related to Sandrah's main plot.

Quest – Sandrah's Quest I

Sandrah's main quest spans the whole trilogy and does not even end at ToB final; actually it is continued with RtF afterwards. There are uncountable variations, side quests and optional additions. It is the heart of the Saga and there is contents related to the story throughout the game and even in mod added portions. Due to this, hints and tips for this particular part of the mod will be distributed all through this guide at appropriate points.

The scout's journal is one of the items to be found in BG1. The others are three pieces of a cloth that belong together. The four items can be collected in any sequence and at various times. Preferably you should have all of them prior to returning to Candlekeep – this way you get maximum contents. (The scout journal may be optional; it just adds further explanation and detail to the story.) The three cloth pieces are mandatory. Without them Sandrah's BG1 part will fail and probably she will not follow you into SoD. The three pieces are found

1. Viconia after you rescue her from the flaming fist (Depending on whether you let her join or not, she will give Sandrah the piece right away or during the common travel. In the second case you will receive some additional information, too). Sandrah is required in party when you save Viconia.
2. Mellum, the insane fighter in the NE part of the Firewine Bridge map. Sandrah is required in party when you talk to the man.
3. Dynaheir, after her rescue – two variations:
 - Sandrah is in party when you rescue her, in this case she will give Sandrah the piece after you found Dynaheir's journal.
 - Sandrah has temporarily left the party to make room for Dynaheir, the wiclarn gives the piece to the PC once you left the Gnoll area.

After you found some of the items (scout journal and a cloth piece), Winski Perorate makes his first appearance and issues some warnings. In the conversation that follows one of the mayor

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themes of the Sandrah Saga is introduced: the Time of Troubles is not over yet, but the seeds of old now bear their fruits. Your story and hers both have their roots there. There is also a hint to Alaundo's prophecy to play a role for both of you.

[Continued](#)

(J) Defeating Icharyd will trigger a reaction from Jen'lig providing further insight into githyanki existence.

25. Sharp Teeth Plain (BG3500)

In the NW of the area you meet Shar-Teel. In case you have a female party or your male fighter has lost, Sandrah will still provoke Shar-Teel to a duel. Sandrah and Shar-Teel have much interactions and having both in the party will cause both of them to further develop their personalities in unexpected ways.

Shar-Teel and Sandrah: They establish a deep friendship in which they refer to each other as *wildcat* and *pussycat*. Sandrah sees a large part of herself in Shar-Teel and vice versa, they just grew up under very different circumstances. In case of a male protagonist, having them both in the party through BG1 part will lead to extra quests and features. After the BG1 part, Shar-Teel continues to play a major role in further parts of the game as a non-joinable plot character who becomes an important figure in Waterdeep (and for a male player if you romance her). As Sandrah's influence brings out the *better* Shar-Teel over time, the romance with the fighter woman becomes available to all alignments. Shar-Teel in her enhanced status at Waterdeep will also play an important role in the RtF sequel. (Note: this makes eventual mods bringing Shar-Teel into the BG2 part of the game incompatible with Sandrah.)

(J) Once Jen'lig learns about Shar-Teels origins she will inquire for her own quest, as the sergeant she killed at FAI was a Flaming Fist.

26. Old Waterdeep Road (CVROA1)

This is the only map of Waterdeep that appears on your worldmap. All travels to and from Waterdeep go through here. Within Waterdeep, you move between city areas in a realistic way, i.e. from the end of a street or through a gate to the next area.

All travels from Waterdeep end at FAI, while Old Waterdeep Road is accessible from all other areas once you have discovered its location with Sandrah's quest:

- Ask Sandrah about travelling to her hometown via PID.
- Talk to Gellana in the temple in FAI and she will mention Jopi.
- Jopi is in the main tavern room of the FAI, he will give you an old map when you chose the right dialogue options.

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- Leave the inn and Sandrah will offer you to use the map. You can do that right away or tell her to wait. In the second case, you can pick up the topic later, provided you are at the FAI outside area ([BG2300](#)).
- Telling her to lead on will start a cutscene that moves the party to a point west of the compound (where you have met the duergar earlier on) and then moves you to the new area.

There are some harmless encounters in the area until you move further north and become witness of a bandit killing a man and kidnapping a child. Lady Hilath will approach you and ask for your help against the bandit Khattark. You must solve the quest to gain access to Waterdeep and also to keep Sandrah in your party (she will leave you to help her hometown if you refuse, not to return.)

Khattark can be found in the nearby hut. There are various ways to solve the problem, the best ways are to make a deal or bluff the bandit. This way you get the boy back alive and have the quest in Waterdeep to catch the bad man.

Return the child to the mother and you get access to town now. You will see the Lady again later with this outcome.

This is all in this area on your first visit, You will come through here many more times and the area will be the scene for a number of events that are described later in their respective context.

Move north to finally enter Waterdeep.

27. Waterdeep South West Ward ([CVROA2](#))

Talk to the guardian right at the gate where you enter.

Sandrah will give you a brief introduction about the area you are in and what else there is to see.

Just like in the area before, you will pass here a number of times and new things will be happening as the story proceeds. Here the events on your first visit are described.

The area is dominated by a number of temples including the festhall and thermae of Sharess, the goddess of hedonism and sensual fulfillment. As such her *establishments* include all types of expensive services. Strangely enough, your priestess seems to be well known here, see the Midnight references to her personality.

The drow matron in the thermae ([CVROA4](#)) provides you with insight into Sandrah's life in town.

The festhall ([CVROA7](#)) provides rooms and drinks at typical Waterdeep rates (200GP for a bottle of wine, includes exotic dancers though).

The barmaid informs you about a merchant in the backroom who buys artifacts at high prices – state your interest to get a key. Be careful, the door is trapped. Inside you meet the *Collector* who is interested in very special items only, e.g. Imoen's pink fur coat if she has received it from Henning. He will disappear after your meeting but he will [return in BG2 part](#) and later play a role in the RtF sequel.

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The large unmarked house north of the festhall ([CVROA5](#)) seems to be empty when you enter it. It is full of valuable loot, especially rare scrolls and potions. When you are about to leave, you will be ambushed by some shadow thieves. They are a major challenge if you run into them unprepared. Sandrah will explain that officially the shadow thieves have been driven out of Waterdeep, their presence seem to indicate some flaws in the town's security. That topic will be extended later in the game; with a special variation for the case you have Shar-Teel in the party.

The Temple of Splendor ([CVROA6](#)) looks all but splendid when you first enter it. It has been robbed by Khattark and his gang and the priest promises you a reward for fighting the bandit. Once you succeeded, do not forget to pick up the reward. It takes some time for the temple to be rebuild, but in later chapters it appears in all of Waukeen's glory.

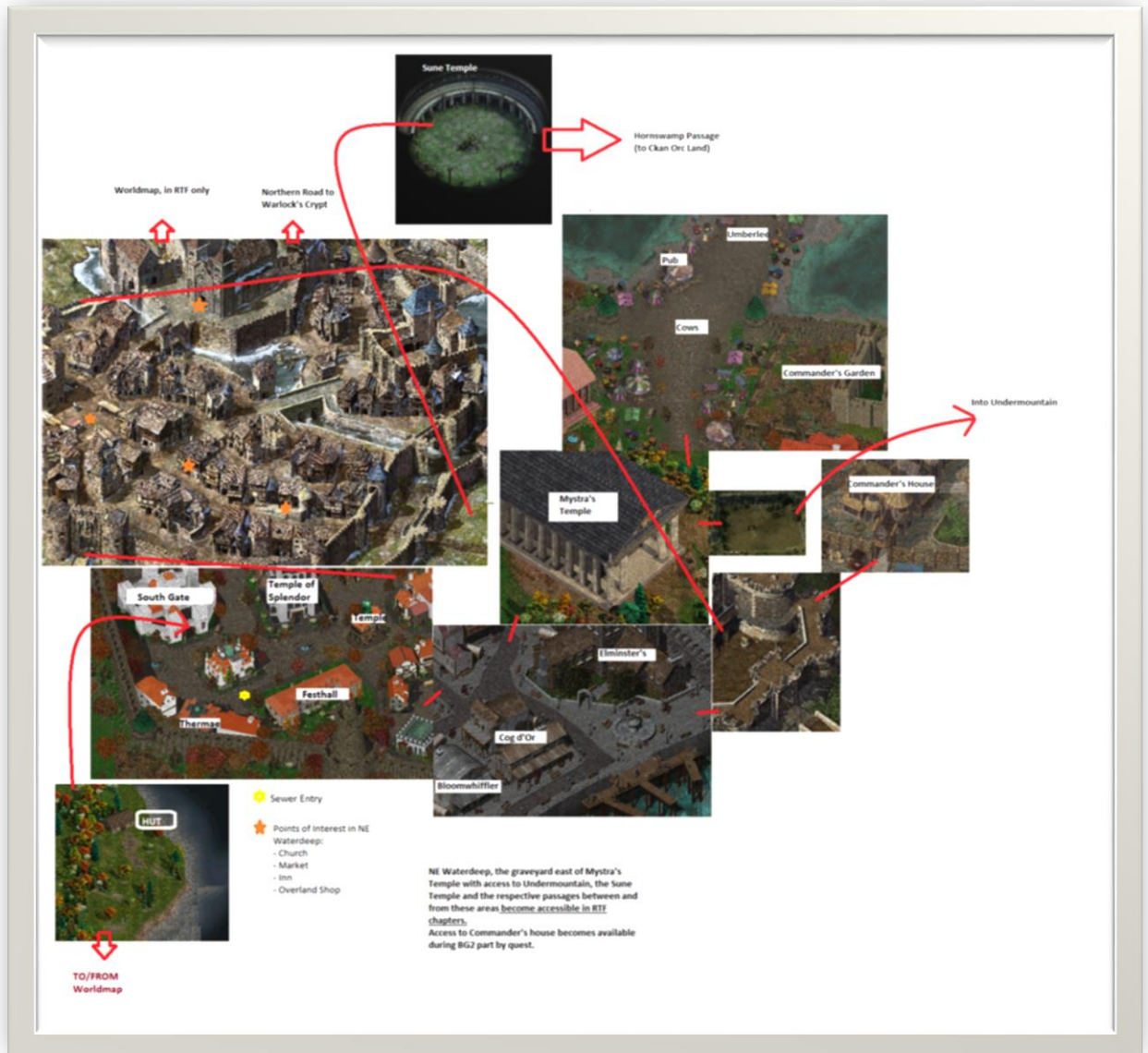
At the Temple of Siamorphe ([CVROA9](#)) you will meet Lady Ilvastarr, which turns out interesting if both Ajantis and Sandrah are present. There is a portal that connects this temple with the Waukeen temple, I have not found the story behind this, if any.

The harbor master ([CVROA8](#)) has no function at this point. Later in RtF you can buy sea transport to far away harbor towns from him.

The entrance to the sewers is near the house of the Shadow Thieves. I recommend to go there after you visited Mystra's Temple and have learned a bit more.

A house at the eastern side of the map ([CVMAG1](#)) is not accessible yet, you are warned of watch dogs. Go there when you found the fishermen/siren quest at the fish market.

Hint – Map of Waterdeep



28. Waterdeep Central Ward (CVELM1)

When you enter the area, you are greeted by a tame beast Araxias. Other than indicating that you are near Sandrah's home, there seems to be no further point in this meeting. Edwin, if in party, will be apparently nervous since he does not trust Sandrah and Elminster and fear for his safety when entering the mage's house. Sandrah will assure Edwin's safety however.

When you move south, you will be greeted by Clarissa Bloomwhiffer. This meeting will start a larger quest, initially related to Finch. The quest works with or without Finch in party, only some dialogues reflect her presence or absence, the core of the quest remains identical.

Quest – Book hunters

The quest is started by Clarissa, a relative of Finch, who will give you a small book. You are either tasked to deliver the book to Finch in Beregost or it is given to her for her library.

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Sometime after you leave Waterdeep, you will be visited by some mysterious *book hunters* who try to get the philosophical treaty. Obviously there is some secret with the book and they will finally try to get it by force. This is the first of a number of bloody encounters before you find out more about the book's significance.

After a second visit from the book hunters, some connection to pirates is revealed. Sometime later at some indoor rest, Sandrah studies the book once more and finds indications of a hidden map. The map shows some island and provides hints of how to progress when on the island.

Afterwards, further hints are found in the lighthouse at the Sword Coast and the mysterious men there (you must have the Sirens Call mod installed); a dwarf at the Wyrms Crossing Bridge, Delsvirftanyon in Ulgoth's Beard. It becomes clear that the philosopher Monteelah had a darker past as a pirate captain.

You cannot progress with the quest until you get access to the town of Baldurs Gate.

When in town, inquire with the harbor master ([BG0702](#)). You have enough hints now to find the drunken captain in the Blushing Mermaid ([BG0114](#)). Once you talked with him, you can decide to follow the quest right away or delay it. Anyway, you get all the necessary background information on the plot. To pursue it, you need 20000gp. This is an investment, pay it.

Paying the money will transport you to a small area where you embark for the journey. Once you arrive at the island, the captain will wait at the ship while you explore the landscape. You will need to traverse the island by night, even though it is swarming with zombie pirates, the murdered crew of Captain Monteelah.

On the main island ([CVPIR3](#)) your goal is to reach the point shown on the map. This will trigger a dialogue during which the bees appear that show you the secret passage.



Inside, there is a battle with very nasty pirate zombies before you can claim the treasure:

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- Several heavy sacks full of stolen goods, take as much as you can carry to the Morning Lord temple
- A stack of papers that according to Sandrah are the real treasure. Keep them.
- Some additional options for the case that you did Imoen's [Henning rescue and the Orphanage quests](#) before.

Return to the ship to witness your captain being murdered by a zombie leader. Defeat the remaining enemies and find a book on the captain's corpse. You need to search inside the ship for a second book. By using both books and comparing ship design with sailing instructions, you must figure out how to maneuver the ship without the captain.

Put both books on the table near the main mast. This will trigger a dialogue in which you have to find the right answers that your *crew* executes to sail home. When you did it right, the ship brings you back to land but it will be a crash landing. You strand at the ship wreck coast ([BG3100](#)).

Sandrah has studied the papers meanwhile and gives you further explanations. Monteelah is still alive and out there somewhere. He appears after a couple of days to demand the papers. Giving them or keeping them only influences the difficulty of the resulting battle – since you and Sandrah know the essential information from the papers, you are free to deal with the pirate as you wish.

Note: The book hunt involves [Brage of Nashkel](#) at various points, regardless of whether you met him already or not. Avoid killing Brage when Sandrah is present.

You will later meet Brage during the Dragonspear campaign. He will be on his way to Sharkta-Fai, the place that was mentioned in those papers from the treasure. This is just an interlude.

The second part of the plot will happen in the BG2 part as an episode in the Shauhana Quest.

After giving you the quest, Clarissa moves into her shop nearby ([CVEBS1](#)). You can buy scrolls and tomes there at steep prices. After the Imoen/Henning quest, Imoen's friend will be there as well and offer shop services.

Do not miss to visit the most expensive restaurant of Faerun ([CVWDRE](#)) in the next block of buildings. The best time is after you solved the Khattark quest, because your bill will be taken care of in this case.

Across the road is Elminster's house.

You will revisit this area a couple of times during all parts of the game. The additional contents will be discussed later in context with the respective plots.

The area south east of Elminster's house ([CVELM6](#)) has nothing of interest on the first journey but becomes relevant only later.

Leaving the area to the north leads to Mystra's Temple.

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29. Mystra's Temple (CVELM4)

Again, this is an area where later events take place. For the first visit, follow Sandrah's wish to visit her colleagues.

Inside the temple (CVELM2) talk to some priests, especially the Yuan-Ti Rhanthona. She provides temple services and also asks Sandrah to meet her former teacher in the inner sanctum of the temple (right side exit). Do not forget to look inside the chests and shelves. The trapped chest south of Rhanthona contains a tome that sheds some light on Mystra's origins – this is worth to know for the remaining story since the topic plays a significant role in the mod.

In the inner sanctum (CVELM3) you meet Ringhontal. The priest was Sandrah's main teacher and acts as a quest giver all through the game for Sandrah. The temple and the inner sanctum are like your NPC's stronghold which demands her (and your) assistance from time to time.

During the first visit there are two tasks for you and Sandrah:

1. Find Khattark, the priest will provide you with an important hint, in case the quest is still unresolved, and also with some reward.
2. Heal a very sick girl (you need to have accomplished 1. before you get 2.). You need the girl's body and a temple dagger which you both find around the central altar. The healing act requires some of your blood as well (bhaalblood, but you do not know that yet). Failing the quest will separate you from Sandrah permanently and Waterdeep stays closed for you as well.

Doing the quest will gain Sandrah some useful abilities. In addition, you get the temple dagger, a returning dagger +2 which is a pretty good weapon, e-g-for mage Imoen. The girl you rescued will appear again on a later visit to Waterdeep. In the RtF sequel, [Leyala](#) will become a joinable NPC (monk).

In case you did not know it before already, you will learn from the conversations in the temple that Sandrah is the granddaughter of a woman named Midnight.

Hint – Sandrah and Mystra

Mystra is the goddess of all magic and has gone through a number of incarnations until the time of our story. Her predecessor Mystryl sacrificed herself to protect the Weave from the archmage Karsus of Netheril. In this battle, both Netheril and Mystril were destroyed; the Weave (the source of all magical powers) was given to Mystra and Shar (the Shadowweave). After Mystra was slain by Helm during the Time of Troubles, Midnight became her successor and a goddess on the same day that [Cyril](#) was elevated. Midnight assumed the name Mystra from her predecessors.

Sandrah is a priestess of Mystra; however this is not so much religious dedication but much more following the footsteps and example of the human Midnight, who is her grandmother. This does not make Sandrah a godchild but the grandchild of a mortal who fought and defeated gods.

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In this way and also by her relation to Cyric, Sandrah is deeply connected to the Time of Troubles which is as well the source for the protagonist's fate. Both stories are entwined in many aspects and this is the basis for the main plot of the Sandrah Saga during the original trilogy's chapters.

A portal on the north east side of the inner sanctum leads to an area with Khalindra's grave ([CVUMO1](#)). The further passage is still closed at this time but will play a significant role in BG2/ToB chapters later.

Outside and north of the temple is the fish market area, to the east is an old graveyard with access to Undermountain, however the [latter area](#) is not accessible until RtF.

30. Waterdeep Fish Market (CVROA3)

In a tent in the south ([CVELT1](#)), two doppelgangers guard some treasure.

(J) In the central area, a herd of cows trigger some reaction from Jen'lig providing you with some insight in her culture and history.

The strange dwarven pub on the west side ([CVELT3](#)) contains the entry to the Black Pits. If you trigger the right dialogue option (maybe talk to the guy several times), he will reveal a backdoor that leads to the arena.

Hint – Black Pits access from main game

These are Baeloth's Black Pits which are only accessible as a separated campaign otherwise.

The visit is not really related to the Sandrah mod, although she will comment at some points on the events.

Black Pits is simply a series of arena fights of your party against other groups with increasing difficulty. The mod allows you to play this extension with your current group and leave with that group again afterwards. You do not get the experience point rewards of the original but some limited gold and you can buy equipment from merchants in the pits.

Once you enter the pits you can only leave again by defeating Baeloth himself in the last battle. To get there, you need to win all previous battles. There is not much story content in this episode, just tactical fights.

The final challenges seem to have been slightly modified for a lower level party.

When you succeeded, you free Baeloth's djinni slave who helps you to return to the pub.

In the utmost north at the fish market displays, a couple of fishermen identify Sandrah and asks her for help with a problem.

Quest – Waterdeep fishermen problem

The first task is to find two items required to summon an Ambassador of the Sea, to find out about the problem.

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Inquire at the temple of splendor. In order to progress, you need to have solved the Khattark problem. You learn that the bowl is at the Siamorphe temple (just search the chests there). For the scroll the options are Bloomwhiffler's or the hut on Old Waterdeep Road. The hint to the sewers is a dead end.

You find the scroll either at the hut or with Clarissa, whatever you check out first.

When you obtained both items, return to the fishermen. Talk to the man and Sandrah starts the ritual. The Ambassador appears and tells you to search a captive sirene. Sandrah talks again with the fishermen and you get the hint to a mage in the vicinity of the harbor master.

This refers to the locked house on the east side of the South West Ward, the one with the howling watch dogs. Unlock the southern door with your thief or spell. Beware, the ground floor is full of dangerous watch dogs aka hellhounds. Check the crystal in the middle of the room to get a further clue.

Through a door on the left side you advance to the lower level where you find the sirene and her *victim* who maybe is not a victim if you believe her story. You get various options and some of your companions will issue their recommendations of how to solve the case. Depending on your decision, you get different endings of the quest when you return to the fishermen.

31. Waterdeep Sewers (CVSew1)

The entry is near the Shadow Thieves House in the South West Ward. Khattark has a large gang assembled and is not easily defeated. The labyrinth you find yourself in is populated by black talon bandits including a general. Khattark's mage has also summoned a minor army of undead warriors.

You best progress slowly and make use of the cave system to attack only smaller groups at a time. Khattark himself is protected by his mage and a circle of traps surrounding him.

Having defeated him gets you rewards from the temples of Waukeen and Mystra. In addition, this victory is required to get Sandrah's [second temple quest](#) and to advance with the [fishermen](#) quest.

32. Waterdeep Coq d'Or (CVWDRE)

After the victory over Khattark why not spend a moment at the most exquisite restaurant of the City of Splendor? Just go inside and let things evolve. Keep your hands off the mouse while your party is seated and served. After the meal, talk to the servants and guests for entertainment.

33. Elminster's House (CVDre2)

You meet Elminster and Landrel here to greet you when you first arrive. Up the stairs to the left is the exit to the garden, the right exit leads to Elminster's study, which we visit later, a decorated door straight ahead leads to a tower with Sandrah's quarters.

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Landrel will remind Sandrah to meet Pelligram in the garden.

Elminster will invite you to explore his house with his daughter and asks you to consult him in his study later to discuss some interesting news.

Sandrah, of course, invites you to her rooms; however we visit the garden first.

34. Elminster's Garden (CVDre1)

You may have seen this area in dreams already before. For those who already played ToB, the area looks familiar and there is a background story to it. You will learn about the connection when you visit the ToB area later with Sandrah. It is part of the main plot.

You meet Pelligram in the middle of the area and she will accompany Sandrah from that point on. Many episodes are connected with the creature. Finding out about Pelligram's true nature is part of the saga. In RtF, Pelligram in a human avatar joins your group as a party member for a while.

Hint – Managing Larger Group

Having Haiass and Pelligram (+ maybe a familiar) with you might get difficult in narrow dungeons. It often helps to use the *select all* button on the lower right corner to manage your group more easily and to move party members and other *green* companions out of the way.

Right behind the place where you find Pelligram there is a small altar for Mystra. This altar will later play a role in a number of subsequent quests.

35. Sandrah's Tower (CVSanT)

The tower overlooks Waterdeep and part of the Sword Coast. In a distance the light of Candlekeep seems to be visible. There will be a romantic encounter between Sandrah and the protagonist (slightly different depending on gender). It is up to the player how to pursue this topic afterwards.

Hint – Romancing Sandrah

Sandrah sees more in the protagonist than just a friend or comrade. She openly advances a male or female player. You have options to agree to her or reject her. Even in the latter case she will not completely give up her hope that one day she may win you. Romancing Sandrah is not exclusive, i.e. she will not kill any other romance you decide on, however she will notice it and react in some way or other. Being with you does not hinder her to have some adventures with other NPCs on the side from time to time, nor will she blame you for doing the same.

In RtF and on, some bond between you and her has been established, even if that is not elaborated at greater depth. It is obvious from the story.

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Within this guide, the romance will not be further discussed. It is not essential for the plot and it is always matter of taste to enjoy such contents or not. Romancing her makes some things easier but not much (see [sanpoints](#)).

The tower will later be the location of some other scenes when your bhaalspawn heritage is revealed.

36. Elminster's Study (CVstud)

Before leaving Waterdeep at the end of the first visit, talk again to Elminster in his study. Look into the shelves for some interesting but completely useless items.

Elminster will warn you about Naronguth, the shard thief, who is still after you for your betrayal. He gives you a copied pair of the demon's slipper. Do not put them on but keep them in your inventory.

Naronguth awaits you outside of Waterdeep near Khattark's hut. He demands the slippers back that you found in his lair. You can either give them back, try to trick him with Elminster's pair, or try to fight him. Decide at your discretion – you have not seen him for the last time, though.

37. Firewine Bridge (BG4500)

In the empty riverbed you find some additional encounters. Among them are a couple of desert trolls. Sandrah will advise you that you need acid arrows to kill them. The encounter adds the ability for her to produce some acid arrows per PID. You need to be in a forest where the necessary material can be found in order to use that function and there cannot be enemies about.

Melium in the NE of the area has an [artifact](#) to give to Sandrah.

Carsa when fleeing from you will drop her jar in any case such that the ogre mage Kahrk will appear whenever Sandrah is in your party. Picking up the sword from Kahrk will start a short quest.

Quest– Kahrk and Valiant

Give the sword to Sandrah to identify. She will provide you with a background story.

After a time, you will be attacked by groups of ogre mages on several occasions. They give you a hint about some ogre leader pursuing you. The attacks will cease after a time.

In case you have the [Vault](#) mod installed, the quest is connected to the Ogre attack on Gullykin.

The tower at the SE end of the bridge contains the entry to a secret area that you can access after the [Charlton Nibs](#) quest. The contents is from the [Northern Tales of the Sword Coast](#) mod. The same entry later plays a role in RtF – in fact the Firewine Bridge is revisited on several occasions in the sequel due to its old history.

In the Firewine catacombs ([BG5201](#)) you can rescue the half-elf [Indira](#) (a mod NPC) who has a short intermezzo with Sandrah. The NPC has little contents and consequently little interaction with Sandrah.

38. Gullykin (BG4000)

In case you came here on Imoen's quest, talk to [Gandolar](#) at the village entry. Telben is among the trees in the very south of the area. You must heal him with a spell to start his dialogue. The cave entry is marked on the area map after you talked to him.

Clear out the cave ([CVORCA](#)) from all types of orcs and nasty orc priests and find the loot in a wagon in the north of the cave. Rellruk, one of the orc leaders provides you with details about the kidnapping but also tells you that you need to find Tazok to progress.

Once you leave the orc cave, there is a conversation with Sandrah about the Cloakwood and its relation to the iron crisis. The bandit camp is now revealed on the map.

In case you have the ogre sword [Valiant](#) from the Firewine with you and you have the Vault mod installed as well, you will find the ogre leader in the north of the hills in this area – but only if you defeated his ogre battalions.

39. Larswood (BG2900)

The mage Haebal in the tower recognizes Sandrah and vice versa. The plot is connected with Sandrah's involvement with the NTotSC mod.

Quest – Sandrah's Quest II

At some time after you discovered the identity of Sandrah's father and after you had some further talks with Sandrah about her dead mother, if you enter one of the inns in the game, you observe the first of some dream cutscenes. During those scenes you learn that her mother's name was Khalindra who died giving birth to a younger sister or brother of Sandrah. The child was most likely a bhaalspawn. Apparently it was the search for that child that initially brought Sandrah to Gorion's death site.

Without knowing about your heritage yet, she sees the protagonist as a key to her search but is unaware which of the people involved is related to Bhaal: Imoen, Sarevok or the protagonist. Depending on the evidence you find over time while travelling together, Sandrah (with your help) will develop a number of theories and assumptions about the situation. Some of them are correct; some of them errors or wishful thinking, but those errors are part of the plot and at times complicate the protagonist's situation further.

The discovery of Imoen's origin is integrated in this storyline if you keep Imoen in the BG1 party.

Again, the search for Khalindra's second child spans the whole original trilogy and will only be resolved in the second half of ToB.

(J) Jen'lig shows some almost emotional reaction when you free the gnome slave in the east from his goblin capturers (requires Deep Gnomes of the Sword Coast mod).

In the middle of the area and when you are ready to visit the bandit camp, you meet Teven. He seems to know Sandrah from her Waterdeep days and provides you with an incognito access to Tazok and the camp. (A similar access is provided by [Raiken](#) in the north of the Peldvale area.)

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The guy will make a second appearance during your journey through [Cloakwood](#) to take revenge on Sandrah for her betrayal at the bandit camp.

Teven plays another role in the Grey Clan mod when your search for the manipulators in Beregost.

40. Peldvale (BG2400)

In the north of the area and when you are ready to visit the bandit camp, you meet Raiken. He seems to know Sandrah from her Waterdeep days and provides you with an incognito access to Tazok and the camp. (A similar access is provided by [Teven](#) in the middle of the Larswood area.)

The guy will make a second appearance during your journey through [Cloakwood](#) to take revenge on Sandrah for her betrayal at the bandit camp.

You meet and rescue Viconia in the NE. Viconia is owner of one of the [items](#) Sandrah needs for her main quest, so killing or letting Viconia be killed, will stop Sandrah's progress. You have two choices to get the item from Viconia

- Rescue her from the Flaming Fist without letting her join, both Viconia and Sandrah will have unpleasant words for you but you get the item. You need to get the related details and story from other sources.
- Rescue her from the Flaming Fist and let her join. Viconia will hand the item to Sandrah after some time of travelling together and provide details of how she came into its possession.

Viconia and Sandrah: Sandrah in general seems to have a special sympathy for drow. While the goddesses of the two priestesses – Shar and Mystra - are enemies, the disciples get along well in your party. Viconia and Sandrah trust each other and develop a kind of friendship. A male protagonist can even romance them both without penalty but needs to be careful not to become their common play thing. Viconia and Sandrah have excessive content through BG1 as well as BG2/ToB. The Sandrah mod adds a large Viconia quest to the BG2 part. (To be described later). Finally, Viconia is among those NPCs who are later joinable in the RtF sequel, provided you had her in party in earlier parts. She will finally break with Shar when the conflict between Shar and Mystra escalates.

41. Bandit Camp (BG1900)

Should you decide to make your initial journey to the bandit camp directly via the worldmap, Sandrah will start a conversation and propose infiltration rather than a frontal attack. For that purpose she advises to use either [Teven at Larswood](#) or [Raiken at Peldvale](#) to get you into the camp incognito.

This guide assumes that you follow her advice and are transported to the camp by one of the above contacts. You are confronted by Tazok and you persuade him to accept you as reinforcement. When he leaves the camp to inspect his forces, Sandrah proposes to join him to

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prove your worth. Outside of the camp, Tazok gets suspicious about your intention and confronts you.

(J) He will recognize Jen'lig if in party and you will learn that he was one of the murderers she is hunting. You will also find out that the one who has the sword is some sorcerer.

Once Tazok is defeated, you have three hours of game time to explore the camp before his body is found and the camp turns hostile – unless you decide to start the battle yourself.

In case you follow the Imoen/Henning quest, talk to the people inside the small tents. They will give you hints to the cave in the north of the camp. After you defeated the gnolls in that cave ([BG1903](#)) you find an injured orc who was left behind by the kidnappers. Sandrah heals him on Imoen's request and you can inquire him for further hints about Henning.

After you have won the battle in the camp and invaded the main tent, Ender Sai will have more information for Imoen.

Sandrah will provide you with her interpretation about the progress you make and especially about Sarevok's role in it once you found the documents in the trapped chest that mention his name.

(J) After you found the letters, Jen'lig concludes that the Iron Throne and the group to which the murderous sorcerer belongs are one and the same.

When you have finished the bandit camp and start to travel to Cloakwood, you should make a stop at the FAI. You meet Elminster there for further hints. At that occasion he will also upgrade [Gorion's Dagger](#).

Quest – Gorion's Dagger

You find the item on your foster father's body at the start of the game.

During your journey, you will have some conversations with Sandrah about the item and discover more details. You find the engraved latter *A* on the hilt, you will learn that it was a ritual device rather than a weapon and that it was most likely used for bloody sacrifices by some cult.

Elminster will upgrade it after your visit to bandit camp.

During the NTotSC episode at the Temple of the Black Hand ([AR60PB](#)) you learn that the former owner prior Gorion was a priestess of one of the Dead Three (Bane, Bhaal, Mirkul).

Another hint can be found during SoD if you decide to free the blind tortured Bhaal priestess from the Cyricists.

In BG2 you lose the dagger when you get captured by Irenicus. When you solve the djinn's quest in Irenicus' dungeon, he will tell you that the elven mage took your dagger. You will get the confirmation from Irenicus himself when you and Sandrah confront him at Spellhold.

You regain the dagger (once again upgraded) from Sarevok during the challenge in Hell at the end of BG2.

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The true nature of the dagger and its history and purpose are finally revealed during ToB when you learn from the Solar about your origins.

42. Cloakwood I (BG2200)

A stone throw SW of where you enter the area, you will meet either Raiken or Teven, depending on which of the two you used to access the bandit camp. He bears a grudge against Sandrah and he was come with quite a number of dangerous bandits and murderers to take revenge.

Coran and Sandrah: Sandrah never misses an affair with a bard and she and Coran fit perfectly. She does not believe a single word he says and she does not pretend that love has anything to do with their relationship. But maybe both err in that. In the end it goes deeper than any of them expected. In case of a female PC, Sandrah invites you for a friendly challenge of who will win the playboy. She will or course step back when the female protagonist really has an interest in Coran.

43. Cloakwood Falls (BG2100)

After you met Centeol (BG2201), there will be a conversation between Imoen and Sandrah concerning the Henning rescue, if you follow that quest.

Sandrah will make some remarks with respect to the Jon Irenicus mentioned by Centeol, provided you chose the respective dialogue option with the spider woman.

(if you play the Saga until the ToT expansion, you will meet Centeol with Bodhi in Suldanessalar, both in their former elfish incarnations. You will learn about the background of her fate there.)

44. Cloakwood Grove (BG1600)

The area plays a role in the Lothander/Marek poison plot in case you have chosen the alternate solution from the Sandrah mod. You find the poisonous wyvern you need in the northern part of the area.

Quest – Alternate Poison Quest

At the central Baldur's Gate Area (Market BG0700), Lothander will approach the party and tell them that the Iron Throne poisoned you and you will die within ten days. If you are tired to go through the Lothander/Marek routine again, you can select a dialogue option and tell him to get lost – you will trust your healer to cure you.

After one day, you will feel the sickness from the poison and Sandrah will investigate the cause. She recommends to visit Thalantr for further analysis. If you agree, you will race against the time limit from the original quest but you can go back to Lothander any time again. Here, we assume you follow Sandrah's route:

Visit High Hedge and let Thalantr inspect the poison. His discussion with Sandrah reveals that you need three items for the antidote:

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- Aescalus herb – Sandrah may still have some from Nigati, otherwise you can buy it from various traders you may already have encountered (High House of Wonders, Lucky Aello's Discount Store, The Collector. Temple of Mystra)
- Holy water – you can get at some temples
- The sting of a great poisonous wyvern

You must have the first two items before you start to hunt the beast.

Once you killed and defeated the wyvern here in Cloakwood, Sandrah will extract the poison from its sting and mix the other ingredients for the antidote. During the following conversation you get the option to take the medicine and heal your group.

(J) Jen'lig will make a useful recommendation for the use of a wyvern that you kill in that area.

45. Cloakwood Crossroads (BG1700)

(J) Jen'lig senses the same dark shielding magic she felt in the Nashkel mines. However, even if Daevorn in the mines turns out to be the sorcerer she seeks, she will stay with you until you find Sarevok. But you will find that Daevorn is not the final step in her quest.

46. Cloakwood Mines (BG1800)

Slightly south of the entrance to the palisades you will see Albert again, the *boy* from the Cloudpeaks who lost his *dog*. He gives you a hint about what is going on in the mines. In a small cutscene you observe a Thayan slaver and his men on their way to deliver new slaves for the mine.

Move to the western part of the area outside the compound and defeat the red mage and his men. Free the children. You can easily find the location on your local area map after the cutscene.

Visit the barracks and the second room in the barracks (**BG1806**) to get some information about the location where you find Henning for Imoen.

After you cleared the mines and finished the chapter, you return to the surface again. At that moment, your protagonist's compatibility and overall progress with Sandrah is evaluated. She may decide to leave you if she thinks you have failed in her eyes.

See what Global("Sanpoints", "GLOBAL") gives you (should be 47 or more)

Hint – Sanpoints

Sanpoints is a counter tracking your and her compatibility overall. There are many factors (quests done, answers given, decisions taken in various quests, talking to her via PID that increment or decrease the counter.

Normally doing Sandrah's quests and showing some overall interest in her views is sufficient (no use to be overly sweet to her, 47 points is about 40% you could have at that chapter change).

Charisma or reputation have no impact. So an *evil* character who nevertheless takes the right decisions will qualify just the same as the *good* protagonist. There is no necessity to bend your character to her liking. But if your protagonist follows a completely different mindset from what would make sense for Sandrah, she decides to go. Otherwise you can have a very long road together through the game.

Accepting her romance makes things easier but is not essential. You can gain her respect and trust on other ways, too. Asking her for opinions via PIDs quite often gives you points.

Sandrah is a manipulator since she develops a certain plan while she travels with you and she needs a certain kind of co-operation in the long term. If you are too far from what she thinks she needs for her purpose, she will leave to look for alternatives.

Note that in some SHS forum posts the author of the mod herself has referred to the bhaalspawn Balthazar in ToB as Sandrah's alternative instead of the protagonist. It seems however, that this was never implemented in the mod and she never appears again to resolve this, once she is gone.

There are some other checkpoints later in the game near the end of BG1 and BG2 parts - those are more related to having reached some plot/quest events at that time.

47. Cloakwood Mines Prison Level (BG1804)

In the initial room you find a locked door and an orc among the guards in front of it. Once they are dead, Sandrah and Imoen will start a conversation, provided the Henning plot is active. Once you unlocked the door, you will witness another orc trying to run away and sounding an alert. Follow him down the cell corridor to find the stairs down to the orc prison. Make sure you search guards you kill for one half of a keystone.

Later, when you rescued Henning, you will find Sandrah in this room again to rejoin the party.

48. Cloakwood Mines Orc Prison I (CVORC1)

The cave is swarming with all types of orc and orc priests. On some altar in the second room you find the second half of a keystone.

Once the battle is won, you will find an orc prisoner, Hynalt, merchant from Ulgoth's Beard. In a longer dialogue with Sandrah and Imoen you will learn about the background of Henning's kidnapping and a lot of useful details about the Iron Throne and Sarevok. Send Hynalt to the surface so he will not drown when you flood the mine.

To move further downstairs, you need the two keystone parts you found before.

49. Cloakwood Mines Orc Prison II (CVORC2)

You find yourself in a small ante-room. Search for traps, the floor and the door are trapped. The whole area is heavily trapped as you move on, so beware. A large group of orcs and their priests

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are waiting for you in the next room. They are standing on some floor ornaments which are trapped as well, so try to lure them away from that part of the floor.

As soon as Imoen sees the capturers, she loses control and transforms into a version of the slayer (even you are not yet supposed to know what the slayer is at that point in the game). When the battle is over and Imoen returns to normal, there will be a discussion with Sandrah and Imoen about what you just witnessed. The scene will play some role later on when you all learn more about Imoen's heritage.

Continue to explore the area, disarm the traps, and find the secret side chambers. Again some orcs and priests to battle until you reach the badly wounded Henning and the orc leader Knowlod. Regardless how you answer in the short dispute with him, you will fight him in the end.

Make sure to pick up the purse from his corpse. It is evidence against the man he was working for – Travenhurst from the large mansion in Beregost.

At this point, Sandrah will leave your party to bring the badly injured Henning to Waterdeep with the help of a splinter from Elminster's shard. Explore the area for any treasure you like to keep and move back to the regular mine levels.

Sandrah is waiting for you already upstairs. Elminster's and Mystra's magic have returned her. She tells Imoen that her boyfriend will be healed and waiting in Waterdeep in a tenday. This ends the first part of Imoen's quest. For the remaining part of the quest [see point 5](#) here.

50. Cloakwood Mines Final Level (BG1803)

(J) Daevorn is another of the murderers Jen'lig seeks. Search his body for a letter that will reveal two more names, Jadak and Sunin and once again mention the sorcerer already known from Tazok's last words. All three seem to be in Baldur's Gate. In a conversation involving Jen'lig and Sandrah, your counselor recommends to ask the shadow thieves in the city about those two new names.

Jem'lig will show no mercy with the apprentice Stephan even if the protagonist decides to spare the man.

At some time after the Cloakwood event and if you had the [first visit from Winski](#) already, he may ambush you again in some outdoor area. After further threats and his confirmation that Sandrah's assumptions about Sarevok are correct, he will summon a bunch of nasty fiends for you to battle.

In addition, when you return the FAI after Cloakwood, the elven cleric Jet'Laya is waiting for you. Take her into the party to start Dark Side of the Sword Coast (DSotSC).

Hint – Sandrah in DSotSC (Dark Side of the Sword Coast)

Both, Sandrah and Jen'lig will have additional content during the five main quests of DSotSC.

1. Jet Laya's sister

For this quest you need to have the elf in your party temporarily, you can dismiss her after you found her sister. Sandrah and Jet' Laya will have some friendly interactions during the common travel.

In the initial Wood of Sharp Teeth ([DSC001](#)) you will have an additional meeting with the Dark One who warns you to pursue him. He leaves some skeleton lords to scare you away. Naturally that will not hinder you. The exit to the next area ([DSC002](#)) is guarded by a pair of additional fire drakes.

In the next area ([DSC002](#)) take notice of the abandoned house and the phantom fighters. They become relevant on your way back.

(J) When you enter ([DSC004](#)), Jen'lig will warn you about mind flayers being in the vicinity. To find two of them, go to the cave on the northern ridge ([DSC007](#)). Jen'lig receives an ability after defeating them.

After you solved the sisters' quest (make sure you pick the amulet from the banshee), Sandrah will remind you of the ghostly fighters who are another bunch of souls captured by the Dark One. She also tells you that you may probably find the Lich's phylactery in the abandoned house. Once you have that essence, you can defeat the Lich. Afterwards report to Jet'Laya's uncle in Beregost and you can kick her from the party there.

Of the other DSotSC NPCs nobody is required in party for the following quests.

2. Dragon of Nashkel

(J) When you receive the quest in Beregost, Jen'lig will inform you about the holy pact between the goddess of the dragons Tiamat and the githyanki. While the dragon at hand is not one of Tiamat's children, this pact will later play a role for Jen'lig's quests.

In case it is Sandrah in person who defeats the dragon (i.e. hits the final blow to kill it), she gains an ability per assimilation, a technique specific to Mystra's priests.

3. Castle Daerthmac

A zombie lord able to summon other fiends awaits you in the northern part of the map. The difficulty of this encounter very much depends on the tactical mods you have installed.

In the cellar ([DSC015](#)) you find the door to the catacombs locked and you must find a key in the upper levels first.

You can get to the outside from the first floor ([DSC012](#)) and go to the upper platform to find some loot. Picking up the ancient shield from the shaman triggers a conversation with Sandrah.

Inside again move to the top floor ([DSC014](#)) to find the first vampire. Sandrah will start a conversation about vampires and the need for wooden stakes. Agree and she will produce some from the wood in the fireplace nearby. Afterwards you will always have a PID option to ask her for stakes in vampire infested areas, she will just hack some wood with her hammer to produce them. The key for the cellar is in a locked and trapped chest in a side-room.

(J) Facing the vampires will trigger Jen'lig to comment on the similarity with her race fighting the mind players. It is one of the scenes of agreement with your githyanki that provides you with more control over her actions in combat.

Once you defeated Claris and Daerthmac, Sandrah will remind you to find their coffins and put wooded stakes through their hearts so that they cannot return.

4. Otho's Nephew

The mod tries to tie the events in the underground labyrinth and its actors to the main plot and also to later events. There are a number of dialogues and additional events concerning both Sandrah and Jen'lig. It is best to follow Sandrah's advise here to get the contents.

In area [\(DSC026\)](#) make sure you identify a drow item and kill the drow weapon master in a side-room. You will first hear the name Jarlaxle who plays a role later in the game and also appears as Drizzt's arch enemy a couple of times.

(J) After you found the dwarf and received the hammer in [\(DSC027\)](#) go down the trap door first before you follow the main route via the stairs. Inside the cellar [\(DSC028\)](#), Jen'lig will find a death githyanki and start a small quest.

The presence of Black Talons in [\(DSC029\)](#) among duergar and drow raises Sandrah's suspicion about a connection between the Iron Throne and the Bregan D'aerthe. She urges you to move forward.

In [\(DSC034\)](#) you reach the heart of the complot. Listen to Shar Nadal and Mortius until they discover your presence. Once Shar Nadal is dead, Sandrah will analyze the situation with you. She advises you to follow the tunnels onward instead of returning all the way.

(J) Among the loot on Shar Nadal's corpse there is also a silver sword. Jen'lig states it is not the one she seeks in her main quest but asks you to take it along. It belonged to the dead kinsman of her you found earlier.

*(J) If you follow Sandrah's and exit the area onwards to [\(DSC035\)](#) you find a *horse*, actually the steed of the dead githyanki. The Tiamat plot is expanded here. It will find its conclusion in ToB much later, in case you pick Jen'lig again after her return.*

The short exit route ends in the cave in bandit camp.

If you have NOT the Vault mod installed, you will meet a drow priestess of Eillestrae and some other elves at the exit. She will assure you that she will seal the drow access to the labyrinth. This meeting (resp the priestess) will later become very important in the Sandrah plot. This time Sandrah will provide you with some information concerning Eillestrae. (Note – with the Vault mod installed this meeting will instead take place when you recovered the stolen book needed for Candlekeep in the [Nashkel mines](#).)

Coming out of the cave, any drow items will be destroyed by the sunlight. Sandrah will remind you of your duty to inform Otho about his nephew's death.

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(J) A squadron of githyanki will appear and demand the sword you found in the caves. They will recognize Jen'lig as a superior. The best way to solve this meeting is to trade the sword for a piece of information from the young squadron leader. You can later inquire with Sandrah and Jen'lig via PID about its possible meaning.

Bringing Otho the news will finish DSotSC.

51. Gibberling Mountains (BG5500)

Sandrah adds additional content to the Samuel quest in this area. If you agree to help the man, a number of other Flaming Fist deserters and some murderers will appear and try to hinder you. This is a hard battle. Samuel will wake up from the commotion and will give you some hints about traitors in the Flaming Fist. If you have Shar-Teel in the party at that time, she will add her view on Angelo Dorsan, her father, to that report.

If you take deviations on your way to the FAI with Samuel, there may be more encounters with deserters trying to get Samuel from you before you reach safety.

In a cave on the northern rim you will find the forest dragon from the DSotSC quest.

52. Lower Chionthar (BG1400)

Sandrah steps into the conversation with the fishermen and gets the protagonist into deep trouble. Although she apologizes for her behavior, the problem she created remains. The party automatically receives the stolen bowl of Umberlee to be delivered to Tenya. But Sandrah's thoughtless reaction has alerted the followers of Talos, and from that point on the Stormlord is among your opponents. You should delay your travels further to the north until your party is at least level 6 at average. (Of course you can delay the confrontation by avoiding the fishermen's quest until you feel ready.)

Ajantis and Sandrah: They both have their very different ways to fight and work for what they think is *good*. They both hail from Waterdeep's upper class. They have known each other in the past. However, after some initial opening banters to set the scene, they stop to talk to each other and nothing is resolved. The much larger original interactions between those two NPCs have been removed from the mod (according to the changelog). Obviously the original content was not compatible with the mods that expand Ajantis for a PC romance and for BG2.

53. Wyrms Crossing (BG0900)

The dwarf Furlon near the bridge is a seller of information. Talk to him if you follow the [book hunters quest](#). It is worth talking to him a second time when you learned about the treasure map already.

If you have the bowl for Tenya, be careful when pass by the bridge to the north and her hut. Talos' followers will ambush you and try to keep you off from finishing your mission.

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If you have the bowl, you can directly solve the Tenya quest. With the respective mod installed, Tenya can join your party now. She and Sandrah have some minor interactions.

Haiass will gain an additional level for his experience gained with you when you cross the middle of the bridge.

54. East Baldur's Gate (BG0800)

Elminster awaits you near the gate as you enter the town. He has a shield for Sandrah and a reference to her famous grandmother, aside from his original talk with the protagonist.

In the Elfsong tavern (**BG0705**) there is a meeting between Sandrah and Gavin's brother Jolun (Gavin mod required). It is a bit foreshadowing events far in the future.

On the upper floor (**BG0706**) you can talk to Alyth. Provided you chose the dialogue option to talk about the Elfsong ghost, Sandrah will reveal some interesting detail that connects to Dragonspear Castle. It is continued later when you reach [SoD](#).

If you decide to bring a corpse to Arkion (**BG0805**), Sandrah will start a conversation with respect to Mystra and her position towards Necromancers.

On the upper floor of Sorcerous Sundries (**BG0704**) you will have a second meeting with Shandalar but only if you did his [Ice Island](#) quest before while Sandrah was in your party.

(J) Inside the thieves guild talk to Husam. He will tell Jen'lig that one of the murderers, Jardak, stays in a house in the north of town near Ramazinth's tower.

In the outside area you can get two quests from NTotSC, from Magnad who approaches you near the fountain and from Shaella, a priestess of Leira.

Hint – Sandrah in NTotSC (Northern Tales of the Sword Coast)

The NTotSC episodes play a key role in the Sandrah Saga, as the mod expands the story around General Ghotal and the events with the orcs at the Fields of Dead significantly. The new areas and the plot are the starting point for the Shauhana quest in BG2 and are further expanded in the RtF Sequel.

Note that the Guide will discuss new areas added by the mod in the same way than other areas since NTotSC is a prerequisite for Sandrah.

55. North East Baldur's Gate (BG0300)

When entering the area from the south (**BG0800**) Sandrah will identify a haystack near the city wall as hiding a secret passage once used by Baldur. When you click on the haystack, it will transport you to the other side of the wall, i.e. from the Counting House side to the Splurging Sturgeon side.

In the northern room of the Blushing Mermaid (**BG0114**) there is Captain Holghorn, the man you need to continue the [book hunters' quest](#). You need a bottle of wine or a keg of ale to make the

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captain talk, if you do not want to run around and search for one, you can use the *have a party* option in Sandrah's parcel dialogue.

56. South East Baldur's Gate (BG1300)

In the Blade and Stars inn (BG0105) get the sphere gem quest from Gaxir. When you bring him the gem, Sandrah will reveal some details about the old temple below the town,

57. South Baldur's Gate (BG1200)

Talk to Kesheel near the Harbour Master's house if you have the book hunters quest active.

You can also inquire with the harbor master inside (BG0702) and he will point you to the captain in the Blushing Mermaid.

In Jopalin's Tavern (BG1215) meet a captain Resach who mistakes Sandrah for her mother, he was the captain of the ship who once brought her to Waterdeep where she met Elminster. The captain *re-appears* in the ToT sequel where you get a glimpse of the events of that journey (ToT actually takes place prior BG1).

When you approach the row of houses south of the Iron Throne, Sandrah will stop you and indicate that she feels something strange nearby in one of the houses. Unlock and enter the house on the right (BG1201). You observe a blind orc mage and his guide, an orc boy. They search a child of celestial heritage but obviously it is neither you nor Sarevok. Sandrah identifies them as Clan Orcs, a much stronger and independent type of Orcs in the Stormhorn Mountains. You also get a journal entry (*Things to Come*). You find further hints to the Clan Orcs and the godchild they seek during the [NTotSC](#) quests. All of it in BG1 is a preview of the Shauhana quest in BG2 as well as one of the main plots in the RtF sequel.

I spare the Iron Throne building for now until the remaining city and quests are explored.

58. South West Baldur's Gate (BG1100)

(J) In a house on the west wall (BG1111) you find Sunin. He is one of the killers of Jen'lig's mentor and he mentions a name – Semaj, one of Sarevok's lieutenants. So the githyanki and the protagonist in deed have a common goal.

When you report the Seven Sun success to Scar (BG0607) and agree to his subsequent tasks, Sandrah will start another of her intermezzos.

59. Undercellar (BG0112)

Draglon

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60. Central Baldur's Gate (BG0700)

Lothander will approach you near the fortune teller's tent to reveal that the Iron Throne poisoned you. With Sandrah in your party you get an option to try an [alternate solution](#) to that well-known quest.

East and south of the wall is the entrance for [Dark Horizon's](#) second quest on the backside of a house (3715.2320).

61. West Baldur's Gate (BG0600)

Sandrah in a way supports the theft of the telescope from the Hall of Wonders. A practical use is preferable to a museum where any copy can educate and inspire just as well. If you have it in town at nighttime, she will show you again the constellation of Hope and Mystra that was already mentioned by the astrologer at the Morning Lord temple.

62. North Baldur's Gate (BG0200)

(J) In a house in the north (BG0010) you find Drelik and if you move upstairs you find Jarak . He is one of the killers of Jen'lig's mentor. In some conversations between Jen'lig and Sandrah it becomes clear, that mission success for the githyanki can be very dangerous. The lich queen of her race survives by assimilating the essence of capable kinsmen. This may be your companion's fate if she returns with the sword she may find on Semaj.

Near Ramazinth's tower, General Jedyan approaches you to start the *Grey Clan* mod. He recognizes Sandrah and your companion afterwards counsels you to accept the general's quest.

Hint – Sandrah in Grey Clan

The original mod was named *Grey Clan Episode 1* but no sequel has ever been provided to the game. Sandrah extends the mod with two more episodes and also uses the big boss later in in RtF.

During the original first part, there are a number of hints and interjections that show that Sandrah knows some of the involved actors. The original mod is otherwise unchanged.

During the original quest, you have learned that Sandrah knows a bit about the Academy of Legencase. You will gain a fibula when you defeat the two sorceresses in the Beregost final battle. During the finishing talk after the battle, there will be an option to continue the quest.

For that purpose you keep the fibula and visit Elminster in Waterdeep. Once you agree to take the task, he will activate the fibula that transports you to the Academy entry ([CVAKA1](#)). The entrance to the building is guarded by a Myconid Watcher. As long as the creature is alive, it will call groups of orcs and archers for help periodically. The Myconid itself can only be hit with ranged weapons, so target it with your archers etc. Once it is dead, the attacks stop and the door opens.

On the first floor ([CVAKA2](#)) you are attacked by various types of golems. Your chances are improved if Sandrah has read one of the [golem manuals](#) already. In addition, there are some High

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Sorceresses who are more than pleased to see Sandrah again – and to kill her. Loot the chests in each of their rooms to gather the facts about the Grey Clan's plan.

Follow the long corridor (some more golems) to the last room where you find the head mistress Monika. You can try in vain to persuade her to give up. She summons help and casts some nasty spells but when you injure her enough, she retreats to the next level which is now accessible.

In the ante-room ([CVAKA3](#)) some other type golems await you. In the NW room are steps that lead to a room with a platform ([CVAKA4](#)). The transport device is activated with Monika's blood, so you need to find and fight her first. She is in the last NE room after you finished all her allies.

The platform returns you to Waterdeep where Tergius and Elminster reward you for the job and the Grey Clan document (if you found them in the chests). They will mention that the worst of those enemies did not even show up this time, Xephistagoras, the mage you saw at the FAI. This means there will be a sequel – he appears in BG2 and later in RtF.

If you have BGQE Quest pack installed, there is a paladin in trouble in the temple of Helm ([BG0002](#)). Sandrah does not intervene with the mod but if you help the man here, he will leave to pursue the demon on the way to Luskan. Sandrah adds a sequel to his adventure: you can meet him again at the [Northern Citadel](#) ([AR30PB](#)) and help him defeat the demon.

In a house on the north side behind the tower you find [Ordolath](#)'s candle. You also find a red wizard whom you fight and kill. When you leave the house with the candle, another red wizard will approach you to inquire for Ordolath. His name is Narghal Rasz and he brings some re-enforcements along. After this meeting, he will pursue Sandrah a number of times and especially in the later RtF episodes involving Thay.

(J) In the Three Old Kegs ([BG0119](#)) Bellamy identifies Jen'lig as githyanki. He means no harm and warns her of the paladin Phandalyn.

63. Xvart Village ([BG4700](#))

Once you fought your way to the cave ([BG4701](#)), Sandrah will initiate dialogue to urge you to find out the reason for the Xvart behavior. She asks you to inspect the cave a bit closer. On the western side you will find some stairs leading down.

In the cave below ([CVDRU0](#)) there are pools with some strange vapor that let party members go unconscious at random. You fight further xvarts and their priests until you discover some two shadow druids that seem to rule the campaign in *protection of nature*.

After you eliminated the shadow druids, the remaining xvarts in the area will stay neutral and run away if they see party members (this only applies for xvarts in the village though).

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64. Ancient Ruins (BG4100)

Brage plays a role throughout the Sandrah Saga and will cross your ways several times until his tragic death in BG2 but even afterwards in RtF. For Sandrah at the first meeting he is a man in need of medical care and help, not a criminal. If you kill him, Sandrah will treat you as a murderer and go hostile, So answer *death* to his riddle and bring him to the Nashkel temple.

Hint – Sandrah and Brage

If you talk to him at the Nashkel temple after the rescue, he will mention Sharkta Fai and the Stormhorn mountains. You may learn about that place during BG1 from the Sandrah [book hunters quest](#). In later episodes you gain the impression that Brage was the man who pursued Monteelah and maybe the curse was a way of the pirate to get rid of Brage.

You will find Brage during SoD on [Dead Man's Pass](#) (BD7300) where he is searching a way into the Clan Orc's land of the Stormhorns.

When you later meet Shauhana in the Stormhorns (BG2 quest), you will learn about Brage's further fate and his death.

The corpse of the dead Brage is found during RtF in the Hornswamp Passage (RTF004) and is a plot item there.

When you agree to help Chaleston Nib, he will give you an extra scroll for a secret entrance at the Firewine Bridge. The same entrance later plays a role in the RtF sequel. In addition, Sandrah will point out the relation between this excavation and the cave near the Morninglord temple, and counsel you to take the idol with you. This is another episode that brings trouble with Talos, as Kozah was just an earlier incarnation of the Lord of Destruction.

65. Lighthouse (BG3600)

Inside the lighthouse itself (J#Lig2) you find papers that reveal the true nature of the pirates in the house nearby. In case you follow the book hunters' quest, they have information about Montelaah. The siren encounter can be ended peacefully if the pirates are dead already when you meet Sil.

Safana and Sandrah: Sandrah and Safana both love men and they love luxury, but their approach to both cannot be more different. If you have both in party when you visit the town of Baldur's Gate, there is a mini-quest in which Safana is arrested as a pirate due to the stories she tells about her past. Sandrah gets her free by proving that Safana's tales were pure fantasy. Safana is not very thankful for this.

66. Rocky Coast (BG3100)

(J) When Jen'lig sees the sea near to where Galan stands, she will tell you about her home plane and its ships.

Both, Jenlig *(J)* and Sandrah have interjections with the Surgeon.

When you return from the zombie pirate island Glorham, you will land near the ship wreck.

67. Bear River (BG4600)

Believe it or not, the mod adds nothing to this area.

68. Gnoll Stronghold (BG5100)

Sometime after you enter the area and you have not yet rescued Dynaheir and your party is full already, Sandrah will initiate a dialogue in which she offers to make space for the witch you came to rescue. Depending on your replies, she will leave to wait at the Nashkel temple or stay. You need to rescue Dynaheir to get one of the crucial items for [Sandrah's quest](#).

Dynaheir and Sandrah: Sandrah and Dynaheir build a friendship right away when they discover how much they have in common. Both came to the protagonist's side due to their bhaalspawn research, both assume that you play a role in Alaundo's prophesy, both hate the red wizards and both develop deep feelings for you. If Minsc is also in the party, Sandrah's healer calling coincides with Dynaheir's care for the man. Dynaheir is one of the NPCs who have much interaction with Sandrah. Dynaheir is special to the Sandrah mod as her knowledge about the Othlor Winski merges with Sandrah's quests involving the mage.

The Gnoll Stronghold area plays a big role in the Sandrah Saga later on:

- During RtF the origin of the castle is revealed and it is the scenery for a major quest episode as ([RTF123](#)).
- It is also the starting area for Sandrah ToT, again in its former form before it became a ruin and became home to the gnolls.

Quest – Sandrah's Quest III

Once you have all three cloth pieces, Sandrah matches them to one and identifies the piece as a bed cloth from her parents' household. The story of Khalindra's second child and that of the protagonist are connected in a way and Bhaal is the common factor. Only Elminster can provide further insight, so the next step is another visit to Waterdeep.

Elminster will not tell you much but send you to Mystra's altar in the garden ([CVDRE1](#)). You need to touch the altar (see area map for location). You will get a message and a symbol from Mystra.

With those hints, go to Sandrah's tower in Elminster's house (CVSant). You will observe another scene from the past which includes Gorion, Winthrop and Elminster and some baby bhaalspawn. The scene is open to interpretation at that stage still. Sandrah's (and Imoen's) deductions from it may be true or errors, but they guide both girls' actions/reactions for some time in the game until more facts are revealed. It is not clear whether Sandrah actually thinks that the protagonist may be the missing child or whether she tries to plant this idea for easier manipulation. This ambiguity seems to be intentional judging from the later development of the plot.

On your return to FAI you will be ambushed on Old Waterdeep Road by massive forces sent by Winski.

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When you reach the Sword Coast again, do not forget to initiate PIDs with Sandrah to advance the quest.

69. Upper Chionthar (BG0400)

North west of Wenric's house is a zombie lord. The longer you wait until you face him after you talked to Wenric, the more ghasts and other creatures he is able to summon in addition to the zombies that infest the farm.

When you move south again after you finished the quest, you find some necromancing sisters who claimed you destroyed their lovers, the zombies and they try to revenge them.

70. Ulgoth's Beard (BG1000)

Delsvirfanyon has some information for Sandrah concerning Monteelah. It sheds some light of how the mysterious book for the book hunters made it to Waterdeep.

Sandrah and Shandalar immediately clash; the priestess of Mystra does not accept this type of magic user even if her goddess does. She nevertheless encourages the protagonist to accept the quest, only to see what that mage is up to. She will later comment on the issue when you are on ice island (BG1010). If you do the Shandalar quest with Sandrah, there will be a sequel on the second floor (BG0704) of the [Sorcerous Sundries](#).

In the tavern (BG1001), Sandrah has a fling with Galkin.

Taking Mendas' quest adds a PID option for Sandrah.

Outside the inn will be Regis who later plays a role if you agree to meet Drizzt after you finished [Durlag's Tower](#).

Also nearby is Yness from NTotSC to give you a quest to find her husband on the [Field of Dead](#).

71. Field of the Dead (AR10PB)

This is an NTotSC area. The Sandrah mod makes this former battlefield the scene of an historic event from the Time of Troubles and connects the events around General Ghotal with the main story of the protagonist and Sandrah. The area plays a role in later quests and the RTF and ToT sequel.

During the BG1 visit, there is another astrologer in the southern part of the area. This one prophesies your death – right here and now. When he drops his disguise it is to reveal himself as a deadly Tanari Prince.

Talk to Pandris after you defeated the orcs, to learn about Ghotal. In the conversation Sandrah will add additional information that creates some background story from the past. In her version of the events, the Clan Orcs led by Ghotal were no invaders but a folk protecting their homelands

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from the human and elf invaders instead. They were defeated at that time. History is written by the winners.

The lost battle on the Field of Dead was partly due to the loss of protection from the god Myrkul, who was slain at that time by no other than Midnight, the later Mystra. The events have imbalanced the relationship between the major races of Faerun and endangered the orcs. During BG1, some orcs try to resurrect Ghotal to continue the fight. This fails, but when the protagonist's party finally lays the General to rest ([AR11PB](#)), they receive the outlook that a [godchild](#) is already born who will unite the Clan Orcs and bring back a balance between the races. This is told in the BG2 Shauhana quest and continued in RtF.

72. Northern Citadel ([AR30PB](#))

This is an NTotSC area. The Dauron paladin mod from Helm' temple in Baldur's Gate is continued here. You meet the paladin near the lonely house west of the citadel. He has tracked down the demon but cannot face it alone. The citadel lends no support due to their internal problems. When you agree to help, Dauron will point you to the graveyard in the NE of the area. He will follow you there. The demon will raise some dead creatures from the graves around when you approach. Dauron will attack and you best assist him. There can be various results; the most rewarding is if you defeat the demon without Dauron dying. Regardless of the outcome, visit the Helm temple inside the citadel and help to restore the paladin's reputation by reporting the deed. (Note that the demon may play a role [later](#) if [Amber](#) is installed and in party together with Sandrah.)

You need to solve the citadel riddle in order to learn about Helm's locked altar. You need the key from the Salamander Island to open the altar. The altar contains the symbol you need to open Ghotal's grave on the Field of the Dead which plays an important role for [subsequent](#) Sandrah episodes.

73. Salamander Island ([AR90PB](#))

This is an NTotSC area. After you leave Moander's cave to receive the *cult quest*, some surprise is waiting outside. And orc shaman named Vennegrat is waiting outside together with your old friend Talos. You may have met the orc before or you still will in the Wood of the Dead. The orc warns you to get involved in the affairs surrounding Ghotal, which is of course a confirmation for you that you are on the right track. Prepare for a nasty battle during which Vennegrat and Talos will disappear to pursue you at later stages of the game.

74. Wood of the Dead ([AR01PB](#))

This is an NTotSC area. Heel the dwarf Keelor beset by the Gnolls at the SE bridge. You will meet him again in Beregost afterwards where he has useful information for Sandrah.

Once you defeated the orc mages around the old temple, Sandrah will warn you not to touch anything here without the required keys. She also provides you with hints to Ghotal and Haeball in Larswood.

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In Beregost, Keelor will contact you and tell you - respectively Sandrah - to meet him in a house west of town ([BG3347](#)). Keelor confirms that Ghotal was betrayed by some of his own kinsmen rather than defeated by the enemy. It is also revealed that he was indeed a spawn of Myrkul and that some celestials may be involved in the events in the north.

75. Spider Wood ([BG3000](#))

In case the Vault mod is installed and you follow the vestibule quest, you will find the demon Lestraubimat with the red wizards here. Their defeat will trigger comments from Sandrah and ([J](#)) *Jen'lig*. Otherwise, there is nothing here to see for Sandrah.

76. Candlekeep Chapter 6 ([BG2626](#))

In case you have the Vault mod installed, you will not be able to enter Candlekeep right away. Instead, when delivering your findings about the Iron Throne to Duke Eltan, you find yourself again at Wyrms Crossing where a man Zernan proposes you a deal for the book that allows you to enter Candlekeep. You have two options to play this quest until you regain the book and can finally go to the library. Sandrah and Jen'lig interact with this quest in multiple ways but without changing contents, just adding details.

Entering the (revised) Candlekeep area you will be ambushed by some ogre mages. You find a scroll from Sarevok on their leader. Sarevok now officially declares himself *God of Murder* in it. Sandrah will start a discussion in the roles the two of you may play in that context.

In case you have solved Sandrah's cloth pieces riddle by now and have visited Waterdeep for the Winthrop-Elminster-Gorion revelation before, you have sufficient hints concerning Imoen. Of course it requires her presence in the party.

Quest – Imoen's Origin

The following conditions need to be fulfilled sometime prior returning to Candlekeep with Imoen:

- You found all the cloth pieces for Sandrah
- You visited Waterdeep and observed the babies scene with Winthrop-Elminster-Gorion
- You had the PID dialogues concerning the issue with Sandrah
- You have rested outdoors afterwards
- You can check it with `C:GetGlobal("Formedcloth","GLOBAL")` it should be 14

You will get a plea from Imoen to visit Elminster in Waterdeep again.

In another talk between Sandrah, Imoen and the protagonist there is more information about why Imoen's bhaal heritage is far less visible or driving her. In case you had her slayer change during the Henning rescue, this is as well explained this time.

This time you find Elminster in his study. He tells Imoen the story of her mother and how Winthrop was related to it. In the ToT sequel, you can actually meet those two in a scene in Elminster's house.

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Provided that you followed above quest so far, Imoen will ask you to see Winthrop when you enter Candlekeep. Apart from the reunion scene, you get additional background information from the innkeeper.

77. Candlekeep Library (BG2609) and up

Inside the library, Sandrah will cite from the scrolls you find in the shelves that contain quotes from the prophesy.

One story up (BG2609) you have your first meeting with Sarevok. He will identify Sandrah as his opponent right away even when trying to convince you to take his ring.

(J) After you found Gorion's letter (BG2612), Jen'lig will provide you with her own insight into your heritage, the githyanki view.

78. Candlekeep Catacombs (BG2615)

In the most western part of the labyrinth you find some faded parchments in a locked and trapped grave. Sandrah identifies them as Alaundo's original manuscript but it is now unreadable from age. Nobody will know what was originally written there, a first hint to the theme that the original vision may have been altered in a way to serve somebody's purpose better. This theme re-appears in the Sandrah Saga and is finally confirmed in the ToT part.

In the SW chamber is a zombie lord spawning ghastrs. These creatures create a new thrall at intervals, so if you decide to deal with them, do it quickly before they create an army against you. Upon dying, a zombie lord exhausts a poisonous cloud.

On the next level (BG2619) when you face Gorion, Elminster, and Tethtoril, Sandrah easily identifies her father as a doppelganger with a dialogue option.

Once you are outside again, you can meet Fabio from Lendore again:

Hint – Sandrah Secret of Bone Hill II

In the second part of the mod Sandrah has little interactions with the detective story.

In the Lake Lizards area (BH2200) you can have another Talos encounter. Find the Talos symbol inside the lizardmen temple in the snake altar (BH2202). Your old friend will wait for you when you leave the caves.

79. Balduran's Island North (BG1500)

After you accepted Kaishas' quest and travel to the northern island part, Sandrah will comment on the language the villager's use. She also warns you that hers or other party member's healing skills will not be sufficient against lycanthropy.

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80. Balduran's Island South (BG2000)

(J) Githyanki use silver weapons, helpful against the beasts of this island.

Provided you did the child rescue quest and the cloak and flower quests for Delainy/Durlyle, Sandrah adds a peaceful solution at the final talk with Kaishas. You can convince the headwoman that you will preserve her secrets and can leave without wiping out the whole population – there will still be the showdown with Mendas however.

When you leave the island, there will be an intermediate stop at Paradise Island ([AROPBA](#)). This is an NTotSC area. Go to the southern part to talk to Archandra. She has an offer for male protagonists, while Krestian does the same for females – if you are male, then Sandrah takes her chance.

When you leave Archandra/Krestin again, old friends await you, the Talos priests. This time they demand that you hand Sandrah over to them while the rest of the party is free to go if they pay 20000GP to the Stormlord's coffers. You decide

- a. Pay the money and deliver Sandrah to them. There will still be left some of them to occupy your party with a battle while the rest take Sandrah away. She will be able to free herself with Mystra's help and await you in Ulgoth's Beard when you finally arrive there. You will have lost 20000GP, some XPs from the full battle and some of Sandrah's sympathy (i.e. sanpoints).
- b. Stand to your companion, battle all the Talos followers and win Sandrah's sympathy.

In case you opt for b, Talos will make another attempt soon. It becomes obvious that he is interested in the protagonist to spread chaos and disorder, which are god's domain, and he claims that Sandrah is a hindrance to let you come to your full potential.

81. Durlag's Tower (BG0500)

After you finished the complete Durlag quest and have found the soultaker dagger, Drizzt will wait for you near the drawbridge and ask you for help. Agree to meet him later at the Ulgoth Beard's tavern. The meeting will trigger deep reactions from Sandrah.

Drizzt and Sandrah: Sandrah and Drizzt know each other as Drizzt is a friend of her father. If you met Drizzt already at the fishermen's [lake](#), you may have discovered that Drizzt at times was Sandrah's teacher. As this was in her teenage years, the young girl of course fell deeply in love with the drow. It is not known if the drow even noticed this. However, Drizzt had some relationship with Sandrah's grandmother Midnight long time ago (later subject in the ToT sequel) and he sees many communalities between the two women. There is a mot-really-a-romance relationship between Drizzt and Sandrah that evolves and finishes either during the Drizzt Saga episodes or in Region of Terror (RoT), if installed. Note that Sandrah also allows you to solve the RoT quest without recruiting Drizzt, provided you decide the help the drow in [his quest](#) after Durlag's Tower.

You can get to the outside from the first floor ([BG0503](#)) and go to the upper platform to find some loot. Picking up the ancient shield from the shaman triggers a conversation with Sandrah.

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You can delegate the answering of the Durlag family story riddles to Sandrah in the dialogues in the compass room ([BG0515](#)). She has the story in her book.

With the soultaker dagger you return to Ulgoth's beard and destroy the cult. Afterwards you can talk the Reedrig, the guy you saved in the Field of Dead, to continue the NTotSC quest and find the Temple of the Black Hand. Second option is to let Drizzt join party for the Drizzt Saga quests. Actually you can do both in any order you like.

82. Temple of the Black Hand (AR60PB)

This is an NTotSC area. You need the *Ring of the Grave* from the high priest in the temple as one part of the key for the monument in Wood of the Dead (the other part is a rusty dagger from Haebal).

In the BG1 part of the game, you find an important clue for the [Gorion's Dagger](#) quest here. Meet Brother Aschmaan outside the front door of the temple for the respective conversation. Give him a chance to talk before you kill him.

Once you have ring and dagger, you can visit the Wood of the Dead and enter the temple. You will find General Ghotal's legendary sword. When you leave the temple with it, the orc priest Vennegrat from the Salamander Island will appear. You can persuade him that the sword is save with you and he will issue further threats and hints about the godchild girl mentioned before.

You can also now report back to the Salamander Meandar and receive the key for the altar in the Northern Citadel. You find a symbol of Helm which opens the mausoleum on the Field of Dead. Here you find Ghotal and lay him to rest after having listened to his true story. The sequel will take place in BG2 when you visit the Stormhorn Mountains.

Note: The Temple of Black Hand later plays a role in both parts of the Sandrah sequel due to its strategic location and dark history.

83. Nine Hells (F_6666)

As soon as Drizzt joins your party and you leave Ulgoth's tavern, Regis will talk to you and start the [Drizzt Saga](#). You will find yourself in the outskirts of Nine Hells for the first quest.

The most significant tweak with Sandrah in the party is that you do not need to recruit all of Drizzt's companions for the quest. Just let Drizzt himself join and you will be able to send all others you rescue during the quest home. In addition, Sandrah will have a number of interactions with Drizzt during his stay with the party.

The first level is a straight line ahead full of monsters and loot. Take the Ice Slasher +2. Second level ([F_6661](#)) is a single demon. Once it is dead talk to the head of a dragon sculpture to receive a riddle. Answer *soul* to get out to Ulgoth's Beard again.

Here Elminster awaits you to start the actual quest. Agree on it and you will be transported to the Spine of the World.

84. Brueno's Cabin (F_7777)

(Drizzt Saga continued) Fight your way to the cabin to find Regis with some clues on the quest ahead.

North of the hut is a wounded man with a second hint. The area is a kind of hub from which you can:

- Southern exit = access to the worldmap, you can go back and forth to deal with the quests at your convenience – it is also access to Bear Tribe Village for the quest given by the wounded man.
- Northern Exit = Dragon Caves and main quest

The Bear Tribe Quest

Go to the village (F_0111), kill the Frost Giants outside, talk to the villagers inside the main building and leave the area to the north (F_0112). Kill more Frost Giants and find Nib Jansen's skyship stranded nearby. This time, Jansen just offers shop services. You will meet him later in BG2 when he has an operating skyship that plays a role in the Shauhana quest. He also appears in the RtF sequel.

In the wolf spirit temple fight all the...yes, Frost Giants and the werewolf spirit and grab the baby to return to the villagers.

You can also talk to Nibby Dipnose in the village and let him cast a scroll for an extra side-quest that is optional and has no real connection to the story. You will find a rod of resurrection in the final area (F_0223).

Lich Quest

In the Dragon Cave area (F_7779) you find large numbers of orcs and goblins. On the eastern side of the map are two caves. The one in the NE has a skull that you need (F_9494). The one in the SE is guarded by two baby dragons. After two caves of monsters, you reach the Lich's tomb (F_9393). Sandrah has a number of hints from her books about how to fight a lich. The Lich is named Kangaxx and your reward is a ring BUT this is not the same ring or lich you find later in Athkatla. The lich quest is optional after all.

Jarlaxle Quest

This is the main quest from the Drizzt Saga. You just leave the Dragon Cave area to the north and meet another of Drizzt's friends, Bruenor. Further to the north is the entry to the drow caves. Several areas containing spiders and drow follow. Sandrah and Drizzt will come to the conclusion that an old enemy, Artemis, has set up the trap for Drizzt. If you did the DSotSC quest #4 before, you already know about the criminal drow Jarlaxle, his sometime partner. You meet him and Errtu in the inner cave (F_9797). You also free the last of Drizzt's companions there, Cattie-Brie. After the battle make sure to take a scroll that can be used to upgrade the Ice Slasher you found in Nine Hells.

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While you march back, you will be ambushed by another old friend, Naronguth. This time you really have to fight him. Since he is focused on killing Sandrah, you can just let her run out of his reach while the rest of the party wears him down.

Mountain of Dead

Coming out of the caves again, you meet the Hooded Man (aka Robed Figure) – yes, really! The Drizzt Saga mod introduced him already more than a decade prior to SoD's release. He will kidnap you and drop you in the final quest of the Drizzt Saga ([F_9898](#)).

Before entering the mountain, look for a green dragon skull. Inside the mountain, there is the dwarven smith Varlag who can use the Ice Slasher and the scroll to forge an upgraded weapon. He can as well make an armor from the dragon skull. You will find the smith again later in the RtF sequel in the Stormhorns in Shauhana's residence.

You will fight a lot of vampires (greetings from Bohdi) and wailing deads. In the final cave you defeat the hooded man. You will find a letter from someone with the initial *I* to his sister. Guess the rest.

Drizzt will depart after you finished his last task; you may see him again in BG2 if you have Region of Terror (RoT) mod installed.

85. Ducal Palace (BG0108)

Before you decide to finally face Sarevok, take another tour of the city to see what changed. Make sure that Sandrah meets Tamoko near Sorcerous Sundries and at the entrance of Flaming Fist Headquarter.

86. Thieves Maze (BG0146)

At the entry of the maze Sandrah will heal Voleta for some xp.

87. Undercity (BG0123)

(J) Jen'lig will point out that both her target – Semaj – and yours – Sarevok – are hiding in the middle of the area. Again she assures you of her loyalty.

After you have met Tamoko for the last time, you will learn something about Sandrah's motivation again.

88. Bhaal Temple (BG0125)

(J) Jen'lig will initiate a dialogue and reveal Semaj . After the battle, do not forget to pick up the silver sword from Semaj's corpse.

When Sarevok is dead, Sandrah starts a key conversation about the end of the *Prelude*, indicating that now the Realms will know about the protagonist's heritage but the challenge for

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the Throne of Bhaal will only now begin. And there is no escape from it for the protagonist. (With certain mods installed it may be necessary to move the party away from Sarevok's corpse for the transition to trigger.)

Note that the transition into SoD will be delayed until

- Sandrah has made her statement
- *(J) Jen'lig has the silver sword*

depending on their presence. If Sandrah is not there, her story has ended and she will not re-appear in the game again. If Jen'lig is not present, she will not return to the game in ToB.

Part 2 Sandrah in SoD

89. Korlasz Tomb, First Floor (BD0120)

Sandrah and Jen'lig will both be in your starting party here, provided they were in the final battle against Sarevok before.

90. Korlasz Tomb, Second Floor (BD0130)

When you find one of the crusader's pamphlets in the area, Sandrah will foresee that both of you will be getting involved in the matter sooner or later.

(J) When Korlasz is defeated – dead or imprisoned - Jen'lig will announce that she needs to leave now and return the silver sword to her plane. During the common travel it has become clear that your githyanki companion may lose her life to her godqueen by doing so. She will return with her story of how she survived when you establish your [pocket plane](#) in ToB. (She will not appear during SoA.)

91. Ducal Palace, Bedroom (BD0103)

Sandrah has promised to stay with you and she holds her word. She will be with you when you wake up in your rooms in the palace and the SoD campaign actually begins. Part of your equipment is in the chest near to where you awake.

Haiass, your wolf, and Sandrah's Pelligram will also be there with you.

When the assassins wound Imoen, Sandrah will converse with Liia Jannath about poison being used and agree that Imoen needs rest and healing in the palace that she cannot provide when she follows your quest.

92. Ducal Palace, Ground Floor (BD0102)

During and after the conversation with the Dukes, Sandrah issues some hints that she suspects a connection between the attack, the crusade and the protagonist's origin, as well as Caelar's own.

Hint – Sandrah and SoD NPCs

Sandrah has no interactions with the new SoD-only NPCs except for Corwin at the time of writing this guide. She continues to talk with continuous NPCs and those dialogues are in standard format, not the SoD overhead texts.

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93. Coast Way Crossing (BD1000)

When you leave the camp on the big road leading north, you will run into old friend Talos. He claims that he had a hand in the recent events but Sandrah treats him as an imposter. He leaves some priests and fighters to battle when he leaves angrily.

When you find the petrified group in the NW, remember that Sandrah's parcel can produce stone to flesh scrolls.

Keep the *Historical Treaties of Dragonspear* when you find it. Sandrah makes an interesting find in it when you give her time to study it.

94. Repository of Undeath (BD1200)

Find the Tome of Ancient Knowledge in the bookshelf near the entrance. With its help, Sandrah provides the clue for the pillar riddle (snowflake – cracked leaf – sun – first leaf or pillars 2 – 4 – 1 - 3).

During SoD, Sandrah also has additional PID options that are of interest.

95. Coast Way Forest (BD7000)

Sandrah's reaction when you find Skie killing the marauders is strange. You get a PID option to ask her about it. It is the first indication that Sandrah suspects Skie to be a bhaalspawn as well.

Sandrah will give you her interpretation about Caelar and her influences when you find the crusader tract on a dead messenger.

96. Temple of Cyric (BD7230)

Talk to the imprisoned Bhaal priestess and try to learn as much as possible from her. Sandrah will interject for information about Gorion's dagger. Best free the priestess.

When leaving the temple after you solved the mystery, there will be a strange man, Emcyric waiting for you. He thanks you for your deed in the temple and your killing of Sarevok. He very much dislikes Sandrah's presence in your company. He disappears as another figure who now takes interest in your progress.

Sandrah also identifies the temple to be originally a Bhaal temple and pretty close to the place where Bhaal was killed during the Time of Troubles.

The Cyric/Bhaal temple will play an important role in the sequel parts of the Sandrah Saga, especially in ToT.

97. Boareskyr Bridge (BD2000)

The crossing of the bridge where Bhaal fell not only causes the protagonist to be confronted with the heritage. Cyric's granddaughter has a similar event triggered. In the first meeting Sandrah has

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with Mystra, it is implied that she is to aid the protagonist to prevent the return of Bhaal whom Midnight and Cyric once hunted and defeated. This makes Sandrah either your forceful ally or your future enemy, depending on how you plan to act towards your *father*. Sandrah receives some reward from her goddess for having made it up to here with the party. The event clarifies that Sandrah told the truth when she claimed she was not sent to the protagonist's aid by Mystra or the temple.

Boareskyr Bridge of course will later play a role in ToT.

98. Coalition Camp (BD3000)

Talk to the cleric Dosia and offer your help, you get an option to make use of Sandrah's healing skills. This will incorporate the original quest *Uncommon Cold*. In Bloodbark Grove ([BD7400](#)) there is a tree which provides the needed ingredient,

You can ask Sandrah via PID about Torsin de Lancie after you received the barrel of explosives.

99. Dead Man's Pass (BD7300)

Near the hidden cellar in the NE of the area you will meet Brage again. He refuses to join you or the coalition camp but tell you he is on his way to the Stormhorns in search of Sharkta-Fai. There is another hint that he may have been the mysterious pursuer of the pirate Montelaah.

In the conversation with Caelar, Sandrah advocates to agree with the Shining Lady. Nevertheless, it makes her clash with de Lancie again. Regardless, the negotiation fails according to the original game script. Afterwards Sandrah again points out the role that Hephernaan plays seemingly against Caelar.

100. Kanaglym (BD5300)

Provided that you

- solved the riddle of this area and
- you agreed to help the lost souls in the cave ([BD5110](#)) and
- bring their bodies to rest in the Fugue Plane and
- you talked to Alyth in the [Elfsong](#) Tavern before

then you find the story of the elfsong ghost here.

101. Dragonspear Castle Basement (BD4300)

In a trapped locked chest near the altar find a tome on *magical entrapments*. Take it and Sandrah will comment on it. It will play a role later to get back Skie in SoA part.

Sandrah will inspect Skie's body and discover the use of a soultaker weapon right away. She never has any doubt in the protagonist's innocence but also knows that the trap has snapped and little can be done at this moment.

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Hint – Sandrah and Skie's murder

Sandrah knows that the hooded man is the killer of Skie but there is currently no way to proof that. She appears after the trial in the prison to accompany you in your escape. Her dialogues with the protagonist and later with Imoen imply that your two best friends and companions have worked with the Dukes to get you free.

Later in BG2, the Sandrah mod provides you with a [quest](#) to get hold of the murder weapon and to restore Skie.

Sandrah will be in your party when you are ambushed but escapes the shadow thieves before you get caught. This is part of her story of how she makes it to Athkatla to join you in BG2.

Part 3 Sandrah in BG2

102. Irenicus' Dungeon (AR0602)

You have lost all your equipment including Gorion's dagger. Sandrah will not be in the cells in the initial area, you will find her once you make it to Irenicus' living room in the middle of the area. She will appear from the portal that leads to the upper level. According to her story (you can get via PID), she followed the shadow thieves storming the dungeon.

Haiass, your wolf, will not be in the dungeon. He will appear again on the Promenade once you are back in the open. He has gained another level by this time.

When you talked to the Dryads, Sandrah will quickly react to the name Irenicus and renew your memory of earlier encounters ([Centeol](#), the mysterious *I* in Drizt Saga, the hooded man in SoD).

Sandrah can restore a few of your and Imoen's items from her parcel. Since she came from outside into the dungeon, she has not lost her equipment and she has Pelligram with her. It still appears that she cannot be misused to carry excessive extra equipment from prior game parts into SoA.

103. Air Plane (AR0601)

At the entrance you meet [Chloe](#), if you have her mod installed. Sandrah and Chloe can have a very intense relationship. The Chloe mod has been largely enhanced and expanded for EET.

Accept the djinni's quest (mind Gorion's dagger). Even though it turns out that the weapon the djinn was talking about was not the dagger but Sarevok's sword, you will receive a further hint after completion of the quest when you return the flask.

The air plane just like the rest of Irenicus' dungeon will be revisited and play an important role later in RtF.

104. Irenicus't Dungeon, Exit Level (AR0601)

Sandrah confirms during the Yoshimo dialogue that you are in Athkatla in Amn.

Yoshimo and Sandrah: Aside from the interjection in the initial meeting, there seems to no interaction with Yoshimo.

There are interactions from Sandrah when you find Khalid (and Jaheira is in party), when you killed the Ellesime clone and when you find the vampire in a side room.

In the duergar area you can free [Adrian](#), a mod NPC, if installed. He serves Azuth, an ally of Mystra. The two NPCs have can have an interesting relationship.

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Quest – Region of Terror

Near the exit you will meet Drizzt in case you have the Region of Terror mod installed. If you had Drizzt from the Drizzt Saga mod in your party during BG1, the Sandrah mod opens a new possibility to play the RoT plot. While the mod normally requires you to take Drizzt and all his friends into your party, Sandrah adds the option to follow most of the quest without Drizzt. He will appear as an ally for the final battle. To make use of this option, select the dialogue options in the first meeting that say ~ I propose that we operate separately to increase our chances to succeed. I know Sandrah will take care that we do everything necessary to help you and your friends in time.~

Due to the complexity of **RoT** and how it is merged into the BG2 plot, it is treated in this guide as it emerges during play.

105. Waukeen's Promenade (AR0700)

Haiaass will join you soon after the opening cutscene.

When you come near the terrace where Lord and Lady Ophal are sitting, you get a message that Pelligram has been blessed by Mystra. She has risen a level just like Haiaass has done before he re-joined.

When Pelligram comes into sight of the caged leopard in the middle of the market, a cutscene starts. Sandrah's mysterious panther uses her powers to free the leopard and lets it escape. In the conversation with Sandrah following the event you get options to ask about *unsanctioned use of magic* or Pelligram's true nature.

RoT >>> Talk to the town crier at the SW entrance of the promenade. He will reveal [*The Arena*](#) (**RA4300**) on your worldmap (and stop his advertisements afterwards). Since Sandrah is both a fighter and a priestess of the goddess of magic, she can be used to fight in both competitions of the Arena.

You can find [Dace](#), mod NPC, near the entrance of Adventurer's Mart. This might be interesting for Sandrah and a male PC for the crossmod contents.

Sandrah will have many new PID options once you do your initial survey of the city.

106. Circus (AR0607)

Here you free and meet Aerie.

Aerie and Sandrah: Sandrah, the healer, and the elf suffering the loss of her wings clearly have a lot of interaction. During the Sharkta-Fai episodes in the Shauhana quest, Sandrah gets a lot of opportunity to help her friend. Aerie is one of the NPCs who have much interaction with Sandrah.

Aerie will also appear in the RtF sequel, however not as a joinable NPC. You will meet her in the air plane in Irenicus Dungeon and later on witness her wedding in Faenya Dale.

107. Slums (AR0400)

Once you leave Gaelan's house you meet Brus. He will tell you that his uncle did not tell you the whole truth but that the shadow thieves actually need much more money and that you are supposed to learn that bit by bit over time. He reveals that they plan to get 150.000gp from you in the end. However, Bodhi and Gaelan will finally start to make offers when you achieved 130.000gp.

RoT >>> Ryon in front of the Copper Coronet will mark [Westchar](#) on your worldmap.

RoT >>> If you re-visit the slums 2 days after the first visit, you encounter the djinni working for Jarlaxle and against Drizzt. He gives you a hint about the town of [Arlax](#).

Near the Jansen home you encounter the blind orc mage Ghatlenk you once met in Baldur's Gate who was searching for a godchild. This time he addresses you directly and points you to the Stormhorns. You are sure he is not talking of Imoen when he says godchild. This is the start of the Shauhana quest. However, you gain more information around the city ([City Gates](#), Promenade) before you should actually follow the hints.

108. Copper Coronet (AR0406)

Sandrah has an episode with Salvanas (like a number of other female NPCs) if you select her to talk to the elf. There is a sequel if you let Sandrah talk to him another time.

On the gallery of the pits is [Arath](#), mod NPC. He and Sandrah go along well and have sufficient crossmod contents. There is a mini quest with Arath: in some city area you find an injured mountain cat. Sandrah heals it and Arath suggests taking it back into some wilderness. Next time you are in a forest, the two companions will set the animal free. Of course some reactions from Pelligram are included.

As soon as she sees the beastmaster and his Tabhita, there is another outburst from Pelligram, who sides with the mistreated animals. Tabhita will turn against the slaver before she escapes with Pelligram's help.

When you free Hendak and Sandrah sees the captured children, she goes berserk and kills Lehtinan without hesitation. Talk to her via PID about it. Sandrah's crusade against slavery is a constant thread through the mod ever since the Cloakwood [episode](#).

When you follow the second slaver task in the ship ([AR0406](#)), pick up the scroll from Captain Haegan. Sandrah will later remind you to search for a building in Temple district for more slavers.

109. Arena (RA4300)

Sandrah will tell you that she is willing to fight in the arena in order to gain gold/equipment for Imoen's rescue. Even though she hates such kind of *entertainment, e.g. the slave pits in the Copper Coronet, she makes an exception here, as all fighters are volunteers and everybody is healed and resurrected after the theatre.

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In order to participate in the mage competition, the candidate has to be higher than level 14. You also need a 1000gp entry fee for any competition. Apart from Sandrah, you may have other candidates as well in the party or the protagonist may qualify if mage and/or fighter. Note that the list of possible NPCs to qualify is defined by the RoT mod and you may have mages or fighters that are not recognized by the mod. (Korgan, Mazzy, Wulfgar, Bruenor, Sandrah = fighters or Edwin, Aerie, Sandrah = spellcasters if above level 14).

110. City Gates (AR0020)

A pirate will approach you and tell you about Velvetfoot. An area in the Stormhorn Mountains is revealed on your worldmap. You could travel there but I recommend (and describe here) the way to travel there with Nib's skyship instead of 250+ hours land travel. After the pirate visit, Sandrah will mention the gnome and you can find him on the southern stairs of the promenade thereafter. Continued [here](#).

In the Crane (AR0021) there may be Tian to start the Tower of Deception mod, if installed. Sandrah is compatible with it but does not add any further contents.

In this area and other locations you can get hints to quests from the Darkest Day mod (TDD).

Hint – Sandrah The Darkest Day

As soon as some TDD areas (e.g. Purskal, Eshpurta, Riatavin) are revealed on your worldmap, you have PID choices to ask Sandrah about those towns.

Sandrah interacts with all quests you can do from TDD. She will especially react when Elminster, Jarlaxle, Mystra, Cyric and other persons who play a role for her appear in the quests.

None of the added contents is needed for Sandrah's main plot. All interactions are optional and just making the game livelier. As such, I will not detail her involvement with the mod further.

For the case that Fishing for Trouble mod is installed, a mage will approach you with a letter to provide to Elminster.

Hint – Sandrah Fishing for Trouble

You can ask Sandrah with PID about the mage who starts the quest and she will tell you that she knows him and that he tells the truth and you can accept the quest.

Since the mod involves Elminster at several points and also Sandrah may have her own quests with him in parallel, the dialogues have been aligned so that there is one integrated Elminster serving both mods. Otherwise, Sandrah just adds occasional remarks to the mod contents which are optional and just making the game livelier.

At the end of the mod she will indicate the moment to visit the restored Porpentych where you get your reward. Remember that travelling there too early will spoil the ritual and the quest.

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111. Docks (AR0300)

When you are near the temple of Oghma, Sandrah indicates that this would be a place for her to go if she had spare time. This may be a hint where she goes when kicked out although most of the times she will be gone for good anyway if she decides to leave. (I never risked to thoroughly testing this case.)

After you talked to the golden skull ([AR0331](#)), there will be a PID option to consult Sandrah on the issue. She will have several hints and options for you as you follow the quest to find the several parts of his body. When you give her a protection against magic scroll for the final battle, her hammer is one of the weapons in game that can kill the lich.

Sandrah will interact with the pirate hideout ([AR0310](#)) below the Sea Bounty tavern.

In Mae Var's guild upper level (AR0304) you meet again Emcyric, the guy from the Bhaal temple in SoA. This time it becomes clear that Cyric in his avatar seems to be interested in both of you, the protagonist and Sandrah. Your working together irritates the Prince of Lies.

After you talked to Mae Var and accepted his quest, Sandrah will identify him as the man you organized your kidnapping from Baldur's Gate. She encourages you to play along with the shadow thieves in hope to gain more information about your capturer Irenicus.

Meeting Edwin again provokes the expected reaction from Sandrah. On the other hand she is happy that those tasks can be used to remove some scum from Athkatla.

Once you gathered the papers from Marcus, Sandrah will suggest inspecting them secretly to see what Edwin is involved in. You gain some insight if you agree.

At the end of the Mae'Var quest, when Renal offers you the guild, Sandrah counsels you to accept. She claims you would gain insight into the activities of a mighty player in town and you can conduct your branch of the guild in a moderate way.

Hint – Sandrah and Extended Thief Stronghold

There are a couple of interactions between the mods. The Haer'Dalis [quest](#) can make use of Black Lily from the mod. Sandrah will provide the possibility to come to a peaceful solution to the thieves vs City Guard conflict in the docks that is worth as much xp as the battle but more satisfying for good/neutral players.

112. Bridge District (AR0500)

When you find the tomb ([AR0526](#)) Sandrah continues her analysis of the possible Kangaxx solutions with you.

Sandrah will spot the man in the red robe in case you try to solve the quest of the buried alive man from the graveyard.

Sandrah will gain a special ability if she accompanies you during the Twisted Rune visit.

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113. Government District (AR1000)

In case you did the Dark Horizons quest in BG1, you will find Madeline, one of your former opponents on the SE edge of the park. You will learn that despite Sarevok's death, the organization will still fulfill their contract, i.e. to eliminate you and Sandrah. Follow her into a nearby building to meet what is left of Oversight – it still is a tough battle but worth the loot. Note that the secret door revealed by Madeline will only stay open for a short while, so follow her right away after she escapes.

Quest – Viconia's Prosecution

Sandrah will inquire with Viconia about the true reason she ended at the stake. Viconia tells her about an affair with a very influential citizen of Athlatla.

Sometimes later while in one of the outdoor city areas, your party will be stopped by the guards and Viconia will be arrested for murder of Lorena Balthis, Acton Balthis' wife. You can try to give her an alibi, but she will be put into jail anyway and you can try to solve her case with Corgeig Axehand in the Council of Six building.

You and Sandrah can raise some doubt with Corgeig and he will allow you to do your own investigation.

Visit the scene of the crime in the Bridge District, Balthis home (AR9506). Interview the secretary Pip, a witness. You will learn that he saw a drow at the murder scene but does in fact not know Viconia in person since his master met his drow mistress secretly. Also you learn that the weapon used was a katana, not usable by a priestess of Shar.

Report back to Corgeig who gives you a tenday to find the true murderer before Viconia needs to stand trial. Visit Viconia in jail and inform her about the findings. Viconia and Sandrah come to the conclusion that the drow woman who did the murder may be one of Viconia's surviving sisters. Viconia thinks that a drow not used to the surface will seek out the underground areas of Athkatla.

Go to the graveyard and enter the main tomb area (AR0801). When you come near the spider dome construction in the middle of the area, Sandrah will point out a drow she just saw entering the spider lair.

Prepare for a massive battle with Binamor DeVir and her entourage including a drow weapon master and a drow battle mage. (Pai Na may take a side in this, depending on whether you met her before and how you treated her.) Pick the murder weapon from Binamor when you succeeded to defeat her.

Report your results to Corgeig and pick up Viconia from the prison.

You can free the mod NPC Amber from prison after a lot of paperwork in the Council of Six building.

Amber and Sandrah: The two girls like each other from the first moment. It turns out they both grew up in Waterdeep even if under the most different circumstances. Sandrah agrees to help Amber to find out more about her origins. After they girls get more acquainted with each other, they will one day have a conversation about some demons Sandrah met in the past. Apparently

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they have a common enemy, the demon Paraagariel, the same you might have fought once near the [Northern Citadel](#) while helping the paladin of Helm. As soon as his name gets mentioned, he appears, happy to find both enemies together and a battle breaks out. The victory brings your two companions only closer.

Sandrah does not interact with the original Sir Sarles ([ar1006](#)) events during SoA. However, you can meet the arrogant *artist* later on in Thay during RtF. The protagonist gets a nice chance to pay the sculptor back at that later event.

114. Graveyardt District (AR0800)

Once you have gathered the sum of 130000GP or more, you will be approached by Valen, a messenger of Bodhi. She makes her offer to meet her mistress. As an additional argument for her invitation she gives you a special dagger.

Quest – Skie’s Soul

Sandrah will identify the dagger as containing a captured soul, the one of Skie Silvershield. In case you found the book on the respective issue in the chest near Hephernan’s altar below Dragonspear, she will have the needed knowledge from it to present to you.

You need to go to one of the temples in Athkatla associated with a good deity and Sandrah will perform the ritual necessary to free Skie from the dagger. In the following conversation with the rescued girl you can convince her of your innocence and she will go to one of the noble families in Athkatla who will help her to return to Baldur’s Gate.

Skie is not joinable by means of the Sandrah mod. After her rescue, the bridge at Wyrms Crossing is open once more and you can legally travel to that town. Sandrah will once more try to influence the protagonist into believing that Skie might be another Bhaalspawn like she already did during SoD.

Shortly after Valen, Brus will appear as well and make you the counter offer from the Shadow Thieves.

Hint – Sandrah and Alternatives mod

Sandrah basically accepts both ways from the vanilla game to gain the passage. However, if the Alternatives mod is installed, she will counsel the player to hear out further parties and she has some additional advice via PID.

Follow her advice to visit again the Government area. There is nothing but the cutscene illustrating background information to see there but it is needed to advance the plot. When you move to any other town area, a guy named Malicious will make you an offer. Reject his offer or tell him that you will consider it and Sandrah will have another reaction for you. The last offer you receive will be from a messenger named Alten who points you to a paladin in the Five Flacons Inn upstairs. Sandrah expresses no further preference with respect to which of the four paths you decide on, but it feels like she would rather take one of the alternatives than the

Bodhi/Aran ones. However, consider that some other mod NPCs may only be available through the original routes.

(Note – even though the amount of gold required by the Shadow Thieves was much higher, the actual sum taken by any of the possible parties is still the original sum, so you have a lot of coin left when the next chapter starts,

In case the party has the thief stronghold, siding with the Aster or Malicius gives you a chance to keep the stronghold and get rid of the obligation to pay for it. This comes in handy for RtF later on when you can make a deal with the opposite parties in the docks during one of the later quests.

115. Temple District (AR0900)

When you come near the entrance of the *Guarded Compound*, Sandrah will bring up the issue of the slaver hideout again, provided you defeated the slavers in the slum ship already.

The suspicion is confirmed in the dialogue with the two mages inside (AR0906).

When you accepted the Unseeing Eye quest, you can ask Sandrah with PID if her books have any information about the case.

The theft of the Talos' priestess' necklace for the Mae'Var quest will result in another confrontation between Sandrah and the Stormlord. This time the perspective of upcoming bloodshed rather amuses Talos than anger him.

Mekrath's Hideout (AR0705) allows you to free and recruit Haer'Dalis. Sandrah curses Mekrath when she learns that he enslaved the bard. You can use PID afterwards to learn more.

Haer'Dalis and Sandrah: Sandrah falls for every bard in the game she meets. She simply loves their wreck less lies, exaggerations and compliments. Nothing is ever permanent with them and that is the freedom she savours. Her affair with the tiefling includes a quest.

Quest – How to Restore a Tiefling

The quest starts when Sandrah and Haer'Dalis have been in your party long enough to start a relationship but only if the protagonist is not following a romance with the tiefling already.

When you rest your party in an outdoor area out of town, your two companions will bring up the topic of common acquaintances. They find they both know Naronguth and Alzalgundrel for different reasons. Up jumps the devil, i.e. the two fiends appear when they hear their names and are most happy to find their two enemies in one place. Battle breaks out in which the demons escape when injured enough. Haer'Dalis falls, leaving behind his body.

Heal and resurrect everybody (Haer' Dalis cannot be saved at this time) and pick up the body. Mystra will appear and talk to Sandrah. She gives her priestess a map that indicates a drop of blood from one of the injured demons and gives her advice about how the tiefling may be restored. With the help of the map you need to pursue the demons who try to reach the Nine Hells.

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The first drop leads you to the shadow ruins at Umar Hills. When you enter the area, you observe a cut scene with the two demons, who cannot use the entry they seek here and move on, leaving some guardians behind to protect their escape. Near the old temple entrance you find a couple of demon knights. Defeat and loot them to find Mystra's map updated with a second drop.

This time it is Druid's Grove area. Move to the bridge near the abandoned house and prepare for another ambush of all kinds of fiends. After you have won and looted them, the third drop appears on your map.

The drop is in the City of Baldur's Gate at the Shadow Thieves Headquarter – or, as Sandrah points out, rather the Undercity below it, where you defeated Sarevok and his essence escaped to Hell. Question is how to get there? You may already have resolved Skie's rescue, in which case you will be able to simply travel there. For the sake of this guide, we assume that you have not yet access to the town by worldmap.

Return to Athkatla and Brus (Gaelan's nephew) will seek you out and offer help. You learn that Black Lily from BG is on the docks. In case you own the former Mae'Var guild and you have the extended stronghold mod installed, she will be in your guild building, otherwise you need to find her somewhere in the docks.

Sandrah and Lily will agree on travel arrangements and your party is transported into the Guild Building of BG. You cannot leave into town this time but go down into the maze once more. You will find you are in the right place, as there are all types of demons in the maze. Fight your way to the temple of Bhaal.

In the temple you face Alzalgundrel alone, his friend has managed to use Sarevok's passage. Kill the demon and pick up his heart. Sandrah will instruct you that the way forward is the opening left behind by Sarevok. So you go down to Hell.

Find Naronguth and kill him, make sure you pick up his heart. With the heart and Haer'Dalis body you fight yourself through another assembly of fiends until you reach Demogorgon. Sandrah makes a deal with him, you learn what Haer'Dalis did to anger the demons and you get your companion back. Move further to the far end of the area to find the exit.

In the passage that leads back out again, you will meet – Sarevok. He will vanish after a conversation with Sandrah. After you fought some guardians at the exit, you come back to the surface in one of the crypts in the Athkatla Graveyard.

116. Sewers and Unseeing Eye (AR0202)

When you come near the tomb with some more Kangaxx parts, Sandrah has again some counseling for you.

The Forgotten Believers city (**AR0204**) will later play a big role in Sandrah's quest.

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117. Umar Hills (AR1100)

Haiass will gain an additional level for his experience gained with you when you pass the major's house in the east of the map.

ROT >>>> Near the entrance to the cave a messenger from Jarlaxle awaits you. Alora gives you the hint to a house in [Westchar](#) and a key to it. After Alora disappears, Sandrah will bring up the name of Brother Cadderly and the temple named Spirit Soaring as possible next station after Bruenor is rescued at Westchar.

In the NE corner of the map is the ranger [Sarah](#) (mod NPC). Sandrah has a couple of banters with her and may be seduced by the young lesbian.

Not far from that place, the mod NPC [Tyris Flare](#) makes an explosive appearance. She has crossmod content with Sandrah. Your healer tries her best to make the exotic fighter feel at home in Faerun after her home plane was destroyed.

Derrick, a friend of Valygar who can be met on the stairs leading to the cabin, knows Sandrah and tells her about Valygar and his trouble with the cowled wizards.

Valygar and Sandrah: Their relationship focuses on the ranger's family history with respect to magic. It ends with a flirt but nothing serious.

After you solved the Umar quest, return to Marella's cabin, regardless whether you get the ranger stronghold or not. Your old friends from Talos will await you and try to imply that the Stormlord had his hands in helping the Shade Lord to set up his reign in the hills. As usual, a battle breaks out.

118. Shade Lord Temple (AR1401)

You can ask Sandrah to answer the question from the Amaunator statue, a convenience for those having solved it before.

When you enter the dragon's lair ([AR1402](#)), Sandrah makes a remark about the *archive* that is part of every Amaunator temple. This knowledge is crucial at a later stage of her main quest.

119. D'Arnise Hold (AR1300)

About 12 real time hours after you started SoA with Sandrah and when you leave the city, the first of her Waterdeep quests may start. Sandrah receives a number of missions from her temple during SoA. In a way the Waterdeep temple may be considered her stronghold. Landrel, the messenger, will seek her out and for the first quest provide her with an ability to transport the party to Elminster's garden and back. There is some time interval between uses of the spell, but you can as well reach Waterdeep by worldmap travelling.

Quest – Waterdeep Vampires

Landrel asks Sandrah to report to her old teacher Ringothal at the Waterdeep temple.
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Before the quest starts, you may meet Leyala again, the girl you rescued at the temple by giving her some of your blood. She is happy to live again but afraid of the influence of the bhaalblood. Sandrah can convince her that your deeds are mostly heroic (provided they are) and she will later appear in RtF as a joinable NPC.

Talk to Ringothal at the temple's inner sanctum. Talk to the harbor master in the Central Ward, he will stand in the south on the pier. He will give you more details and also mention the fisherman Reagan. You can go to the ship right away or prepare for the mission beforehand.

On the ship ([CVELS1](#)) you can click on the nose to row back to land, if necessary. The rats on the ship can be quite nasty and infectious. Fight your way down inside the ship. On the lowest level ([CVELS3](#)) and after you killed all rats, two plane vampires appear like out of the wall. Once defeated, you inspect the wall and find a kind of portal between the planes. It seems that this is how the vampires come and go and why nobody could trace them before. Again you have a choice to go on or postpone the quest. (Use PID on Sandrah if you want to continue after you received healing.)

Once through the portal ([CVELS4](#)) there is no visible way back. The area has more plane vampires and vampiric mists swarming around. There is also a golem that can only be killed with non-magical weapons.

In a library room you find Reagan lying on the ground. Talk to him. He will tell you about a planned invasion and recall for you in a cutscene a speech of the Eldest Plane Vampire to his disciples. You learn that you need to find a plane crystal to stop the invasion and to use it yourself to open the portal back home. For this you need to find and defeat the Eldest. Sandrah promises to take the fisherman back to the temple to restore him as soon as you solved the quest.

In a NE room you find a richly ornamented sarcophagus. Once you found and defeated the Eldest Vampire, you need to put a wooden stake through his heart to prevent his return and to get the crystal. Remember that Sandrah can produce stakes with her hammer if you converse with her parcel.

You find the Eldest in the rooms in the north surrounded by a swarm of plane vampires and vampiric wolves. The exit is behind him. Kill the boss, put a stake through his heart at the sarcophagus else he keeps returning and you receive the crystal. Return to Reagan and he will start to follow you until you return to Waterdeep.

Take care on your way out that Reagan stays close to you and follows you through the transitions until you are back in the harbor. As soon as Reagan sees the harbor master, he will make a report and afterwards the two walk off for a drink. You go back to the temple to bring Ringothal the crystal.

Return to the harbor and watch the spectacle of the priest cleansing the ship. Return to your previous plot.

120. **Arlax (RR3100)**

ROT >>>> In the NW or NE are the entrances to the sewers, they look like a well (**RR3150**). In the SW corner of the sewers is a drow messenger Moradin. He will tell you about one of Drizzt's companions and the Mozuma's Cave which now will be marked on your worldmap.

Arlax is full of other quests and story side-lines from RoT but none of them is related to Sandrah.

Fight your way through the Caves (**RR3220**) until you meet Errtu again, you may know him already from the Drizzt Saga in BG1. You can trick him in dialogue to reveal more details. After you sent him back to hell, you will find Drizzt's friend Regis. After you free him, you have a choice to recruit him or send him to the Copper Coronet. In any case, you receive a hint to the [Umar Hills](#).

121. **Westchar (RR3300)**

ROT >>>>> Again there are a number of quests started in this area. Here only the episode of the main quest involving Sandrah is detailed.

The house you seek and for which you received the key in [Umar Hills](#) is in the SW with a guard in front of it. Even with the key in hand, your protagonist needs to have at least 1,25mio XP to enter the hut.

You make your way through the riddles and battle against fire giants and vampires until you finally find Bruenor. You send him to join the other Drizzt comrades in the Copper Coronet.

Return to the Gragha queen to be transferred back to Westchar.

This is about all from the ROT main quest you can do until you reach Brynnlaw.

122. **Stormhorn Mountains (AR3520)**

Nib Jansen will be on the Promenade around 1900/3200 and give you a map that can lead you to his skyship. To use it, you cannot have more than 5 members in your party (to have a slot for Shauhana to join you for her quest). You can as well reach the area via worldmap but you will miss a bit of (non-crucial) content and waste a lot of time. Another reason to use the skyship may be the ownership of a stronghold with timed events.

On your first journey with the ship, you will go down with navigational trouble. Regardless of your chosen destination, you will crash land in the Stormhorns. After your party regains consciousness you explore the area. You find mostly orcs.

In the SE you witness a female fighter with a bow who fights against a larger group of orcs. In the following cutscene, she defeats those orcs with her bow salves. Talk to Shauhana, the half-orc afterwards and let her join.

Of course there are options to leave her alone or to send her away on her own. In this case you can explore the area for a dragon cave and massive battle with Velvetfoot. You get xp and large loot. Otherwise this is a dead end for the mod.

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Shauhana is a fighter when she joins equipped with her personal bow that needs no ammunition. From the moment on that she joins she will get further levels as a mage. The reason for it is part of her story.

When she joins you, this blocks all exits from the area except the one she will tell you about in her initial conversation. You are in Clan Orc land (you heard about the Clans already during BG1 part in context with General Ghotal and the events in the Field of Deaths). To escape with your new companion, a half-orc, you need to take the route through a haunted cave system.

You may meet the new Clan Hounds on your way to the cave entrance. They require a killing technique similar to trolls. Ask Shauhana with PID about them and she will tell you why. You should use PID with Shauhana a lot and also rest regularly during the Stormhorn quest to trigger her story.

Before you enter the Swamp Caves, you have the option to visit the dragon cave. However you can delay that since you will return to the mountains again later in the plot. Velvetfoot is not connected to the Shauhana quest.

123. Swamp Caves (CVSHA1)

You cannot leave the caves again from the point you entered. The caves have clan orc ghosts, clan hounds and spiders. At two places there is some slimy moss that hinders your party. When you step into the first patch you find, this triggers an incident with Shauhana that reveals her scar to you. You get further PID options afterwards. Take any chance to rest and to learn more about your new companion.

In the NW you find the exit to Amn but it is currently sealed by a mighty orc rune. Shauhana advises you that the rune can only be removed with the shaman's staff that once sealed it. That staff is guarded by the arch shaman of the Clan, so you need to get it somehow.

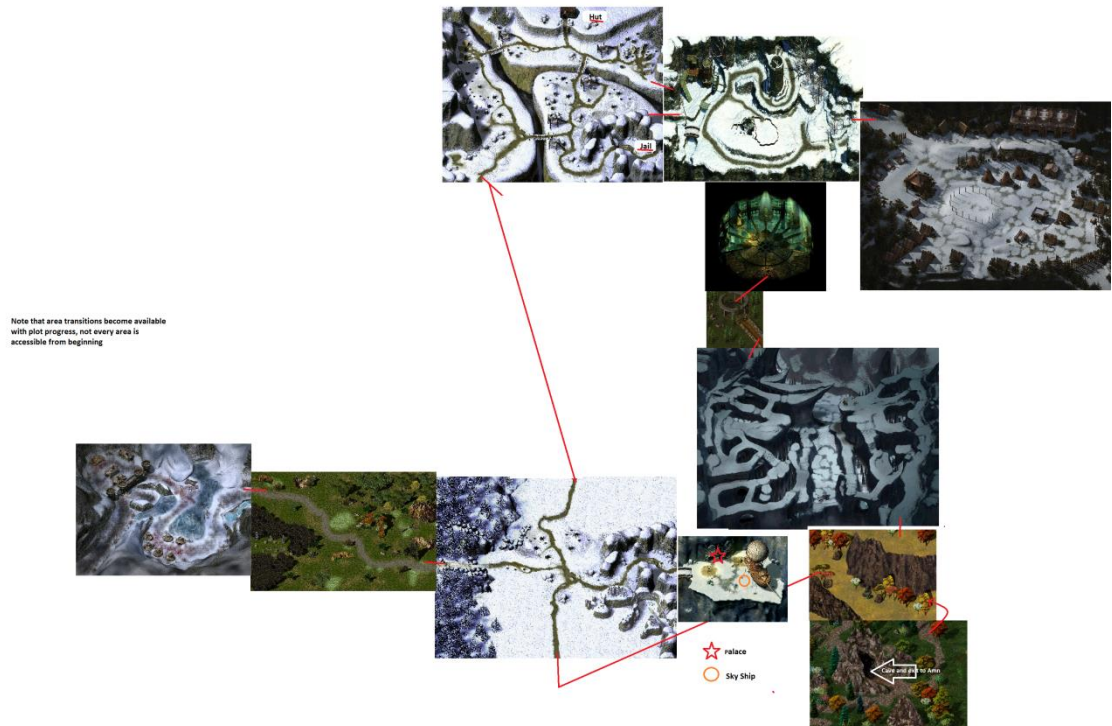
After you found the sealed exit, you will be able to find an exit to Clan's land in the SW.

124. Swamp Caves Exit (CVSHA2)

The area has a couple of clan hounds, otherwise it is a good area for a rest. Before going to sleep, Shauhana will provide you with more details of her past. During the conversations with her you will also learn about the final part of the journey of Brage from Nashkel.

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Hint – Map of Stormhorn Lands



125. Orcland Way Sign (CVSHA3)

This area will play an important role in various parts of the Sandrah mod even though on the first visit you only find some orc priests and clan hounds here. The northern exit is not yet accessible; it leads to Sharkta Fai, the legendary place you have probably heard about during the book hunters' quest in BG1 and from Brage's meetings.

After a PID that tells you about her relationship to Brage, she will ask Sandrah to help her with the book she inherited from the Nashkel captain. It turns out that this is probably the missing piece from the Sharkta Fai papers found earlier on the [pirate island](#). Later in another conversation Shauhana will reveal that she knows where Sharkta Fai is located. You still need to find the method how to enter it, though.

In another dialogue, Shauhana will ask about Minsc and Boo. Minsc plays a role for the second part of the Shauhana quest that starts when you managed to leave the orc lands and return to Amn.

126. Orcland Ice Road (CVSH10)

The area has exit to adjacent areas on all four sides following the roads, however on the first visit only the northern exit to the village is accessible. The area contains Ice Golems, orc shamans and

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archers, Frost Giants, Hook Horrors and more. On subsequent visits there is more content, on the first visit you just fight your way north.

127. Hai 'Ulthak , Outskirts (CVSHA4)

Shauhana provides you with information about what lies ahead. The shaman's hut to find the staff is in the north of the area. The jail cave is in the east of the area, this is where the orcs take Shauhana when she gets caught.

During daytime, Shauhana will advise you to wait until night to face less opposition. It is up to you to heed that advice or not. There are significantly more and harder opponents if the alert is sounded during daytime.

When you finally reach the hut (CVSHA8) and cleared it of the undead minions, you find Vennegrat, the shaman. It is the same orc you may have met twice already, once on the Salamander Island and once near the temple where you found Ghotal's sword. He addresses Shauhana as *godchild* just like in all the foreshadowing events during BG1. He transports away when injured enough telling you that you will not escape orc lands.

The orc staff is hidden in a wall crack. When you have it, it is time to make your way back to the swamp caves and its exit. Check out if you still have PID options with Shauhana to get her full story.

On the way to the cave, Vennegrat and reinforcements will stop you at the way sign. The only way to escape is to give them Shauhana. During the negotiation Sandrah gives a potion of invulnerability to the orc girl that will help her to endure the orc's torture for a period of time, hopefully long enough for you to arrange the rescue. Shauhana tells you that she will most likely be taken to the prison in the east of the area where the shaman's hut is located.

128. Hai 'Ulthak , Prison (CVSHA9)

Vennegrat, Shauhana, and most orcs teleport away – they also confiscate the staff you need for escape. The remaining orcs are easily overwhelmed and you make your way to the prison.

After the hailer is defeated, Shauhana joins you again. She asks you to take the body of her teacher with you who died in her defense. You need this body to enter Sharkta Fai, so follow her advice.

In the floor container nearest to the entry you find Shauhana's weapons and the staff.

Once you leave the prison, Vennegrat and some golems appear to stop you. This time you will be able to finally defeat him. Take the Sharkta Fai jewel from his corpse and return to the way sign area.

129. Road to Sharkta Fai (CVSHA5)

Provided you did the Shauhana dialogues and you rested at least once in the Stormhorns and you possess the jewel now, your half-orc companion will reveal the road to Sharkta Fai as soon as you reach the way sign area. After her briefing and Sandrah's explanation about what she found in Brage's book, the northern exit from the area is opened.

This is a long winding road through icy mountains with loads of different monsters to fight. You will travel it again in the second part of the Dhauhana quest with a cast of new and different opponents that time.

Near the NW exit, Shauhana will show you her gratitude for what you do for her. In a narrow crack in the icy rocks in the NW is the entry to the temple (CVSHA6). You need to unlock the altar and place the jewel inside. You also need the dead teacher's body that Shauhana has asked you to pick up from the prison.

130. Sharkta Fai Pool (CVSHA7)

Upon entering the area, Shauhana asks you to look for useful items around the room. You will find an emblem of Myrkul among the loot. Keep it as another hint to her grandfather and her heritage.

Let Shauhana step into the pool to face the central statue at the northern wall. The healing process will start but also the guardian will appear. After another *godchild* talk, the guardian is satisfied with the dead teacher you delivered and lets you go. You are transported out and find yourself back at the start of the mountain road. Just move south to get back to the way sign.

Shauhana asks you for the Myrkul emblem and in the dialogue that follows you find out that she is the granddaughter of General Ghotal, the orc leader from the Fields of Death.

Shauhana will also inquire about Minsc (if he is not yet in party). You can now leave the Stormhorns and return to Anm to continue your main quest. The second part of the Shauhana quest will evolve in parallel to other tasks you do until it is time to visit the Stormhorns again.

You will need Shauhana and Minsc for this episode to start. However, once the main second quest starts, those two will leave the party and become plot characters. You then get a chance to replace them with other NPCs. You can do a bit of planning your party composition at that point. If you need a slot to make room for Minsc, consider those NPCs that will wait for you when you kick them out. You need Minsc for just ten game days including 4 days required to reach the Stormhorns next time.

Also upon leaving the mountains Sandrah will express her doubts about the guardian, the afterlife and Sharkta Fai in general. It does not fit into her scientific views although she has no explanation ready yet.

Leave the orc caves at the exit that is now available at the orc rune statue and find yourself back at the City Gates.

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Quest – Shauhana's Quest - Interlude

Keep Shauhana in your party while continuing with other quests you still need to resolve. The following events will happen while you move around Athkatla and its surroundings.

Visit the blind orc in the slums who gave you the initial quest. Also, find Minsc and let him join, if necessary.

Minsc and Shauhana will start a series of friendship talks with the outcome that the berserker starts to protect the wizard apprentice – not that she needs much protection.

Upon a rest with Minsc and Shauhana in party, another piece of truth about Boo and Pelligram will be revealed. Another interesting episode happens if you do the *Kidnapping of Boo* episode while Minsc and Shauhana are in the party.

About an hour real time playing after you talked to Ghatlenk in the slums and when you are in a city area at night, an orc boy will approach Shauhana. He will ask Shauhana to help the Clan orcs. It turns out the little boy is just a magical disguise; it is actually Wallrick, the last loyal adjutant of the late General Ghotal. To find out more about Shauhana's godchild heritage and the possible mission, agree to see again the blind orc in the slums.

You find Wallrick and Ghatlenk together, father and son. They and Sandrah provide you with parts of the background story about Ghotal's failed mission and Shauhana's task for a second attempt. To continue, you need to meet them after a tenday at the orcland way sign you visited already. You need to bring Minsc along for this journey. (Consider that the journey itself will take 4 ½ days out of the 10.)

131. Nib's Ship/Palace Entry (CVSH13)

This small area is a gateway for the second part of the Shauhana quest but will again become important during RtF.

Quest – Shauhana's Quest – The Factory

You travel to the Stormhorns by worldmap this time and have Shauhana and Minsc in your party. You pass again through the swamp cave filled with new monsters.

At the waysign area Ghatlenk and Wallrick await you. They reveal the name of Shauhana's father and the reason for her heritage. Ghotal's granddaughter is to re-unite the Clan orcs so that they stand a chance to survive in an environment dominated by humans and elves. But the true enemy is still an internal one. With the help of a mighty ally, Vennegrat has returned and mobilizes an army of undead against those following Shauhana, Ghatlenk and Wallrick. Shauhana needs your help to find the source of those undead; Sandrah already suspects that Sharkta Fai may be involved here.

Move ahead to the crossing of the ice roads to talk again with the orc leaders and decide to split forces. Just prior that second meeting you will witness Minsc as he proposes to Shauhana.

The enemy forces gather in the west in Icebear Clan village while the loyal forces are preparing in the village in the north. While Shauhana and Minsc now leave the party to train and fortify the

village in the north, the rest of your party is tasked to explore the west and find out details by espionage.

As Minsc and Shauhana will permanently leave the party now, you should follow Wallrick's advice to first go east to meet Nib Jansen again. He has repaired the ship and now offers free travel to Amn. Use his ship to fill the vacant party slots with new or old companions.

Nib Jansen awaits you for travels to Amn without cost of gold or travel time. North of his ship is an ancient entry to a palace that is currently blocked. Later you will be able to visit Shauhana's residence there.

Ask Nib to take you to the city gates. Arriving there, you receive a travel scroll by which you can return to the orc lands again. Do so after you picked up two new companions.

Now leave the sky ship area west and cross again the large road area to leave by the western exit this time.

132. Orc Cemetary (CVSH11)

Two orcs await you when entering the area to report about strange events and the appearance of many undead from a graveyard nearby. They also state that there are more undead orcs than were ever buried there and even some who were brought to Sharkta Fai instead of being buried. You can talk to the orc scouts in a camp in the north and send them home for xp.

Explore the graveyard in the eastern part of the area. You will be attacked by undead warriors; one of them turns out to be Shauhana's dead teacher, the one you delivered to Sharkta Fai yourself. An open grave seems to expel those undead although the entry seems to be at another location.

Near the western exit you find an injured shaman with more information. Continue to the next area west.

133. Ice bear Clan Village (CVSH12)

The frozen lake in front of you cannot be crossed as the ice is too slippery so you must take a southern route around it. The lake will play an important role in near future. You can see a lot of corpses embedded in the ice, the history of the place will soon be revealed.

In the south are the remains of a former village, now filled with hostile ghosts. On the east side of the lake you find an area with some bone golems.

North and south of the golems are two passages to the actual Ice Bear Clan village, or what is left of it. Regard which passage you take, you will trigger an alert and an ambush of various creatures. The mix of that group is very dangerous and you have little means to prepare yourself.

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In the village itself there are two Thayan Liches and Vennegrat. Those liches give you a glimpse of the dangers you will face to solve the riddle but they also are a first hint to the enemy in the background. Vennegrat will teleport away after he dropped a hint about what is going on.

After the liches are defeated and you received the hint from Vennegrat, Sandrah will advise you to return to the open grave in the previous area for further investigation.

(Note that there is a passage to the south of the area that is a dead-end at this time. It will open for the RtF sequel later.)

When you come back to the open grave in the cemetery, Sandrah will draw a map of the areas around. It shows that the graveyard and Sharkta Fai are most likely connected below the surface. In between she assumes the location of the *factory* already mentioned by Vennegrat where the dead heroes are turned into undead. According to your counselor, this is just a side effect of what is really happening there and whatever is performed by the master in the background. Before she can tell you who she thinks that is, a new wave of undead emerge from the grave.

134. Hai 'Ulthak, Old Mill (CVSH14)

You now need to report to Shauhana and also ask her for Myrkul's amulet which you found at Sharkta Fai during your last visit. You need the symbol to enter the fountain once more and dig deeper into its secrets.

Return to the village outskirts you visited before. Some orc mooseherd will point you the further way and also explain that you may occasionally still meet hostile orc followers of Vennegrat. Depart the area to the NE to reach the mill area.

You will be greeted by Giran, the little errand boy from the sword coast. He has a tale to tell about he came to the Stormhorns. His little story will evolve along the main plot and he will end up in Shauhana's and Minsc's care at the end of the quest. (Note that Minsc will educate the boy to become a ranger. When you return to the couple in RtF, the boy has grown to be a young man and ready to join you.)

In the area, you find the traces of the recent battle and orcs and shamans rebuilding the mill. You will hear different opinions about the new queen and her berserker if you talk to them. In the middle of the area be careful otherwise you may cause a moose stampede.

The exit to the main village is to the east.

135. Hai 'Ulthak, Main Village (CVSH15)

The orc at the village entrance can give you directions. Shauhana can be found ioutside the large tent in the NE of the area. Minsc and his new besrserker elites are training in the center area. West of their circle you can enter Minsc's lodge building.

Talk to Minsc. Then talk to Shauhana to plan the next step. Sandrah finally tells you the name of the necromancer and lich she suspects at the heart of the operation: Szass Tam, the Zulkir of Thay. More detail is given in the dialogue. Take the Myrkul emblem from the tent behind

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Shauhana with you. Now return to the way sign area and take the road up to Sharkta Fai for a second time.

On the road to Sharkta Fai you meet Ghatlenk again. He wants to bring fallen orcs to Sharkta Fai but you can convince him not to bring new material to the factory. The winding road has new monsters including one more Thayan lich.

When you arrive at the pool, Sandrah will explain a few things she has found out. The legend seems to be a mixture of a natural phenomenon spiced with a lot of religion and superstition. Sandrah made some use of it when healing Shauhana but Szass Tam uses the beliefs of the orcs in large scale for his operations.

After a small wait, Sandrah will urge you to go forward. You can decide to go right away or rest the party before you tell her to move on. She will use Myrkul's emblem on the pool.

136. Sharkta Fai Factory (CVSH20)

You break through the ice of the frozen pool and end up at the bottom of a ravine in the NW corner of the *factory*. You have no chance to climb up the frozen path again, so there is only moving forward.

You are in a very large cave and the exit is in the SE, it will lead you back to the open grave in the cemetery. At regular intervals you observe undead warriors coming out of exits from the machinery and making their way towards the exit. The caves is filled with myconids of all sorts and also shape shifting duergar. The duergar in enlarged forms drop large rocks on you – you will need three of those rocks to block the factory's machinery.

At a central platform you can find the Sharkta Fai watcher. He reveals his tale and tells you about the new master of Sharkta Fai and his plans. He was left behind by Myrkul, the god killed during the Time of Troubles by Midnight, Sandrah's grandmother. He will ask Sandrah to release him from his eternal service for the god who will never return. You mercifully kill him and receive his wardstone.

The wardstone opens a temple building (CVSH21) in the NE of the cave that you reach by following all along the northern edge of the cave from the point where you came in due east. In the building you finally find Szass Tam who tells you more about the how and why of his installation.

There are three energy inlets around the room that provide the kernel with what it needs. The idea is to block these dark matter streams in some way. There is an area in front of every inlet where you can position items out of your inventory. This is where the duergar rocks play their role. Place at least 2 rocks in front of every inlet to stop its operation. (Here is a little trick: as soon as you put 2 rocks in front of any inlet, it stops and you get a success message – just pick up the rocks again and drop them at the next inlet, etc. This way you just need to carry 2 rocks from the duergars to the temple.).

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When you stopped his energy supply, Szass Tam will jump out of his inner circle to confront you. Use your wits instead of force in the upcoming conversation and he will retreat from the event – you will face him again in RtF. He will leave his adjutants to take care of you.

Leave the temple and proceed towards the cave exit. The adjutants awaiting you are old acquaintances, one is Winski Perorate, the other is [Narghal Rasz](#), the Red Wizard you may have met in Baldur's Gate if you did Ordolath's candle quest. Finish them and leave the cave.

You emerge from the open grave and find yourself on a battlefield. While you were underground, Shauhana and Minsc and the clan orcs have defeated most of Vennegrat's followers. The couple asks you to accompany them to the frozen lake at the ice bear clan village where the remaining enemies have gathered. Shauhana will provide you with the tactic used by her grandfather Ghotal during the battle once fought at the lake (those are the dead bodies encased in the ice that you saw during the first visit.) The orcs will move ahead to the final battle and you follow as soon as you are ready, once again to the west and the frozen lake.

Shauhana will greet you and give you a briefing. Afterwards Sandrah will move to the lakeside and start to use her magic hammer on the ice. Most of the attackers from the other side of the lake will crack through the ice before they reach your side and your party can just kill the few that make it through. When most enemies have fallen including Vennegrat, Shauhana will declare the victory and you get some reward. She tells you to meet her at Nib's skyship.

When you pass through the cemetery area once more on your way out, Mystra will await you – respectively Sandrah – and they will have a conversation. You will learn about the whole story but you also get the warning that Szass Tam is not defeated and has plenty of resources for further actions. You will only see him again much later in RtF, for now the quest is done. You also get a PID option to ask Sandrah for further details about the Weave and its Dark counterpart. This may not be important right away but contains significant information for later in RtF when you deal again with Szass and with Shar, the goddess of the Shadow Weave,

Talk to Minsc and Shauhana to end the Shauhana quest and use Nib to return to Amn.

The sequel to all of those events and a return to your friends await you after you finished ToB.

Hint – Sandrah and the Collector

Sometime after you finished the Shauhana quests and when you visit one of the following areas

- Graveyard
- Sea Bounty upstairs quarters
- Five Flagons Inn upstairs
- Delosar's Inn upstairs
- Talos Temple
- Jysstev Estate

the "Collector" Nerkio (whom you may have met in Waterdeep) will appear to make you offers to buy certain artifacts. He will appear three times at intervals to make his offers.

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After the third visit and when you rest outside in some wilderness area, he will make his last appearance at night, obviously to steal something from the group. He leaves with a hair lock from Sandrah. The significance of the event will only become visible later in the RtF sequel.

137. Trademeet (AR2000)

After you accept Logan's quest and talked to Cernd, some Lord Khellon Menold will approach you in the street to provide you with some *insight of what is really going on*. If you take the dialogue options to hear him out, he will provide you with a poison for the druid grove to finish the problem. This is in fact the option for the *evil* path that is put before the player if Sandrah is in the party. Note that Sandrah does not encourage the evil solution; this is rather an extra test where she evaluates your decisions.

The gypsy Kveroslava has fortune telling for Sandrah and Shauhana.

During the Tiris/Rejiek encounter, Sandrah will cast a detect evil spell that identifies who are the evil creatures among those you face. She can apply one of her restorations spells on the girl afterwards.

After all quests are done for Logan, he may invite Sandrah for a private meeting.

138. DeArnise Hold (AR1300)

On the roof platform kill the Yuan-Ti mage at the SW end to trigger another of Sandrah's *castle talks*. The topic is responsibility and how you will handle it. Her expectations in the protagonist start to shape.

139. Windspear Hills (AR1200)

Bring the Acorns to the Dryads. The queen Vaelasa will recognize Sandrah and provide some hints about her mother and about Pelligram. These words make sense in hindsight when you continue the story but seem to have no immediate effect.

Inside the dungeon ([AR1202](#)) Sandrah comes up with some clever idea about Firkraag's nature and motif after you had a number of different encounters with his people.

140. Planar Sphere (AR0411)

Neera can receive the stronghold if the protagonist does not qualify for it. In case the party gets the mage stronghold, there will be additional PID options from Sandrah. She supports the position that the party acts in Mystra's name by keeping the sphere out of reach for the cowed wizards.

Teos and Sandrah find some interest for each other.

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Hint – Sandrah and Extended Mage Stronghold

There are a couple of interactions between the mods. Sandrah urges the player to continue acting against the cowed wizards who violate Mystra's gifts in her opinion. She also adds to the new ending of the former "planar sphere mod".

141. Mind Flayer Lair (AR0711)

Although Sandrah provides some information when you defeat the Alhoon and end the mind flyer threat in the sewers, the mod leaves the mystery unresolved as to what may have been those creature's plans with their installation.

Hint – Sandrah and Check the Bodies

CtB is a collection of many unrelated quests of different quality and complexity. An overview is here <http://www.spellholdstudios.net/ie/ctb>. Sandrah is compatible with it and adds the usual situational remarks every now and then. In two of the quests she has some further content since those involve Mystra as a central factor. Those are Hlondeth - The Secession and Elves and Artifacts. There is also interaction with the Company of Eight quest in the Tethir forest

The additional content does not impact the original quests nor is it required for her own story progression, it is just the priestess of Mystra acting on behalf of her goddess.

142. Riatavin (DD3300)

The Riatavin component from the Darkest Day mod has a number of Sandrah interactions because it includes both, her (and Drizzt's) old enemy Jarlaxle as well as an Elminster side quest. I will not guide through the whole episode but just mention the main plot where Sandrah is involved; there are a number of side quests worth exploring here for those who like.

The first hint is given if you chose the right dialogue options to gain maximum information from the innkeeper at (DD3336), the Red Sheaf Inn if this town were Bereghost.

At a location north of what would be Marianne's house you meet three mages. They guard the magic district of the town. As they recognize Sandrah in your party, you are granted access. Note: Stay away from the mages in case you have some time critical quest running already, following the mages will take you on a trip for a couple of days.

Elminster, Khelben and company can be found in the large building in the east of the district. Once you received the pasha's first test, Sandrah urges you to find a solution that does not include murder. There is one option when you talk to the jailer.

During the Orgoth quest, Sandrah advises to play along with the deception of the sorcerer as only by this way you can get to the heart of the matter. It is one example of the many *infiltration* attempts she so much loves to use.

During the hunt for Jarlaxle prior to the showdown with the criminal, Sandrah will have a conversation with the protagonist with hints to the drow's hiding place.

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The episode ends with your companion's suspicion that you have not seen the last of those two opponents yet.

143. Trollford (DD9000)

In the Trollford component from the Darkest Day mod, Sandrah will heal the injured dwarf Pibble in the final episode of the quest.

144. Brynnlaw (AR1600)

Be careful when you confront Chremy during the Ginia quest. If Sandrah is in party, he will have a number of reinforcements to aid him in the fight.

ROT >>>> Sometimes after arrival, Sandrah will remind you of Brother Martin, the contact you need to find to advance the Drizzt quest. Martin can be found on the upper levels west of Deharik's house. Note that the opportunity to talk to him and continue the RoT main quest is limited to the occasions you have to reach this location.

145. Spirit Soaring (RR3700)

ROT >>>> This is where Brother Martin takes you to continue the Drizzt task. Find Cadderly and do his quests. What you need is an item called Fangor's Holder containing the breath of a dragon you need to defeat in the quest. Once you have it return to Brynnlaw. Sandrah's role in the episode is to provide dialogue lines otherwise assigned to Drizzt so that you can play the episode without having the drow occupying a party slot.

At the end of the episode, Sandrah will remind you that your enemies will find you soon enough and there is nothing to pursue right away.

When you reach the bridge to Spellhold, the djunni will once more appear and give you the next hint: the town of Maribur is revealed on your worldmap.

146. Vulgar Monkey (AR1602)

If you decide to take a rest here (or at another rest from this point on), Sandrah will introduce you to a new feature of her parcel. There will be an additional dialogue option to travel to a place you have visited in the past.

Hint – Parcel Travel Option

This feature allows you to teleport to an area you have visited in the game already. The options available from the dialogue with the parcel include vanilla areas and some mod areas. It excludes areas that can only be reached by specific quests. The feature cannot be used when in battle or enemies are around. Activation is also disabled when you are in an area that you are not allowed to leave due to its plot, e.g. Asylum or Underdark.

Use this ability with caution because the teleport into an area ends at a designated position in the target area and you may occasionally miss some encounter or messenger spawning at a regular entrance.

The feature is available for the remainder of the game and the destination list grows with areas still to come. It works in RtF as well, but gets some dangerous side effects in the sequel. Sandrah will warn you of that when the time comes.

147. Asylum (AR1516)

During Irenicus' introductory speech before he extracts your soul, Sandrah takes the opportunity to inquire your enemy about Gorion's dagger. She takes the mage by surprise by bringing up the subject of the protagonist's mother in the context, but it seems that Irenicus has not the information she seeks. After the event you have a PID option to elaborate the topic with her. Gorion's letter may not have been the truth about the protagonist's mother although Sandrah does not call Gorion a liar for it.

Reuniting with Imoen (AR1512) will start again the friendship talks between Imoen and Sandrah but they reveal that both girls have matured quite a bit after the tribulations they went through. Those talks start when you let Sandrah cast a healing spell on Imoen. Note: Sandrah's parcel may retrieve some of Imoen's lost items.

After the slayer change (AR1214) there is some reaction from Sandrah which hints at her motivation. She was prepared to kill the protagonist if necessary but later points out that she expects you to become the last of the remaining bhaalspawns. She also hints at the fact that you will be free to choose what the nature of Bhaal's throne will be when in your hands.

148. Asylum Living Quarters (AR1515)

After Irenicus has escaped, you will meet Saemon here. Regardless which route you want to take – ship or portal – it is best to agree with the sailor first as with Sandrah this opens both alternatives. Once you are outside, she will suggest making a slight return to search Irenicus' rooms where you will find the key for the portal and his journals. With the journal entries and some other information you found during the game, the two of you can now reconstruct some of your enemies' background.

One of the most important events in Sandrah's main quest will occur shortly and it may either take place in the Sahuagin City or the Mind Flayers Lair, depending on the route you take. In this guide I will follow Saemon since this is the more interesting path.

149. Sahuagin City (AR2300)

For best experience and to advance Sandrah's main quest (other possibility exists in mind flayer city later), agree with the tasks given to you by the king and his priestess and try to find the prince.

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Negotiate with the prince and accept the fake heart. The priestess Sallinthyl standing next to the prince will afterwards initiate a dialogue with Sandrah. Both priestesses will have a cutscene and a conversation aside from the party. Sandrah will learn about *The Book That Writes Itself*.

150. Underdark (AR2100)

Sandrah comes with her own drow portrait when Adalon casts the transformation spell. Being a drow female seems to make some more changes to Sandrah than just the skin. In the Underdark it becomes apparent how much she has changed during the common adventure. She has matured significantly and is far more open to show her intention to accept responsibility and to force decisions. The drow environment lets this appear natural as this is how a drow priestess would act. Only, her attitude does not change back when Adalon reverses the spell, only her portrait changes. Phaere and her mother suspect her to be some matron's daughter from another town and the incognito leader of your party. If you are a male, she proposes that one of the females in the party would lead while you are in Ust Natha.

In the city (AR2200) she will ask you to free the slaves north of the tavern once you have gained some privilege from the matron.

Spend a night in the drow lust chambers (AR2203) if you like; your dark companion will savour it.

Hint – Sandrah and Xulaye NPC

Sandrah at various points in the Ust Natha plot will counsel you to use all the on-going intrigues to your own advantage. This charade gets even more interesting if you take Phaere's sister Xulaye from the mod of the same name into your company. Even after discovering that the protagonist is a surface, she will take Sandrah as a drow priestess using your service.

Sandrah will provide for a peaceful solution with the svirfneblin helmet task. In this context she also makes some advances to win Solaufein as an ally for your side. Again this is even more interesting with Xulaye in party.

This guide assumes that you follow the way of conspiracy rather than force when dealing with the drow, e.g. you accept Phaere's task to kill Solaufein with no intention to perform the deed.

In case of a male player, Sandrah's reaction to whatever choice you make during Phaere's seduction may surprise you – or maybe not after knowing her for so long now.

151. Mind Flayer City (AR2400)

In case you did not fight the mind flayers before, they will ambush you when you finished the main Ust Natha quest. They take revenge for your freeing Phaere from them.

Talk to the githyanki leader Simyaz twice and agree to his plan (unless you already did the [Sahuagin quest](#)) in order to advance Sandrah's main quest.

You meet Simyaz again after you defeated the elder brain and he demands the silver blade you received from Saemon. Sandrah will ask you to hand over the blade to finish the episode without violence.

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152. Kuo Toa City (AR2402)

Find the secret passage and defeat the lich Nazariel (Quest Pack mod required). Sandrah will urge you to keep his phylactery and take it to the surface to free his soul.

In case you have the Eilistraee mod installed, Solaufein will reveal a new area to you when you depart the Underdark to return to the surface.

Hint – Sandrah and Eilistraee

There is a long and friendly relationship between Mystra and the goddess Eilistraee. You will find details about the Dark Maiden at many points in the Sandrah Saga. The high priestess of Eilistraee, the drow Qilue Veladorn, was a daughter of Mystra and she plays a central role for the Sandrah plot during ToB and RtF.

Another Eilistraee relation appears later in the ToT part of the game when the drow Liriel Baenrae can join your party and brings her quest to the game.

Sandrah has some interactions with Fall and other NPCs from the Eilistraee mod that add more detail about the Mystra/ Eilistraee topic but she does not interact with that mod's plot other than encouraging the protagonist to seek the alliance with Fall and her people.

153. Drizzt Wood (AR2601)

Sandrah and Drizzt will greet each other and you get a chance to win an ally against Bhodi. Afterwards, the events to continue Sandrah's second large quest in SoA will begin.

Once you come to a city area, old Landrel will await you with a quest to save Mystra.

The quest starts at Mystra's temple where the situation is explained to you. You can decide to be transported again to Legencase right away by Elminster or delay the quest until you are prepared. In the second case, just talk PID to Sandrah to start.

Outside the academy, Xephistagoras awaits you to threaten you, then teleports inside. Just fight your way to the inside and the monster assortment of the first level. In the altar in the last room (where you once faced Monica) pick up a bust of Mystra statue.

On the next level, Xephistagoras gives you a hint that you need to make it to the former exit to find him, but he has put a lot of obstacles in your way. Fight your way through.

The former exit leads to the large cave where Mystra is held by Xephistagoras. He is a powerful mage, so eliminate his minions first while you keep him occupied with your summons.

Once your enemies are defeated, Mystra will come out of her stone form to which the mage confined her and talk to Sandrah. During this conversation, more about Sandrah's role in the upcoming events is revealed. She is called the "Seeker" and apparently her task is to find the woman who is destined to become Mystra's successor if the goddess should fall. (Note that you

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may get similar appearances and hints from Mystra if you finish the Mystra threat in Tales of Anegh mod or the final episode of The Darkest Day – you need one of those three events to finish Sandrah’s main quest.)

The bust of Mystra you found earlier or the one you find near Mystra’s statue here is required in order to return to Waterdeep.

Afterwards you are ready to face the main task:

Quest – The Book That Writes Itself

This is the second big quest Sandrah has during SoA apart from the Shauhana plot. It is the one to continue her main story.

- You start this quest either with Sandrah meeting Sallinthyl in the Sahuagin City or Simyaz the githyanki in the Mind Flayer prison.
- After any of the two, use a new PID option to ask her about the respective meeting.
- You will learn that the mysterious book may contain information about her but as well about yourself since you are a child of Bhaal and she is a priestess as well as a grandchild of Midnight. It seems that further information can be gained either from Oghma (his priests) or Elminster.

Prerequisites for the events to start are a) you solved the Waterdeep [vampire quest](#) and b) you finished the third Xephistagoras episode, see below:

- Once you left Underdark and reach a city area, Landrel will call Sandrah for help.
- After you finished with Xephistagoras and Sandrah talked with Mystra, you can ask her again with a PID option about the events.
- Talk to the Oghma priest in the Docks, Clarissa Bloomwhiffler in the Waterdeep bookshop, Landrel and Ringothal about the book. Once you learned that you seek for a deity that was before Oghma, talk again to Sandrah. After that consultation you can check C:Get Global("SanKhalBlood","GLOBAL") which now should be at 6.
- After some time and when you prepare to rest your party, Sandrah will talk to you about what she found in her studies. You need to find the library in an ancient Amaunator temple.
- You find the right entry in the village of the Forgotten God beneath the Temple district, the area you might have visited during the Unseeing Eyes quest. ([AR0204](#)) a building door in the NE that now is accessible. You know you are in the right place when a group of Talos’ followers try to hinder your access.
- Once inside, talk to the guardian. You have a lot of dialogue options to gain additional information about yourself, Imoen (if present) and Sandrah and finally are admitted to the next level.
- There are a number of librarians around the next room and some of them have information about some of your party members if those are priests or have some special heritage as well (e.g. Chloe, Amber, Viconia. or Imoen).
- Once you found the one for Sandrah, there will be a long dialogue between her and the Book That Writes Itself. In the end you gain the information about her motherly bloodline and it turns out that this is far more important than her relationship with her father.

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- When you leave the archive, Sandrah will start another conversation to summarize what she has learned up to that point.
- Ask Sandrah via PID about her analysis of everything you learned so far.
- After a cutscene and a journal update, this part of her main quest will continue later in ToB. You can again check C:GetGlobal("SanKhalBlood","GLOBAL") which now should be at 16.
Important: This global is checked for Sandrah to follow you into ToB. She will leave you if her quest has not been done by the time you defeated Irenicus.
- There will still be contradictory and unresolved issues at this point which seems to be intended. Sandrah and you still do not see the full picture and may have come once more to pre-mature conclusions. Stay watchful.

154. Maribor (RR3900)

ROT >>>> You received the information about this place already when entering Spellhold but can only continue the Drizzt plot after you left Underdark. Aside from smaller quests around the town, you ask around about a cave near the town until you talk to a man named who gives you the hint. You can travel to the cave (**RR3950**) now to finish the RoT main quest.

In the first cave (**RA4000**) defeat two of the Guardians of Chaos. When you find or loot the two chests in the NW of the area, Sandrah will recognize some signs that Drizzt has been here already and must be near.

Fight and solve riddles in the next two areas until you defeated all 4 guardians. After the last one falls in (**RR4001**), Drizzt will appear out of the shadow. He has followed your progress but was lacking the key you found on the last guardian to open the final door to meet your opponents.

Go to the showdown when ready. In the following battle you defeat Jarlaxle and Entreri and free Catti-Brie. Loot Entreri's body and talk to Catti when you are ready to leave.

Once outside again, Catti-Brie will leave to join the other Drizzt companions in the Copper Coronet while Drizzt takes a tenday off to recover at Waterdeep. You can find him in the Mystra Temple sanctuary in case you want to recruit him. He will be there otherwise for later Sandrah episodes until he moves to an own home for RtF (will be covered later).

Note – when you return to the city gates, Edomis Galdenberg will approach you and invite you to another RoT episode and a journey to Bremen. This is an independent plot with a number of side quests. Sandrah interacts with infiltrating a murderous cult during the main Bremen plot. Since all actions are pretty obvious here, I will not detail this rather large episode here (maybe in another edition of the guide), but overall it just sheds some light on Sandrah's character and way of solving issues but is not essential for the playthrough.

155. Waterdeep WestGate (CVELM5)

This area can be reached SE of Elminster's house. You will be addressed by one of the watchers near the house and receive a hint to Khattark's possible return and a heroine from the Sword

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Coast pursuing the gang. This is a conditional quest that will trigger only if you did not romance Shar-Teel during BG1 and she is not pregnant.

On the wall near the West Gate you meet Shar-Teel. She will inform you about the situation and requests you to meet her at the hut on Old Waterdeep Road after dark. There is nothing else to do in this area at this point in the game, in later chapters there is access to the Commander's Headquarters on the northern end of the catwalk.

When it is dark, Shar-Teel will appear north of the hut on Old Waterdeep Road. Move with her to where you can observe the door. After a short wait, assassins, bandits and archers will start to attack you. After you finished them, the new bandit leader and reinforcements will emerge from the hut.

After the bandits are all eliminated, Shar-Teel will discuss her further plans with you. Sandrah gives her a hint. This is the beginning of Shar-Teel's career in Waterdeep. There will be more of it during the RtF sequel, where she plays a large role in the plot.

156. Graveyard Return (CVGrav)

You return to the graveyard to face Bodhi. Before the vampire abducts your lover, you will witness her attempt on Sandrah which will not succeed. Once Bodhi has abducted another party member (if applicable) Sandrah will start a conversation on the issue.

On the path to the tomb entry a group of revengeful drow will wait for you because you killed their matron during some encounter in the Underdark. They have some drow items that do not turn to dust immediately, so it is worth looting them.

157. Suldarnessalar (ar2800)

Allow Sandrah to heal a wounded elf between the gates leading to the palace. There will be a conversation and she can gain an extra ability.

Once you have activated Rillifane but before you enter the palace, you can go back to Elhan in order to start the [final episode of TDD](#).

158. Rusted Scabbard (ARPO05)

The final component from the Darkest Day mod called "The Onset of the Darkest Day" has many links to Sandrah's family history. She will interact with a number of quest events and you will learn important details about the past. Those details play a role in ToB and RtF episodes of the Sandrah mod later on. The crossmod content with TDD does not make any changes to the original mod, nevertheless her presence ties those events to her own story and to the protagonist's one as well.

(I will not provide more detail here because you will find all those events by following the TDD plot in any way.)

159. Hell (AR2900)

Sandrah's reaction to the Tree of Life and the flight to hell show how much she has changed from the young girl you met outside Candlekeep to where you are now. She not only has grown up during the events of BG1 and SoA but she also seems to be already looking at the things to come next. Irenicus is not the end, and the real challenges are yet to come. She is ready to face them with the protagonist – looking at the mod as a whole; this is not even half-time for the saga.

Do not forget to talk to Sandrah about the consequences from your visit to the Archive.

During the Hell episodes when you encounter Sarevok once more, you will regain [Gorion's Dagger](#) from your Bhaalspawn brother. Loot his body. Afterwards Sandrah will provide you with her interpretation of the weapon's history and why Gorion kept it.

When Ellesime's first visit and thank you for defeating Irenicus is done, Sandrah will talk to you about the upcoming events. This is another breaking point that checks if you have advanced her quest while she helped you with yours. Checks include

- the finishing of the Stormhorn quest (= Global("SanHintFactory","Global",35))
- the Book That Writes Itself quest (=Global("SanKhalBlood","GLOBAL",16))
- a minimum of agreement between the two of you (=("Sanpoints","GLOBAL",120) or more.

If you fail these checks, she will leave you. (I heard that she will join another Bhaalspawn Balthazar to finish her quest but I never played that variation nor did I find it in the code or dialogues. It may have been a planned addition to the mod not yet/never developed.)

After Irenicus' defeat and when you recover in Ellesime's care, there will be a dream scene in which some details about the Mystra/Sandrah/Bhaal relationship are illustrated.

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Part 4 Sandrah in ToB

160. Pocket Plane (AR4500)

Sandrah only appears in ToB when she was in the final party against Irenicus. Trying to summon her from the Fate Spirit leads to a messenger appearing to tell you she is not available.

Sandrah adds a large part to the content of ToB and works only with Ascension installed as well. If you add Wheels of Prophecy and Longer Road to her, you will get a real full story compared to original hushed ToB.

(J) After the initial conversation with Sarevok, Jen'jig will appear in the pocket plane. She is injured and had to flee from her kin and her Lich queen to avoid assimilation. You can grant her shelter or you can let her join again. Here I assume you take her with you to describe her further quest and involvement with the protagonist.

Sandrah and Jen'lig will have a conversation that reveals what has happened to your githyanki companion and what may lay ahead for her.

Hint – Sandrah and ToB- only NPCs

Sandrah has many interactions with the ToB-only NPCs i.e. Sarevok, Irenicus and Iylos. Especially Sarevok and Irenicus act as a foil to elaborate the topics of power, responsibility and godhood that are important for the remaining part of the Saga.

Sandrah's initial conversations in ToB set the tone for her story and development. While the previous parts of the game were about finding out who the protagonist and she really are and come from, the remainder of the saga is about where the two of you go and what you will change on Faerun. During ToB she decides that she does not want to be just a figure in somebody else's game but become her own power, with the Bhaalspawn making this development possible. When ToB comes to the final decision, the way ahead is clear for her and in RtF you will make that happen against all odds.

Hint – Sandrah and Cespenar

Cespenar will be rescued by Sandrah at ToB end when the plane is destroyed. He will find a new home and master to re-appear in RtF, so you can still collect items and upgrade them later on. Some ingredients can be found in the new areas to explore by then.

During a later challenge in the side chambers you meet Cyric. Sandrah will initiate an important dialogue about the past and about the possible future for the protagonist. Her intentions should be obvious after this event. (Prerequisite is that you finished Sandrah's main plot and hound her sister by then.)

161. Saradush (AR5000)

You can ask Volo about Sandrah and as well about *(J) Jen'jig*.

At some point Sandrah will come back to the topic of Khalindra's second child. She is now sure that it is not the protagonist but she is as well afraid that chances get thinner to ever find the one

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with Bhaalspawns now being eliminated in large numbers. There is also the possibility that the one she is looking for may be among the Five.

After Gromnir's defeat, Mystra will await her granddaughter in the pocket plane. She has another useful item for her. During the conversation you will always learn more about the Mystra/Bhaal/Cyric relationship. Mystra claims that even though she and Cyric have stopped the God of Murder during the Time of Trouble, they have not ended his existence forever. This task is for the protagonist and Sandrah to finish. She also reveals that only a bhaalspawn can prevent Bhaal's return.

162. North Forest (AR6400)

Sandrah will advise you that Saradush may hold against the siege for some time after the internal quarrel has now been stopped. She claims that this is a good time to investigate Watcher's Keep before looking after the Yaga-Shura quest. In case Irenicus is in party, he will make a similar proposal.

163. Watchers Keep (AR3000)

When you have the three items for the ritual on level one, you can ask Sandrah to perform it for you.

You will have a PID option to ask Sandrah about her lore with respect to Watchers Keep. She will give you her theory about the Imprisoned One's identity, again bringing the theme of the Time of Troubles to the table.

Sandrah will heal Yakman if you follow him from the compass room (AR3003) on the third level. She will also decipher the elf's journal for the way through the labyrinth (unless you install the randomizer mod for it).

Once you have freed Carson from the machine (AR3017), you can ask Sandrah (via PID) if she knows how to open the portal to the next level. She has made copies of all the scribbled notes found in the tower and can operate the machine. You both need to be near the machine for this dialogue option to appear.

164. Forest of Mir Temple (AR5202)

Gorion's Wraith accuses Sandrah to pursue her revenge for the early death of her mother caused by a bhaalspawn. He claims that she is as false as her grandfather Cyric. After you killed the wraith, Sandrah will clarify that the target of her revenge is no other but Bhaal and her achievement will be to prevent his return.

Another topic is the resemblance of the temple area with Elminster's garden at Waterdeep. Sandrah explains that the temple was once a temple of Mystra before the forest was abandoned and darker forces infiltrated the area. The issue later is illustrated in a quest during the ToT sequel of the Saga.

165. **Siege Camp (AR5203)**

Sandrah's ToB part of her main quest starts after Yaga-Shura's defeat when the Solar finally reveals the protagonist's origin by showing Alianna, the priestess of Bhaal, the bhaalspawn's mother. This is the 'A' from Gorion's dagger. It is as well the final confirmation that the child of Khalindra has still not been found. There is a new PID option now to finish the dagger quest and see why Gorion kept the artifact until his death.

Another important event after Yaga-Shura's end and Mellisan's new information is the appearance of Talos. He claims that Sandrah's presence (representing Mystra) provides a loophole for other God's to interfere with the bhaalspawn war in a limited way. There will be a celestial for each of the Five that has made one of them their champion or other interest. The god's are not willing to wait for the outcome of the struggle to see who may get the power to enter their circles.

Sandrah heavily objects to the idea that the mortals are just players in a game for the gods. Her further actions and decisions are guided by the idea to put an end to this. Imoen, Sandrah, her mother Khalindra, Gorion, and the protagonist have all suffered from the machinations of celestials on the Prime. Her plan how to end this starts to grow during ToB and is the key to her plot in the sequel. You have a PID option to learn more about her opinion on the subject.

Sandrah and the protagonist discuss the information they had received long time ago and which now appears in a new light: the child Sandrah is seeking must be in Waterdeep, most likely in Undermountain.

Quest – Khalindra's Second Child

Before advancing to the next step in the main plot, this may be the best time to follow Sandrah's main quest in ToB to finally find the sister or brother she is searching since you met her outside of Candlekeep. It is time to return to Waterdeep again.

Meet Elminster in the garden of his house this time. He explains a lot about the events around the birth and rescue of the Bhaalspawns in general but also about the showdown that lies ahead. The only way to destroy the Throne of Bhaal and prevent the evil god's return is from the inside. And the only way to get inside is for a certain Bhaalspawn, i.e. the protagonist.

Sandrah will insist on meeting her sister Qilandrah. There are several options for the protagonist to decide on, after all Qilandrah is a bhaalspawn who also has the blood of Mystra in her. Either she is a mighty ally or an enemy for a protagonist aiming at the Throne. Since all other decisions will lead to a confrontation with Sandrah, her father and the followers of Mystra and Eilistrae in Waterdeep – and thus to a hostile ending of the Sandrah plot – this guide will describe the path where you agree to swear an oath against following Bhaal.

Talk again to Elminster, this time in his study. You receive a key to the grave of Sandrah's mother in the inner sanctum of the Mystra temple. You also learn that Qilandrah is a drow by appearance and the high priestess of Eilistrae at the temple below Undermountain. A lot of previously gained hints and indications from all over the saga now appear in a new light.

For the initial meeting there is a small challenge. You need to take the “normal” route into Undermountain, the route that those seeking Eillistrae’s shelter would need to take. On subsequent visits, there is a direct access – further visits will be possible/required in the RtF sequel.

166. Undermountain (CVUM02)

On your way through the temple and Khalindra’s grave you will receive some advice from Sandrah and Ringothal about the path through the upper Skullport area of Undermountain.

In the initial area you will get several glimpses of a drow scout who runs ahead of the party to notify your approach. If you roughly follow his path, it leads to the SW exit from this area. There is nothing extraordinary in this first dungeon for a high level party like yours.

The next area (CVUM03) has its exit in the north behind a locked door. Of course you need to find the key for it first. In the east of the area is a snake statue with stairs down.

The halls and corridors in (CVUM06) are full of traps and many containers are killer mimics. The key is in a room full of demon knights and grabbing it will spawn some more monsters. The exits to the previous area once you have the key are at the end of several trapped corridors but not where you came in. Any of those you find will do. In a shelf in the North is a tome of leadership and if you visit the most northern room you will learn what became of Gorpel Hind and his Merry band of Fools, the guys you once met in Baldur’s Gate.

Return upstairs and exit via the door that now can be unlocked.

167. Undermountain The Promenade (CVUM04)

Do not fight anyone in this area. You find drow and surface elves living together and old artifacts that point to a common culture these two races once shared. You are now close to Eillestrae’s sanctum and Sandrah’s goal.

In the north is the portal to move forward but first the protagonist must prove again his/her allegiance to get access. If you fail the test with Rhanthona, Sandrah will move ahead alone to later rejoin you. You will miss the experience and the plot solution as well as an ally for the final ToB battle. If you succeed, you will enter Qilandrah’s realm (CVUM05).

On subsequent visits, you get a direct access to this area from Khalindra’s grave. In this area you will later (in RtF sequel) be able to find most of your drow companions if you kept them alive through the game (e.g. Viconia, Yasraena). You will also be able to send a new companion you will find after Sendai’s defeat to this place to become a joinable companion in RtF.

Now that you reach the last area, you just go around the right hand corner to find a room with the scout who advanced you and Sandrah’s sister. When you start the conversation, you will notice that you met her before – either at the end of the Dark Side of the Sword Coast Dungeon or at the end of the Vault book hunt to the Nashkel mines. It is the drow priestess of Eillestrae

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who pursued the drow raiders in either of those two quests. You will remember that she appears like a darker counterpart to Sandrah, which now makes additional sense.

After the initial conversation, the two sisters will leave to acquaint themselves in more privacy. You are free to explore the area a bit and finally move to the large hall in the north of the area. Keep in mind not to provoke and fight anyone in these realms.

In the conference room, Sandrah will rejoin the party and then urge you to talk again to her sister about a possible alliance. This is optional but highly recommended. At least you should hear her out before you make a decision.

The conversation gives you several options to gain her support or enmity. She will not join the party but she may give you an item you can use in your quick-slot to call her to the Throne of Bhaal when you face the last battle. Note that any attempt to use it otherwise will result in a penalty for the protagonist.

After you finished the business here, you can use the stairways right outside of the conference room for quick exit back to Waterdeep.

168. The Oasis (AR6300)

With Sandrah in party it is possible to gain a peaceful solution via dialogue options with Tombelthen. Note that the mod's variation of that option only triggers if you do not have a similar function from some other mod installed already. Priority is given to other mods in this case.

169. Githyanki Wreckage (CVJens)

(J) You will automatically come to this area when you travel from the Oasis to Amkethran and Jen'lig is in your party. There will be a conversation with Jen'lig and Sandrah that makes clear that the crash-landed spelljammer was the vessel of a githyanki elite force out to hunt the renegade. Some of the cadre may have survived and be nearby.

Search the ship itself to find an artifact that Jen'lig needs in her further quest.

You need to reach the road to Amkethran in the north of the area so you need to fight the githyanki enforcers. They are an elite troupe once trained by no other than Jen'lig herself.

170. Amkethran (AR5500)

Lazarus Librarius appears both on Saradush and now in Amkethran. He will appear once again in the RtF sequel in Thay. So if you sell him stuff you do not need at this point in ToB you can sell it to him and buy it back if you need it later.

I highly recommend installing the Wheels of Prophecy and Longer Road mods with Sandrah. The story around Amkethran and Balthazar is far more interesting and offers more options and choices when you have both mods in your game. Chances are high that with a bit of diplomacy

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and the right dialogue choices you get Balthazar on your side for the final battle. This may be an important factor to beat the enemies introduced by the Ascension mod. Do not confront Balthazar for the second time unless you defeated either Sendai or Abazigal first.

171. Abazigal's Lair (AR6000)

Angered by the fact that she cannot rescue Balthazar's monk (AR6002), Sandrah will issue another of her speeches against the machinations of the celestials on the plane of the mortals.

During the ToT sequel, some important events will let you return to this area. You will also witness a young Abazigal and his "father" in this place.

(J) In the anteroom of Abazigal (AR6004) free the enchanted dragon Fll'Yissetat. Jen'lig will remind the dragon of the ancient pact between Tiamat, the dragon goddess, and Gith. Fll'Yissetat will enhance Jen'lig's artifact from the spelljammer encounter for your companion's further quest. There will later be a conversation between her and Sandrah that will focus on the use of the artifact and reveal how preventing Bhaal's return is involved.

After Abazigal is defeated, leave via the portal in the NW of his lair. You will be greeted by Tiamat herself outside. Other than the other deities involved, this one appraises your actions. Abazigal was an abnormity and not one the goddess of dragons expected to survive the Bhaalwar. She will provide you with a valuable item.

172. Sendai's Lair (AR6100)

The beholder (you may have met him in the SoA Sahuagin city) and Lieutenant Egeissag both play a role later in the RtF sequel when you take L'Uriet's quest and return to the Underdark.

You will meet L'Uriet Yantyr outside of the cave system after you defeated her mother Sendai. She is one of the drow you can send to Qilandrah's enclave and you can later let her join your party in RtF.

(J) After you removed Lieutenant Egeissag and his people (AR6106), Jen'lig will warn you about the mind flayers that are your next obstacle.

Right after Sendai's fall, Shar will appear and make clear that her champion has been taken out of the game by you. She will confront Sandrah as well who claims that Mystra and Shar need to co-exist to keep the balance between the Weave and the Shadow Weave. This again is foreshadowing the events to come in RtF.

Leave (AR6108) by the portal in the middle of the room to meet L'Uriet outside.

173. The Throne of Bhaal (AR6200)

You can now use the item you received in Undermountain to call Qilandrah to your side. You may also have Balthazar to help in case you played your earlier options right. In case you have Irenicus as well or you lost him previously, you will only have to face Bodhi in the initial attack.

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Sandrah will confront Amelyssan with the fact that she missed Qilandrah's existence and thus never had a chance. The Bhaal priestess on the other hand confirms the plan to eliminate Mystra's bloodline.

(J) Once the last of the Bhaalspawns on Melissan's side is dead, Jen'lig has finished her mission and will depart on the remains of the never-returning Bhaal to her own plane. The outcome of her final showdown with her lich-queen will be reported in the end bios section.

The Solar appears to end the battle when Amelyssan is about to die. Before your protagonist is confronted with the final decision, the Solar will address Sandrah. The party meets again Mystra who will finish Sandrah's quest. Sandrah will give her goddess the answer that sets the path into her future, i.e. into the RtF sequel. Your own decision shortly after that will determine if the game ends at this point or you continue with Sandrah.

Note – before the Sandrah/Mystra conversation starts, there will be an automatic save. This is quite handy, as you can play both possible endings. Many people including myself like those end bios of the company and you will obviously not see those if you decide to continue the game.

During the Solar dialogue, Sandrah will not try to influence your decision. However, she will be asked to make a decision about her sister's essence. This may be another hint of how to decide if you want the game to continue.

Depending on your decision, you will either now witness the end cinematics and NPC bios – or you will get the initial introduction and the transition into Return To Faerun.

Part 5 Return to Faerun

174. Celestial Quarters (CVRtF2)

After some initial screens and transition movies you find yourself with Sandrah, Haiass and Pelligram in this new home in Celestia. You will not stay here long and you will not return once the sequel plot has started. Sandrah will give you some introductory text and encourage you to explore the chests in the room. They contain some items you gathered during your adventuring days. Take all you can carry even if you cannot use some, you may find companions who can.

After a short while, Solar will appear and Pelligram for the first time will change to her normal avatar. They will give you a report to sum up your current situation.

A decade has passed on the Prime (your home plane and Faerun) while time in Celestia had appeared to you just like a few weeks. Trouble is brewing and an alliance against you and Sandrah has formed. Cyric and Irenicus are rumored to be among your opponents but there are probably others, too.

Someone on the Prime seems to pull the strings. Overlord AO wants no trouble on the planes and has decreed that this has to be sorted out in Faerun alone and that all involved will be sent there in their mortal avatars. Obviously Sandrah as well as Pelligram cannot wait to return to their old adventuring selves.

Once you are equipped and ready, just go to the central exit. A dialogue similar to pocket plane exit will be triggered and you can chose a starting point for the new adventure. It may be either the Waterdeep temple or the Clan Orc land, areas you know from the previous visits. Both starts are in the end leading to similar results, one is the mirror of the other. In this guide I describe the one starting in Clan's land but the other one just works with travelling through the connecting passage in reverse order. You either speak with Shar-Teel or with Shauhana first but in the end gain similar information. Nothing is missed on either path.

Hint – Particularities of RtF

This part of the game is a common adventure of the protagonist and Sandrah, i.e. both of you are in focus here. This means that you cannot part and if one of you dies it is game over for both.

Once you left Celestia, your XP will be drastically reduced while you keep the level and skills you have gained during the regular game, but it is likely that you will further level up during RtF.

The sequel is not aimed to be a tactical butchery of high level encounters. It is rather putting you in the role of high level adventurers who are accompanied by "normal" mortals to solve a quest. The most interesting way to play the sequel is to recruit some of the new NPCs and keep them alive and growing throughout the adventure.

At the start of the quest Sandrah will inform you about some old friends you can still find to accompany you again. Some original characters however are no longer available; they have followed their own career and appear throughout the game as the plot evolves (e.g. Nalia, Imoen, Keldorn, Sarevok, Shar-Teel, Branwen, Edwin).

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Replacing them is a new generation of adventurers who have grown from some acquaintances you once have made. Each of the new generation has an own quest if you take them into the party, a large number of interactions and a romance with either you, Sandrah or another party member.

Giran, the little errand boy who was later adopted by Shauhana and Minsk, has become a ranger and berserker of some experience, equipped with his stepmother's famous bow. You find him when visiting the Stormhorns in the initial phase of the plot.

Isobel (Izzy) - you met her if you did Imoen's orphanage quest in BG1- she has grown up to follow her pink dressed idol in every way, she is a thief/mage to be found in Beregost.

Melicamp, yes...the everlasting apprentice, the sorcerer is experimenting with spells too advanced for him once again at the old Sune temple between Waterdeep and the Stormhorn passage. He will renew his old feelings for Sandrah if you take him along.

Leyala was once rescued by you and Sandrah at the Waterdeep temple and has stayed there for her education as a monk. The young nun follows the new god/goddess of Love and Hope.

You first met **L'Uriet Yantyr** in Tethir after you had defeated her mother, the drow Sendai, in the fight over the Throne of Bhaal. The cleric/mage made it to the Undermountain enclave of Qilandrha. Her resistance against Lolth is the topic of her quest that leads you back to the Underdark.

Those are five candidates but you can only take four along, my proposal is to take L'Uriet early on – she will stay in the Underdark when you finished her personal quest, so she departs halfway through the sequel and you can now recruit whom you left behind. Again, I propose to make that Melicamp in order to miss as little of quest content as possible.

175. Shauhana's Palace (CVRtF8)

There is some more introductory briefing talk once you are back in Faerun but eventually you move to the area where Nib's sky ship is stationed and find that the ancient palace is now accessible.

Move inside and talk to the orc receptionist. He will point you to Giran, when you ask him a second time, he will mention the dwarven smitty in the lower level. You can talk to Minsc in his room in the NW. If you move further along that corridor you find the steps to the lower level and the dwarves (**CVRTF9**). Going left around the corner from the receptionist will lead you to [Giran](#), Shauhana's and Minsc's adopted son. Talk to him before you move inside to meet Shauhana. Obviously he is ready for his djahemma, of course in your company.

Shauhana will give you an overview about the upcoming trouble. You need to investigate the so-called Hornswamp Passage that connects the orc lands with Waterdeep. After you left the palace, Sandrah will provide you with an option to either talk to Shar-Teel to hear the version from the other side or to travel through the passage and meet the old wild cat with the information gathered on the way. Again, it makes little difference which option you prefer.

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I will describe the passage with subsequently meeting Shar-Teel (the other option works just backwards).

Hint – Travelling in RtF

You can ask Sandrah via PID about travelling with her magic parcel. It is still possible to a large extent but she will warn you that your enemies can easily trace your trail this way. Using the parcel in 50 per cent cases leads into some ambush. Better use the worldmap or Nib's sky ship. Conventional travel makes sure that you do not miss important new stuff.

In the smitty in the basement you find a weapon shop – the dwarf you may have met in Mountain of Doom during the BG1 Drizt quest. The lava fuelling the installation spawns fire creatures that may attack you. Check your equipment after such an assault, they can disarm you. You also find Jan Jansen down there. He can join but has no additional content for RtF. I have never used old NPCs in RtF so far, and this guide will focus on the new NPCs whom I took along.

176. Hornswamp Bridge (RTF002)

You reach the bridge by travelling past the old graveyard and the frozen lake where you fought the last battle against Vennegrat a decade ago. When you reach the abandoned village, follow the road south to find a new travel area.

Talk to the orcs and priests on the bridge to learn about their observations. One of the orcs has some more detailed information. Before moving ahead, take a trip south along the river to the next area (**RTF003**). This is a dead end but if you fully explore the map, you find some duergar miners in the NW that provide for some interesting insight. You find out that no scouts or messengers have ever reached Shar-Teel. Return to the bridge and leave the area to the west. On your path you find the mysterious remains of a battle everywhere.

177. Hornswamp Battlefield (RTF004)

There are more signs of a battle in this area. You will be attacked by yetis that plunder the corpses but are not the reason for all the dead. Explore the camps to find some bottles with mysterious liquids and the bodies of some people you know have died many years ago already, like Scar or Brage. According to Sandrah's inspection, those appear to be dead just a couple of days however.

Find a single hut (**RTF04H**) that belongs to the trader who was mentioned by Shauhana. (If the name of the guy sounds familiar to you, yes, you met him before.) Enter the underground area (**RTF401**) and explore it until you find the laboratory (**RTF402**). The equipment you find reminds you of some unpleasant events from the past.

When you return to the outside again, Sandrah will discuss those initial findings with you.

Note: Although you get hints about visiting Thalantyr already, do not yet go there but follow Sandrah's advice to restore the peace between Waterdeep and orcs first by finishing the passage and talking to the parties.

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Anyway, you need more information still, so move on to the next area south.

178. Old Sune Temple (RTF005)

These are the outskirts of Waterdeep already. The place will play an important role again in the ToT sequel, if you stick with the mod until then.

This time you are ambushed by all types of demonic creatures. When you cleared the area, you will find the cause for this invasion: a sorcerer has made experiments with spells that were beyond his capacity. Of course this is [Melicamp](#). Sandrah will appeal to you to take him along. If you do, the two of them will renew their relationship that was already hinted at in BG1 when you first rescued the chicken.

Leaving the temple on the west side will bring you to a new quarter of Waterdeep.

179. Waterdeep North-East Ward (RTF006)

This is a large new city area with some points of interest for your initial visit, since you pass through here several times, the area will be mentioned later under other aspects again.

Past the gate where you enter from the Sune temple is the Overland Shop ([RTF008](#)). The shop keeper is not interesting but he gives shelter to a strange little assistant – [Cespenar](#).

In the northern part is a large church/temple ([RTF007](#)). A priest of Tempus will ask you for help with a strange visitor. You will find a dead clan orc and again some of the mysterious liquid you already noticed on the Hornswamp. Sandrah also makes some interesting medical discoveries on his body.

Other places in the area are the East Market Inn ([RTF009](#)) and ([RTF014](#)), upstairs; East Market itself has a black market thief who can be useful in a later quest.

The area has exits in the south and SW that lead to parts of Waterdeep you already know.

I suggest going to Mystra's temple first to investigate what they know about the events. Sandrah will remain incognito, only Ranthona and Ringothal will recognize her in her new role and they keep it that way. In Ringothal's sanctum you will find the nun [Levala](#) who can join you.

Entering the mausoleum of Sandrah's mother will now grant direct access to Qilandrah's enclave. Among other drow companions (e.g. Viconia) you will find [L'Urieet](#) Yantyr, Sendai's daughter, who can join you.

Finally go to the commander's house to meet Shar-Teel.

180. Shar-Teel's War Room (RTF001)

When you enter the house this time, Shar-Teel will invite you to meet her and other representatives in the war room. She opens the secret passage behind her cupboard for you to access it.

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You meet Keldorn, Duke Belt and Keldath Ormlyr from Beregost. You will get a fairly similar tale from this side like the one you received from Shauhana. There are slight variations in the dialogues depending if you already travelled the passage or not.

However, once you have all the information and evidence outlined above, there will be an announcement that messengers will be exchanged once more and a meeting will be arranged at the former Summer Camp in the Neutral Zone in a ten-day from now.

At this point the two possible routes through the early RtF events are re-joined as you get the same outcome if you went from Waterdeep to Shauhana instead.

Once you left the palace or the commander's headquarter, Sandrah will initiate a summary about all you found out so far. You get a journal entry and the hint that it is time to consult Thalantyr at High Hedge.

181. Friendly Arm Inn Revised (RTF025)

Since I took the conventional route via Old Waterdeep Road to the Sword Coast, I landed at FAI. Go inside to see that anyone you may have sent there to wait is gone.

Talk to Volo, who now resides there. He will give you an interesting aspect about how the "normal" people would receive your presence on Faerun at that time. There is also a PID option with Sandrah on the same topic and why the majority of commoners will not recognize you at all.

You receive a copy of Volo's bestselling book "Bhaal's End" and learn that you and Sandrah are famous heroes now – famous dead heroes. Sandrah claims that nothing could suit your mission any better. Sandrah will later make use of Volo's talents to spread other stories to the masses, including the tale of the Spell Plague and Mystra's death.

Note – Later, the final scene of RtF will take place in this area including the possible transition to the third part of the Saga – Time of Troubles Revisited.

I took the path through some wilderness areas and random encounters to see my new generation party in combat before I made it to High Hedge.

Hint – New NPCs Party Interactions

At around the time when you reach High Hedge in the RtF plot, your new party member will start to interact with you, with Sandrah and among them.

I will not spoil the details, but involved are PID options for the protagonist, some flirts for a male protagonist with the nun Leyala, Sandrah and Melicamp re-candling an old flame etc.

NPCs will also react to specific areas and plot events. Their individual quests will be dealt separately in this guide when it comes to the area where they start.

At a later stage, there can be some romances between NPCs (Izzy and Giran, Leyala and Melicamp).

182. High Hedge Plain (BG3200)

This is your first significant encounter with your new party and the indication you are on the right track. Someone has prepared an ambush to keep you from reaching Thalantyr. His laboratory is besieged but the seals of Mystra prevent the Talos followers to enter. With this event you can assume that Sandrah's old enemy Talos is in league with your opponents.

The meeting with Thalantyr gets more interesting if you have Melicamp with you at that time.

Before the mage can start his analysis, you need to do an old fashioned task for him, retrieve the Lens of Spectro Analysis required for his research. He lost it while fleeing from Talos' followers. He gives you the areas he passed during his flight. You need to find an imp (and his protectors) in the location south of the lake where you once met Drizt. The imp is very fast and hard to capture and he calls a number of very nasty "big friends" to defend him.

Around this time either you (via PID) or Sandrah will remember where you heard the name of the Hornswamp trader before – it was Nerkio, the strange "Collector" who once stalked Sandrah in SoA and finally stole a lock of her hair. He seems to be involved, but how?

Return the lens to Thalantyr and he will need a day for his analysis. While waiting for the result, it is a good moment to visit nearby Beregost again.

Later – Thalantyr's results: Someone produces clones in great numbers. The only ones you know who could shed some light on the matter are the "Collector" Nerkio and – Irenicus.

You now will have a new PID option to discuss matters with Sandrah. She will provide some more details about the new Athkatla as well as your options to travel there. Irenicus has returned to his place below the promenade. To gain access you would need to inquire with either the Head of the Council in Athkatla (Nalia deArnise) or the Shadow Thief guild master (Saemon Havarian).

183. Beregost Orphanage (BG3320)

This is the former Travenhurst estate that came into Imoen's possession during the BG1 events. RtF assumes that Imoen was in your party at that time and that you did the respective quest, otherwise you need to use your imagination based on the dialogues during your visit.

In the entry hall you are greeted by Isobel aka [Izzy](#). She is Imoen's adopted child and you will know her from the earlier adventure in BG1. She has grown up and is ready for adventure. She will advance upstairs and following her will bring you to Imoen. You get more detail about what has changed during your absence from the Prime and finally get the option to take Izzy into the party. (If you follow my earlier hint to kick Melicamp from the party for her, he will go to Thalantyr and wait for you to pick him later.)

184. Athkatla Shadow Thieves Headquarter (RTF306)

When you reach the Docks district, several of the new NPCs will ask you to visit also the Temple district which you should do eventually.

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In the new version of the Shadow Thieves Guild you will find Saemon in charge. Note that you may start your inquiry about Irenicus here or with Nalia at the Council of Six, just as you prefer.

The conversation will reveal that there is a growing tension between the Guild and the Government and a large enforced garrison in the Docks. Your task will be to negotiate with both sides to come to some peaceful agreement in exchange for the information you need. You can get some extra XP if you visit the garrison in the docks after that talk and later when you received Nalia's document.

Quest – Izzy's Quest, part 1

Izzy needs to be in the party during the Saemon conversation in order to start her personal quest.

One of the other girls from the Orphanage – Sharlenia - left with a shadow thief from Athkatla not long ago. Imoen has tasked Izzy to find out that everything is fine with the girl in her new home. To find out more, you need to visit the young couple at the boy's home in the Bridge district. (The house is in a row of houses north of the Five Flagons.)

The mother, Anne Glort, will inform you that the couple has left to seek their fortune as far away as Thay. There seems to be nothing you can do here unless your adventure will take you to Thay (which they will...)

185. Athkatla Council of Six (RTF039)

Note – one of the changes in Athkatla you may notice is that the Copper Coronet has been closed down by the government of Nalia. Any NPCs you may have left there at earlier parts of the game are inaccessible in RtF.

When you visit the council building you may notice the absence of the cowled wizards here as well as everywhere else in town. You may ask Inspector Brega about it and get an initial hint about some important part of the RtF plot.

Xan and Anomen might be around in the area in case they survived the previous game.

The negotiation with Nalia and Saemon requires some moving back and forth between the two and using your diplomatic skills to solve the issue. Once you have a sealed document for Saemon, show it to Brigadier Halm at the garrison for some extra bonus before you give it to Saemon.

Saemon will give you the key and the instructions about how to reach Irenicus through the former Aran cellar area.

186. Order of the “Randalizing” Heart (AR0903)

This name is Izzy's interpretation. With L'Urriet in party, she will start a discussion about the impact of the so-called gods on the mortals. The drow's opinion strangely enough aligns with Sandrah's to a large extent. Her hatred for Lolth however is the source of later trouble and the basis of her personal quest.

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At the order itself, Ryan Trawl and Ajantis will give you an update about how things have changed in the temple hierarchy. This is interesting but not essential since you already met Keldorn with Shar-Teel.

187. Former Aran Linvail's Hideout (AR0307)

You will have the information where to go here from Irenicus but you may ask around if you like. Do not miss the torturer's apprentice. If you talk to him and he runs away, you can very much later meet him again – in Thay.

Note – there will be an additional visit here later if you have Leyala's quest going on.

Be careful as soon as you enter the training area. Those who ambush you are no normal shadow thieves. Once you come to the imitated street scene you will know why. Cyric will reveal by accident that he is not cooperating with Irenicus. He will as well admit that he is still after the protagonist's essence, claiming that even if you are not the god of murder (Cyric still holds that title) the Bhaal essence is rightfully his.

Make it to the red button and activate it to once more return to Chateau Irenicus (AR0603). You find yourself on the upper level in the side room where you met the vampire in SoA. You need to fight your way back in this time, Irenicus has filled this level with his *security* forces.

Arriving at the former SoA starting dungeon, make your way past the dryad's garden to the southern living room, Ellesime's room. Entering the room makes Irenicus appear. He has a bit of useful information but before you can get all of it, Rieleve appears and alerts his master. Lassal, the vampire Jon inherited from his sister Bodhi has convinced the Yuan-Ti of Irenicus guard to rebel against their master. You have to defeat them and make your way to the former prison cells.

There is some mentioning of little Quayle and when you visit the air elemental plane in the north of the complex (the djinni area) you find out more. Afterwards fight your way to the cell cages where you started SoA to meet Irenicus again. Note that the story of Irenicus and Aerie will continue after your first visit to Thay. It is also part of the Leyala personal quest.

Irenicus will continue the earlier conversation as soon as you killed all the Yuan-ti in the cell area.

You will finally receive some hints about Nerkio and a journal entry.

188. Waterdeep Ancient Graveyard (CVELM9)

You have the choices now to find a graveyard worker (remember Sethle from Athkatla graveyard) or a fence (thief guild or Waterdeep East Market) for more information. Using PID, ask Sandrah about Waterdeep's graveyards. She will come up with a clue.

Travel to Mystra's temple area in Waterdeep and find a new transition on the eastern side of the area.

The area is as undead as you expect it but when you cleared the way to a tomb entrance in the east you will find the man you are looking for, Nerkio.

You will confront him but he will escape inside, threatening to activate the contingency measures. Sandrah advises to follow because she is afraid that evidence leading to his superiors may be destroyed.

189. Waterdeep Undermountain Entrance (RTF020)

You know you are on the right track when you encounter a pair of cowed wizards after you descended the stairs. They will call for more help after a short conversation and a big fight breaks out. You will also get another hint about Thay's involvement. It is the first mentioning of the Zulkir and the Citadel.

In this area and in many other areas throughout RtF you can find ingredients for Cespenar's recipes.

190. Undermountain Myconid Hall (RTF021)

Near the entrance you will find two red wizards, just another hint that Thay seems to be involved in the proceedings.

A group of Talos' followers is in another part of the hall, and – of course – loads of myconids and spores.

A nasty party of spellcasters guards the two possible exits to the east and north. The northern exit still is inaccessible and locked by some magic, so first move to the eastern transition.

191. Undermountain Ice Storage (RTF023)

You have found the area where your opponents store material needed for clones. You find all kind of evidence and many creatures of the icy regions guarding them. There are also duergar mechanics that fight your party. If you pick up one of the ice blocks, you get a message that the northern exit of the myconid hall is now open.

Both, the myconid hall and the ice area will later be revisited in the ToT sequel. The erupting force field in the SE will open more parts of Undermountain.

192. Undermountain Snake Hall (RTF022)

Snakes...led by a Bittersnake Queen whose locked throne holds an item you may need for Cespenar. Click on one of the banners that are all around the walls. It provides you with a hint to some opponent you have not yet met.

Go upstairs (**RTF024**). An alarming red flashing button on the table gets your attention. Nerkio and a cowed wizard you will recall from SoA – Corneil from the Council of Six building – are

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present. Before you start the conversation, check the shelves for some evidence that will be useful later.

Once the conversation has started it will lead to the destruction of the place and you cannot return.

You somehow escaped and find yourself outside at the graveyard again. As soon as you regain consciousness, another old acquaintance – Madden, Corneil's former assistance – appears. He provides a bit more of insight but (unwillingly) you give him some information as well. A mistake you learn about later. It is now time to reconvene with your allies at the Summer Camp like it was agreed after the Hornswamp events.

193. Ghotal's Summer Camp (RTF030)

Talk with PID to Sandrah about the location and road to the summer camp. She will also tell you about the history of the place. After the conversation the worldmap will show the new area some distance east of Tazok's bandit camp. The options are to use Nib's skyship or to go to FAI and leave the area to the west.

You will be ambushed on the way to the camp (RTF036), leave at the SE corner.

You find Shauhana's and Shar-Teel's men peacefully together. There is the main entrance to the building and a secret backdoor (I cannot find a special reason for it). In a tower near the gate (RTF031) and in other areas are again Cespenar items.

Nothing much to do on your first journey here than to enter (RTF032) and meet your friends in the next room in the NE (RTF035). With Shar-Teel and Shauhana there are Thalantyr, Keldorn, Wallrick, and Minsc.

The debate will summarize what you found out so far and which are the open questions. The name Szass Tam will be dropped if you have the evidence from the Collector's shelf in Waterdeep. After the meeting, the participants agree to stay at the camp for further peace and trade negotiations while you and Sandrah need to dig for more information.

There are two new tasks in order to find information from older sources

- Midnight, the retired Mystra, at Waterdeep
- Candlekeep library

You can decide in which order you prefer to visit those places. In this guide, I start with Waterdeep but it makes no difference if doing it the other way round.

(Note – you will return to the camp later and also find more levels to explore on the next visit.)

The area's only exit leads you to the Field of the Dead (AR10PB) that saw Ghotal's last battle. During an encounter with several undead creatures, you see a ghostly lich who does not attack but observe the scene and then vanishes towards the former camp. After the battle, Sandrah will identify him as another possible opponent and connected to the skull symbol in the snake hall of

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Undermountain. There is a Giran interlude if he is in the party and you enter the orc camp with him.

(Easter egg – In the house of Wenric on the “zombie farm” I found the ranger Sarah from the Umar Hills and she could be a joinable NPC, although my party was full already.)

194. **Midnight's Garden (RTF017)**

Talk to Landrel at Elminster's house, to get the hint of how to reach Midnight. Go to the garden and find the entrance near the altar where you once met Pelligram.

The garden is full of Mystra's creatures but of no further interest at this time. Funny, in a barrel near the house's entrance you find several scrolls – protection from magic.

Inside **(RTF018)** you find Midnight and Drizzt and some nice details about their retirement lifestyle. Upstairs **(RTF019)** are more nice little details but nothing important until much later in the plot.

Talk to Drizzt and then to Midnight. Midnight will work as source of information and quest giver all through RtF. You can consult her several times and she will often advance the plot. Sandrah will mostly inform you in time.

During the first visit, explore all possible dialogue options, if necessary you can initiate dialogue with Midnight several times. She will identify the ghostly lich to be Velsharoon. She and Sandrah will also remember details about an ancient transport system used by Thay to deploy their magicians and troupes over large distances.

Afterwards it is time revisit Candlekeep.

195. **Cloakwood Cave (BG1603)**

You can PID talk to Sandrah to learn more of what she expects to find at Candlekeep. She will mention Cerameon's journal, the memories of her famous ancestress that defeated Westgate against Thay many centuries ago. You may remember the name from the Book That Writes Itself being mentioned in her motherly bloodline.

You cannot reach Candlekeep directly at this time but need to go via Lion's Way **(BG2700)**. Pay a visit to Gorion's death site. You find that your stepfather is duly honoured.

As you approach the western path towards Candlekeep, the hermit Kolssed appears again. He is not happy about your “intrusion”...You awake in a cave **(BG1603)**. When ready step outside to find yourself in Cloakwood **(BG1600)**.

Remember Peter of the North? His pets have grown since your last meeting. Fight breaks out which alerts Peter's new ally, Cythandria – you once met her in the Iron Throne. She was Sarevok's lover after he dismissed Tamoko. From what she has to say, you will learn that Faldorn the druid is held prisoner as well somewhere around here. If you decide to help Faldorn, look for her at the tree house after Peter's group is defeated. You will find her changed to the good.

196. Candlekeep Library, Top Level (BG2614)

After the Cloakwood diversion, return to Lion's Way and follow the SW narrow trail to Candlekeep. They erected a statue of Gorion in remembrance of your step-father.

Note – to enter, talk to the portal keeper, to leave talk to the inner gatewarder.

If you have Izzy in the party, pay a visit to Winthrop for fun. Otherwise, there is little new here except to go into the library. You can ask around for the book you search, they will all point you to the topmost level where Ulraunt oversees the most precious tomes. If you speak to Tethtoril at the top level he will confirm the book is there.

You find the book on one of the shelves and nobody objects to your taking it. You can get some hints from reading it already.

When you go down again, an ambush awaits you at the level where you once met Rialtar (BG2610). The man in charge is no other than Sarevok who now serves a new master, the Lich-Lord Velsharoon. He promised Sarevok eternal life and power, the price being the existence as a lich. Sarevok has a company of duergar and duergar spellcasters with him.

Once the battle is over, search Sarevok's corpse for the symbol of his new master. Keep it, it is an important plot item, also the stairs down are blocked until you have it.

Sandrah will inform you that Velsharoon will most likely "resurrect" your dead brother as a lich and eternal thrall in his service. You can spare Sarevok such a fate – and yourself a returning enemy – by taking back the spark of Bhaal essence you once gave him in the Abyss. Your decision will later have consequences when you visit Kelemvor's Fugue Plane.

The monastery of Ravencrest is your next goal. It is built on the grounds where once the main portal from Thay to the western Realms was sealed by Cerameon. If your enemies succeed in opening it again, there invasion with clones and spellcasters can really start. You just arrived during the preparation phase and all that has happened up to now are just preliminaries. When Leyala is in your party she will provide additional information, she has studied her fighting techniques at the monastery.

To reach the place, you need to go to Amkethran.

197. Ghotal's Summer Camp Staircase Level (RTF034)

Before you can start your journey however, there is a new turn of events. Shauhana's adjutant Wallrick appears with the news that the Summer Camp is under siege. Velsharoon and his undead have infiltrated the surface and your friends just could retreat to the lower levels of the camp building. They are captured there awaiting their relief.

Arriving at the camp you get a short glimpse again of the ghostly lich who soon disappears and leaves you with his undead minions to fight. Clear the outside and the first level.

You will find a staircase leading to the lower levels.

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There are three skeletal conjurers on this level, in the SE room, the west hall at the far W end and on the staircase. Try to eliminate them fast since they conjure skeleton warriors at frequent intervals. The longer you take the more opponents you will have to face. Act fast and look for loot later.

198. Ghotal's Summer Camp Intruder Level (RTF035)

This level has again conjurers that create a growing army of intruders. Several are at the end of a curved tunnel in the very west of the area and one is in the south. You can decide to fight and eliminate them thus gaining the chance to loot the level before you rescue your friends – or you can make haste to just deal with the one in the south (this is also a minor portal from Thay) and then go to rescue the friends who are guarded by some demons east of that portal. Once you reached Shar-Teel & Co, you will soon leave that level without chance to explore it further. It is a matter of preference, there is nothing extremely valuable or rare to gain although the dungeon is large.

Once you found your friends, Sandrah will use the symbol you found on Sarevok to seal the intruder's portal. This is not the only occasion you need the item, so hold on to it.

However, before you can leave the place and Sandrah seals it forever, Keldorn will demand that the traitor who revealed the secret meeting at the camp to the enemy must be sealed within. Nobody but those present knew of the place and the people being here, so there must be a spy among the group or in your party. Once that issue is solved, you are ready to travel to Amkethran.

199. Amkethran Zephyr (AR5501)

Ask the innkeeper at Amkethran about the road to Ravencrest. He will mention a mountain guide you find in the SE corner of the village. You need to go there to either hire the guide or gain Leyala's sympathy by asking her to guide you.

200. Ithal Pass (RTF027)

Either the mountain guide or Leyala will lead you here. There is a large party or caravan raiders attacking you here. The way sign pointing north is a trap, if you follow it, there is another ambush.

The actual path is through the cave NE of the caravan remains. Leyala will point it out, if she is present.

The decayed bridge ([RTF041](#)) can injure party members severely, avoid the loose planks.

201. Ravencrest Harbour (RTF040)

Ask around town and you get several hints about a nun who acts as the harbour master. She is the one to hand out badges required to enter the monastery. The locked entrance is in the north.

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When you talk to the monk guarding it, you will also learn about a recent book theft in the monastery.

The big harbour master building has several entrances, one leads to the inside and another leads to the waterside of the village. Here you will find some ships at anchor, one of them can take you back to the Sword Coast later on.

Get inside the building (RTF042) and out by the northern exit that leads onto the fortification, where you find the harbour master. You can convince her to give you a badge. If you fail, another option is to bribe a specific monk outside to sell you one. You may also learn about the book theft from the nun if you do not know by then.

Note – once you finished the first Ravencrest quest, there is a travel wheel symbol on one of the ships that you can use to buy a passage back to Baldur's Gate instead of walking back via Amkethran.

There are a number of extra options and additional talks in Ravencrest and the monastery if Leyala is in your party. None of it is essential for the main plot; it just enhances her background story.

202. Ravencrest Monastery Hall (RTF043)

Speak to the librarian in the first room on the north side about the book theft. Talk to him again later after you were down at the seal level.

Find Iylos and get his permission to search the lower levels.

The stairs down are west of the library but not accessible until you get the permission.

There are a number of interesting items in trapped rooms and locked chests around this level.

On the Mourner's Level below (RTF044) find a dawn relic to make the passage behind the fountain visible. There are again useful items around the room. Leyala has a small episode when you come near the fountain.

203. Ravencrest Ancient Ruins (RTF045)

Here are the remains of the place on which the monastery was later build. You find many signs of battle and destruction and numerous dangerous creatures. You need to find a piece of wall that was later build to hide the seal to/from Thay. It is near an enormous bell that was used to alert at war times.

It is a good idea to clear the area from monsters during the first visit, it makes the battle of the second visit you need to do much easier since you will have more room to manoeuvre.

Move Sandrah close to the brick wall near the big bell to trigger a dialogue that opens the path onward to the seal room (RTF046). Inspect the room to find that nothing can open the seal until you find the original hammer that was used by Cerameon long ago. The hammer was buried with

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the old heroine and the information about the place of her grave might have been in one of the stolen books from the library upstairs. Sandrah will talk to you to analyse the next steps and suggests you talk to the librarian again. Let Sandrah talk to the man to get the clue for your next destination.

Your journal and worldmap get updated (the place is far east of Gullykin just as described in the journal, Mornbryn's Shield.) Ask the monk outside of the monastery to learn about a ship leaving soon to Baldur's Gate. You also now have a PID option with Sandrah to discuss travel details.

Easter egg I – I travelled by ship to Baldur's Gate and found the Elfsong now run by Garrick [\(RTF028\)](#).

Easter egg II – Outside of the gate before you reach the bridge [\(BG0900\)](#), there will be Imanel Silversword, unless you encountered him with Kivan during BG1. If he is still alive, he and his companion Ardenor Crush will demand that you kill one of your companions to make room for him.

204. [Mornbryn's Shield, Riverside \(RTF038\)](#)

Leave FAI area to the east to travel to this destination.

When you come up from the river to the locked buildings you will be attacked by wild dogs led by the "chief's dog". After killing them, the chief, i.e. the innkeeper will come out from the "Troll in Flames" and tell you about a red robed wizard and his men who came through not long ago. Follow his invitation to come inside and learn more. Also from that point on you can use the store in the other building as well as the inn.

After shopping and resting it is time to see what happened to the town. Leave the area to the north.

205. [Mornbryn's Shield \(RTF010\)](#)

The village is destroyed; corpses and dead animals lie in the street. You are occasionally ambushed by groups of beasts as you make your way around the city wall. From the north where you enter you need to move clockwise to the gate in the south.

Although the red wizard has left the dead town already, there is a force awaiting you on the market place before you can enter the church. More enemies and traps await you inside [\(RTF011\)](#). In the trapped and locked crypt [\(RTF012\)](#) you find the grave of Cerameon but you need a key to open it. Talk to the sole survivor, a monk named Lir in a western side room from the main church floor [\(RTF013\)](#).

Before he gives you the information about the key, he tasks you to find a little boy who must have survived as well. It is the real boy Innocento, the one the devil shade used to disguise himself outside. You find him in an upstairs room [\(RTF016\)](#) in one of the houses [\(RTF015\)](#) south in the town's square. Send the boy to the monk and follow him.

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Once you have the key and take the hammer, you can leave town through the south gate and follow the road to the south with an exit back to Wyrms Crossing outside of Baldur's Gate.

Quest – Melicamp's Quest

In case the sorcerer is with you at this time, there will be a visit from his mentor Thalantyr. The old mage will make peace with his apprentice as he is now going to face Thay and its secrets. He will advise Melicamp to be on the lookout for rare magical artefacts he may find on his travels.

The visit may as well take place later prior your second journey to Thay in case Melicamp is not with you at the earlier stage. You may find some items regardless of his presence; however their meaning will only become clear if he is in the party.

You can find one item upstairs ([RTF903](#)) in the mage's tower in Bezantur's Foreign Trade Guild. Keep it even if Melicamp is not with you.

You can find one item in the Wheloon temple ([RTF141](#)) in the throne near the round pool. Keep it even if Melicamp is not with you.

When you have both parts of a Netheril scroll, Sandrah and Melicamp will have a conversation and they need time at a safe resting place to study the artefacts. The quest continues when you next rest the party outdoors or at an inn.

When they deciphered the text, Sandrah and Melicamp will know that an item called "Karsus Pocket Library" contains enormous knowledge. The item was lost somewhere in the Citadel, which sooner or later will be a place you need to visit anyway. Melicamp will share his idea that such knowledge is not for one single person to keep but something to be shared at an academy. More of that will follow.

You find the papers to the library in the [Admiral's quarter](#) at the Citadel ([RTF166](#)).

After you left the Citadel, use PID to ask Sandrah about the quest. She will tell you to rest outdoors so that they can observe the constellations. You rest your party and Melicamp will ask you for approval to open the package. He and Sandrah will warn you to be prepared for some assault. A number of greater elementals of all sorts will spawn including Karsus' Librarian. There will be a dispute between Melicamp and the Librarian that ends in violence.

In the fight, the pocket library is destroyed, but not Melicamp's dream of an Academy of Wisdom. Sandrah will give him a copy of her own encyclopaedia that she has amended during your common travel. If Leyala is with the party she will promise to contribute to Melicamp's dream with her knowledge as well.

206. Thayan Seal ([RTF046](#))

Take whatever overland route you prefer to return to Ravencrest via Amkethran. Do whatever extra quest you like, despite Sandrah's remarks that you stay ahead of your enemies' actions, this is no timed quest.

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Quest – L'Urieets's Quest Part1

In some outside and out of town area you are visited by a favourite of Lolth who demands that you hand over your drow companion to the Spider Queen. You of course resist and are able to fight off the hunter and her pets this time. But L'Urieet warns you that this may not have been the final attempt to get hold of her.

In the ancient ruins below Ravencrest an old acquaintance awaits you to demand the hammer from you; you met Narghal Rasz before in Baldur's Gate (Orloth's candle quest) and/or at the factory below Sharkta-Fai. And you will meet him again later in Thay.

Click on the seal in the middle of the room. In one of the dialogue options you can get more information from the portal, i.e. your enemies cannot use this entrance since they are not from Cerameon's bloodline. When ready, start the journey to a location far below Thay ([RTF047](#)).

207. Magma Level ([RTF048](#))

The old transportation system needs a large amount of energy and they used the heat of the lava for this. The level is crowded with all types of fire related monsters.

Move along the passage south from the starting location and see a chest on a small island in the lava. Find the secret jump point (marked by a ?) to access it with your thief and unlock it to find a claw you can use in a little while.

In a temple ruin west of it, you find Balowol, an ancient balor, the one who bit off Cerameon's hand when she closed the seal. He lost his claw in the battle and is stuck in the cave since that day. Convince him to work together for your escape. He will prepare some test for you and in the meantime you can further clear the area from enemies.

There is an inner ring of islands in the magma that you can access at this time and an outer ring where the exit is located. You need Balowol's aid to get across to the outer ring but he needs you as well to get out. The goal is to work out such an agreement. Chances are better for you if you found the claw in the meantime.

Once you are on the other side, Balowol will become an ally even though he is restricted to the underground areas until you find the exit to the Thay surface. But he will stay to guard that exit and later you meet him again.

208. Iron Cemetery ([RTF049](#))

Sandrah will provide some explanations and assumptions about the place you now enter. She assumes you are below Bezantur in Thay and she also mentions Cyric's influence in Thay these days. Some coffins contain loot.

The most interesting part aside from some ambushes in which Balowol comes to your assistance is the control room ([RTF078](#)) you find at the end of a corridor in the NE. Search it to find some hints for its later use. There is a manual that is helpful. You will also need Sarevok's Myrkul

symbol later to operate the scales. Finding the handbook provides you with a journal entry that is helpful.

Not much to do here this time other than to look for one of the exits to the upper level. There are two of them in the NW and SW.

209. Cyric/Bhaal Temple (RTF077)

In a room in the NE you find portraits of an older god that have been hastily chiselled to resemble Cyric by now, a hint that this once was Bhaal's temple.

In a hall in the SE you find a number of sarcophaguses. Inspect them to find that they belong to the Odesseiron family. One of them is reserved for Edwin but it is empty – one of several hints regarding your former acquaintance.

In a large hall down some steps in the NE you meet Bhaal's ghost, the former master of this temple. He summarizes your current situation in grim colours but you can tell him that he will stay dead forever and your idea of godhood is quite different. However you receive the warning that both Mystra and the new deity of Love and Hope are the most despised members of the pantheon in Thay. Their supporters only can survive in the underground – again a hint for coming events.

Balwol awaits you near the exit to the surface. He stays to guard the portal against intruders from the outside.

210. Odesseiron Estate (RTF070)

As soon as you appear in the area, a priest of Mystra will run off to the north to notify someone named Candrella.

Sandrah will give you a short overview about the situation. She will inform you that Candrella is a chosen priestess of Mystra and that an underground opposition to the red wizards would be the people to get in contact with. Since there is no point of contact with those "Red Hoods", she suggests that you explore Bezantur and wait for the Red Hoods to contact the party instead.

The mausoleum next to you is still locked. Remember it for later. The estate is surrounded by a high wall and the exit is heavily guarded. The knights will not let anyone leave detention. Explore the inside and buildings to find more clues.

In the barn building (**RTF085**) you find further hints about Edwin. Someone stuffed a murdered guard into the well near the barn. Lucky for you the corpse carries an authorisation paper that allows you to leave the estate. But first explore a bit more.

Talk to the butler in the entrance hall (**RTF079**) for some information. Follow his hint to go upstairs (**RTF087**) and explore the living rooms in the N of the area (Thay decoration tastes are special...).

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The girl Lucinda has more clues for you. The other floors of the building (RTF086) have nothing interesting at this time. You will return to the estate at various times in the plot.

Show the authorisation paper to the knights and leave the estate. Pass the bridge in the north and go the western map exit to go into town.

211. Bezantur temple district (RTF050)

Talk to the people around to pick up all kinds of information, e.g. the arrival of a famous sailor from the Sword Coast, a slave auction, the red hoods, a dark hooker who appears at night near Ilthrash's house.

There will be some citizens that are doppelgangers who attack you when you try to converse with them. Their role is revealed later.

The old windmill (RTF052) is empty but plays a role later. You can trade at the Oghma enclave (RTF053). You can rent shabby rooms at the boarding house (RTF051). The rich man's home (RTF054) has some valuables but guards will appear and attack.

A dark skinned escort can be found under the streetlamp between Sharkey's inn and the pink clothes shop. She is only there in the dark hours and is essential to talk to. A beggar near one of the temples will also remind you to see her. Keep the item she gives you. It is the wardstone for the mausoleum on the Odesseiron estate. Note that it only opens the outer door and you still need another key for the inner door. To get that second key is a bigger quest to follow.

"Sharkey's" (entrance from the backside) (RTF056) is the nobler inn. Click on the shark over the bar to understand the name. When the owner asks you for papers, answer him with coin and also agree on the special offer that grants you access to all areas. You can rest and trade here; there is another trader in the extra area. In a private room you will later have a meeting with the Red Hoods.

A visit to the shop (RTF057) can improve your equipment but is even more interesting with Izzy and Giran in the party.

In the library (RTF058) Sandrah will ask the librarian about some books on the Odesseiron family. The information she receives adds another piece to the puzzle. If you disturb the readers they will reveal their true nature, beware. The same thing happens when you have already visited the basement of the library (RTF059) before.

Autharch Ilthrash's house is of no interest yet, so leave it for later in the story.

212. Temple of Mask (RTF510)

On the lowest terrace near the waterfront you will be addressed by Baylan Gael (and that is no typo). He will point you to Shabella the Pale, local shadow thief leader, who has "an offer that you cannot refuse".

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Quest – Izzy's Quest, part 2

Izzy will ask Baylan about the missing girl she was tasked to find by Imoen. She learns that the girl in deed has arrived with her boyfriend but suddenly disappeared. He talks of trouble with Samas Kul. You will soon learn more about this man, who is a very important figure in Bezantur.

When you enter the guild, i.e. the temple of Mask, Izzy makes further inquiries there.

The Guild of Foreign Trade is in a guarded and walled area of the town two maps to the east. You cannot enter the inner area without a pass you need to obtain in some way for the main plot.

Once you have access, you can free the girl from the lizard men's headquarter (RTF093) and send her to Saemon's ship. When you later meet with the captain for the return trip and take the rescued girl home with you, Izzy's quest is done. This sounds trivial but there are some complicacies when dealing with the details.

Dealing with Shabella is dangerous but also an easier way to advance the plot. Like in the other parts of the game, the shadow thieves have many connections but they have their price as well. And – Shabella knows about your incognito appearance through her master, Mask. She will keep her mouth shut if you do a job for her guild. She needs two items of Mask (cloak and short sword) that are kept by Samas Kul, leader of the Guild of Foreign Trade.

You have a tenday to deliver the items to her or she will reveal your identity to Szass Tam and the authorities of Bezantur. Note that this is only a small addition to the tasks you need to do in this town anyway and the time limit is generous. Just do not forget to give her the items in the turmoil of later events.

At some point, depending on your progress, chief-inspector Colano from Thay's secret police (or something like that) will appear and start asking questions. He will scribble down notes about your answers but does not appear to be dangerous. He will as well ask you about Edwin, another hint that the Odesseirons are of special interest to all sides involved. This is just the first of a number of visits from the guy you will become an important figure in the plot that follows.

213. Bezantur government district (RTF060)

Leave the temple district to the east near the house under construction in the NE of the area.

The court house near to where you enter the government district is not accessible yet.

South of it you will find the place where the slave auction takes place. Move near enough to the auctioneer to get the scene started. In case he is not yet there, come back later after you have done some other tasks first. Cowled wizards and a red wizard are among the bidders for a family of so-called traitors that is to be sold. Sandrah suddenly starts to bid against the red wizard, disregarding any warnings from the people around. Finally she buys the slaves but of course sets them free after she inquired about the red robes. The father suggests meeting them at the old windmill near the Oghma enclave.

Not much later, Colano will appear again. Outlanders are not allowed to own slaves in Thay. Since Sandrah does not keep her purchase, the law is not broken and Colano admits that. He retreats but makes a remark that he is sure that it is not the last time you met with him.

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In the middle of the area is another incarnation of the Arcane Archive shop ([RTF066](#)) (I counted one on Lendore Island, one in Saradush which moved to Amkethran after the capture, and now this one).

In the SE corner of the area is the citadel. Go there to learn that this is NOT the citadel you are really looking for. You gain more insight into the Guild of Foreign Trade and you can now access the new area at the east exit of the current map.

However to enter the Guild itself you would need a pass or invitation of sorts. In a large warehouse ([RTF069](#)) in the SW near the waterfront you find numerous and dangerous lizard men. You may also find another Velsharoon symbol, just in case. The destruction of the lizard men will lead to another of Colano's visits. The lizards were precious elite guardians in service of Samas Kul. Sandrah seizes her chance and proposes that you deliver compensation for the damage done to Samas – for some reason (you find out later why) Colano agrees and gives you a pass for the guild.

214. Caravanserai ([RTF068](#))

You need to have visited the citadel tourist attraction before and you need to have Giran in party for the following quest.

Quest – Giran's Quest

When you pass near the door of the building, Giran will notice an orc boy that vanishes quickly. Giran claims that it must have been a clan orc. Agree to inspect the building, even if you were there before.

You witness two slavers discussing a plan to capture a group of clan orcs that were observed in the borderland between Thay and Rashemen. Once outside, Giran provides some background information about how some of "his" people could have come to a place thus far from the Stormhorns. To find out more, the ranger proposes to follow the boy's trail that leads east to the Foreign Trade guild area.

Move all around the southern edge of the trade compound and pass Saemon's ship to reach the east side of the map and then north to an exit. The hostile knights you meet can be fought and killed without turning the ones in town against you. Obviously they operate illegally together with the slavers.

In the borderland area ([RTF073](#)) you meet well-armed and large groups of the slaver organisation. Fight your way towards NE until you pass warning signs for the Rashemen border which you ignore. Somewhere near a passage you find again the men you overheard at the Caravanserai. They call a corrupt captain and his men for help while they escape into the passage. Follow them after the captain and his men are dealt with.

The second bridge ([RTF074](#)) is guarded by the clan orc Hartleff. You have a dialogue option to let Giran do the talking, use it. After Giran having proven his courage, you will be admitted to the village.

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Talk to Nildjek in the NE part of the village. The conversation will be interrupted by the Thayan attack. Fight alongside the Clan Orcs, kill the red wizards and recapture the bridge.

After the battle, Nildjek and Giran will come to a conclusion about the further fate of the orcs between Thay and Rashemen.

215. Bezantur, Guild of Foreign Trade district (RTF090)

Visit the brewery (RTF094) in the middle of the area and accept the invitation from the slave who offers you a drink. He has a number of interesting points to mention about the area.

The treasury (RTF901) is a very dangerous place full of re-spawning jellies and vapours that can leave your party members unconscious. You need to enter to find the cloak of Mask for Shabella (check a dead thief on the floor).

In Auril's temple (RTF095) you meet Branwen. She has a lot of interesting hints; she seems to know much about the Red Hoods. She also offers temple services and trade options. She will not join, but you later meet her again at another location. The tourist guide near the temple entrance has interesting things to tell about Saemon. (Visit the freed slave in the windmill (RTF052) to add to Branwen's hints).

The large unnamed building (RTF093) between the Legion headquarter and the Auril temple is a very dangerous place. It swarms with high level lizard men that give you a terrible battle. The lizards are not dumb; especially their spellcasters are dangerous with SCS installed. You want to go to the area to find Izzy's missing half-sister.

Go upstairs (RTF903) in the mage's tower (RTF902) for a surprise meeting with Szass Tam. He will disappear because he does not take you seriously and is obviously not informed about your and Sandrah's new roles. In a shelf you find a scroll for Melicamp.

Legion headquarters (RTF910) is worth a visit to acquaint with the area and remove a few obstacles to make a later event here a bit smoother. And when some knight tells you to stay away from the prison area, this is a kind of invitation to any adventurer, right?

Find some valuables in the smith shop (RTF108) that you reach through the barn (RTF096).

The large unmarked building in the SE of the compound is the Guild of Foreign Trade itself.

216. Guild of Foreign Trade (RTF091)

Some ambitious guard captain thinks it is good for his career to bring you in chains before Samas Kul, so entering the guild will end in some initial fight. Once you managed to win it, you can explore the rest of the areas in the building. Be careful in this fight and avoid killing the innocent slaves that are around.

Go up the right stairs to the exposition room (RTF104) to meet again Sir Sarles. You get involved in a dispute he has with Samas Kul's curator over a question of art. You can judge Sarles' talent and get more or less XP and reputation depending on your judgement.

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The left steps from the hall lead to the dining area (RTF103) with a couple of hungry but inoffensive red wizards. The right steps here lead to the same area (RTF105) as the left steps from the exposition. You can decide to explore the quarters full of hostile cowled enforcers or sneak up the stairs to the throne hall (RTF107).

The right steps from the exposition room lead to red wizard quarters (RTF106). This is a kind of dead end at the moment. You may come down into this area from the throne room if you take the NW exit.

At the throne (RTF107) a number of minor minions attack you. Once they are dead, Samas and Saemon will initiate the dialogue with you. Sandrah will compensate for the damage you did and in return the guildmaster will provide you with a lot of insight in Szass Tam's plans, the factions in Thay and – most important – an ally of Szass on the Sword Coast: Xephistagoras at the former temple of the Black Hand in the Wood of Sharp Teeth. You will need to visit it after the first Thay adventure is finished. You will also need Saemon later to take you back from Thay.

After the meeting, search the chests and the hidden cache on the throne seat for loot, you find Mask's second item for Shabella there. The remainder of the level is full of valuable loot, bad taste interior design and little anecdotes but nothing you need for the main story.

217. Mask temple basement (RTF513)

Talk to the red wizard in front of the court building while on your way back to the Mask temple to deliver the items.

Follow Baylan into the basement of the Mask temple to confront with Shabella. Of course it is a trap just like you and Sandrah had expected it to be. Baylan will leave but the guildmistress and her archers and assassins await you. After her death you may pick up and use the Mask items for your party.

By this time you have learned that the second item you need to hind the Red Hoods has been confiscated by the legion authorities and is most likely kept in the inaccessible court house. The only way to probably get inside is to get arrested in some way.

In case you finished all the aforementioned "deeds", it is time for Colano to appear again. This time he has a warrant to arrest the party. You are taken to the judge right away (RTF061). You are locked into the cells next door to go to court next morning. You can either wait for the trial or accept Izzy's offer to unlock the cells and get out. Getting out of the cells will make guards appear that take you to the court right away, so the only benefit is to advance things at will. In addition, the conversation started by Izzy makes clear that you expect no justice in Thay but only use the so-called trial to access the building with the key you need.

218. Courthouse (RTF063)

During the trial, Colano presents all the evidence of your actions and the answers you gave him to the judge. It makes no difference what you may have told him, it is always tweaked to work against you. You are inevitably sentenced to hang.

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At that point a messenger hands a sealed paper to the judge. It seems that some high representative has some special interest in Sandrah. You and your party are brought to the cells to await that person before you get executed in the morning.

Narghal Rasz, the zulkir's assistance you met several times before and who destroyed Mornbrym's Shield, appears and tries to get Sandrah to serve him. He promises to set the rest of the party and the protagonist free in return for her staying with him in slavery. Sandrah's answer is a violent outbreak and Rasz gets hostile and finally killed.

Find some stairs at the end of the gallery with the cells to escape...into the arms of Colano.

Instead of arresting you, the chief-inquisitor recognises Sandrah this time and tells you where to find the artefact you need. He will also warn you that you have but a few hours to escape town before your jailbreak will be noticed and you will be hunted by the authorities. You will soon meet him again.

Follow Colano's advice to break into the treasury (RTF612). Instead of the lantern you seek you find a receipt by Autharch Ithrash stating that he took the item to his home for closer inspection.

219. Autharch Ithrash's house (RTF511)

Hurry to the house in the temple area and try to avoid the knights on the way. Search the house for the item you need. The lantern is upstairs (RTF512).

When you leave the house, the giant Ithrash himself appears. You can bluff your way out of the situation, which is the better solution this time – there is battle with him a while later.

Time to leave the town now before your escape is noticed. Make it back to the Odesseiron estate and enter the mausoleum in the SE.

220. Odesseiron mausoleum (RTF080)

This area is a kind of endurance test. After you entered passed the second door, there will be repeated spawning of monsters. From the side tunnels umber hulks and their elders will appear. The exit is in the SW but it only becomes available after one of the Red Hoods appears. Until that time you have to keep the spawns down and your party alive.

From the messenger you learn a bit more about the red hood. One thing is that Candrella is the wife of the Red Hood's leader and Lucinda, the girl from the estate, is their daughter. Sandrah removes the red wizards warding spells from the mausoleum to open it again for passage, and then it is time to move downstairs.

In the living quarters (RTF081) of the Red Hoods you can talk to the rebels, find some ammunition if needed or rest. There are occasional small monster attacks but the men of the rebels will help you fighting them. If Izzy and Giran are with you, do not miss the cows in the large cave. The exit to the next area is in the north.

221. Red Hoods headquarter (RTF082)

A short cutscene and the butler's introductory words are proof that you are now at the right place.

A store room in the SE has some equipment you may lack still.

In a large living room in the south you find Candrella and her daughter.

Before she leads you to her husband, the Red Hoods leader, she brings you to a room in the west to have another meeting with Colano. He is the head of the rebel's intelligence service and his role was to prevent yours and Sandrah's early recognition in Thay. He provides you with some further details on the situation at large.

Afterwards everybody move to the NW room of the installation to finally meet the leader of the underground in Thay. As everyone might already have guessed it is no other than Edwin Odesseiron, your old "friend". He has changed but not too much. In the following talk you get the story of Edwin's return from the Sword Coast finding himself a wanted man at home and how he became member and leader of the opposition.

The couple then leaves you to explore the area and rest and recover. You are to meet them upstairs at the house later on.

In a room in the north you find the former slave and his family whom Sandrah bought at the auction. Near the store room you will now find Branwen with her temple services.

Use the northern one of the doors near the butler to get the short road to the house. You pass a small clearing (RTF083) to exit SW into the mansion's cellar (RTF084). There is some stored equipment if you need it.

222. Sharkey's backroom (RTF109)

Go upstairs to the living rooms where you first met the girl Lucinda to continue your conversation with Edwin and Candrella about the next steps.

The couple will explain the role of the Red Hoods in Thay and the plan to overcome the tyranny of Szass Tam. They need your support just you would need theirs when you finally are to face Szass Tam's allies. But before such a showdown can be envisioned, more preparations are required. As a first step your party will need to return to the Sword Coast.

For the details, a meeting in Sharkey's is arranged. Ask the innkeeper for access. The knights guarding the estate and elsewhere around town may be hostile and after the escaped prisoners by this time.

The meeting provides more details on the plot and summarizes the recent events. Your next tasks and options are outlined:

- For one – you need to eliminate Xephistagoras and his installation of spell casters in the temple of the Black Hand.

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- As a second – you need to find your own powerful allies to neutralise some of your opponents in the upcoming events.
- As a third – Sandrah likes to consult Midnight on an important question.

In this guide I follow the option to return to the Sword Coast with Saemon's ship. This route includes half a chapter of additional events and quests you otherwise would skip.

223. Saemon's ship (RTF098)

Leave the meeting room and prepare for the road to the ship in the eastern harbour. There will be a number of encounters trying to hold you up. The main obstacle will be autharch Ithrash near the slave auction ring. When injured enough, he will retreat but you will meet him again later.

On the ship you find Saemon with a woman, Shaleij. She is not only Saemon's true love but also a former slave of Ithrash. If you think that sounds like new trouble, you are right. Anyway, you need to go below deck to start the journey.

Under deck you can learn more about Shaleij and you can meet Izzy's half-sister if you did the quest for her.

You can explore the lower levels of the ship (RTF101) (RTF102) to find out why Saemon travels all the way to Thay.

Return upstairs to find the ship (RTF100) out at sea. Talk to Saemon at the steering wheel. Sandrah drafts some initial ideas about a hazardous plan that may deprive your mighty opponents from the source of their magic. It is a first hint on events to follow.

(Easter egg – click on the arrow on the railing behind Saemon to jump into the lifeboat in tow. You find a well-known guy as blind passenger. Have fun.)

The journey continues and you fall asleep after a short while. When you awake, the ship (RTF110) has stopped at an island. Ask the seamen about Saemon and his girl and learn that they are out to explore the land. There is nothing to do except to follow them before Saemon gets into his usual trouble.

224. Avariel village (RTF111)

There are a number of trapped bridges to cross before you reach the village. Cross them quickly and fight the spawning monsters from the other side – as long as a party member is standing on the trap, monsters will continue spawning.

You find various buildings to visit and learn a bit about Avariel life. The interesting place is the inn near the center of the village (RTF115). Anyway, after you talked to a number of people you will have learned that there is a wedding event going on at the temple. You may have your idea already what is going on?

The transit to the temple (RTF112) is in the NE.

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Talk to the Avariels near the small amphitheatre to learn more and to ensure they will help you in a little while. Go east to find a small temple in a large tree. There you find bride and groom.

If Leyala is with the party, she will step in for the priest who seems to be missing for the ceremony to start. You get a journal entry for Leyala's quest but the actual action will only start a bit later when you are back on the Sword Coast.

Move further east to a darker entrance with a question mark when you click on it. Follow the hint to inspect the nearby statues. Unlock one to find a wardstone.

Shaleij appears to give you the report about Saemon and his sailors being taken into the temple by fish-men, Kuo-Toa.

225. Kuo-Toa temple (RTF117)

Prepare well, these Kuo-Toa are a dangerous breed. They seem to be harder than the ones you met in Underdark or Abazigal's lair.

You find the remains of Saemon's dead companions (RTF118) but not the captain himself. Fight your way to the door in the north against the fishy hoards.

When you enter the shark's mouth to the temple level (RTF117) you cannot return until the Water dragon and his minions are dead and you found and freed Saemon. I suggest you remove all the traps and kuo-toa before you face the dragon between the pools. Once the dragon is dead, Saemon will appear from the cells. You see the changes in him when he first asks about Shaleij. Follow him the exit in the north of the area. Restore your party well before you leave, there is another battle ahead outside.

226. Faenya Dale (RTF112)

Autharch Ithrash and his slower ship have used the time you spent searching Saemon to catch up with you. He will await you outside with his men. The avariel in the area are very helpful in this fight. Again the giant will escape when he is badly enough injured. Thank the avariel for their help.

Give Saemon and Shaleij the time to move to each other and reunite. You can tell Saemon when you are ready to continue the journey. You will be transported to the Baldur's Gate harbour.

Your next destination may be either the Temple of Black Hand or Midnight at Waterdeep.

I will follow the Xephistagoras plot first because Midnight has more to say after you did that quest than the other way round.

227. Xephistagoras' academy (AR61PB)

When you reach the area outside of the temple (AR60PB), you will notice that Sandrah gets weakened by the excessive activity of the assembled mages. Even if not directly attacking you,

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they constantly cast spells which cause her to get unconscious at times. There is also one of them who casts time stop at intervals which makes a coordinated attack harder.

Mages are scattered all over the area and the more you eliminate, the better it gets. Try to find the one in the east who is responsible for the time stops. Afterwards <our chances improve.

However, if you eliminated a certain number of his disciples, Xephistagoras himself will appear and join the fight. (C: GetGlobal("Magedead","ar60pb") will be 8)

After your victory follow Sandrah's suggestion to enter the temple to end the spook for all times. You will find that you have dealt the phalanx that opposes you a first significant blow. Talos will be banned from the primary plane, at least for the remaining campaign. Although Sandrah demands that it will be made an eternal ban by the Overlord. This is a sign of her having her own agenda in the current crisis and you will learn more about it soon.

It is now time to consult once more with Midnight at Waterdeep.

Quest – Leyala's Quest

Anytime now that you come to a city, there may be a shadow thief named Lathan be approaching you. He is one of Saemon's men and sent by his comrades who are all concerned about their boss. Something has happened and Shaleij seems to be missing. They ask Leyala for help before Saemon loses his mind completely. You can try to find out what happened by visiting the guild in Athkatla.

Talk to the very depressed Saemon and get his approval to search the quarters below again. In the hidden headquarter area find Missy, the cloak check girl. She unknowingly reveals that there were visitors some days ago. You also get hints about pirates, the Asylum and the fact that Irenicus and Aerie are on their honeymoon and someone else may use their home and its features for another purpose meanwhile.

Go back to talk to Saemon. Leyala will do some detective interrogation to find out that the pirate Desharik has kidnapped Shaleij. The only way to secretly approach the island without endangering Saemon's beloved will be by air, with Nib's skyship.

Once you landed outside of the Asylum, Cayia, the former lover of Desharik will greet you and urge you to come inside. She is a prisoner as well as Shaleij. She also confirms that this is a trap intended for Saemon. Warning: do not try to exit for Brynnlaw at this time, the stone trap on the bridge is activated again.

Inside the asylum, Cayia will tell you that Shaleij is held in the glass prison at the lower level, a place you well remember from the Irenicus confrontation back then. On your way down, you will be discovered by Lonk who escapes to alert Desharik. Fight your way through to the laboratory.

After you freed the girl from the glass prison with a trick, the next problem is how to get past the trapped bridge and into town. Go back upstairs to consult Cayia.

Clear the way to the bridge from enemies but make sure you stay clear of the trap. Once the enemies are dead, move one party member slowly forward on the bridge until Desharik can see

the bait. He will start to talk and get into a rage and then rushes forward, followed by Lonk who tries to give him the wardstone. They petrify themselves and you can cross the bridge.

There is a further battle with pirates on the path that leads into town. You win it and get a finishing cutscene and are sailing back to Athkatla docks.

228. Northern Road (RTF150)

The consultation with Mystra will result in the proposal to activate possible allies that are best suited against the members of the phalanx.

One candidate is Kelemvor, the god of the death but also Midnights former companion during the Time of Trouble. He was murdered by Cyric and later elevated to godhood.

The other proposal is to use a Lich as best weapon against a Lich. Larloch, the Shadow King, is as old and powerful as the magic used by Szass Tam. Sandrah wants to seek his help.

You get several new PID options; one is to ask Sandrah about how to reach Larloch, another is to propose your own allies. Of the candidates you can list, only Ellesime and Suldanessalar seem to be promising.

(Note – you can go to Suldanessalar and talk to Ellesime. Deheriana (Kivan's wife) will offer to join you. However, this seems to be unfinished business of a kind. The NPC is not yet developed.)

After you received the description from Sandrah's PID option, go to NE Waterdeep and look for the passage north of the church. Note that you may have found and used it earlier. However in case you already visited the northern road area before, the access to Warlock's Crypt was still blocked.

In the eastern part of the area, around 4350/1750 you will recognise a magical presence and Sandrah will identify it as Larloch's signature. Move east from there to find the access to Warlock's Crypt

229. Warlock's Crypt (RTF151)

Larloch's Imp will greet you with a riddle. You need to find the millstone in the mill on the eastern side of the map. This will stop the grinding, i.e. the constant re-spawns of Larloch's minions in the area. Those battles really can grind you down, so try to end them soon.

I will not provide tactical advice for the area. Once you entered the mill, unlock the crate with the millstone. The Imp will appear to offer you two options to use the stone. If you drop the stone on the watchdog, it will not kill him but just wake him up – meaning an additional fight (the "watchdog" is a dragon). You can skip this and go directly to the tower.

With the millstone in hand you go back outside to the locked door and access the Rose Tower.

230. The Rose Tower (RTF153)

Clear the first level (RTF152) and move up the spiral staircase in the middle. Finish the imp upstairs (RTF153) but do not attack Larloch.

The mage reports that Shar, goddess of the Shadow Weave, has already visited him to win him over to her side. He has an appointment with her in a tenday at the Mystra temple at Wheloon in Cormyr. Sandrah persuades him to stay with the True Weave and Mystra but still to go to the meeting with Shar. Only that you and her will go there as well.

The conversation with Larloch will also bring up the question who is leading and who is following within the organisation of the phalanx of your foe. This question will stay open for longer and the solution, if at all, can be quite surprising.

As you return from Warlock's Crypt, you will meet Drizzt near the church in NE Waterdeep. Kelemvor awaits your visit. The place to meet him is hidden in a little riddle that you probably can solve quite easily if you made it this far in the Realm's history. Drizzt also provides a warning: the Fugue Plane is full of those who were sent there by either your or Sandrah's weapon skills.

231. Fugue Plane, old enemies' level (RTF120)

On the Firewine Bridge (BG4500) you will meet a ghost on the bridge itself. It is Sandrah's mother Khalindra who gives you an item to defeat those who are already dead before she leads you to the entrance on the SW tower of the bridge. (It is the same entrance you may know from the Charlton Nib scroll you received during BG1 days.) This time it leads you to the entry for the Fugue Plane, the Realm of Kelemvor (RTF029). Go up the stairs after you killed the zombies.

Near the entrance in the SW of the plane, you meet Tazok and a squadron of Black Talons to give you an idea of what this area is about.

Around the next corner and also unavoidable is Firkraag.

Visit a position in the east, around 4930/1200 to meet Sarevok. The outcome of this depends on how you dealt with him in Candlekeep. If you have shown mercy before, he will offer to help you around the Fugue Plane. He will follow you and join you in the fights.

Other persons you meet around the area are Vennegrat and his orcs as well as Candlekeep rats that have turned into Wererats.

In the NE near the exit to the next area, you will meet a Shar priestess. Sandrah will hint at an item she drops when killed. Read the symbol description and keep it, you will need it later.

232. Fugue Plane, crazy girls' level (RTF121)

This level has only two occupants and it is up to you whether you want to fight them or not. They are special because the mercy of their brother or sister allows them to be here instead of the Abyss. One is Bodhi thanks to the redeemed Irenicus; the other is Sendai, probably thanks to you. The Sendai meeting is especially interesting if L'Urieet is with you.

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The exit is in the north. Sendai will transport around the area several times. I usually find her in a room around 2400/1400 for the final fight.

233. Fugue Plane, Sanctuary (RTF122)

Before talking to Kelemvor, take a look at the bookshelves for useful tomes.

You cannot convince Kelemvor to become your ally but Sandrah still explains this to be another victory. Your visit has given the Lord of the Dead a target for his wraith. He now knows who is responsible for the fact the souls that are his to claim have become sparse. She is sure that he will act in the near future and by this open a second front for your enemies to deal with.

Take the upward steps to leave the Fugue Plane.

234. Mornbryn's Shield Restored (RTF145)

Travel once more to Mornbryn's Shield to find it rebuild and with new settlers. From here the road to Wheloon starts.

Monk Lir greets you in front of the church. It will be renovated to serve the new deity of Love and Hope; maybe they invite you for the opening?

If you talk to some people you may hear initial rumours about the temple of Wheloon and Mystra's strange behaviour there – just you know for sure it is not Mystra's dealing.

Follow one of the roads leading out of town to the east to find the route to Cormyr. Take the road near the windmill leading east.

235. Wheloon in Cormyr (RTF130)

Talking to people around town and in the inn (RTF138) gives you more evidence towards the Mystra temple and their activities.

Pass the main gate to be approached by Shaalee who asks for a healer. Follow her into the house after the dialogue. Inside (RTF139) you find the wounded Lerabi. After Sandrah has healed the girl, she will report her experience with the temple. It becomes clear that Shar and her minions have control of the former Mystra temple. Sandrah sends the two girls to the temple in Waterdeep and you can meet them there later on.

In a house north outside the northern gate (RTF136) there are some Nightcloaks, i.e. followers of Shar, but they will refuse to deal with you at this time.

236. Temple of Wheloon (RTF141)

Sandrah will comment on the statue outside (RTF140) claiming that this is none of the incarnations of Mystra.

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Inside near the entrance you find a hastily stacked heap of rubble, a sign of some recent struggle or fight. The Nightcloaks and Dark Moon Priests will warn you about traps everywhere. In the first room south you find another symbol of Shar in a locked desk, just in case you lost the one from the Fugue Plane.

Go to the garden patio on the south side. A number of panthers are there and they will follow Pelligram and help you in the upcoming fights. Sandrah will give you some information for you to heed carefully. She is very much concerned by the meeting with Shar and Larloch that lies ahead. What she gives you are instructions of what to do should her plan go wrong. (Note that her plan will inevitably go wrong, nothing to do about that – but maybe it was the plan that things go wrong...).

Continue to explore the temple. In the throne near the large round basin you find another scroll [artefact](#) for Melicamp.

Go through the narrow passage behind the throne and inspect the alcove. The way to open the passage to the lower level should be obvious with the item you have found before.

237. Temple of Wheloon oratory (RTF142)

You come down the stairs to disturb the Nightcloaks in a ritual. After their defeat, you may explore the area further before you enter the large hall in the NW of the ritual circle. Note that you cannot access the remaining rooms after the battle has started as most of the temple will be destroyed during the events.

Just like in the area above, there are many traps and some of them are deadly even for the avatars of gods.

When ready, go to the central room to face Shar and Larloch. It looks like Sandrah has erred and Larloch betrayed her and sides with Shar. Regardless of how you fight, even if it seems to go to your advantage, the meeting of the True and the Shadow Weave will have a negative effect, there will be a big explosion and you find yourself and your companions back at the cultists circle where you entered ([RTF143](#)).

Much of the remaining area is destroyed and Sandrah is gone. You will witness a cutscene in which Larloch hands over his weave globe to Shar but escapes when Shar tries to thank him with elimination. This is an important scene for the plot, as the betrayed traitor Larloch stays alive.

You regain consciousness and find yourself addressed by Pelligram who has changed to her humanoid avatar. She will remind you of Sandrah's last words and join your party. She fills in the fighter/cleric slot of Sandrah. Note that she has an item called Simbul from which she will not part. You will need this item in a while and you need Pelligram to continue the quest.

Once the remaining comrades have recovered, move back upstairs where everyone has now turned hostile. Prepare your party before you leave the temple, the next challenge waits outside.

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238. Temple of Wheloon ouside area (RTF140)

You will be ambushed by Favoured of Cyric and as you come down the long stairs you find your archenemy waiting for you near the statue.

You and Pelligram are able to chase him away to check out what Shar is doing behind his back so you just have to fight his elites before you can move on. Cyric also drops some information about Pelligram but you will be able to ask her with PID options about more detail.

When you pass through Wheloon on the return, pay the Nighcloaks in the big mansion a visit. Use the southern road out of Mornbryn's Shield to return to the Sword Coast.

According to Sandrah's legacy, your options are to visit Thalantyr and Midnight. My choice is the High Hedge first since we are already at Wyrms Crossing.

239. Cabin at High Hedge (BG3201)

Thalantyr is a guy with humour, in case you doubted it. He is not in his laboratory when you arrive. Instead you meet a talking chicken here. You learn that the mage has not felt save at home anymore but went to seek shelter at a temple of Helm. The chicken also mentions that Mystra's assumed death shows some effects already for spell casting, the Spell Plague.

You have several temples of Helm on the Sword Coast; the nearest one to check out is Nashkel. You will indeed find him there just to learn that you have to go back to the cabin at High Hedge for the artefact you seek. Regardless, without his hint, the item will not be there.

When you leave the temple, you will become witness of an encounter between a follower of Talos and one of Eillestrae. When you side with the latter, you get further insights into the effects of the Spell Plague.

Retrieve the symbol of Mystra from a chest in the cabin. Cyric has sent a delegation to grab it from you, so there is another battle awaiting you outside. Afterwards you are ready to go to Waterdeep to meet Sandrah's sister in Undermountain for the second item.

240. Khalindra's grave (CVUM01)

In front of the temple you will meet Lerabi and Shaalee from Wheloon who report about their travel to Waterdeep and their current education.

Ringhontal inside will have some reassuring words for you.

The shortcut to the enclave does not work without Sandrah in the party, so you have to take the route of the first visit. In the sewers, the followers of Ghaunadaur led by Mur'neth seek their chance to use the absence of Mystra. This is a slimy meeting. In the next area there is an ambush from Shar disciples.

After you received Qilandrah's item, you can PID Dialogue Pelligram to learn about the third ingredient that Sandrah has mentioned and she will advise you. When you have everything you can travel to Midnight's home.

241. Midnight's arboretum (RTF026)

The conversation with Midnight will reveal the details about Sandrah's massive deceit, just in case you still doubted it after all the hints. Her death and the Spell Plague are nothing but a ploy to deceive the enemies (and even AO).

Midnight will move ahead to open the arboretum. Follow her upstairs and then down the narrow corridor to the south.

Pelligram and Midnight will explain the ritual to be performed. In the northern room near the flame you find Larloch. You should know by now what his role was, so act accordingly and talk to him politely.

Place one item into each of the flames in the three rooms, the Simbul must be in the purple flame in the western room.

Sandrah will re-appear and re-join the party while Pelligram returns to her panther avatar. You can ask Sandrah via PID later on and she will confirm that this was Pelligram's own choice.

Sandrah will give you more details about her plan and urge you to talk to Larloch once more. Leave the arboretum to gain XPs and a screen with more information about Sandrah's agenda. On the way out, talk to Midnight again.

242. The Vaunted's end (RTF340)

After you received all updated information from Midnight, she presents you with an invitation from Kelemvor who has decided to act for himself in the meantime.

You find yourself in the dry river bed below Firewine Bridge where you observe the showdown between Kelemvor and the vaunted Velsharoon. You may intervene in the battle or you can decide to just observe. If you want to act, I propose to concentrate on the minions since the ghostly lich can only be killed by Kelemvor.

Once the battle is done, you get access to the bridge by the steps in the eastern pillar. You can loot Velsharoon's corpse for some item. Your journal will be updated with the new achievement for you side.

Go up to the bridge and through the southern gate to return to the full Firewine map.

Quest – L'Urieets's Quest Part2

At that point the pursuer of your drow companion strikes again. In a big battle the hunter succeeds to take L'Urieet with her to Ust Natha.

After the fight, ask Sandrah about the options to follow and free her. Note that this is a good time to pick up Melicamp (or whichever companion you left behind) because even after her rescue, Sendai's daughter will decide to stay with the drow and continue her resistance against Lolth.

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You can attempt to use the temple exit in Tethir forest where you once emerged from the Underdark but it is not accessible. Sandrah will propose to either ask Drizzt or the drow in her sister's enclave about a possible route.

You will learn from one of those sources about the fact that beholder colonies connect to each other. The one below Athkatla temples may connect to the one in Underdark.

Search the former tunnels of the Unseeing Eye (AR0205) for an old friend, the spectator from the Sahuagin City and Sendai's enclave. You will learn what that unused back entrance in the hive was about when you come out on the Ust Natha side of the tunnels. From there you find/fight your way to the drow city gates.

The spider queen seems to rage against her own people (RTF072) and the streets are full of killed drow. You observe some movement in the slave cages north of the tavern. Talk to the imprisoned matron Imrae. Her brother, Egeissag, whom you once defeated in Sendai's enclave, is no other than L'Urieet's father and Lolth never forgives a house if one member fails in her eyes.

Sandrah transports Imrae and your party into the nearby tavern (RTF088) to discuss the situation in the city. In some shrouded way you have become the ally of Ust Natha's matron against their own goddess.

Meet Imrae at the temple to be delivered as "sacrifice" to Lolth. Shyntlara will be tricked by Imrae's offer and let you inside the temple (RTF075) to be sacrificed along with L'Urieet.

Your drow companion is brought into the prison below the ceremony room and you need to eliminate Lolth's avatar and her elite's first. Afterwards enter the sanctum and go down the stairs (RTF076). In the main room you find L'Urieet and Imrae and they give you the reason why your former companion will stay with the drow and rebuild the devastated city.

243. Bezantur Shar temple area and slums (RTF071)

You can PID ask Sandrah for your options to visit Thay again. She prefers the known route via Ravencrest to the overland alternative but I found no real reason why. Both options work.

In case you chose the overland travel you will at least get one additional ambush (RTF037). The exit to continue to Thay is in the SE.

You will end up in a new quarter of the town that shows all signs of a massive destruction. In the northern part are the slums for the slaves but you cannot access there.

In the middle of the area in front of her destroyed temple you find Shar. Sandrah tries to convince Shar that the Shadow Weave and the True Weave need to be kept apart, but Shar is sure that the ancient knowledge of Netheril possessed by Szass Tam can unite them. Sandrah argues that the knowledge is out-dated since Karsus' attempt for godhood. They come to no agreement and a fight evolves.

Shar is about to lose the battle when AO steps in. The dispute between the three reveals a lot about Sandrah's agenda and the power of the Weave but the Overgod has no alternative than to compromise. It is agreed that the defeated members of the phalanx will be banned from the

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Prime forever. The same fate awaits Cyric but first you and her need to capture the Prince of Lies and eliminate his supporter on the Prime.

Leave the area in the NW to reach Bezantur. Talk to Sandrah about the next steps. She proposes to seek confrontation with Ithrash and defeat him this time for good. She hopes that such action will provoke Szass Tam and Cyric to come out of the Citadel to act personally this time. At some time, the Odesseiron butler will appear to invite you to the estate to consult with Candrella. (You can also go directly to Candrella after the Shar event.)

244. Odesseiron living rooms (RTF087)

Candrella and Edwin will discuss your plan to trick Ithrash with you. It is suggested that the Red Hoods will betray you and deliver you to the authorities to avoid their own destruction. Edwin will sell the bait to the Autharch and lure him and his men out to the estate to capture Sandrah and you.

Outside Edwin and Ithrash await you. Edwin and Red Hood Knights will assist you against the powerful forces the Autharch has brought with him.

Afterwards talk to Candrella and accept the couple's invitation to come inside to celebrate the victory and plan the next action.

Edwin, Candrella, some knights, the butler and Samas Kul wait inside, the latter has brought some excellent wine for the celebration even if he was late for the battle itself. During the celebration, Samas approaches Sandrah to tell her about the desire she arouses in him. At that point, the effects of Samas' wine set in...

245. Legion prison and torture chamber (RTF908)

...and you awake in the prison area you have hopefully visited and cleared earlier. Szass Tam and Sandrah are near the guillotine and start a dialogue. It is apparent that Szass still does not know her true identity. The traitor Samas Kul is nearby, the rest of your party is in the cells.

Samas wants Sandrah and tries to convince her to come with him. In return he will keep her secret. Szass only wants some information from the "priestess" and would give her to Samas afterwards. Sandrah spoils that all by telling Szass Tam who she really is.

Szass "rewards" Samas for his service and then deals with Sandrah. He gives her a little tour of the torture chamber to explain what awaits her and ends at the guillotine. With a quick action, she tricks Szass Tams left hand into the device and activates it. The zulkir escapes with his stump.

Pick up the hand you need to activate the transportation system below the former Bhaal temple and prepare for the return. With the hand and the symbol from Sarevok you will be able to use the portal now.

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246. Control Room (RTF078)

Return to the Odesseiron estate and fight another battle against Szass Tam's rear guard. Again talk to Candrella who will organise her forces to follow you to the Citadel. She will need some preparation but your small party will advance to follow Szass Tam and clear the way.

Talk to Balowol in the temple below and learn that Szass Tam passed through to reach the portal. He also left some more of his elites to cover his retreat in the iron cemetery you need to pass to get to the control room.

In the control room you find Colano who confirms that the zulkir used the portal not long ago. You task him to secure the items you use to activate the portal once you are through and only let the Red Hoods pass when they are ready to follow. Place the hand and the symbol on the scales and the transport will start.

247. Thay Stable (RTF144)

You are dropped into a small stable. Step outside into the mountain area ([RTF160](#)). It seems like every tree and rock is hostile in this area. The entry to the Citadel is in the NE.

The Citadel is a strange aggregate of dungeon areas. When you transit between areas, the door back again often leads to another area instead of the one you came from. Areas are very large or pretty small and their importance is no matter of size.

There are a couple of items you should keep if you find them:

- Three portions of coal
- An operating manual for a machine
- A handle for a machine
- Karsus' Pocket Library (for Melicamp's [quest](#))
- The key to a gnome's chain

You reach your goal when you come to a drilling machine with a gnome mechanic chained to it. If you have all the above items (Melicamp's artefact is optional) you are ready to meet Szass Tam and Cyric. If you reach the area missing something, the mechanic will tell you and even have a hint or two where to find them.

248. Troglogyte halls (RTF161)

Like the name says. You meet mostly troglogytes here. There are also some duergar and drow. There are two summoners who produce undead warriors to flood the area until you stop them. They should be your first targets before you explore the remaining area. One is east of the first hall in narrow corridor. The other is at the end of a long winding tunnel south of the drow.

In a library in the east you find an operator manual you should keep. In a chest in the drow area is coal, you keep that as well.

The exit in the NW leads to the Lieutenants quarter ([RTF162](#)).

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The exit north of the drow leads to a secret shortcut [\(RTF165\)](#) which leads to one entrance of the Admiral's quarter [\(RTF166\)](#).

249. Lieutenants quarter [\(RTF162\)](#)

Like the name says. You know these guys already from Warlock's Crypt. Apart from those, there are a lot of signs to former failed expeditions and also remains of the old race who once built the Citadel.

What you need is some coal in the SE hall.

The exits (clockwise, starting in the SW) lead to Drow mistress cave [\(RTF167\)](#), Admiral's Quarter [\(RTF166\)](#), back to Troglodytes, secret shortcut [\(RTF165\)](#), ancient lizard tomb [\(RTF164\)](#).

That last area is a dead end but it has another portion of coal that you need.

250. Admiral's quarter [\(RTF166\)](#)

The area is a large maze of corridors, halls, and rooms. Do not be fooled by some locked doors that cannot be opened, they are illusionary and you can just step around them.

In the room with a sarcophagus you find Karsus' [papers](#) on a locked and trapped lectern. If Melicamp is there, he and Sandrah will find that the paper stack is magically protected and they will need some time to study the ways to overcome the old Netheril curses.

The admiral with the handle for the drilling machine is in the NW hall. It is the worst kobold you can meet in the game. Once you defeated him, only pick up the handle from his corpse after your party has recovered from the battle with him. As soon as you pick it up, countless reinforcements are summoned.

Exits (clockwise starting NW at locked and trapped door): Lieutenants quarter [\(RTF162\)](#), secret shortcut [\(RTF165\)](#), Drow mistress cave [\(RTF167\)](#), drilling machine [\(RTF170\)](#).

251. Drow mistress' cave [\(RTF167\)](#)

The drow mistress may not be in when you first visit the area unless you already spoke to the mechanic at the drilling machine before. This is an advantage because you can already remove the drow elites and spellcasters before you face the mistress later on.

The mistress you find here is of course Phaere. She participates in another grab for power that is too much for her skills. Take the key for the mechanic from her corpse.

Area exits starting NW and clockwise are: Admiral's Quarter [\(RTF166\)](#), drilling machine [\(RTF170\)](#), and Lieutenants quarter [\(RTF162\)](#).

252. Drilling machine [\(RTF170\)](#)

You are close to your goal when you reach this point. Talk to the mechanic about the purpose and activation procedure of the machine. You may or may not yet have the items [required](#).

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On a shelf you find a rod of resurrection. You probably will need it soon.

If you reach the area missing something, the mechanic will tell you and even may have a hint or two of where to find them.

When ready, put the coal into the back of the machine, repair the handle on the one side, and hand the manual to the gnome to adjust the controls. Prepare your party for the next area and when ready, pull the handle.

253. Szass' advisors quarter (RTF171)

The machine drills through the wall and you enter the advisors quarter. You can go back and forth normally once you gained the access. Clear the area from enemies in order to have a place to rest and cure your party until you move onto the largest of the platforms to reach Szass Tam.

254. Szass' portal exit (RTF172)

Cyric awaits you – or rather his granddaughter. He presents her with the clone that was made from the hair that the Collector once took. It is a powerful weapon but after all, it is a clone made from an earlier stage in Sandrah's development. Cyric himself is not much of a fighter, so the focus here is on the clone. Try to keep south of the sanctum in the middle of the area, this way you keep out of range of Szass Tam and do not involve him in the combat yet.

After the clone is either killed or has run out of the liquid that keeps her alive and you have injured Cyric enough, the Prince of Lies will make his usual escape from the battlefield leaving Szass Tam to face your wrath. Before he leaves, however, he gives you a clue that he still is after your essence. While you are occupied with his buddy Szass, he moves ahead to kidnap his former lover Midnight.

Szass Tam is an enemy equal to Melissan at the Throne of Bhaal. To defeat him is as well a game of persistence. Hold your ground long enough against him and his summons and spells and you will have Candrella, Edwin and the Red Hoods arrive to support you.

Szass goes down and the portal in the middle of the room activates. Some final words, some journal updates, and the red hoods will go ahead and leave by the portal. You and Sandrah can discuss of whether you rush to Waterdeep to prevent the kidnapping or go face Cyric and his hostage right where he sets the trap for you.

Sandrah deduces from his words and the knowledge of his history that he will await you at Blackstaff Tower to exchange her beloved grandmother for your essence.

255. Thay Mount (RTF160)

Once you leave the Citadel, a number of loose ends will be tied.

If present, Giran and Izzy will discuss their common future. The exit from the area is now available in the SW near the stable where you came from the transporter system.

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You should also spend a moment to finish Melicamp's quest. Use PID to ask Sandrah about it. See [here](#) for more details.

You can go to Waterdeep and to Midnight's house first, but you will find the place deserted except for a number of Cyric's chosen for you to battle. Take the detour or travel directly to the former gnoll stronghold.

256. **Blackstaff Tower (RTF123)**

This is the place where once Cyric murdered his rival Kelemvor to win Midnight's love. It was a ruin already in those days but later was occupied by gnolls. You know it as the place where you freed Dynaheir long time ago.

Blackstaff Tower is full of traps and Cyric's disciples, who come out of nowhere to backstab your party members. Look for traps and use True Sight a lot.

At the bridge, Drizt awaits you. He was cautious enough not to rush ahead without you. On the other end of the bridge Hairtooth and Gnarl will ask for toll. Knowing that they are dead by your own hand, it is clear that this is one of Cyric's deceptions – just like a young Midnight who awaits you on the first platform.

Fight your way up to the pit where Dynaheir was held. Near the stairs you meet Kelemvor who has come to the place where he was murdered to meet the one who did the deed. Follow him up the stairs to find Cyric and Midnight.

Cyric will start to make his demands but there is no negotiation with him. AO's verdict was clear and you, Kelemvor, and Sandrah are there to enforce it. At that point AO himself appears to end the crisis and return everyone to Celestia.

The dialogue that follows is the most revealing in the whole RtF plot and I will not spoil it here. In fact you will be left with more than just a shadow of doubt about who did what and who is really responsible for everything that has happened. Consult the journal and decide if you agree to the statements there or not.

Fact is that you and Sandrah come out as winners and you are given an extra tenday to stay on the Prime before you must return to Celestia. When you ask her with PID, Sandrah proposes that you should at the end pay a visit to the Friendly Arm Inn.

257. **Friendly Arm RtF end (RTF025)**

Before you enter Bentley's inn for the last time, you will meet the Solar at the stairs leading inside. The scene will be between him and Pelligram and their true identities will be revealed before they leave together.

Save your game. This way you have the option to try out both endings of the mod.

Inside the inn, talk once more to Volo. Sandrah will give him the details she wants to have published about Mystra's death and the Spell Plague.

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You see the biographies of the comrades that accompanied you through the campaign, including L'Uriet if you did her quest. Afterwards Sandrah makes a final proposal – you can experience the truth about the Time of Troubles and how you and she came to exist, provided that you are willing to give up your own personality and reincarnate as her grandmother Midnight.

Depending on your decision, you will either now witness the end cinematic or you will get the initial introduction and the transition into Time Of Troubles Revisited.

Part 6 Time of Troubles Revisited

258. Blackstaff Tower, about 40 years ago (RTF123)

You go through some transitional screens and operations and are back at the top of Blackstaff Tower where you had the meeting with Cyric, Kelemvor and AO. But, it is not you, the protagonist; it is now you, Midnight, the priestess of Mystra.

Some screen introduces you to your new role; you can also consult your biography, adjust your spells and check out your equipment. When ready, go down the stairs and to the area west of the pits where your party awaits you.

A (human form) Pelligram greets you and your other companions give some lines while all of them are automatically added to your party – Pelligram, Cyric, Kelemvor and Adon. Pelligram has a wolf companion named...Haiass. During that initial dialogue you learn that the group of adventurers that you lead has come to this place to search a Halfling named Sneakabout who has an item that Cyric claims to be his. So far you have failed to find him.

Hint – Particularities in ToT

There is no protagonist and no Sandrah anymore, although Midnight carries the shield and girdle that Sandrah will later inherit from her.

The five members of the initial group are fixed. You can neither part from them as everybody is needed for the plot nor can you let them die. There is a sixth member you pick up shortly after the start of the campaign and she will later leave, making room for another member if you want one.

The campaign is a prequel to the earlier game and has the dangers of time travelling inherit. You cannot change the past in such a way that you endanger your own or Sandrah's later existence. There are a couple of occasions where you can kill your party by taking wrong decisions that ripple back in that way.

The mod adds only one new location to the worldmap (Tantras) and a few extensions to existing areas, the most part happens in locations you already know but are still different.

Go down the next flight of stairs and Sneakabout will come running to you. It seems that he is rather hunting you than being hunted. He and his band will ambush you. Take the sword Godsbane from Sneakabout's corpse. A scene evolves in which Cyric demands the sword to be his. Pelligram will counsel you in this, thus revealing some of the issues I mentioned in my hints section above. Let Cyric keep the sword. In case you forgot, in the new episode it again makes sense to loot the bodies and improve your party.

Adon, the paladin, will mention that slavers have overtaken a nearby mine. For some in the group this means a chance to free the slaves while for Cyric it is a chance to try out his new sword. The mine in question is not the Nashkel mine but the one where later/earlier Charleston Nib did his digging.

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By this time it becomes clear that there are dynamics between your party members that make the adventure more interesting but also that your comrades are no blind followers – you are no undisputed leader in this group. Also notice that your character Midnight is Kelemvor's lover at this time.

259. Bear River mine (BG4100)

Before you travel to the mine, leave Blackstaff Tower and rest your party outdoors somewhere.

When you come to the site of a caravan raid (re-use of Brage's destruction) you witness the drow Liriel Baenre as the last survivor of some red wizard slaver assault to capture workers for their mine. Of course you side with her against the slavers.

Liriel can join you afterwards and wants to loot the slavers for her stolen equipment. This is a chance to upgrade your other companions as well. Adon will point out that you should clear out the area from any remaining slavers before moving on. There is another group at the mine entrance (excavation site) worth the booty.

You get a screen display that tells you that your party is now complete and you should return to civilization, i.e. an inn to buy what is still needed and rest your party there. The real adventure will begin afterwards. However, before you travel, rest your party outdoors somewhere.

260. Nashkel Inn (BG4801)

This may be any other inn; I just logically chose the nearest one. (Note that the first rest with Kelemvor must have happened before.) Buy rooms for your party and Liriel will start a conversation that leads to the first quest for the party.

Liriel is in trouble with an organisation named Dragon's Hoard which is led by a drow wizard Nisstyre. The organisation trades slaves, is available for assassinations - and retrieves artefacts for paying customers that are deemed unreachable.

One such item is the Windwalker which Liriel wants to retrieve it as it would allow her and other drow followers of her goddess to use their magic and items on the surface. The only *halfway* accessible stronghold of the Dragon's Hoard is rumoured to be at Skullport - a part of the Undermountain labyrinth of Waterdeep.

So the obvious destination for your quest is Waterdeep. On Old Waterdeep Road ([CVROA1](#)) a group of mercenaries will approach and recognize Liriel in your company. While this is proof that you are on the right track, it also shows that you cannot pursue your quest unnoticed. With your still existing memories of your adventures in your other life, you can advise your comrades to go to the ancient graveyard east of Mystra's temple to access Undermountain. (The access via Khalindra's grave of course does not even exist yet.)

Hint – Waterdeep in ToT

Elminster's house and all related areas are not accessible.

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Mystra's temple will recognise Midnight as a priestess of the Deepingdale temple and welcome her. Ringonthal is not yet present, nor is the access to the grave and the Eillestrae enclave from the earlier episodes.

261. Over Skullport (TOT001)

At the graveyard (CVELM9) another group of mercenaries of the Dragon Hoard awaits you to discourage you. It just means that you still follow the right trail. The stairway area following (RTF020) has more guardians of the Dragon Hoard.

These early skirmishes are not too easy and a good point to get acquainted with your party. You can as well improve them with the loot you find. Just remember that you have no choice in this part of the game but to use the *historic* party that Midnight had at her disposal.

In the myconid hall (RTF021) a man named Guntharr Lyonsbane, Kelemvor's elder brother (if you read his biography) approaches you. The brothers start to quarrel about their family history and finally attack each other. During the fight Kelemvor turns into a werepanther – when his brother is slain, he gets unconscious and when he recovers he will initiate a dialogue about what happened. Through this event you will learn about the curse of the Lyonsbane family which will play a role in the upcoming events.

In the snake hall (RTF022) there is a large deployment of Dragon Hoard fighters, mages and fallen priests. The battle is optional since the area itself is a dead end in the current quest. Do it or not before you move into the ice storage area (RTF023). The SE corridor that was previously blocked by a force field is now open to a new part of Undermountain (TOT001).

You are attacked by greater wyverns and drow. The area is divided by a lava stream and a bridge guarded by drow mages. The exit is on the other side in the NE. Near the exit you meet Tsabrak, the right hand of the Dragon Hoard leader. Before you follow him to meet Nisstyre, search the drow camp, there will be a scroll (among other things) that becomes useful soon.

262. Skullport Galeria (TOT002)

Clear the lower terraces before you go up the stairs to face Nisstyre. Near to him you will see a drow turned to stone – Drizzt.

In the conversation with the drow leader you will learn that the Windwalker amulet decorates the petrified Drizzt. After the drow are defeated you need to use a scroll of stone to flesh on Drizzt to free him and gain the amulet. In case you need more than the one from the drow camp, you may buy one in Mystra's temple outside.

Drizzt will give you the artefact being thankful for his release. You send him to the Waterdeep temple to recover and may later find him there. He may join your party for the final events of the plot.

After Drizzt has left, Liriel will explain the further use of Windwalker. It has to be brought to a specific location in Faerun from which it can expel its power that makes drow items usable on the surface.

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The bad news here is that this location is deep in elven territory, a clearing near Suldanessalar (the one where you fought the dragon). The drow Liriel alone will have no chance to reach that place alive but your company may have a chance to persuade Ellesime of your righteous intention.

263. Friendly Arm Inn in ToT (TOT003)

I rested at the Friendly Arm after Skullport and on the way to Suldanessalar. The inn had changed again and the extra merchant had not yet arrived. The old Jopi approached and told me of a new rumour, gods walking Faerun in their mortal avatars. It was the first hint regarding the Time of Troubles.

You cannot reach the elven city directly but need to go to the Forest of Tethyr (AR2600) to enter it. You see Portalbedarwinden standing between the trees. He has another hint about gods who became mortal.

Elhan and his guards stop you at the city entrance (AR2800) to evaluate your reason for coming. He is again accompanied by his choir of sages who divine the truth of your words. He sends you to meet Ellesime and Joneleth outside of the palace in the NE. There is a dangerous option in that dialogue when Irenicus gets mentioned.

264. Suldanessalar clearing (AR2807)

On a platform near the House of the Moon you have an interesting meeting. Bodhi and Centeol are still elves at the time although Bodhi already shows signs of her hunger for power. Centeol secretly loves Bodhi's brother and is supported by her in the attempt to get his attention.

Talk to Ellesime and Jon and convince them to give you access to the clearing. Jon will put a ban on Windwalker that hinders all evil aligned drow to gain power from its magic. If you go to the clearing without the modified item, the guardian of the clearing will turn against you.

In the clearing you will meet Adalon, the guardian. In case you have the modified Windwalker, Adalon agrees to be its keeper and take it from you. The party is rewarded with XP and Liriel's quest is finished. If you try to use the unmodified amulet, Adalon will turn hostile to defend the elves.

When you leave the clearing again, the priestess Demin (you remember her from the siege of Suldanessalar at the end of SoA) will approach you. She fears the worst for the city and the Tree of Life and knows that Ellesime is blind to the influence that Bodhi has on Joneleth's ambitions. It seems he already started experiments on the tree itself. Demin declares that only outsiders like you can act here without the danger of a civil war. Joneleth must be removed before terrible things would happen. You will hear interesting views from your comrades about the pros and cons of your involvement in these internal affairs. You have the last word in that matter, be careful with what you decide.

Leave Suldanessalar again.

265. Malar's temple in Larswood (AR2807)

After you leave the elven city, Kelemvor starts a dialogue with you. He is disturbed about your reactions concerning Joneleth. You get dialogue options to bring up the subject of Kelemvor's curse. You will learn that the priestess responsible for the curse was a follower of the Black Hand, the name given to the god Bane.

You get a journal entry and some clues. What if one of those gods present on Faerun would be Bane and you could convince him to remove Kelemvor's curse. With Midnight a priestess of Mystra and Adon a paladin of Sune the best sources of information would be the temples in and near Waterdeep.

Use the overland maps to travel back north in the direction of Old Waterdeep Road. Somewhere in an area outside of the cities you will find a pirate and his petrified companions. It turns out that the deed has been done by Umberlee. This is another event to prove that gods are indeed on the Prime. If you have some scroll or spell to release them, they will thank you with attacking you.

Shortly thereafter Adon will as well ask you to go to Waterdeep to inquire about Sune. He is concerned that the goddess of beauty, love and passion may be very vulnerable in her mortal avatar and endangered by mortals as well as evil aligned deities who still are much stronger than her.

Be it to buy some scrolls to free the pirates or to investigate about the situation in general, you should visit some of the temples between Tethyr and Waterdeep. There will be two encounters:

- In one of the temples, a priest of Helm will make a report about the recent events. This will give you an overview and a journal entry about the theft of the Tablets of Fate, the banned gods and Helm's role as guardian of the Celestial Stairs.
- In a city after the temple event, the herb girl Nigati (you met her in BG1) will report about an assembly of beasts and their new leader in Larswood. From the description this might be the god Malar. You learn that you need a silver weapon against his werewolves. (Magnus at Beregost sells one unless you already took it from him earlier.)

Malar, his greater werewolves and some shadow druid can be found at the stone monument in the NE of Larswood. Malar himself will flee when injured enough, the werewolves need a silver weapon to be killed.

266. Temple of Splendor (CVROAN)

On your way to the temples of Mystra and Sune you pass by the Waukeen temple at Waterdeep (CVROA2). A priest outside asks you for help against demons in the temple. When you enter you find Waukeen and Graz'zt, the demon prince, in a conversation.

Waukeen has made a deal with the demon to keep her safe during the Time of Troubles and disappears through a hellish portal. Graz'zt and some minions try to keep you from spreading the news and attack you, but like the celestials before, he escapes when you injure him enough.

The Waukeen priest near the altar awakes from unconsciousness and starts a conversation about the events he missed. The banter between your comrades that follows is a summary of the Time of Troubles in a nutshell and almost prophetic.

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When you leave, make sure you picked up any items that the fire elementals in the battle may have stripped from your party.

The visit to Mystra's temple is in vain but the Sune temple ([RTF005](#)) has a surprise. Both, Mystra and Sune, are here. They have the information to start the main quest, i.e. finding the stolen tablets to return them to AO which will enable the other gods to return to Celestia.

According to the goddesses, the culprits for the theft are the three successors of Jergal, once human adventurers who became gods by working together. They used their old alliance to steal the tablets of fate to enlarge their portfolios. The hints to find them lead to places where they are worshipped on the Sword Coast.

- The temple of Bhaal near Boareskyr Bridge
- The stone circle in the Wood of the Dead worshipped by the orcs

Both places should be checked out by the party.

267. Forest of Wyrms ([BD7200](#))

You may do the two trips in any sequence you want. Here I do Wood of Dead and afterwards Bhaal temple.

As soon as you enter the Wood of the Dead ([AR01PB](#)), you witness a cutscene showing Vennegrat, the (evil) orc priest from the Shauhana quests leading a ceremony for Myrkul. The area is full of orcs, powerful orc mages and the dreaded Clan orc hounds you met in Clans land earlier.

Fight the orcs, witness Vennegrat escape the battle and find a letter in a container near the orc monument. DO NOT try to enter the monument, it is heavily trapped and you have no chance to enter it without the items required to disable the traps. In the letter from B to M there is a mentioning of Tiamat and a hideout. B might be Bhaal or Bane and M equals Myrkul.

In the Forest of Wyrms you will be attacked by Bhaal cultists, a fact that indicates that you came to the right place. Continue into the caves until you reach the old temple ([BD7230](#)).

There is a priest of Ilmater in the cells near the entrance. You need to find a key to release him before the Bhaalists sacrifice him to their god. Explore the area south of the cells until you find three women: Saliera (Sarevok's mother), Amelyssan (Melissan), and Alianna (the former protagonist's mother).

Two of the women are already pregnant. There will be a controverse discussion in your party about killing or not the women carrying Bhaal's seed. They will give you a second letter in return for keeping them alive. Killing them will of course end the game since you killed your unborn self by this.

Explore the eastern wing of the temple to find the cell key. Free the priest and leave.

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268. Candlekeep, Ulraunt's reign (AR2608)

Once you have the two letters and come to a neutral area, your company will discuss the findings. The soon-to-be-dead-three, like Cyric calls them now, obviously possess the tablets and are trying to gain access to a place where they can hide them. That place can be opened only with dragon blood. Where that place may be, you have no idea. The sources of information proposed by your companions are either Mystra or the Library of Candlekeep.

I first consulted Mystra and Sune. There is an option to discuss Bhaal's survival plan with them but in the end they agree that the information you need might be found at Candlekeep in the old scrolls.

Quickly checking out Candlekeep you find that the innkeeper at that time is not yet Winthrop. The chanters in the garden are not yet there. Inside you can inquire for a book concerning Tiamat and they will direct you to the upper level.

When you reach the top of the library you witness an armoured figure slaying monks and watchers. It is Bhaal in person and he dictates some words to Ulraunt. Ulraunt is forced to agree to a deal with Bhaal for the god of murder to spare Candlekeep. The library must help to spread a fake prophesy added to Alaundo's words that propagates the return of the god of murder through his spawns. They are to kill each other for their father to return.

After Bhaal leaves, talk to Ulraunt yourself. This gives you the chance to add some significant detail to Bhaal's words and alter the forged prophesy a bit. With that addition it is assured that the forthcoming generation (including your later self as well as Sarevok) can spoil Bhaal's initial plan.

269. Tiamat's Lair (AR6005)

Ulraunt passes out after the incident and you can take the book you came for from a shelf near him. It will tell you of Tiamat's dwelling place when the dragon goddess visits the Prime. It is a place in the vicinity of Amkethran that you already know.

Outside of what is later Abazigal's lair (AR6000) you find an unconscious Tiamat. Cast a healing spell and wait for her to awake and talk to you. The three gods have injured her only lightly to get some drops of blood to get access to her lair. You also learn that they brought an enslaved brown dragon with her young into the caves – of course you know that this will become Abazigal himself when grown.

You meet baby Abazigal and his mother inside in the area where you fought him before/after. Of course attacking and killing him will be your end; he is part of your history that made you what you became. Instead try to talk to the mother.

The three culprits are near the portal in the NW. When they become aware of your presence, they immediately start to quarrel. Except for Bane they use the portal to leave for Blackstaff Tower. Bane is left to fight you with his summoned minions.

After you eliminated his Bone Blades and injured Bane heavily, he will stop the battle and make you an offer. He can remove the curse from your lover Kelemvor and thus from your possible children and children's children as well. As usually, your party members will argue the pros and cons before

you decide. Follow Pelligram's argument to take the offer because you know where he will go to and you can catch him and the others again.

Once outside of the caves a finishing scene of this part of the quest follows and after a rest you are ready to pursue the three gods to Blackstaff Tower. (That night with Kelemvor may have consequences for Midnight, but this is left to your imagination or interpretation of certain later events.)

270. Myrkul's end (RTF123)

Return once more the Blackstaff Tower. Some Erinyes ambush you at the bridge. Make your way up the stairs to find Myrkul. At first he seems to be alone but your companions declare they see Bane run away in the south. Disregarding your orders, Kelemvor and Cyric run after Bane to kill him. Myrkul meanwhile casts a spell that incapacitates your remaining party members. You, Midnight, are alone to face Myrkul.

When Myrkul falls you can pick up one of the tablets from his corpse. Your companions recover and you will see Cyric far in the south of the area beside the dead Kelemvor. He shouts for your help.

Move your party to where Cyric and Kelemvor are. Cyric will take the initiative to order the party while you grieve your lover Kelemvor. You now have one of the tablets but the price for it was high. Closer inspection reveals that Kelemvor cannot be restored because he has been murdered with a soultaker weapon. Without the weapon that holds his soul no spell can return him. There is no trace of Bane or any Banites to be found. (You later find out there never were any.) In addition, Adon has been injured even if not critical. But a nasty scar will remain and he is very concerned about he can serve his goddess Sune who stands for beauty.

271. Road to Celestial Stairs (TOT004)

The only thing to do now is to return to Mystra and Sune. At some time there will be an interesting conversation between Liriel and Pelligram and what they actually witnessed around Kelemvor's death.

Sune is alone at the temple near Waterdeep. Adon opens the talk with her, nervous about his scarred appearance but she cannot help him under the circumstances given. Adon is frustrated by this answer and this will have its consequences much later.

You learn that Mystra went ahead to report the names of the thieves you had discovered to AO. She will lead you to where you find the entrance to the Celestial Stairs. You need to cross a small dangerous wilderness area before you reach the actual stairs (TOT005). The stairs are narrow and winding and guarded by Helm's priests and minions.

Halfway across the stairs you can see Mystra and Helm arguing. Mystra requests to pass to bring the news about the tablet thieves to AO and also to be able to attend the Weave again. Helm resists all arguments. Midnight tries to shout across the void between the stairs that you HAVE the tablet but cannot be heard on the other end. Mystra tries to pass Helm nonetheless, they fight and Mystra is killed.

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After a few more opponents you finally reach Helm. The discussion while you deliver the tablet of Myrkul takes some bad turns. Adon, Pelligram and you are more and more fed up with the ignorance of those childish gods. When Pelligram provokes the god of justice too much, things get out of control.

The earth shakes and the screen gets dark. Somehow you escape Helm's wrath. Somehow live goes on. There is now a big time jump in the plot, illustrated by several text screens and transitions.

272. Midnight's bedroom (AR0505)

In a nutshell, you, Midnight, stay with Cyric while your party dissolves. You give birth to a child, the boy Elminster, you live in Athkatla meanwhile. Until one day and old companion arrives.

This is the situation when you regain control of the game again in your bedroom in Athkatla. Cyric has an opening speech about adventuring again and urges you to come downstairs with him. There is also a hint that he and your son do not get along too well.

You meet Elminster near the stairs leading down and there will be an incident between father and son. Some doubt at least is sown as to who Elminster's father is – Cyric or Kelemvor. More of that later...

273. Midnight's living room (AR0504)

Go downstairs to be re-united with your old companions. Move towards the piano to start the conversation.

Your friends provide an overview of what has happened outside. The Time of Troubles continues since AO requires the second tablet still and the punishment of the thieves as well. Several gods have died or vanished already.

Bane has been sighted lately while Bhaal remains hidden. It is reported that Bane has organised a large army of undead to march against the town of Tantras. Tantras is defeated by the half-god Torm. Your friends assume that the second tablet may be hidden at Tantras, thus Bane's current approach. Even if the tablet may not be there, it is the only trace you have and the chance to eliminate Bane.

Tantras can only be reached by ship and the nearest place to get access is Mornbryn's Shield once more. When you leave the house you notice that you are in the bridge district of Athkatla.

Once you left the bridge district, Liriel will come with a proposal for a sixth party member for the upcoming adventures: Drizzt who can be found at the Waterdeep temple and has made himself a name by now as an adventurer on the surface (No, there is nothing between the two drow...). It is optional to pick him up but I did since it makes much sense in the light of the Drizzt/Midnight/Sandrah relationship in the other parts of the mod.

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274. The Troll in Flames (RTF381)

Arriving at Mornbryn's Shield riverside there is a boat but no sailors. Of course the place to find them is the nearby inn. You find Captain Resach, the man you may have met in Baldur's Gate during BG1 – the captain who brought Sandrah's mother to the Sword Coast.

You hear the problem of the Captain and know you need to solve his issue before he provides you with the passage to Tantras. His passengers, a harper and his daughter, and his son are missing since they took a trip into town. The girl's name of course is Khalindra, the one to become Sandrah's mother one day.

On your way through town towards Cerameon's grave you already encounter some slimes on the road.

The Halfling bard Olive Ruskettle approaches you near the church entrance. She tells you about the disappearances and points out a tower just east of the church from which slime creatures appear every now and then. The dialogue is interrupted by one more emerging. Kill it and continue the discussion. Enter the tower, Olive already rushes ahead.

275. Tower basement (TOT009)

Be careful to open the door to move on, lizard men and slimes await you. In a cell is the captain's son but you have no key to unlock it. He tells you about the others having gone deeper into whatever lies beneath the tower. The key must be down there as well. You need to find the harper, Olive's companion Finder Wyvernspur, and Khalindra.

The boy as well mentions the name Moander. This is the ancient deity of decay, slime, and reptiles.

276. Moander's cave (TOT010)

The area consists of three fingers-like half isles that connect in the north where you enter. It is full of shambling mounts, slime kings, lizards and other nasty creatures. Another danger is puddles of acid that injure your party.

Glarasteer, the harper, is on the most southern finger. You can send him outside to await you. He will ask for his daughter in case you have not found her yet.

Near a rotting house on the northern finger is Moander. After a little speech he is not too hard to defeat, compared to the other creatures in this dungeon. Once he is dead, Khalindra and Finder appear from behind the house. Finder will request the amulet the fallen god has dropped. He expects that it will give his songs the necessary spark to become a famous bard. In the quarrel with Cyric over the amulet, you can convince your thief that much greater power waits for him and the bard may go with the rotten treasure.

Take amulet and key from Moander and free the captain's son upstairs. Before parting, give Khalindra and her father an invitation to your son's house in Athkatla. You surely want them to meet.

277. Tantras battlefield (TOT006)

Leave the town via the northern road to return to the inn and the captain. He cannot bring you into the harbour at Tantras which is closed at wartime but drops you a shore north of the city.

You will be at the northern edge of a battlefield; the way into town is in the south. The area is full of undead, Bhaal cultists, and Bane's followers. As you fight your way south, you will be at times accompanied by Martyrs of Torm, who will often sacrifice their lives to destroy enemies.

Near the southern exit you run into Bhaal and Bane. From their words you can deduct that the remaining tablet is in Tantras and they want to bring it to safety before Torm finds it. Your untimely appearance on the battlefield urges them to act quicker than planned.

Follow them into town.

278. Torm's temple (TOT007)

You meet Torm with his few remaining martyrs. He explains the situation of the town. When you tell him about the tablet, he gives you the hint that Mask's temple might be the adequate place for a stolen item they want to hide. He rushes ahead to find the renegades.

There is nothing else for you to do than to follow him through the western gate.

279. Halls of Demarch (TOT008)

Torm storms ahead to a platform on the upper terrace. Your progress is hindered by Bane's undead.

You observe how Bhaal escapes with the tablet while he leaves Bane behind to face Torm and your party. You cannot change the outcome of this showdown as both, Bane and Torm, will die.

Cyric seems to return to his former patterns. He grows the ambition to gain the portfolio of the gods you defeat. He also hints at Midnight being the logical successor of Mystra – all given that you stay together and retrieve the remaining tablet for AO.

Go back to Torm's temple to find the few remaining martyrs and the progeny of the fallen. Tantras will be rebuilt thanks to the sacrifice Torm and the parents have performed.

From the mouths of some children you also gather a hint to your next destination. Bhaal told his ferryman the name "Khalindra", the harper's daughter. You invited her to your house in Athkatla to meet Elminster. Some of your companions provide the option that Bhaal may seek the shelter of one of his temples to secure the tablet before he tries to trace Sandrah's future mother.

The way back is through Mornbryn's Shield and its southern exit to Wyrms' crossing. Near Tenya's hut you meet Gorion. He has a lot to report about recent events. Elminster has been invited to join the harpers (Cyric is furious about his foolish son) and moved to Waterdeep. He, Khalindra, and her father are safely protected by the harpers and there is no urgent need to visit them. Instead Gorion points you to a temple of Mystra in the Mir Forest which has been overrun by the Bhaalists during the goddess of magic's absence.

280. Nyalee's temple (AR5202)

Fire giants guard the access to Nyalee which already hints at what you will find here. Of course the old Bhaal priestess has already adopted Yaga-Shura. They defile the temple of your goddess Mystra. Your comrades are ready to help you to attack the intruders. Everything will depend on your decision.

You now have the choice between Waterdeep to check Elminster or another possible Bhaal temple. Your comrades assume that Bhaal may want to try and make Bane's former followers his own. The temple of the Black Hand in the Wood of Sharp Teeth would be your destination. I follow that second option here.

Brother Aschmaan and a handmaiden of Lolth are at the entrance of Bane's temple. The drow is accompanied by her daughter, Sendai. To confuse you, Sendai creates a clone of herself to fight before she teleports away, you do not get a chance to actually kill her.

It is time now to visit Waterdeep.

281. Waterdeep Garden (CVELM1)

At Elminster's house you meet Gorion, Glaresteer and Landrel who give you an overview of what happened in the meantime. It seems like Bhaal has not been seen to make efforts of reaching Khalindra. Instead, the harpers report that he seems to be seeking an artefact that can unseal the Avernus portal in Dragonspear Castle. Such an artefact can be found in Thay.

Before you take that trip, visit Elminster himself in the garden. There will be two encounters:

- Winthrop (not yet innkeeper at Candlekeep) and Ismanelda (Imoen's mother-to-be)
- Elminster and Khalindra

After the second encounter (near the pavilion on the terrace), you get a text screen summary and are automatically transported to FAI to make a journey to Thay.

282. Journey to Thay (RTF037)

You need to take the overland road this time; the portal is of course still sealed. You end in a Thay ambush and finally in the Bezantur temple district. Several options to investigate are proposed by your companions. At Sharkey's you can overhear a discussion between the slave auctioneer and the innkeeper – the town suffers from Bhaal's presence already and his hunger for slaves to murder while slaves are the basis of their economy. More information is available at Mask's temple.

Shabella will recognise the presence of her god Mask in Cyric's sword Godsbane. Cyric will get all the required information from the shadow thief leader. The town is full of Bhaal's followers who may attack you out of nowhere, so it is best to proceed to the Odesseiron estate soon and fight your way through to the temple entrance.

At the gate to the estate you find Homen Odesseiron and a young Edwin.

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In the Bhaal temple eliminate the minions and find Bhaal himself in the NW hall ready to go downstairs to the transportation system to return to the Sword Coast. When you face him, he reveals that he finished his mission already. He has to do just the finishing touch to his contingency plan, which is to rape Sandrah's mother and plant a bhaalspawn next to Mystra's heiress. You have the option to change the history of the Realms at that point.

If you choose to eliminate Bhaal right now, he will flee downstairs to the cemetery. When you injure him enough, Cyric will kill him with Godsbane. The game ends with a screen showing the consequences of your decision. Your mother Alianna will sacrifice her unnamed new born child, other bhaalspawns will be sacrificed as well, and the old god of murder will return.

The guide follows the original plot line, i.e. you let Bhaal escape to the Sword Coast and travel to Waterdeep yourself.

283. Celestial Stairs (TOT005)

Your son awaits you outside his house. You will be able to give him the instructions and the blessing he needs to act during the coming years. You will also tell him about a child to be rescued in the Bhaal temple in the Forest of Wyrms. Elminster tells you that Bhaal is on his way to Dragonspear Castle to escape through the portal to Tantras. You can overtake him if you hurry to the Boareskyr Bridge.

Remove Bhaal's remaining followers from the area and move to the bridge itself. The scene has changed since the statues are not (yet) there same as the symbol on the bridge. Instead there is the god of murder in person. Once you have him beaten enough, you can give Cyric the command to strike with Godsbane. Bhaal in his final speech thinks he can still triumph because of his well-planned return plan. You shatter all his illusions before Cyric kills him. After the movie, you find the second tablet of fate in Cyric's inventory.

Melissan approaches but she does not seem to be very unhappy about her god being slain. You have a final dialogue option to let her go or kill her. Of course, the second choice is again a destruction of your own future, so let her escape and prepare her treason on Bhaal.

Travel back to Waterdeep, Sune temple, and the Celestial Stairs. This time AO himself awaits you together with Helm.

Midnight accepts the intermediate duty as Mystra and Pelligram – the Simbul – will help the just born Sandrah to find her way.

Adon refuses any involvement with the celestials and parts from Sune. He will contemplate Midnight's suggestion to serve Mystra however (he later does that).

Then AO demands Godsbane from Cyric under the false impression that it contains Bhaal's essence. But a soultaker can only hold a single soul essence and it is instead Kelemvor who emerges from the item. Cyric has truly earned his new portfolio as god of murder. And his eternal enmity with Mystra starts here.

Kelemvor becomes Lord of the Damned and is given the Fugue Plane to reside.

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Pelligram has the final word by pointing out that the Time of Troubles has not really ended with Bhaal's essence still on the Prime.

...and so the circle closes.

In a couple of months Alianna, a priestess of Bhaal, will give birth to a child who will shape the future history of the Sword Coast and the Realms.

What you have witnessed was just the beginning of this child's story.

Soon Imoen and Sandrah's sister Qilindrha will be born in Waterdeep. Gorion, Elminster and the harpers will attack the remaining Bhaal temples and prevent the sacrifice of several Bhaalspawns intended to revive Bhaal. Alianna's child will survive - as well as Sarevok.

Melissan will escape and prepare her own plan to make use of the Bhaal essence.

Mystra and Cyric, now being gods, will become fierce enemies after Mystra discovers the whole magnitude of Cyric's betrayal and his murdering of Kelemvor. Cyric's boosts of madness will become more frequent as the mad Prince of Lies establishes himself in the pantheon.

Adon comes to terms with his doubt in the gods and finally decides to serve his old companion Midnight in her role as Mystra.

Drizt starts to wander the Realms and becomes the hero of many adventures, sometimes alone, sometimes with his friends Catti-Brie, Bruenor and Wulfgar. Until one day he meets Midnight's granddaughter...and finally Midnight herself, once again...

Liriel meets the human adventurer Fyodor and accompanies him through many quests. In a final battle against the drow in which she sides with Rashemen, she loses both Fyodor and all her ties to the Underdark, as well as her faith in Eilistraee. In the end she becomes a follower of her old companion Mystra.

Pelligram soon leaves Mystra's side at Celestia to start her new mission. According to AO's verdict not to directly influence the heiress, she has chosen the avatar of a black panther (inspired maybe by Kelemvor Lyonsbane's curse) to accompany secretly her new ward - Sandrah.

Only few are aware of the things to come and even fewer will ever know - even after the whole story will have come to its **end**...

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Annex EET/Sandrah Saga Chapter Guide

Sandrah uses and extends the EET continuous chapter system.

Chapter 1 Start ----> Entering Nashkel
Chapter 2 Entering Nashkel -----> Nashkel Mine Finish
Chapter 3 Picking up documents in Nashkel Mines, Mulahey dead -----> Looting Tazok's chest in Bandit Camp
Chapter 4 Looting Tazok's chest in Bandit Camp -----> Killing Daevorn in Cloakwood Mine
Chapter 5 Killing Daevorn in Cloakwood Mine -----> Receiving Book from Duke Eltan
Chapter 6 Receiving Book from Duke Eltan -----> Coming out of Candlekeep Catacombs
Chapter 7a Coming out of Candlekeep Catacombs -----> Transition to SoD
Chapter 7b (SoD) Clearing Sarevok's remains + Start of SoD quest -----> Leaving Baldur's Gate
Chapter 8 (SoD) Leaving Baldur's Gate -----> Reaching Boareskyr Bridge
Chapter 9 (SoD) Reaching Boareskyr Bridge -----> Reaching Coalition Camp
Chapter 10 (SoD) Reaching Coalition Camp -----> Reaching Dragonspear Castle
Chapter 11 (SoD) Reaching Dragonspear Castle -----> Entering the Portal to Avernus
Chapter 12 (SoD) Entering the Portal -----> Arrested for murdering Skie
Chapter 13a (SoD) Escaping from Baldur's Gate + Being captured by Irenicus
Chapter 13b Starting Irenicus Dungeon -----> Having talked to Gaelan
Chapter 14 Having talked to Gaelan -----> Deciding for either Bodhi or Gaelan offer
Chapter 15 Decision on path to Spellhold made (running jobs for your ally) ----> Starting the Journey
Chapter 16 Journey to Spellhold -----> Entering Underdark
Chapter 17 Entering Underdark -----> Back to Surface, Elhan's Camp
Chapter 18 Back on Surface after Underdark -----> Entering Suldanessalar
Chapter 19 Entering Suldanessalar -----> Transition to ToB
Chapter 20 Begin of ToB -----> Reaching Amkethran
Chapter 21 Reaching Amkethran -----> Entering ToB Final
Chapter 22 Final Fight at Throne of Bhaal
Chapter 23 Start Return to Faerun (RtF) The Hornswamp Intrigue
Chapter 24 RtF Cerameon's Seal (starts when Wallrick notifies attack on Summer Camp)
Chapter 25 RtF Journey to Thay (starts when reaching Thay Cyric Temple)
Chapter 26 RtF Alliances (starts after defeating Talos at Black Hand)
Chapter 27 RtF The Spell Plague
Chapter 28 RtF The Citadel
Chapter 29 RtF A Revelation
Chapter 30 Time of Trouble Revisited (ToT) Companions
Chapter 31 ToT Liriel's quest (starts with Liriel's story about Windwalker)
Chapter 32 ToT Kelemvor Lyonsbane's quest (starts leaving Suldanessalar)
Chapter 33 ToT Myrkul's Defeat (starts Night after Kelemvor's Cure)
Chapter 34 ToT Adon's quest (starts End of Celestial Stairs, Transport to Athkatla)
Chapter 35 ToT Cyric's quest (Bhaal hunt) starts with Bane + Torm death in Tantras
Chapter 36 ToT Ascensions (starts leaving Bhaal temple in Thay, Bhaal alive)

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Annex RtF Areas Codes

CVRTF1	ToB ending scene, Mystra's quarter in Celestia
CVRTF2	Mount Celestia, Sandrah's quarter
CVRTF8	Shauhana's Palace
CVRTF9	Lava smithy
CVELM9	Waterdeep ancient graveyard
RTF001	Shar-Teel's war room
RTF002	Hornswamp Bridge
RTF003	Hornswamp river area
RTF004	Hornswamp battlefield
RTF04H	Trader's hut
RTF401	Hornswamp underground
RTF402	Hornswamp laboratory
RTF005	Old Sune temple
RTF006	Waterdeep, North-East Ward
RTF007	Church in NE WD
RTF008	Overland Shop (Cespenar)
RTF009	East Market Inn Waterdeep
RTF010	Mornbryn's Shield
RTF011	Church in Mornbryn's Shield
RTF012	Cerameon's tomb
RTF013	Monk's study (Lir in RTtF011)
RTF014	East Market Inn Waterdeep upstairs
RTF015	Innocento's house (Mornbryn's Shield)
RTF016	Innocento's shelter
RTF017	Midnight's garden
RTF018	Midnight's kitchen
RTF019	Midnight's house upstairs
RTF306	Shadow Thieves guild Athkatla, RtF version
RTF020	Waterdeep Undermountain entrance
RTF021	Undermountain Myconid hall
RTF022	Undermountain Snake hall
RTF023	Undermountain ice storage
RTF024	Collector's quarters
RTF025	Friendly Arm Inn, RtF version
RTF026	Midnight's arboretum
RTF027	Ithal Pass
RTF028	Elfsong, RtF Version
RTF029	Fugue Plane transition
RTF030	Ghotal's Summer Camp >>>> Worldmap Area
RTF031	Ghotal's Summer Camp watchtower
RTF032	Ghotal's Summer Camp entry hall
RTF033	Ghotal's Summer Camp staircase level
RTF034	Ghotal's Summer Camp intruder level
RTF035	Conference room at camp
RTF036	Ambush on road to summer camp
RTF037	Ambush on road to Thay
RTF038	Mornbryn's Shield, riverside >>>> Worldmap Area
RTF381	"The Troll in Flames" inn
RTF382	"Caldreth's Cobbling" shop
RTF039	Council of Six Athkatla, RtF version
RTF040	Ravencrest harbour

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RTF041	Ithal Bridge
RTF042	Ravencrest harbour office
RTF043	Ravencrest Monastery hall
RTF044	Ravencrest Mourner's Fountain
RTF045	Ravencrest ancient ruins
RTF046	Thayan Seal
RTF047	Thay passage exit
RTF048	Thay magma level
RTF049	Iron cemetery
Areas below are within RTF050	
RTF050	Bezantur in Thay, temple district >>>> Worldmap Area
RTF051	Boarding house
RTF052	Mill
RTF053	Enclave of Oghma
RTF054	Corrupt noble's house
RTF055	Chapel of Umberlee
RTF056	"Sharkey's" inn
RTF057	Pink clothes shop
RTF058	Library
RTF059	Library cellar
RTF109	Sharkey's secret back room
RTF510	Temple of Mask
RTF511	Autharch Ithrash's house
RTF512	Ithrash's sleeping room
RTF513	Mask temple basement
Areas below are within RTF060	
RTF060	Bezantur, government district
RTF061	Judge's house
RTF062	Hostel
RTF063	Courthouse
RTF163	Courthouse during trial
RTF612	Treasury
RTF613	Courthouse cells
RTF064	Smithy
RTF611	Smithy upstairs
RTF065	House
RTF066	Arcane Archive #3
RTF067	House
RTF068	Caravanserai
RTF069	Lizard barracks
End RTF060	
RTF070	Odesseiron Estate
RTF071	Bezantur Shar temple area and slums
RTF072	Ust Natha in RTF
RTF073	Northern Thay borderland (Giran quest)
RTF074	Rashemen village (Giran quest)
RTF075	Ust Natha temple (L'Uriet quest)
RTF076	Ust Natha prison (L'Uriet quest)
RTF077	Cyric/Bhaal Temple
RTF078	Control Room
RTF079	Odesseiron tower, ground floor
RTF080	Odesseiron mausoleum
RTF081	Rebel quarters

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RTF082	Rebel headquarter
RTF083	Rebel secret entrance
RTF084	Odesseiron cellar
RTF085	Odesseiron barn
RTF086	Odesseiron tower top level
RTF087	Odesseiron living rooms
RTF088	Ust Natha tavern in RTF
Areas below are within RTF090	
RTF090	Guild of Foreign Trade district
RTF091	Guild of Foreign Trade entrance hall
RTF092	Dopperganger's house
RTF093	Lizardmen headquarter
RTF094	Brewery
RTF095	Temple of Auril
RTF096	Chicken barn (leads to smith RTF108)
RTF097	House
RTF098	Saemon's ship under deck
RTF099	House (entry from rear)
RTF901	Treasury
RTF902	Mage's tower ground floor
RTF903	Mage's study
RTF904	House
RTF905	House
RTF906	-
RTF907	House
RTF908	Legion prison and torture chamber
RTF909	Legion round table
RTF910	Legion headquarter
RTF103	Guild of Foreign Trade dining room
RTF104	Guild of Foreign Trade leasure area
RTF105	Guild of Foreign Trade study rooms
RTF106	Guild of Foreign Trade living rooms
RTF107	Guild of Foreign Trade throne room
RTF108	Smith (go through barn RTF096)
Areas below are on ship cruise via Faenya Dale to Baldur's Gate	
RTF100	Saemon's ship at sea
RTF101	Saemon's ship under deck 2
RTF102	Saemon's ship under deck 3
RTF110	Saemon's ship at island landing
RTF111	Avariel village
RTF112	Faenya Dale temple
RTF113	Druid hut
RTF114	Potion shop
RTF115	Avariel inn
RTF116	Sleepy home
RTF117	Kuo-Toa temple
RTF118	Kuo-Toa cave
End ship cruise	
RTF120	Fugue Plane, old enemies' level
RTF121	Fugue Plane, crazy girl' level
RTF122	Fugue Plane, sanctuary
RTF123	Blackstaff Tower ruin
RTF130	Wheloon in Cormyr

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RTF131...139	Houses in Wheloon
RTF140	Temple area of Wheloon
RTF141	Temple of Wheloon
RTF142	Temple oratory prior battle
RTF143	Temple oratory after battle
RTF144	Stable near Citadel
RTF145	Mornbryn's Shield, restored
RTF150	Northern Road to Warlock's Crypt
RTF151	Warlock's Crypt
RTF152	Rose tower downstairs
RTF153	Rose tower Larloch's study
RTF154...156	Houses in Warlock's Crypt
RTF157	Larloch's mill
RTF160	Thay Mount
RTF161	Troglogyte halls
RTF162	Lieutenants quarter
RTF164	Ancient lizard tomb
RTF165	Secret shortcut
RTF166	Admiral's quarter
RTF167	Drow mistress' cave
RTF170	Drilling machine
RTF171	Szass' advisors quarter
RTF172	Szass portal exit
RTF340	The Vaunted's end

“That’s all, folks!”