Highlights

- Currently contains approximately 21,000 words of new text. Including unique dialogue options based on race, stats, classes, and kits.

- Contains 8 new quests, 5 new outcomes for existing quests,1 new area, and Yeorg - an evil Dragon Disciple NPC.

- <b>Removes many existing main plot restrictions:</b> [spoiler]

<i>Candlekeep:</i>On top of the usual method a player character can now also leave Candlekeep after either attacking Gorion or after turning Candlekeep hostile. Removing Gorion's auto-kill restriction in the process (though Tethoril retains his own).

<i>Coast Way:</i> Allows a player to reject Imoen during their initial meeting after Gorion's death (she will sneak back in to Candlekeep). If you kill Imoen while in Candlekeep in the prologue she won't appear for this initial meeting. If you reject her initially you won't be able to pick her up again until chapter 6.

<i>Baldur's Gate:</i> Removes Duke Eltan's auto-kill used on players that refuse to tell him what they know about the Iron Throne. Players who wish to can acquire the necessary book from either the Thieves Guild or the Sorcerous Sundries.

<i>Coronation Ceremony:</i> A player character can bring Duke Eltan's body to the ceremony, who will himself call Sarevok out on his treachery. Sarevok, sensing that he has failed, will then choose to attack.

Players with insufficient evidence, but who manage to save at least one grand duke, may ask for a stay (2 game hours long) of execution in order to gather evidence against Sarevok.

If Liia and Belt are killed then its not an automatic death for the player. Provided you have sufficient evidence to support your claims and you have saved Duke Eltan.[/spoiler]

- Incorporates information from PnP sourcebooks regarding this region of the world. Locations like Beregost, Nashkel, Gullykin, Durlag's Tower, the Firewine Ruins, and the Firewine Bridge are adjusted to reflect what books like the Forgotten Realms Campaign Setting, Lands of Intrigue, and Volo's Guide to the Sword Coast say about them. Existing characters are adjusted to reflect their stats and abilities as mentioned in the Heroes Lorebook.

- Incorporates unused files and dialogues from the original game.

- Variables created in this mod will be used in its successor mods in Adventure Y and BG2EE. I haven't worked out all the details on this yet though.

This mod largely begins once you enter Beregost. Its storyline expands over the course of chapters 3, 4, 5, 6, and 7 though there will be some minor additions made in Chapters 1 and 2. More details follow

[spoiler]

Friendly Arm Inn

- On the northern edge of the map along the road you can run into a caravan (a merchant with a dead horse and a dead woman found down the road from him). You can claim you are a bandit and then threaten to take his goods. This is taking advantage of the unused banmer.dlg file from the original game (chapter 3). If you have taken the goods then when you encounter the bandits in either Peldvale or Larswood you can use it to convince them of your worth.

- The Friendly Arm Inn's courtyard has been converted into a makeshift warcamp. Flaming Fist troops can be found training in it (chapter 5 or later).

Beregost

- Adds a militia headquarters to Beregost and labels the Travenhurst Manor as the Town Council building.

- Kelddath Ormlyr, Taerom, and a Shadow (representing Thalantyr) are now added around the table in the Town Council buildings first floor

- Adds militia to the streets of Beregost (this occurs starting in Chapter 3).

- Adds Modest (a drunk Blade) to the towns inns (his location will vary to a degree depending upon the time of day).

- Adds a thief named Bethi to one of the gardens in the north-west corner of Beregost. She sells you iron goods that won't break as well as some specialty items from Waterdeep.

- The Flaming Fist now have a much more visible presence in the city, alongside the towns militia (Chapter 5). This presence again increases in chapter 6. Their dialogue discusses how the situation is unfolding and it will adjust depending on the chapter.

- Local bartenders and acolytes in the temple (through acquired drinks and temple donations) comment on the fear they now have over the possibility of a war.

High Hedge

- An Aquatic Elf can now be found near a pond in the north-west corner of the map. She can be pressed about her relationship with Thalantyr (and she will serve as a witness to the events involving his murder).

- There is a quest involving Thalantyr being found murdered (chapter 4 or later).

South of High Hedge

- You can find a journal on Bassilus now. You can either read the journal and travel to the Mountain of Skulls (a Cyric Stronghold in the Cloudpeaks), or you can talk to Kelddath to learn more about what he knows about Bassilus beforehand. This is part of a quest that involves wiping out any followers of Cyric in the region.

South South of High Hedge

- Drizzt and his full group of companions (who have been largely adjusted to fit their descriptions in the Heroes Lorebook) can be found here. Remember though, if you attack one you attack them all!

Nashkel

- Jasha Istor will approach any party trying to enter Nashkel and demand that they pay her off (she is an Icepriest of Auril). She offers temple services and you can also donate to her (through dialogue options) in order to lower your reputation. A low reputation character can also buy specialty goods from her (including the Snow Maiden's Reaver that exclusively does cold damage that is normally found in Icewind Dale and Icewind Dale Enhanced Edition).

-The Inn in Nashkel has been renamed the Northern Light Inn. Its owner is now a mage by the name of Reis Kensiddar.

- The store in Nashkel is now named the Cloud Peak Outfitters and is run by a halfling named Salla Pitontoe.

- The probability of it snowing is increased to 50 percent. It also will start snowing now when you first arrive in town (this is due to Nashkel being 5000 feet above sea level).

- A thief will appear late at night for those looking to purchase weapons and items from the Shadow Thieves in Athkatla (chapter 3 or later).

- The town's mayor will remain in front of the temple at the conclusion of the quest regarding the Nashkel Mines (normally I believe he disappears). If talked to again he will complain about the increase in troops.

- In chapters 6 and 7 there will be additional Amnish troops stationed in the town.

Carnival and Nashkel Mines

- The probability of it snowing is increased to 50 percent (this is due to Nashkel being 5000 feet above sea level).

Gullykin

- Gullykin is now a wild magic area. This is where you can find Yeorg.

Firewine Bridge

- The Firewine Bridge is now a wild magic area.

Firewine Ruins

- The Firewine Ruins now have more magical creatures, to reflect the descriptions provided in Volo's guide. This includes, but is not necessarily exclusively limited to, lesser clay golems and other constructs.

Cloakwood Forest

- You can now cast "Remove Curse" on Centeol, which causes her to transform back into a sorceress. This presents an alternative to outright killing her.

- Characters can now choose to take control of the mine instead of flooding it.

Baldur's Gate (the city)

- The Temple of Umberlee now allows you to purchase goods from them and receive church services (chapter 5 or later).

- A temple dedicated to Mask now exists in the thieves guild (chapter 5 or later).

- Halbazzer Drin is now given the Meteor spell (and the instructions to cast it in his scripting). (chapter 5 or later)

- The compliment of Flaming Fists in the streets is increased (chapter 6 and later).

- You can talk to "Merchants" found outside who will complain frequently of the rising levies on their goods to pay for this increase in troops, as well as the demands made on their businesses.

Quests

- Contains 8 new quests.

- You are given a series of tasks to secure cheaper tavern drinks for Beregost's militia.

- You are given a quest to get Modest back on his feet. You must convince him to serve as a junior member of the town council or as a lieutenant in the militia.

- You are asked to root out the cult dedicated to Cyric found in the Cloudpeak Mountains.

- There is a quest involving acquiring obtaining better armor and weapons for the towns militia from Bethi.

- Thalantyr is found murdered.

- Kelddath Ormlyr wants you can get the leaders of other small communities near Beregost (Gullykin, the Friendly Arm Inn and Ulgoth's Beard) to agree to take any refugees in the event of an invasion.

- Scout out Nashkel's forces for the Flaming Fist Sergeant.

- Final quest (details are still being worked out).

[/spoiler]

Storyline

[spoiler]

Chapter 3

Politics, intrigue, and murder. No tale involving the Sword Coast would be complete without these three things.

Troubles are brewing along the Sword Coast. Troops are being moved northward from Athkatla towards the town of Nashkel, hoping to bolster forces there in the event of an attack. Merchants there complain that they are being overstretched, while the mayor complains that the town simply can't house this increase in troops. Word has spread of your efforts in the Nashkel mines though this has done little to quell local fears of a conflict between Amn and Baldur's Gate.

Meanwhile, concerned over the Flaming Fists chances in the event of a war with Amn the town council of Beregost has convened a meeting to decide its strategy in the event of an invasion. A small number of militia now line its streets and stand ready in the event they are needed.

Where desperation and despair lurks profiteers have answered. With weapons still brittle from the Iron Crisis profiteers have been shipping in new weapons from far away lands, leading to an arms buildup across the region as concern grows over the quality of the regions ore. Where once smuggling was frowned upon the thieves guilds in Baldur's Gate and Athkatla have found new life and opportunity. Through this they have begun expanding their own influences and padded pockets where needed.

Chapter 4:

Thalanyr is found murdered in High Hedge. Evidence points to this being the work of bandits, perhaps as retaliation for any assistance he may have granted you in the past, though given his magical abilities you suspect otherwise. The investigator outside the door explains that the unconscious bandit found next to him is the primary suspect in the murder, though in his state you won't get anything out of him. If the character talking to the investigator has sufficient charisma, wisdom, or intelligence it is possible to convince him that bandits were likely not involved. Mages and Bards with sufficient intelligence (along with Sorcerers) can detect residual magical energies that suggest teleportation magic was somehow involved here. You gather that perhaps it was used by someone who fled the scene.

High Hedge from this point onwards has been locked magically to prevent anyone from entering the crime scene.

Chapter 5

At the great reluctance of Bentley Mirrorshade the Friendly Arm Inn's courtyard has been converted into a makeshift warcamp. Flaming Fist troops continue to train there, expecting the call of war at any time.

In Beregost fears of a conflict have only served to escalate the situation there. The Flaming Fist now have a much more visible presence in the city, alongside the cities militia. The situation has proven to be a boon to local taverns, though local businesses comment on the fear they now have over the possibility of a war.

Chapter 6 (only accessible if you travel to back to Baldur's Gate before entering Candlekeep):

In Baldur's Gate the Grand Dukes themselves have been preparing for war. The compliment of Flaming Fists in the streets has been doubled in recent days. Merchants complain frequently of the rising levies on their goods to pay for this increase, as well as the demands made on their businesses, while citizens clear themselves from the streets.

Concern over the war has also caused Beregost to request additional troops. More soldiers now line its streets. While its taverns and inns are booming Kelddath Ormlyr remains concerned about the situation. While Baldur's Gate has its high walls Beregost is small and undefended. Troops stationed here will likely fall back to the Friendly Arm Inn if necessary, which itself has too little room to house the needs of the people of Beregost. Kelddath has sought reassurance from other communities in the region to grant assistance to his citizens in the event of an attack, with little success thus far.

Chapter 7

As you have continued on your quest what has become clear is that merely killing Sarevok may not stop the carnage that he sought, even if he is exposed. Concerned over the spread of the Zhentarim's influence in the city Amn has lost trust in the leaders of Baldur's Gate to handle the situation. News of Eltan's sickness has only served to confirm their suspicions.

It is in this chapter that you are effectively granted four choices. The point of no return in this case would be when you finally confront Sarevok in the Temple of Bhaal.

1) "Good" or perhaps "lawful neutral" path: Align with the forces of the Flaming Fist and put an end to this Zhentarim threat by raiding their compound (basically kill a few wizards and their henchmen). To be directed to the compounds location you need to bring Eltan to the Harbormaster (to roleplay this you should try to disable those members of the Flaming Fist who are after you). The Harbormaster then directs you to talk to Officer Vai (who since returning from Beregost has become concerned about the unusual orders she has been receiving). Vai has received intel on the compounds location. After the deed is done you report to Piergeiron the Paladinson in one of the city inns.

2) Goodish path: Save Eltan but do nothing else to help the Fist.

3) "True neutral" or perhaps the "chaotic neutral" path: Take no action (do not save Eltan and instead proceed to killing Sarevok).

4) "Evil" path: Align with the Zhents by making a bold attack upon the Flaming Fist headquarters, killing Eltan in the process. Assist them in their efforts and in the process threaten to delve the region into war.

The decision you make here will have an impact if you install the follow up to this mod in BG2EE (assuming of course this mod or its subsequent mod ever gets made).