

CHAPTER 1: IRENICUS' DUNGEON



Prison Cells

You awake in a prison cell of an underground complex that seems to be under attack. After Imoen frees you and joins the party you should work on gathering allies and equipment so you may escape your tormentor. While the Jailkeep Golem to the west has no useful information to offer, the room itself provides the first basic equipment, including a "Dagger +1". Don't forget to use Imoen to disable traps and pick locks.

FIND A WAY TO RELEASE JAHEIRA FROM HER CELL

To free Jaheira from captivity you need the appropriate key, which can be conveniently found in a chest in the adjacent room to the west.

Rewards: 3.000 XP, Jaheira may join the party

FIND A WAY TO RELEASE MINSC FROM HIS CELL

Provoke Minsc and threaten to leave him to rot in his cell. This will enrage him so much that he will bend the bars of his cage and is free.

Rewards: 3.000 XP, Minsc may join the party

Since the portal to the north cannot be used without the proper key and the west corridor leads to a locked door as well, your only way leads south.

The Lightning Machine

The machine in this room will continue to spawn Lightning Mephits until you turn off its energy source by using the switch on the wall.

Reward: 2.000 XP

The Crystal Cave

AATAQAH'S QUESTION

Walking through this room Aataqah, the djinni, will spawn and pose a question. Depending on your answer different enemies will spawn:

- *I push the button.* (Good) spawns an Oger Magus
- *I don't push the button.* (Evil) spawns a few Gibberlings
- *I refuse to answer.* no enemies and no reward

If your answer responds with your alignment you will be rewarded with some bonus XP.

Reward: 3.500 XP

GOALS



- ESCAPE THE DUNGEON
- FIND THE PORTAL KEY
- COLLECT THE MAGICAL WAND KEYS
- COLLECT THE REMAINS OF YOUR EQUIPMENT

HINT



If you have imported your character from BGEE or SOD, some of your equipment may be found in the dungeon. The "Golden Pantaloons" for example will be hidden in the painting in the room with the Jailkeep Golem.

GET THE GOLEM TO OPEN THE DUNGEON DOORS

In the Storage a Sewer Golem is waiting for his master's orders. Tell him you are the master and that he shall open the doors to the Central Room. For the golem to actually start his work you will need the *Activation Stone* that can be found in the room with Rielev to the north.

Rewards: 3.000 XP, unlock doors to Central Room

FREE RIELEV FROM HIS LIFE SUPPORT

Rielev is being artificially kept alive by the master in a life support container. Turn off the machine to put him out of his suffering. The *Energy Cells* you get can be used to talk to the other imprisoned people in their glass containers.

Rewards: 4.000 XP, Energy Cells

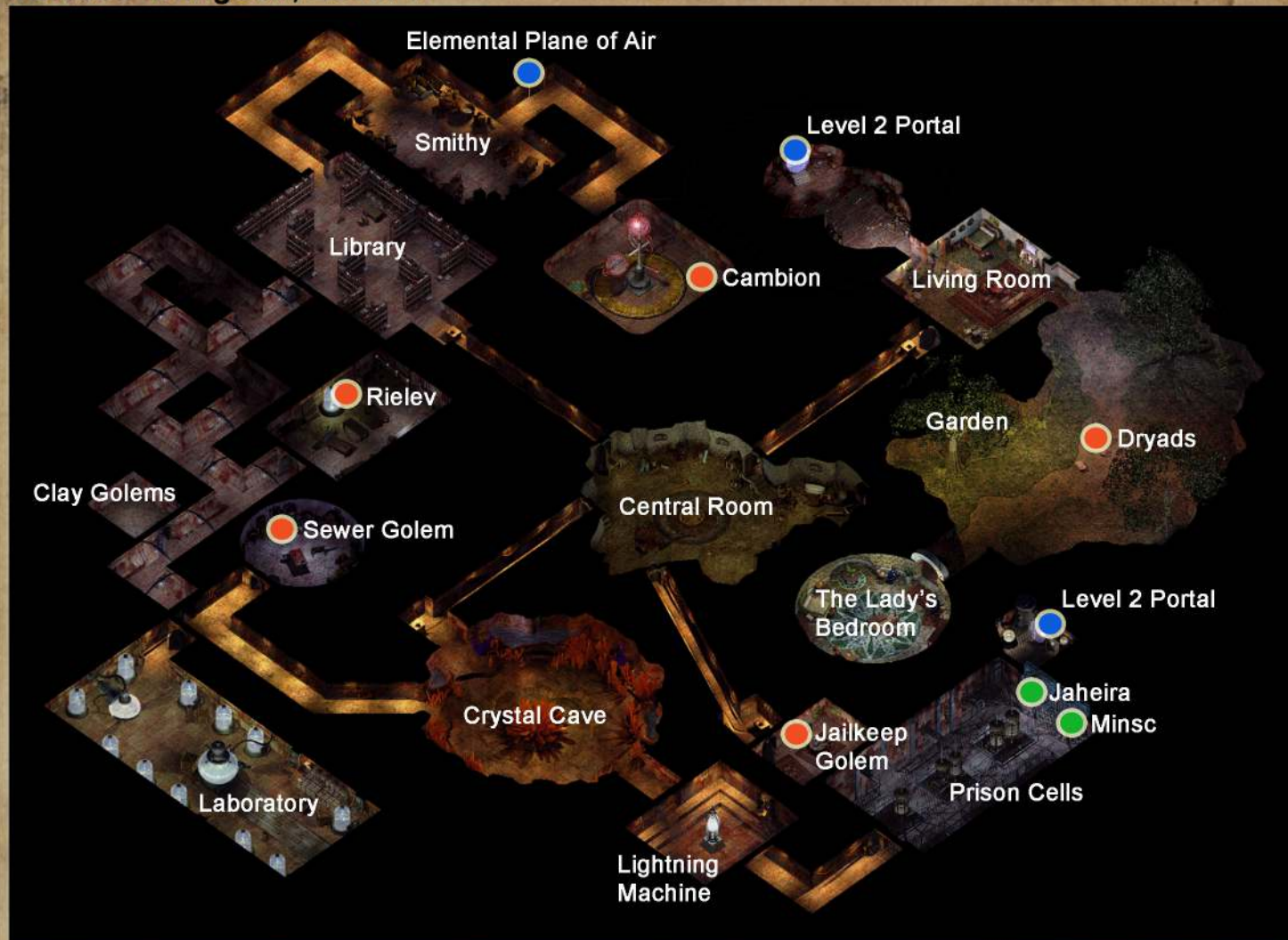
Laboratory

If you carry the *Energy Cells* from Rielev you may talk to the imprisoned people to learn about your captor. A "Quarterstaff +1" can be found in one of the containers.

Library

Kill the Mephits and search the room for some scrolls and potions.

Irenicus' Dungeon, Level 1



Map Key: ● NPC ● Companion ● Area Transition

Bestiary: Mephits, Goblins, Duergar, Otyugh, Lesser Clay Golems, Oger Magus, Gibberlings, Cambion

Smithy

Illych and the group of Duergar seem to know exactly who you are and attack outright. Defeat them and take the magical *Acorns* (you will need them for the Dryads on this level) as well as the "Mail of the Dead +2".

Rewards: Acorns, Mail of the Dead +2

Elemental Plane of Air

To gain access the key in form of a statue, found in the Living Room, is needed.

The Cambion

The strong Demon in this room is protected by a magical shield. Deactivate the machine in the middle and strike him down to gain a "Bastardsword +1".

Central Room

This room is protected by an Otyugh, a creature able to affect your party with disease and immune to non-magical weapons. Don't forget to loot the room afterwards for some useful items and then head north.

Rewards: Magic Wand of Frost Key, The Eyes of Truth (Helm)

Living Room

Be careful when searching this room, since there are some traps you want to disable.

Rewards: Air Elemental Statue (Key to Elemental Plane of Air), Magic Wand of Air Key, Metaspell Influence Amulet, Helm of Balduran

Garden

HELPING IRENICUS' CAPTIVE DRYADS

The dryads in the Garden have been held captive by Irenicus for a long time. Bring them the *Acorns* found in the Smithy and they will ask you to return them to their queen in the Windspear Hills. [SEE WINDPEAR HILLS]

The Lady's Bedroom

Once you step through the door an alarm will sound and the two Lesser Clay Golems will rush there and attack you. After you have defeated the worthy opponents carefully scout the bedroom and disable the traps.

Rewards: Portal Key (Key to Level 2), Pommel Jewel (part of the "Equalizer"), Bracers of Defense AC 8

Head to the Elemental Plane of Air for another quick quest and then step through either Portal to Level 2.

HINT



Don't forget to grab the *Pommel Jewel* from the Lady's Bedroom. It is part of a powerful Sword called "Equalizer" that Cromwell in the Docks District of Athkatla can forge for you - once you have gathered all parts of course.

FREEING THE DJINNI

Once you entered the Elemental Plane of Air, fight your way through the Mephits and rub the lamp. Malaq the Djinni appears and asks you to bring him his flask in return for one of your lost items.

Return to the Dryads on Level 1 and they will gladly give you the requested flask.

Once you give Malaq his beloved flask he will thank you with "Sarevok's Chaos Sword +2".

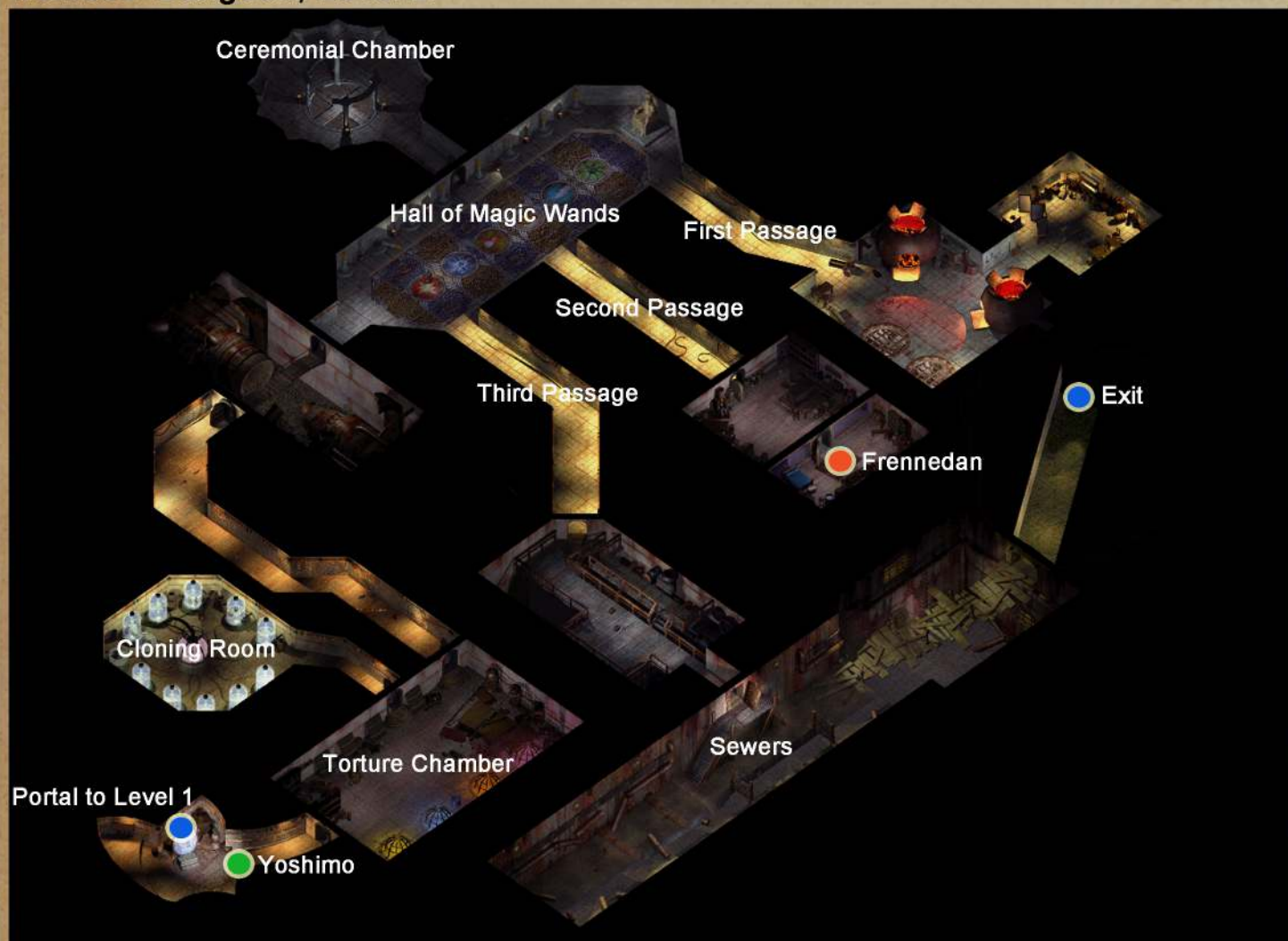
Rewards: 15.000 XP, Sarevok's Chaos Sword +2

Elemental Plane of Air



Map Key: ● Area Transition ● Special Bestiary: Mephits

Irenicus' Dungeon, Level 2



Map Key: ● NPC ● Companion ● Area Transition
Bestiary: Mephits, Goblins, Duergar, Assassins, Doppelganger

Arrival on Level 2

Upon arrival Yoshimo will approach you and offers to join the party. Besides some useful knowledge of the area, he might also prove helpful if CHARNAME is not a thief because once you exit the dungeon Imoen will no longer be with you.

Rewards: Yoshimo may join the party

Torture Chamber

The room contains four generators that keeps producing Mephits, whenever one has died. Consequently you should attempt to destroy the generators as quickly as possible.

Rewards: Wand of Summoning Key, Wand of Fire Key, Wand of Cloudkill Key

If Jaheira is in your party and still alive she will now discover Khalids dead body. Try to calm her over the loss of her husband and don't be rude - otherwise she will leave the party.

The Cloning Room

Entering this room you will witness the fight between a cloned woman and some assassins. No matter if you interrupt them or not - the clone will attack you.

Reward: Wand of Missiles Key

Head back to the Torture Chamber and then through the second tunnel. Use a thief to find and disarm the trap on the bridge.

Hall of Magic Wands

Use your thief to scout for traps as soon as you enter the hall and employ ranged weapons to kill the attacking Duergar. To actually disable the traps you need to use the six different wand keys you have collected up until now and deactivate the columns on the left wall. The keys will be automatically transformed into the corresponding wands (1 charge each). At the end of the hall you can loot a "Ring of Protection +1" from the statue.

Rewards: Ring of Protection +1, magic wands

Ceremonial Chamber

A group of assassins is fighting with Ulvaryls upon entering the ceremonial chamber. Despite a possible battle with the vampire (8000 XP) there is nothing to be found here.

First Passage

This way leads to a tough little group of Duergar that drop a "Mace +1" and some other minor loot - most notably though the "Girdle of Blundness".

Reward: Girdle of Blundness

Second Passage

FIND THE KEY TO RELEASE FRENNEDAN

At the end of the hallway you can find Frennedan being kept in a glas prison. Get the key from the trap protected chest in the same room and free him. You can attack him now or release him, in which case he will betray and attack on his own a bit later. Defeat the Doppelganger and loot his prison cell.

Third Passage

In the room before the Sewers you will engage a decent group of assassins including a mage. Caution: some of them only step out of the shadows once the battle has begun.

When you have done everything you want in the dungeon, follow the Sewers to the north and exit. You will not have the chance to return to this area.

Reward: 34.500 XP

CHAPTER 2: ATHKATLA

Imoen's Arrest

You escaped Irenicus' dungeon, but as soon as you step into the sun you are caught in a fight between Irenicus and the Shadow Thieves. Imoen intervenes using her magic and thereby breaks the law. The Cowled Wizards appear, arrest her as well as Irenicus and then teleport away. To rescue your friend and take revenge on your former captor you have to first find out more about the Cowled Wizards.

You find yourself in Waukeen's Promenade - probably exhausted and overburdened - and should find an Inn to rest, sell your loot and upgrade the party's equipment if possible. The strange events at the local Circus offer an easy opportunity to gain a new companion and items.

To continue the main quest you need to travel the Slums, where you will meet a man called Gaelan Bayle, who offers his help for the hefty price of 20.000 gold coins.

GOALS



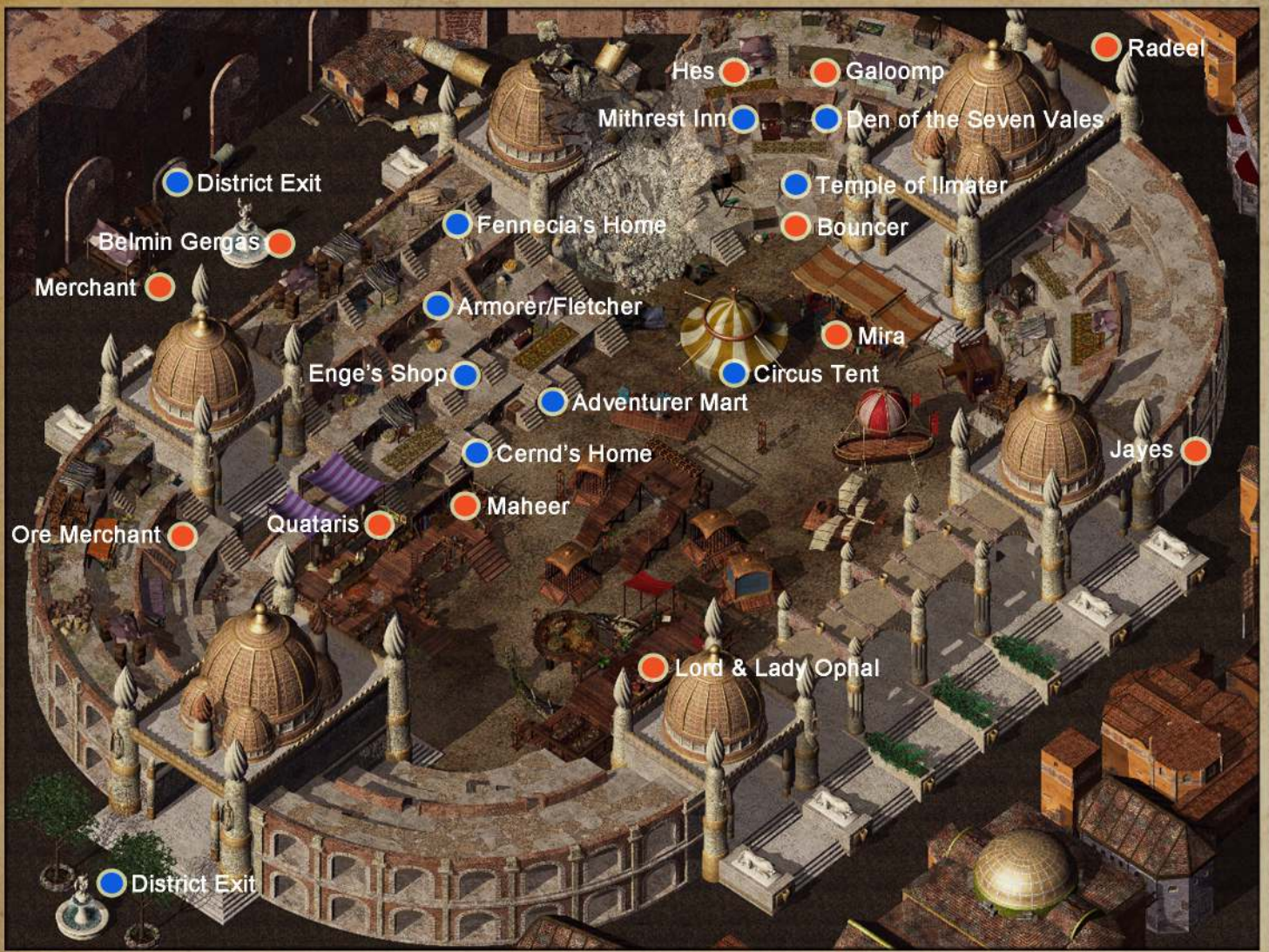
- HEAD TO THE SLUMS AND TALK TO GAELAN BAYLE
- COLLECT 20.000 GOLD COINS
- ASSOCIATE YOURSELF WITH EITHER THE SHADOW THIEVES OR BODHI

HINT



Arcane Magic is illegal in Athkatla. Casting offensive spells, even small ones like "Magic Missile", causes the Cowled Wizards to appear and warn you. Should you continue to do so, they will attack. Harmless spells such as "Healing" or "Identify" are however not affected. Furthermore the law does only apply to the outside, not inside buildings.

Waukeen's Promenade



Map Key: ● NPC ● Area Transition

Mithrest Inn

This is a typical Inn offering beds and drinks of high quality.

Den of the Seven Vales

The owner offers mediocre rooms and drinks. On the upper level Brennan Riesling and his adventure group are renting a room and don't take lightly to you disturbing them. A fight might prove difficult for an inexperienced party.

Rewards: Cursed Berserking Sword +3, Sandthief's Ring
28,000 XP (Riesling: 10,000, Amon: 6,000, rest: 4,000 each)

Alternatively a skilled thief might attempt to steal the ring from Brannan.

Temple of Ilmater.

A standard temple offering healing, resurrection etc.

Armorer/Fletcher

All your basic adventurer needs for equipment might be satisfied here. The sold ammunition includes rarities like "Arrows +2" and such.

Belmin Gergas

This zealous man only appears at the western District Exit if Viconia is in your group. Should she talk to him, will it cause him to turn hostile - along with the city guard close by.

Bouncer

A bouncer is blocking the path into this apartment. You may return here during Neera's quest. [SEE: NEERA]

Cernd's Home

Cernd doesn't live here anymore. To recruit him you will have to talk to Flydan at the City Gates and venture to Trademeet. [SEE: CERND]

Engge's Shop

Despite the appearance of the store, Engge does not sell vegetables, but basic adventurer gear.

Fennecia's Home

Fennecia is Cernd's former maid, but will only talk to you if you return here with Cernd in your party. [SEE: CERND]

Galoomp

The bookkeeper deals in scrolls and even a "Scroll Case".

Hes

Hes offers only a poor selection of items.

Lord & Lady Ophal

A skilled thief can pickpocket those two for some minor loot.

Jayes

At night Jayes offers stolen goods, including some useful scrolls, a scroll case and weapons +2.

Maheer

Maheer has a standard selection of weapons to sell. However, should you venture into the Bridge District and obtain the "Silver Horn of Valhalla" in an unnamed home in the Bridge District, Maheer can upgrade the horn to the "Bronze Horn of Valhalla" for 2.000 GP and a Diamond. Once you have it, he can then upgrade it to the "Iron Horn of Valhalla" for 5.000 GP and a Beljuril. [SEE: BRIDGE DISTRICT]

Mira

A merchant with basic goods.

Ore Merchant

Unless you want to buy *Illithium* for one of the temple representatives in the Temple District the ore merchant Jerlia can't sell you anything. [SEE: TEMPLE DISTRICT]

Quataris

The art merchant has nothing to say to you for now - until you are doing Haer'Dalis quest. [SEE: HAER'DALIS, SEE: THE MURDER OF ACTON BALTHIS]

Redeel

Radeel is lost in the city. If you have Minsk in your party he will help him to find his way.

Adventurer Mart

This store is probably the best shopping place in the city. Most of your coin will be spend here. Despite his watchful eye the guard at the entrance can be pickpocketed. Even owner Ribald himself can be pickpocketed for a "Ring of Regeneration".

Ribald

The old man's selection includes some of the finest gear.

Borok's Fist +2 (Warhammer)	Fortress Shield +3
Giant Hair Crossbow +3	Reflection Shield +1
Heavy Crossbow of Searing +1	Ring of Air Control
Staff Mace +2	Ring of the Princes +1
Staff of Rynn +4	Druid's Ring
Strong Arm +2 (Long Bow)	The Victor
Suryris's Blade +2 (Halberd)	The Protector +1
Sword of Flame +1 (Longsword)	Bracers of Defence AC 3
Karajah's Life and Death +3	Bracers of Defence AC 4
Armor of Deep Night +4	Girdle of Hill Giant Strength
Aeger's Hide +3	Rod of Ressurrection

If you return here in Chapter 6, Ribald will offer you a look at his special stash of items for 50 coins, including:

Heartseeker +3 (Long Bow)	Crimson Chain +5
Warblade +4	Helm of Brilliance
Asp's Nest (Dart)	Trahcie's Plate +5

Deidre

The women has a most exquisite selection of items for sale.

Dak'kon's Zerth Blade +2
Sensate Amulet
Harp of Pandemonium
Harmonium Halberd +3
Vhailor's Helm
Plate of Balduran
Shield of Balduran
Sword of Balduran
Mercykiller Ring
Robe of Vecna

Lady Yuth

If you need a scroll case or some powerful spell, this is the person to ask.

The Circus

Apparently mysterious things have happened inside the circus. Head to Fearghus, who can be found just south of the tent on a wooden construction. He is member of the circus and barely managed to get out of the tent before it was sealed of by the city guards. He will provide the only useful information onto the mysteries inside.

FIND THE BOY'S MOTHER INSIDE THE CIRCUS TENT

If you talk to little Giran he will ask you to find his mother inside the circus tent. Once you saved her and solved the situation, return to him.

Reward: 2500 XP

INVESTIGATE THE CIRCUS TENT

To enter the tent for the first time, you have to speak to the guard outside and suggest that you examine what is going on inside. Note that you can't exit again - once you have entered. Soon you will meet a Genie who welcomes you to the realm of Kalah and demands that you answer a riddle to pass the bridge.

- The correct answer to the riddle is, "The prince is 30 and the princess is 40". (**Reward:** 19.500 XP)
- If you answer incorrect, the Genie poses a second riddle. This time, the answer is "Nothing" (**Reward:** 14.500 XP)
- If you get both riddles wrong, you'll have to fight the Genie. (**Reward:** 5000 XP)

Inside the Circus Tent



The Circus Level 1

Nothing is as it seems inside the circus. An ogre with a soft female voice speaks to you and claims to be an Elf named Aerie. To break the illusion you need to kill the two peasants north of her (actually two orcs), get the *Ogre's Sword* and return it to Aerie to remove the illusion.

Reward: 18.500 XP, Aerie may join the party

You will also encounter a talking Spider. Don't kill it - it is Giran's mother Hannah with an illusion cast on her.

When you move onto Level 2 a pleasure slave will offer some more cryptic information on "Kalah".

The Circus Level 2

You will immediately be attacked by Shadows and Werewolves. The Shadows are real, the Werewolves are illusions that can be dispelled with "True Seeing" or "Dispel Magic". Loot the vases for some scrolls afterwards and proceed. On the stairs you will meet the Genie again, asking you if you are ready to face Kalah.

The Circus Level 3

After a short dialogue with Kalah, he turns hostile and attacks the Jelly to his right, supported by Shadows and Werewolves (illusions). The Jelly is in fact Aerie's uncle Quale [a former Companion in BG1] and should be protected. Once Kalah dies all illusions are dispelled and the circus is restored to normal. If Aerie hasn't joined your party, she now offers to do so again.

Reward: 25.000 XP, Aerie may join the party, Girdle of Piercing, Ring of Human Influence

Before you head out to Giran, talk to Hannah on the left.

Reward: 500 XP

Outside you may talk to the Amnish Soldier again and report.

Reward: Reputation +1

A MAGIC LAMP?

In front of the circus the boy Myara will now approach you and tell to you how Kalah got his power. He gives you a supposedly magic lamp and directs you to Jofir in the Crooked Crane at the City Gates. Jofir has a room on the second floor of the Inn and will reveal his true self once you approach him with the lamp in your inventory. The Rashasa offers to trade the command word to actually make use of the lamp.

- pay 500 GP and gain the magic word
- attack Jofir, shortly before he is defeated, he reveals the command word and teleports away

Use the magic lamp and the Genie will appear granting you one wish:

- Return Kalah to life
Reward: 1000 XP, Reputation +1
- Raise Kalah from the dead
Reward: 1000 XP
- Freedom for the Genie
Reward: 5000 XP, Reputation +1
- Imprison Kalah's soul forever
Reward: 1000 XP
- End Jafir's life
Reward: 3000 XP
- the other choices are either impossible or grant no rewards
- finally one may choose from the regular "Wish" spell's selection

Circus, Level 1



Circus, Level 2



The Restored Circus



Map Key: ● NPC ● Area Transition
● Companion

Slums District



Map Key: ● NPC ● Area Transition

Gaelan Bayle's Home

COLLECT THE FEE FOR GAELAN BAYLE

The first time you visit the Slums Gaelan Bayle will lead you to his home and make you a special offer: For 20,000 GP he and his "friends" could help you rescue Imoen. It shouldn't be too difficult to acquire the money - given the many available quests. Before leaving the house you should head upstairs and take a look at Arledrian's wares, especially the affordable "Gem Bag" and "Glasses of Identification".

Once you have earned 15,000 GP the mysterious Valen, representing a different guild, will contact you at night and urge you to meet with her mistress in the Graveyard District at night. A moment later Gaelan Bayle's nephew Brus approaches you and asks you to come back to the Slums and speak to Gaelan, who is now also prepared to lower the price to 15,000 GP.

You are now faced with a crucial choice: Will you work with Gaelan Bayle (Shadow Thieves), or with Valen's Mistress called Bodhi? Most good-aligned NPCs will be very hesitant if you side with Bodhi. Keldorn and Mazzy will even leave your party permanently.

Once you made your decision Chapter 2 concludes. Don't worry if you have any pending quests; you can still do most of them in Chapter 3.

Shady Character

A Shady Character of low skill might attempt to rob you. You can either kill him or pay 1000 GP.

Mugged Tourist

Two thugs are attempting to rob a tourist near the northern gate. Stop them before they can kill the man.

Reward: 3,500 XP

Slave Escort

Every night you may notice a couple of Slave Guards escorting their property through the streets, while the Amish Guards look the other way. You can either ignore it or free the slave.

Reward: 5,500 XP

Blackmarket Thief & Storekeep

Both individuals offer you stolen goods, with the Blackmarket Thief only being available at night.

Borinall's Home

You may enter, if you are to retrieve the *Dawn Ring*. [SEE: TEMPLE DISTRICT, SEE: ANOTHER MISSION FOR THE TEMPLE]

Temple of Ilmater

A standard temple offering healing, resurrection etc.

Cohrvale & Bregg

The first time you pass here, the two thugs Bregg and Cohrvale will assault you. Beating them should be easy.

Reward: 10,000 XP (Cohrvale: 6,000, Bregg: 4,000)

Derelict Home

This is the home of Baron Ployer. If Jaheira is in your party, you will need to come here during here quest.

The Jansen Home

This is the home of Jan Jansen and his family. Jan can be found in the Government District during the day, where you may recruit him.

The Planar Sphere

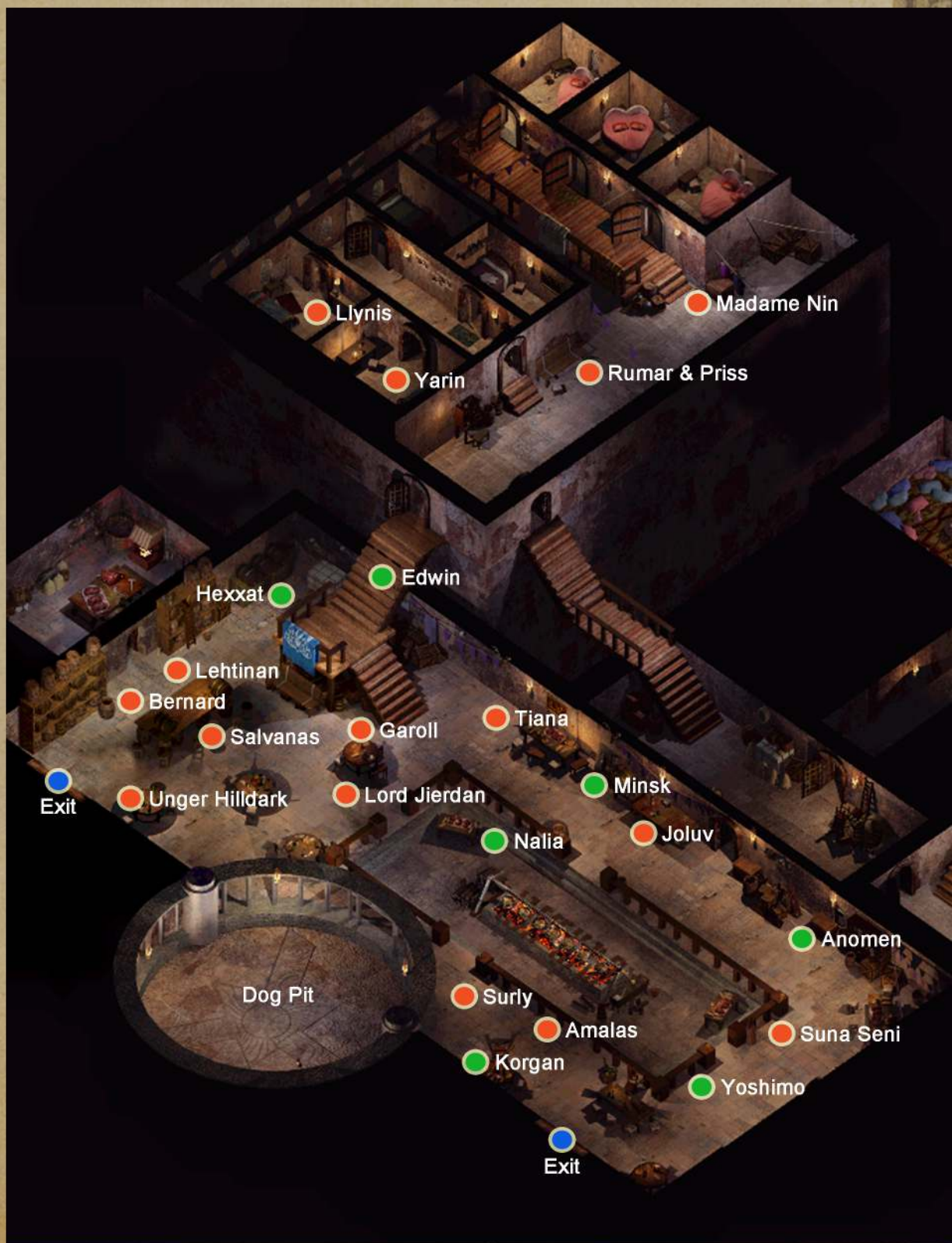
To enter the Sphere you will need Valygar Corthalas - either dead or alive. To find him you should talk to Madeen in front of the Council of Six [SEE: GOVERNMENT DISTRICT]

Copper Coronet

Whether you are looking for some easy early quest or full fledged adventures into the wild, the Copper Coronet is the place to be!

Map Key:

- NPC
- Companion
- Area Transition



Amalas

While Lehtinen is the owner of the Copper Coronet, Amalas will challenge you to a one-on-one duel in the Dog Pit. If Minsc is in your party, a fight cannot be avoided, instead Amalas and his two friends will attack the party directly.

Anomen

Anomen is looking for an adventurer group, so he may prove himself to the Knights of the Most Radiant Heart.

Reward: Anomen may join the party

Bernard

Jaheira's old friend offers beds and a basic items. After freeing Hendak his items improve, including the "Blade of Roses".

Edwin

Once Edwin has been recruited and was then released from the party, he can be found here.

Garoll

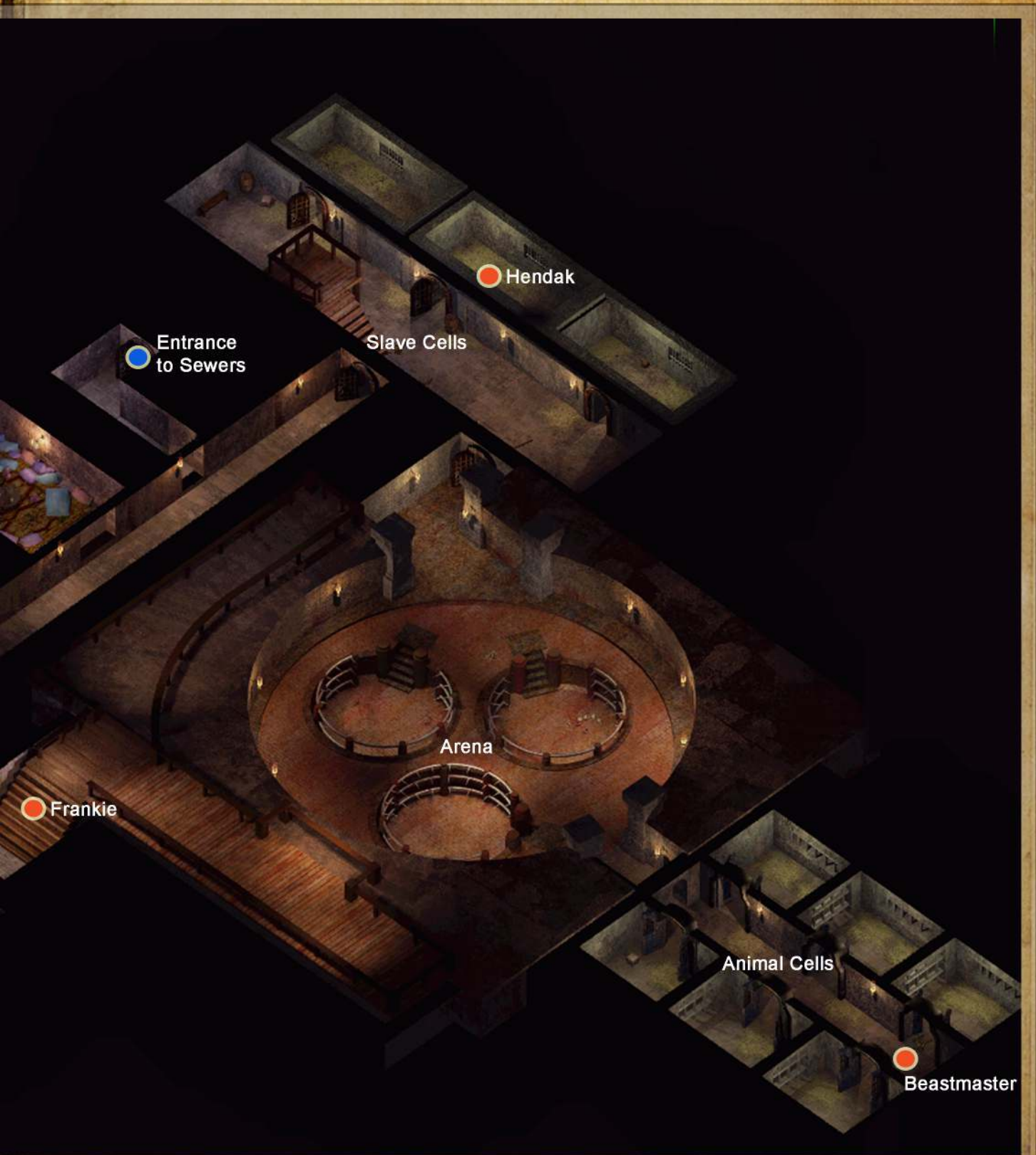
Garoll, a local drunk, will tell you about the "special entertainment" in the back rooms if you buy him a drink.

Hexxat

HEXXAT'S REQUEST

Hexxat asks to join the party so you can explore Dragomir's Tomb with her. Hexxat will leave the party if you wait too long to solve her quest. (SEE: GRAVEYARD DISTRICT, SEE: HEXXAT)

Reward: Hexxat may join the party



Joluv

Joluv is a merchant from the Ten Towns of Icewind Dale and offers a supreme selection of weapons.

Axe of Hrothgar +3	Kachiko's Wakizashi +3
Defender of Easthaven +3 (Flail)	Ninjato of the Scarlet Brotherhood +3
Everard's Morningstar +2	Sling of Everard +5
Jerrod's Mace +2	Spear of Kuldahar +3
Joril's Dagger +3	Staff of Arundel +3

Korgan

HELP KORGAN RECOVER THE BOOK OF KAZA

Korgan is looking to join your group to recover the *Book of Kaza*. He will leave the party forever if you refuse to do his quest. (SEE: GRAVEYARD DISTRICT, SEE: KORGAN)

Reward: Korgan may join the party

Lord Jierdan Firkraag

JOURNEY TO THE WINDSPEAR HILLS

Lord Jierdan claims that he has an offer just for you. He intends to reward you with 10,000 GP should you rid his land of the Ogre Bandits that plague it. (SEE: WINDSPEAR HILLS)

Lehtinan

Lehtinan is the owner of the Copper Coronet. If you pretend to be a wealthy customer, he will give you permission to enter the back rooms.

Llynis

Llynis is being haunted by a ghost, but there is nothing you can do about it until you have talked to Wellyn's Ghost. (SEE: GRAVEYARD DISTRICT)

Minsc

Once Minsc has been recruited and was then released from the party, he can be found here.

Nalia

THE DE'ARNISE KEEP HAS BEEN INVADED

Nalia begs you to help her retake her family's castle. If you accept the task, take Nalia into the party or meet her at the De'Arnise Keep. The quest will fail and Nalia will leave forever if you refuse to do it. (SEE: DE'ARNISE KEEP, SEE: NALIA)

Reward: Nalia may join the party

Salvanas

If your protagonist is female, he will hit on you. If you offer to sleep with him, he runs off. If Edwin is in your party and currently transformed into a woman, he will attack Salvanas, turning the entire bar hostile.

Suna Seni

Suna has not much to share with you, unless you become involved with Valygar and his quest.

Surly

If you talk to Surly, you will be able to wager 10 GP on dog fights, but Rangers and Druids in your party won't like it.

Tiana, Rumar & Priss

Tiana is looking for her husband. Once you have found him with his new girlfriend, you can choose to tell Tiana about it or not, unless you have Korgan who will make sure you do. When Tiana finds them, she will fight Priss. You can loot the corpse of the loser afterwards.

Unger Hilldark

The dwarf has nothing to say to you, unless you have business for one of the temples with him to discuss.

Yoshimo

Once Yoshimo has been recruited and was then released from the party, he can be found here.

Yarin

Should Yoshimo be in the group, he and Yarin will have a brief chat and Yarin will warn you about the Shadow Thieves. Regardless of that, loot the table in Yarin's room to gain a pair of nice gloves for your thief.

Reward: Gloves of Pickpocketing

INVESTIGATE ACTIVITIES IN THE COPPER CORONET'S ROOMS

Once you get permission from Lehtinan it is time to find more out about the special entertainment. First take up the stairs to Madame Nin, who is providing the services of the Festhall Ladies. If you take her up on her offer and pay 50 GP, talk to the concubine assigned to you. The concubine will tell you that they are all in fact slaves.

Head through the door in the south-east and Frankie will welcome you to the arena, where you will witness how a slave is forced to fight a Troll for the entertainment of noblemen. Turn back and take the central hallway to enter the Prison Cells. No matter what you say, the guards will not let you go peacefully. After the fight you can talk to Hendak, the slave leader.

FREE HENDAK AND THE SLAVES [PART 1]

Hendak begs you to free him and the other slaves from captivity. To do so you would have to kill the Beastmaster and take his key. You have now several options:

- Head to the Animal Cells and defeat the Beastmaster and his minions.
Rewards: Beastmaster Key, Tuigan Bow +1, Winer Wolf Pelt Bag
Loot the body and return to Hendak. [CONTINUE BELOW]
- Report to Lehtinan and tell him of Hendak's plans. Lehtinan will then ask you to kill Hendak for him. Once you did, report to him for your reward.
Rewards: 7,500 XP, Kondar +1, +3 vs Shapeshifters (Bastard Sword)
[END OF QUEST]
- Report to Lehtinan but refuse his request to kill Hendak and kill him instead.
Reward: Beastmaster Key
Loot the body and return to Hendak. [CONTINUE BELOW]

When you return to Hendak with the *Beastmaster Key*, free him and the slaves in the neighbouring cells.

Rewards: 12,500 XP (Hendak: 7,500, two slaves each 2,500)

Once you free him, Hendak moves to kill Lehtinan, causing all the guards in the Copper Coronet to turn hostile. Battle your way to the bar and watch as Hendak kill his former master.

Reward: 48,7500 XP

To actually end the slave trade in the Slums once and for all, Hendak asks you to find a way into the Slave Stockade and eliminate Captain Haegan. Two ways lead to the captain.

- A skilled thief might unlock door of the main entrance.
- You can enter the Sewers via a secret door in the Cooper Coronet, which will lead you directly to Captain Haegan.

Sewers under the Slums

While you're heading for the slaver's headquarters, you will stumble across a short little quest that you shouldn't pass up on.

SOLVE THE RIDDLE IN THE SEWERS

At (1) an Otyugh and some Jelly are guarding a drain gate. Put your hand in and take 5 damage to gain *Vallah's Hand*. Continue south and defeat the Hobgoblin War Party. At (2) search the skeletons hanging on the wall for the *Lover's Ring*, and continue on. On your way to (3), disarm the trap on the bridge and then confront the Kobold War Party. Take them out (e.g. quickly through a Fireball), then loot the bodies for the *Shaman's Staff* and the "Circlet of Lost Souls".

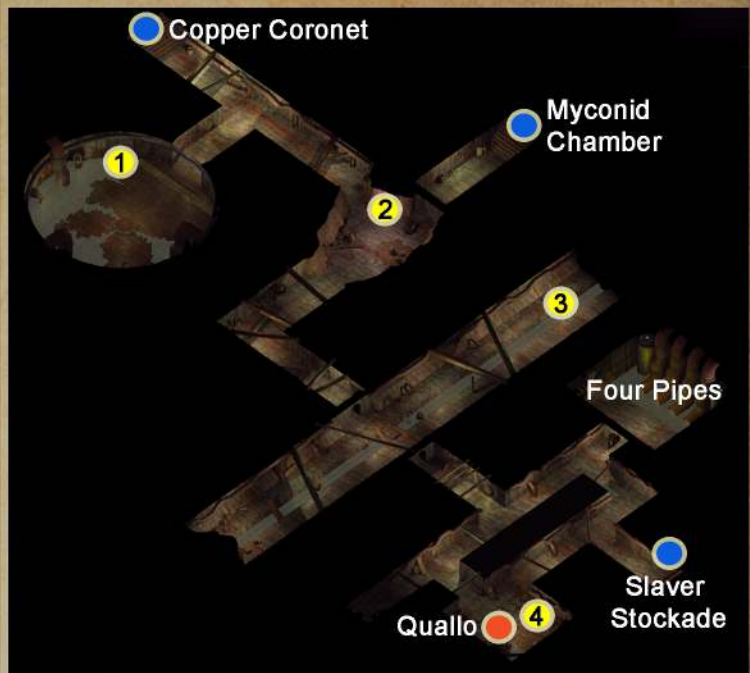
At the Four Pipes you can click on the individual pipes and they will offer you a riddle - basically you will need four different items and place them in the pipes in the correct order. You have three already, so head to Quallo and his friend, a Carrion Crawler, but be weary of the traps on your way. Quallo can tell you in which order you should use the items. Kill the Carrion Crawler for the *Friend's Blood* and return to the Four Pipes. Now activate them in the following order: 3, 1, 2, 4. You will receive a powerful talking sword.

Reward: Lilacor (Two-handed Sword +3)

The Myconid Chamber

Should one enter the Myconid Chamber, you will witness how a myconid colony is just finishing off the last adventurers that stumbled into their lair. You have no chance to save them, but can at least clear the area of the monsters. Be careful of the Myconid King as he will be casting "Chaos" on your heroes.

Sewers



Map Key: ● NPC ● Area Transition ● Special Bestiary: Carrion Crawler, Hobgoblins, Jelly, Kobolds, Otyugh

Slaver Stockade

FREE HENDAK AND THE SLAVES [PART 2]

While it is possible to use the main entrance from the streets to gain access to the slavers, the passage through the Sewers is much more rewarding and you get to face Captain Haegan right away.

Captain Haegan is a strong swordsman, supported by his gang of slavers, including a priest that is constantly buffing the enemies. Dispose of them and then take the key from the dead captain's body.

Rewards: Haegans Key, Telbar's Studded Leather +2

With *Haegan's Key* you can open the door to the north-east, in which two Trolls are about to eat a little girl for dinner. Kill the monsters and talk to the girl.

- Tell her to escape, giving her no money or 10 GP

Reward: 3.500 XP

- Tell her to escape, giving her 100 GP

Rewards: 3.500 XP, Reputation +1

Now free the two slaves in the other cells and finish the rest of Haegan's crew.

Reward: 5.000 XP (2.500 per slave)

Once you have dealt with the Yuan-Ti, mages and guards, loot the place and head back to the Copper Coronet.

Reward: Cloak of Protection +1

Back with Hendak he will thank you for putting an end to the slavers and reward you.

Reward: 38.000 XP each, Kondar +1, +3 vs Shapeshifters (Bastard Sword), Bernard will give you a discount for his services

Slaver Stockade



Map Key: ● NPC ● Area Transition Bestiary: Yuan-Ti, Trolls, Mages, Guards, Priests

Docks District



Map Key: ● NPC ● Area Transition ● Special

Upon entering the Docks you should know it already and if Yoshimo is in your party he will make sure understand that you are now in the territory of the Shadow Thieves. In this rough neighborhood you will probably be the regular victim of thugs who will attempt to kill or rob you close to the exits.

Fovem

Fovem offers stolen goods.

Ikert

A merchant with basic goods.

Jahaboam

A merchant with basic goods. If you romance Jaheira, the merchant will be able to sell you an appropriate gift for her.

Mad Cleric

When the mad priest of Cyric approaches, you can either convince him to be a believer, or deny his faith and he will attack you.

Barracks

You may find some minor loot here.

Galvarey Estate

This place will become relevant when dealing with the Harpers. [SEE: THE HARPERS]

Prebek's Home

You will visit this place when you need to gain the trust of the Harpers. [SEE: THE HARPERS, SEE: FIND OUT WHAT HAPPENED TO MONTARON]

Rayic Gethra's House

The door is locked until you are working for Edwin [SEE: FIND PROOF OF MAE'VAR'S TREACHERY]

Sea's Bounty Tavern

The inn is run by a man known as "The Thumb", who offers the regular services. The northern wall contains a secret door leading to a lightly guarded smugglers' cave worth looting. Should Jaheira be in your group will you encounter Baron Ployer upon entering the tavern. [SEE: JAHEIRA, SEE: SAVE JAHEIRA FROM BARON PLOYER'S CURSE]

Shipyard Docks

You will need to go here in Chapter 3.

Temple of Oghma

A standard temple offering healing, resurrection etc.

Valygar's Home

You may visit this place on your search for Valygar. [SEE: GOVERNMENT DISTRICT, SEE: THE HUNT FOR VALYGAR CORTHALA]

Kangaax' Lair

Be careful when you approach this house and have your thief search the door for the dangerous level-drain trap. Be warned of what layes ahead is a series of battles against liches - some of the most powerful monsters in the Game. As soon as you enter, a group of Minotaurs attacks you. Then proceed down the stair to find yourself in a crypt instead of your regular cellar.

RESTORE KANGAAX'S BODY

Inspect the sarcophagus by clicking on it. The "Golden Skull of Kangaax" will appear, telling you that his enemies magically imprisoned him. To free him from eternal imprisonment, Kangaax asks you to collect the other bodyparts of his that are spread all over the city and bring them back here.

The *Golden Torso* can be found in an empty house south of Delosar's Inn and is guarded by a Lich. [SEE: BRIDGE DISTRICT]

To obtain the *GOLDEN ARMS AND LEGS* you first need to get the quest to investigate the Cult of the Eyeless and then descend into the Temple District Sewers, follow the Old Tunnels and search for the sarcophagus in the north west. Defeat another Lich and take the remains.

Return with all the body parts to Kangaax in the Docks and he will be freed. Don't expect him to be grateful though, he will first attack you in his harmless form as a Lich. Once defeated

Xzar

After delivering Renfeld to the Galvarey Estate, Xzar will be here, ready to give you a quest to save his old companion Montaron. This will continue the Harper quest line. [See: The Harpers, See: Find out what happened to Montaron]

prepare to be torn apart by Kangaax the Demi-Lich!

Battling Kanxgaax the Demi-Lich

Kangaax is able to cast unlimited amounts of "Imprisonment" - cast "Spell Immunity" and set it to Abjuration, use the "Berserk" ability or turn into the Slayer. Cast "Death Ward" against the "Demilich Howl". Should you possess any of the rare scrolls "Protection from Magic": this is the time to use them.

To actually damage the Demi-Lich, you will need weapons +4 or better. If you do not have acquired any yet, have your arcane casters make use of "Mordekainen's Sword" and "Melf's Minute Meteors". Of course a Paladin with "Carsomyr +5" is your best bet. The 7th level cleric spell "Sunray", which can also be found on "Daystar" or the "Helm of Brilliance", will help to take the Lich down.

Rewards: 55.000 XP, Ring of Gaax

Cromwell's House

Cromwell is a true master smith. Just bring him the necessary components (and huge amounts of gold) and he will craft some truly unique weapons and armor for you.

Ankheg Plate Mail

- Ankheg Shell [found in unnamed House in Bridge District, dropped by Ankheg in Windspear Hills]
- 5000 GP

Crom Faeyr (War Hammer)

- Hammer of Thunderbolts +3 [Mind Flayer Dungeon Dungeon of the Tempel District Sewers]
- Gauntlets of Ogre Power [dropped by Halfling Warrior in Planar Sphere]
- Girdle of Frost Giant Strength [dropped by Demon Knight in Kua-Toa Dungeon in the Underdark]
- Scroll of Crom Faeyr [dropped by Thaxll'ssillyia in Shadow Temple Ruins]
- 10.000 GP.

Helbard +4 Wave

- Wave Blade [dropped by Prince Vilynaty in the Sahuagin City]
- Wave Shaft [dropped by the Warden in the Planar Prison]
- 7.500 GP

Mace of Disruption +2

- Mace of Disruption +1 [Chapter 3: in a pool of blood in the Lower Tombs]
- 200 Pounds of Illithium [dropped by Neb in the Derelict House in the Bridge District]
- 7.500 GP

Red Dragon Armor

- Red Dragon Scales [dropped by Firkraag in Windspear Hills Dungeon]
- 5.000 GP

Shadow Dragon Armor

- Shadow Dragon Scales [dropped by Thaxll'ssillyia in Shadow Temple Ruins]
- 5.000 GP

Short Bow of Gesen

- Gesen Bow Shaft [on the boat landing below Tanner Shop in Bridge District]
- Gesen Bow String [Spellhold Asylum, Level 3]
- 7.500 GP

Silver Sword

- Silver Blade [given by Saemon Havarian if you chose to help him escape from Brynnlaw]
- Silver Hilt [Chapter 6: dropped by Kruijn]
- 7.500 GP

The Equalizer

- Pommel Jewel [In the Lady's Room in Irenicus Dungeon]
- Blade of the Equalizer [dropped by Elder Orb in Beholder Dungeon in the Underdark]
- Hilt of the Equalizer [found in Mind Flayer Dungeon in the Underdark]
- 7.500 GP.

Shadow Thief Guildhall & Mae'Var's Guildhall

Shadow Thief Guildhall

Passing by the building, the guard outside will invite you in because Gaelan Bayle apparently recommendet you. When you enter the guildhall a Blackmarket Thief is offering you his stolen goods - other than that there is nothing else to do here, head to the second floor and loot the nearby containers, before you open the door to meet Renal Bloodskalp.

FIND PROOF OF MAE'VAR'S TREACHERY

Renal doesn't trust the guild run by Mae'Var anymore and suspects him of treachery. Thus it falls to you to infiltrate his organisation and find evidence of Mae'Vars betrayal. Renal will give you a *Letter of Transfer* that lets you enter Mae'Vars' Guildhall unharmed.

Mae'Vars Guildhall

If you are not working for Renal Bloodskalp, you can only buy drinks and equipment from Gorch. Exploring the place further would only cause bloodshed. If however you bring the *Letter of Transfer*, Gorch heartily welcomes you to the guild and lets you past the bar. Mae'Var can be found in the basement, where he is busy torturing a man named Lin.

[Part 1]

To earn his trust, Mae'Var will ask you to steal a certain artifact from one of the temples. Depending on your Reputation there are two possibilities depending on the party's reputation. Either way you need to head to the Temple District.

- Reputation 10 or higher: Steal the amulet of the Weathermistress in the Temple of Talos
Since it is next to impossible to steal the amulet during day time because Weathermistress Ada is wearing it, wait for the night and unlock the chest next to her bed to grab the "safely" stored item.
Reward: 20.000 XP
- Reputation 9 or lower: Steal the *Statue of Lathander* from the Temple of Lathander
The statue is in a locked strongbox to the east. During the day Dawnmaster Krell tends to frequent the area during daytime, as well as two Morning Knights. Wait for night fall and send your thief onto business to avoid the entire temple turning hostile.

Deliver the item to Mae'Var, who will now direct you to his second in command on the third floor: Edwin Odesseron.

Reward: 29.500 XP

When you reach the second floor take some time to test your thief's skills and unlock all the training doors for gold, gems and enchanted gear before you head on to the third floor. Careful, the last four are trapped.

[Part 2]

Edwin and the guild have been watched by a Cowled Wizard named Rayic Gethra. No surprise that the man has to go. His house is just across the square and it seems that he is home, since the door was left open. The ground floor is only guarded by a few Mephits. The second floor has two Stone Golems awaiting you and on the top floor is Rayic Gethras himself. Prepare "Breach" and similar spells to get through his defenses and strike him down.

Reward: 9.000 XP

HINT



If you intend to side with Bodhi, instead of the Shadow Thieves, you should do this questline before you make the commitment. Due to the Guild War it will be impossible to work for Renal Bloodskalp and the Shadow Thieves otherwise.

Shadow Thief Guild, Level 1



Map Key: ● NPC ● Area Transition



Mae'Var makes some time for you before getting back to torturing people.

Mae'Var's Guild, Level 2



Map Key: ● Area Transition ● Special

Loot the room for a "Wand of Fire" and a "Quarterstaff +2" and then head back to Edwin to report of your success.

Reward: 20.000 XP

[Part 3]

Edwin's next task should prove to be much easier. Apparently a few documents are missing and you are supposed to get them back from Marcus. The man can be found in the Sea's Bounty Tavern and doesn't need a lot of intimidation to hand the documents over to you - you could however also buy them for 250 GP. Return the papers to Edwin, who sends you back to Mae'Var in the cellar.

Reward: 10.000 XP

[Part 4]

Mae'Var informs you that a thief named Embarl has betrayed the Shadow Thieves and hence needs to be silenced. Head to the Sea's Bounty Tavern and talk to Embarl. He will claim to be innocent of acting against the Guild. You can now

- kill him and take his dagger.
- let Embarl go and he will give you his dagger.

Deliver the dagger as piece of evidence of your (supposed) murder to Mae'Var, who will direct you to talk to Edwin about your reward.

Reward: 18.750 XP

[Part 5]

As it turns out, Edwin actually knows you are here to spy on Mae'Var and offers his help. You can now

- have Edwin join the party.
Rewards: Mae'Var's Strongbox Key, Edwin joins the party
- refuse Edwin's further involvement. Edwin will head to to Copper Coronet where he can be recruited.
Rewards: Mae'Var's Strongbox Key, Edwin may join the party later
- stay loyal to Mae'Var. In this case Edwin brands you a traitor and summons the guards attacks. Because Edwin accuses you to be a traitor you cannot actually site with Mae'Var though.

Reward: Mae'Var's Strongbox Key

Go down a level and loot Mae'Var's strongbox.

Rewards: Mae'Var's Letter, Worn Whispers (Boots)

Return to Renal Bloodscalp and bring him the evidence of Mae'Var's treachery.

Reward: 48.250 XP

[Part 6]

Your final task from Renal is the execution of Mae'Var. Head over to his guildhouse, clear it of any opposition and finally strike down the traitor.

Reward: 14.000 XP

After the battle, open the prison cell and talk to Kamuzu. If your main character is a thief you should consider letting him go because he will become useful to you when you take over the guild. Otherwise it doesn't have any impact. Then return to Renal and he will reward you more than enough.

Reward: 45.500 XP each, 10.500 GP, Shadow Blade +3, Shadow Armor +3

If your Main Character is a Thief you can now become the new guild master and take over Mae'Var's position. [SEE: STRONGHOLDS]

HINT



Edwin Odesseron is the strongest mage among all the companions due to his amulet that allows him to memorize two extra spells per level. Most evil or neutral and even some good aligned parties therefore include Edwin.

The Harpers

This line of quests is closely tied to Jaheira's personal quest, to that reason only the beginning can be done without her in your party. [SEE: JAHEIRA]

BRING THE POISONED MAN TO HIS FRIENDS

When you leave Athkatla for the first time you will witness a man named Renfeld being attacked and poisoned by a group of thugs. Rescue him. Since no cure seems to work he asks you to carry him to his friends at the Galvarey Estate. Speak to Rylock who is standing in front of the estate and he will take Renfeld, thanking you profoundly.

Rewards: 14.450 XP, 125 GP



Xzar has made it all the way from Nashkel to Athkatla.

FIND OUT WHAT HAPPENED TO MONTARON

Shortly later Xzar will approach as you try to move up the stairs to the Sea's Bounty Tavern. The old acquaintance from Baldur's Gate asks you to look into the disappearance of his friend Montaron, who apparently has been captured by the Harpers and is being held inside their headquarters - the Galvarey Estate. If Jaheira is in the party, she will warn you that crossing the Harpers is a dangerous endeavour, but will continue her support.

To gain access to the Galvarey Estate Rylock will demand a sign of trust. He sends you to Prebeks Home to end the unnatural experiments going on inside. Inside the two apprentices Prebek and Sanasha are not in the mood for a conversation but attack with the support of two Ghosts and a Flesh Golem. Loot the house for a multitude of scrolls and a special blade that is especially powerful against Bards - a profession many Harpers practise.

Reward: Shazzelim +1

Now Rylock will grant you access to the Galvarey Estate and you can actually begin the undercover mission.

Reward: 14.500 XP

Galvarey Estate, Level 1



Map Key: ● Area Transition ● Special

Inside feel free to talk to any of the Harpers on the first floor. They will warn you not to go up to the second floor and you will also notice that they are all wearing identical necklaces. Clearly some protective magic is at place and you need to find a necklace to protect you. Loot the three small rooms thoroughly and be specially mindful to take the *Harper Amulet* on the table in the hindmost room.

Rewards: Harper Amulet, Helm of Charm Protection

Make sure one of your party members is carrying or wearing the *Harper Amulet*, and then head up the stairs. On the second floor you are greeted by a group of Spectral Harpists - the protectors, who without the amulet would have attacked any intruder. After a brief conversation with them start looting the place. On one of the tables you will find a note which suggests that Montaron has been turned into a bird. When done looting, go to the aviary. Open up its door and step inside or stand on the wooden platform to collect the bird flying around inside. After a few attempts you should eventually succeed and catch it.

Reward: 20.000 XP



Now why would the Harpers cage an innocent animal?

Leave the building with the bird in your pocket and go back to Xzar. Tell him about what you found out.

Reward: 35.000 XP each

At this point, Xzar will inform you that the Harpers have killed both his apprentices - remember the Harpers had you kill them in Prebek's house. Xzar takes the bird and reverses

the enchantment spell. But instead of Montaron the bird is turned into a Harper assassin called Lucette, who kills Xzar. Lucette reveals to you how you have been used as a tool all along and leaves you to your own business. The only thing left for you to do is to loot what remains of Xzar - some gems, scrolls, a "Staff Spear +2", "Bracers of Defence AC 6" and some gold. The actual fate of Montaron remains unknown at this point.

If Jaheira is not in your party, this is the end of the Harper quests, otherwise your dealings and problems with them will continue. [SEE: JAHEIRA]

HINT



When you return with Jaheira during her personal quest to the Galvarey Estate you can find Montaron's body in one of the chests upstairs.

Reward: 20.000 XP