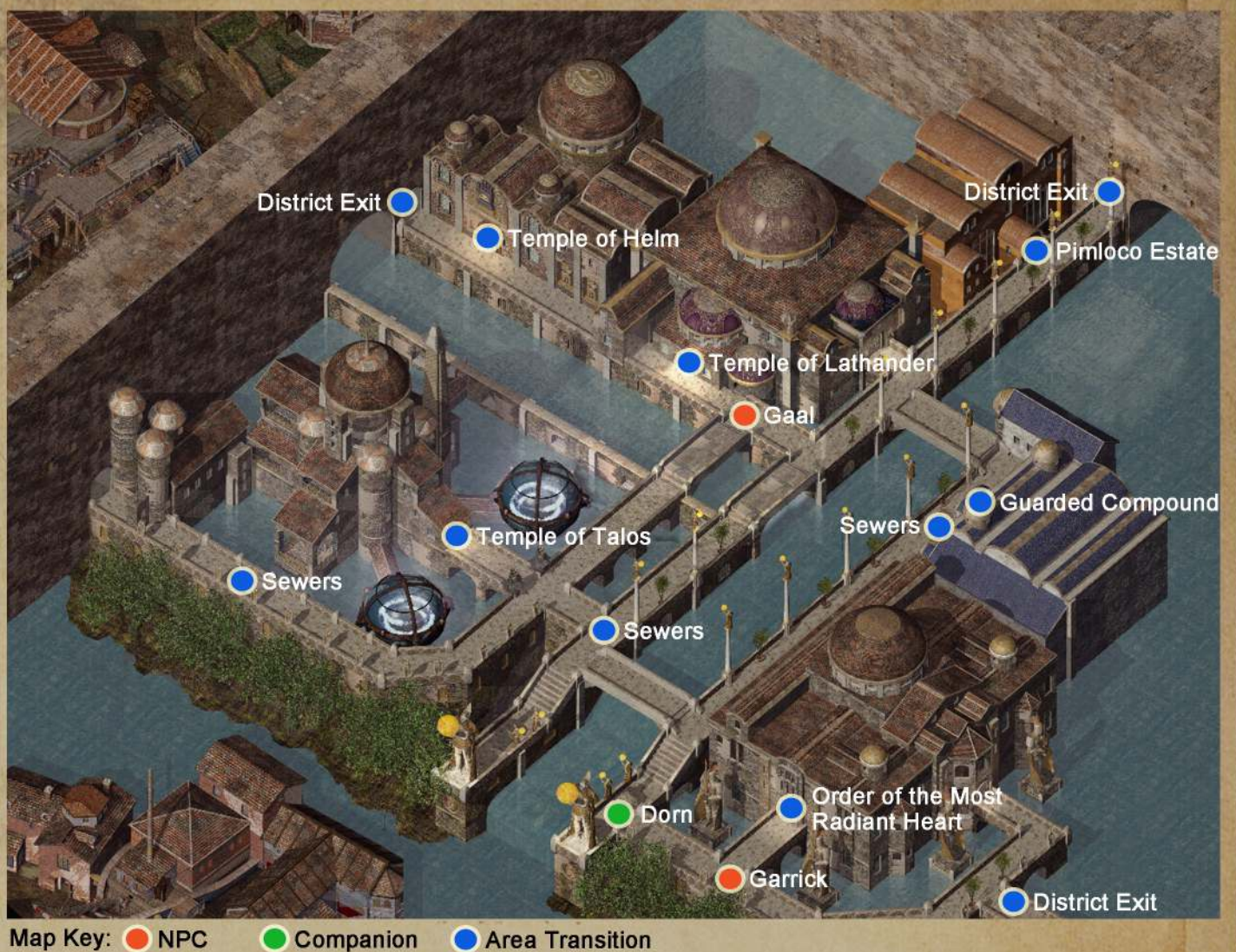


Temple District



Dorn

The Blackguard is lurking around in front of the Radiant Heart headquarters, asking you to join him in his mission to kill a priest named Bollard Firejaw. You may do so or kill the evil Half-Ork on the spot. [SEE: DORN]

Reward: Dorn may join the party

Gaal

A CULT OF THE EYELESS?

When you enter the Temple District for the first time Gaal, a blind priest, will be preaching to a crowd of people, telling them to abandon their gods and follow the true god - the Unseeing Eye. Once the gathering has desolved the representative of a temple will approach you and bid you to follow him. Who approaches you depends on your maincharacter:

- If you are not a Cleric / Cleric of Neutral alignment: High Watcher Oisig from the Temple of Helm
- If you are a Cleric of Good alignment: High Mornmaster Arval from the Temple of Lathander
- If you are a Cleric of Evil alignment: Stormherald Nallabir from the Temple of Talos

Before you proceed be warned that this quest calls for experienced adventurers.

Temple of Helm

This is the temple of the neutral god Helm. If you are a Cleric of Neutral alignment, this temple will become your stronghold. The temple offers the usual services.

Temple of Lathander

This is the temple of the good god Lathander. If you are a Cleric of Good alignment, this temple will become your stronghold. The temple offers the usual services and you can buy the "Staff of Striking +3" here. You also may come here during a quest for Mae'var. [SEE: DOCKS, SEE: FIND PROOF OF MAE'VAR'S TREACHERY]

Temple of Talos

This is the temple of the evil god Talos. If you are a Cleric of Evil alignment, this temple will become your stronghold. The temple offers the usual services and you can buy the "Cleric Staff +3" or the "Destroyer of the Hills" (Belt) here. You also may come here during a quest for Mae'var. [SEE: DOCKS, SEE: FIND PROOF OF MAE'VAR'S TREACHERY]

INVESTIGATE AND DESTROY THE CULT OF THE EYELESS

The respective temple representative will urge you to investigate the Cult of the Unseeing Eye. Apparently the cult is hiding somewhere in the sewers. Now you can also encounter Keldorn in the Sewers. [SEE: TEMPLE DISTRICT SEWERS]

In your temple you will now also gain access to another quest from either Guardian Telwyn, Dawnbringer Sain or Talon Yarryl.

GAIN THE SERVICES OF SIR SARLES FOR THE TEMPLE

No matter who of the three gave you the quest, the respective temple has learned that famous sculptor Sir Sarles is in Athkatla and decided to have him create a piece of art. Sir Sarles however will only work with pure Illithium, a very rare and expensive substance.

Sir Sarles is currently residing at the Jysstev Estate in the Government District, but since he is only working on Illithium he will direct you to the Ore Merchant Jerlia in Waukeen's Promenade to obtain 200 pounds of the material. Sadly Jerlia can only deliver 50 pounds of Illithium per year, but offers you two options:

- she may reveal her source to you for 1000 GP
- she may create a substitute for 200 GP

You can actually work on both solutions simultaneously.

Obtaining real Illithium [Part 1]

Jerlia's source is a Duergar named Unger Hilldark, currently spending his time in the Copper Coronet. Unfortunately he cannot help you right away because his brother Gerje is trapped in the Temple Ruins close to the Umar Hills. [SEE: TEMPLE RUINS]

You can find Gerje in the chamber north of the lava pit and once the dungeon is cleared you can send him back to his brother. Now that Gerje has returned Ungar tells you that he doesn't actually have any Illithium because it was stolen by a Gnome named Neb who is currently hiding in the Bridge District. (BG1 players may remember him as the child killer from Baldur's Gate.)

Neb is hiding in the Derelict House in the South of the Bridge District. When you enter the building Neb admits to being the illithium thief and child killer, drinks a "Potion of Invisibility" and sends four child spirits against you (Careful: the spirits may drain your levels). Try not to kill the spirits, but instead focus on Neb, using "True Seeing", "Detect Invisibility" etc. to make him visible. Once Neb dies the souls of the children will be free and cast "Lesser Restoration" on the entire party.

Rewards: 3.500 XP (Neb), 2.500 XP per spirit you didn't kill, Neb's Head, Neb's Nasty Cutter +2, Illithium Ore

Loot the house but beware of the trapped painting. Before you decide what to do with the Illithium you can deliver *Neb's Head* to Chief Inspector Brega in the Council of Six in the Government District.

Rewards: 2.500 GP, Reputation +1

Obtaining fake Illithium [Part 2]

If you agree to buy the cheap alloy, Jerlia will ask you to return in 24 hours, so she has time to organize the fake material.

Once you return to her it turns out that you are not the only one asking Jerlia for the fake Illithium. Hence the price just went up to 500 GP.

Reward: Chunk of Illithium Alloy

HINT



The real ore can be used to have Cromwell craft the "Mace of Disruption +2". If you give the Illithium to Sir Sarles, you will not be able to obtain the weapon. [SEE: DOCKS, SEE: CROMWELL]

Delivering the Illithium [Part 3]

Return to the Jysstev Estate and talk to Sir Sarles. If you have both, the real and the fake Illithium, and want to keep the real *Illithium Ore*, drop it from your inventory temporarily otherwise Sir Sarles will take automatically the real material.

Give Sir Sarles the real Illithium [Part 3a]

Sir Sarles will be extremely happy and immediately starts working on his art.

Reward: 21.750 XP

Return to the temple and speak with the person who gave you the task. He will be very pleased and even reimburse you the money you had to pay to Jerlia to obtain Unger's name.

Reward: 20.000 XP, 1000 GP

Give Sir Sarles the fake Illithium [Part 3b]

When you give the fake Illithium to Sir Sarles he will recognize it instantly and leave in anger. Keep the fake Illithium and report to either Guardian Telwyn, Dawnbringer Sain, or Talon Yarryl. They will be displeased but their superiors High Watcher Oisig, High Mornmaster Arval or Stormherald Nalabir will believe the fake illithium is the piece of art they wanted.

Reward: 10.000 XP

No matter if you returned with the real or the fake Illithium to the temple, you will be rewarded depending on your main character's class:

- if you are no Cleric you get the "Helm of Glory"
- if you are a Cleric you may choose between "The Ring of Holiness", the "Armor of Faith", or the "Staff-Spear".

ANOTHER MISSION FOR THE TEMPLE

Upon concluding the quest to obtain the Illithium for Sir Sarles, you will be given the next assignment.

According to Dawnbringer Sain from the temple of Lathander, the *Dawn Ring* - a priceless artifact of Lathander has been stolen by thieves commissioned by the Temple of Talos. If you are working for Helm, Guardian Telwyn first needs to send you to speak to Sain. If you are an Evil Cleric, you get the quest from Talon Yarryl. No matter which temple you are working for, the task is to obtain the *Dawn Ring* and deliver it to the temple.

Your contact is a thief called Travin, who can be found in the northern parts of the Slums at night. To get the necessary information you can now

- pay Travin 400 GP, or
- threaten him.

Either way, the thief points you to Borinall's Home on the roof of the Copper Coronet. Pick the lock and enter. During the conversation with Borinall you can now

- swear your allegiance to Talos. If you are a priest of Talos, Borinall will now hand over the ring freely - otherwise lightning will strike you and Borinall and his gang attack.
- refuse to swear, which will cause Borinall and his gang to attack.

Reward: Dawn Ring

Loot the house for minor treasure, including a "War Hammer +1", and then bring the ring to your temple.

Rewards: 16.250 XP, 1000 GP

Guarded Compound

The entrance to this grand estate is not visible on the map, so you will need to navigate the mouse over the building to find the door. Caution: this place is home to the Slave Lords and is one of the most dangerous places in Athkatla.

Inside you will be confronted by Sion and Ketta, who demands that you immediately leave the compound. Should you refuse to exit, they will teleport to the upper level. Once you get to far into the hall an Ettercap, two Ogre Berserkers, an Efreeti, a Nishruu, and a Glabrezu will be summoned and attack.

You may loot the lower level for a "Morning Star +2", scrolls and gold - or head directly upstairs to the awaiting enemies. Disarm the floor traps before storming into battle and then take care of them. The dead bodies contain several weapons +2, "Full Plate Mail +1" as well as a very powerful Katana

Rewards: 43.500 XP (Koshi: 9000, Ketta: 8500, Stalman: 8000, Maferan: 6000, Olaf Rasmussen: 6000, Sion: 6000), Celestial Fury +3 (Katana), Helm of Charm Protection, Gift of Peace (Helm)

The adjacent chambers contain some gold, gems, magical ammunition and wands.

Rewards: Wand of Fear, Wand of Frost, Wand of Paralyzation

Garrick

In front of the Order of the Most Radiant Heart headquarters you can watch Garrick (a former companion from BG1) trying to woo the beautiful Lady Irlana with the aid of the gnome Cy-rando. If you return a few times, you can watch the drama unfold, until eventually Irlana ends up marrying Cy-rando, while Garrick runs off with a bridesmaid.

Order of the Most Radiant Heart

This building is home to only the most righteous and good Paladins in Athkatla. You may venture here if Anomen is in your party or to recruit Keldorn after you helped him in the Temple District Sewers. If your maincharacter is a Paladin, this building will become your stronghold after you have defeated Firkraag. [SEE: WINDSPEAR HILLS]

Note: The regular building will be unavailable if you have recruited Dorn and haven't dealt with his first quest due to a wedding taking place. [SEE: DORN]

SEEK OUT AND INVESTIGATE THE FALLEN PALADINS

For this quest to be available a reputation of at least 10 is necessary. Sir Ryan Trawl bids you to investigate a group of fallen Paladins lead by Anarg.

Behind the Balthis Estate in the north east of the Bridge District, you will walk into a group of fallen Paladins, lead by Reynald de Chatillon, fighting a group of smugglers. Aid the fallen Paladins against the smugglers and Reynald will offer his thanks before asking you to retrieve "Anarg's Cup" from the High Hall of the Radiant Heart. Return to the Order of the Most Radiant Heart and convince Sir Ryan Trawl that you need the cup to gain Anarg's trust. Return to Reynold with the cup and he will summon Anarg.

Rewards: 10.250 XP, 7.250 XP

Anarg actually sees through your scheme. Defeat him and the other fallen Paladins.

Rewards: 22.000 XP (Anarg: 9000, Ryan: 5000, 4xFallen Paladin: 2000)

Now report back to Sir Ryan Trawl and return the cup - and receive your reward.

Rewards: 17.500 XP each, Gloves of Healing

Pimloco Estate

Pimloco is a collector of ancient tomes and has impatient guards. You may come here during Korgan's search for the Book of Kaza. [SEE: KORGAN]

Tempel District Sewers



Map Key: ● NPC ● Companion ● Area Transition ● Special
 Bestiary: Carrion Crawler, Kobolds, Mephit, Otyugh, Rakshasa, Sea Troll, Slime,

Huerg & Jaegger

When you're working for Pai'Na to obtain the sword *Spider's Bane* you will need to talk to them. [SEE: GRAVEYARD DISTRICT]

Imp

Makrath will send you to deal with the Imp. It might summon a Fire Elemental to support it. [SEE: MEKRATH'S LIBRARY, SEE: RETRIEVE MEKRATH'S STOLEN MIRROR FROM HIS IMP]

Keldorn

Once you got the task to investigate the cult of the eyeless from one of the temples, this is where you will meet Keldorn.
Reward: Keldorn may join the party

Rakshasa

The Rakshasa in the centre has surrounded himself with an army of Kobolds. Use a Fireball to take care of them and then handle the Rakshasa in close combat.
Reward: Cloak of Sewers

Roger

Roger is hiding from the authorities and has a wide selection of potions for sale. You will also need to talk to him during a very unique quest. [SEE: BRIDGE DISTRICT, SEE: RECOVER DENNIS'S MOTHER'S GONG]

KILL ROGER'S SEA TROLL

Roger will ask you to kill the Sea Troll to the west. Report back to him once you have done so.
Rewards: 9.500 XP, 500 GP

Tarnor Hatchetman

Tarnor and his adventurer party are eager to spill blood - your blood to be precise - unless you pay them 1000 GP. Avoid this fight if your group is still inexperienced, otherwise erase them in anticipation of armor and weapons +2.
Rewards: 31.200 XP (Tarnor: 8.000, Gallobcheir: 7.200, Draug Fea: 7.000, Gaius: 4.000, Rengaard: 3.000, Zori: 2.000), Wyvern Tail +2, Helm of Charm Protection, Hangard's Axe +2, Full Plate Mail +1

Mekrath's Library

To enter Mekrath's Library you first need to find the secret entrance in the Tempel District Sewers. Once inside search the shelves for potions and scrolls. The small room to the East leading contains two trapped and locked chests, one of which containing a useful necklace. In the following narrow bedroom Yuan-Ti Mages and Salamanders await you.

Reward: Necklace of Form Stability

Mekrath

RETRIEVE MEKRATH'S STOLEN MIRROR FROM HIS IMP

If you are behaving politely when talking to Mekrath, he will ask you for a favour: a certain Imp in the Tempel District Sewers has stolen a valuable mirror from him, so get it back. When you return the broken mirror, Mekrath will gift you his slave, Haer'Dalis (who tried to steal a gem from him) and teleports away.

Reward: 18.750 XP

If you oppose him outright or refuse the gift, Mekrath will get angry and attack.

Reward: 14.000 XP

Once Mekrath is gone you can safely take his key from the fireplace next to him. Now you are able to open the locked altar in the Chapel. You will also find two very useful wands here.

Rewards: Rod of Resurrection, Wand of Cloudkill.

Haer'Dalis

FREE HAER'DALIS FROM IMPRISONMENT BY MEKRATH

Haer'Dalis is magically controlled by Mekrath. To free him, you will need to get rid of Mekrath one way or the other and Haer'Dalis will approach you automatically at the exit.

Reward: Haer'Dalis may join the party

Mekrath's Library



Map Key: ● NPC ● Companion ● Area Transition
Bestiary: Mephthits, Yuan-Ti, Salamander

RETRIEVE HAER'DALIS GEM

Haer'Dalis will ask you to get the Portal Gem, he failed to steal himself. With Mekrath's key it is possible to unlock the altar in the chapel - once of course the trap on the floor is disarmed.

Rewards: Portal Gem, Harp of Discord

You may now return to Raelis' Sha in the Five Flagons Inn for your reward, which will lead to an adventure in the Planar Prison. [SEE: BRIDGE DISTRICT, SEE: PLANAR PRISON]

Mindflayer Dungeon

You will need the proper key to unlock this door. It will be dropped by Tazok in Firkraag's Dungeon. [SEE: WINDSPEAR HILLS]

Upon entering you arrive in an empty chamber, but don't let that fool you. Protect your party from "Domination", "Charm" and use potions that increase your Intelligence. If any of your party members have the ability to go berserk even better, because the dungeon is filled with Mind Flayers.

The second room is guarded by a charmed group of adventurers, controlled by a Mind Flayer and just waiting to kill you.

In the third room a Ulitharid, three Mind Flayers, and an Umber Hulk will give you a hard time.

In the fourth and final room the biggest group of enemies awaits you - one Alhoon, two Ulitharids, three Mind Flayers, and two Umber Hulks.

Rewards: Hammer of Thunderbolts +3 (part of "Crom Faeyr"), Wand of Wonder

Mindflayer Dungeon



Map Key: ● Area Transition
Bestiary: Alhoon, Ulitharids, Mind Flayers, Umber Hulks

Old Tunnels - The Cult of the Eyeless

Upper Reaches



Map Key: ● NPC ● Area Transition ● Special

Bestiary: Ettercaps, Hell Hounds, Mephit, Otyugh, Shade Lich, Shadows, Wraiths, Vampiric Mists

If you follow the main passage, it will lead into a dead end with either a Mephit or Otyugh. The door on the northern wall cannot be opened unless you have the proper key. Return to your point of arrival and take the smaller corridor south east. Be careful of the trapped floor in the first two rooms and make your way through the monsters until you arrive at the Gas Chamber.

Gas Chamber

Once inside the chamber both doors will close and seal you in, a "Stinking Cloud" trap is triggered and some Vampiric Mists spawn. Use the wheel in the centre to reopen the doors.

Gaal

High priest Gaal and a group of armed cultists is guarding their headquarter and will stop you to talk. Play along and pretend to be interested in joining the cult without losing your eyes (a certain death sentence). He will ask you to seek out the lower levels to obtain a magical rod, the second part of a magical device. Gaal will give you a key to unlock the sealed door back in the main corridor. Depending on who is in your party, e.g. Viconia, will inform you that from Gaal's words the Unseeing Eye is most likely to be a Beholder.

Reward: Gaal's Key

You are free to explore the cult headquarter, where a new member is taking part in the initiation ritual. Refrain from looting it just yet, to not draw unnecessary attention to yourself.

Sassar

Sassar was once a priest to Unsee Eye but renounced the cult after learning the horrible truth behind it. He asks you to get the Rift Device, but not for Gaal. In fact he promises to help you destroy the cult. Move carefully towards the Lower Reaches and disable anytraps along the way.

Sarcophagus

RESTORE KANGAAX'S BODY

Sassar warns you about opening the sarcophagus. If you do it, a powerful Shade Lich will be summoned. Reason won't help you here and only a experienced party should attempt this fight. Should you win, loot the sarcophagus for Kangaax's remains. [SEE: DOCKS]

Rewards: 22.000 XP, Golden Arm and Leg

Arrival in the Lower Reaches

Once you take a few steps into the area, a group of Huge Spiders will teleport in and attack you.

Giant Statue

Every time you inspect the statue a trap is triggered that spawns Huge Spiders and an Wandering Horror. If you are looking for some extra experience you can do this repeatedly. Disarm the trap in the face of the statue and loot it for some scrolls and gems. Then head east and battle your way to the bridge through a horde of Gibberlings as well as Ghosts and Mummies.

Bridge

The first step of the bridge stairs is trapped and once you are on top you will realize that is in need of repair. To do so talk to the bridge itself. The guardian will pose three questions to you. Any wrong answer will be punished.

- 1st answer: "Life"
- 2nd answer: "Time"
- 3rd answer: "The current one"

Reward: 42.500 XP

On the other side of the bridge a Beholder and two Gauth are already waiting for you. Before you press on to fight the Shadows and Shadow Fiends up north loot the compartment of the bridge wall in the south.

Reward: Ashideena +2 (Hammer)

Ancient Temple

Talk to the strange group of people outside the temple and let them tell you about the invincible creature inside before entering. The Empathic Manifestation can not be defeated by regular means. Instead cast healing spells on the beast and deactivate the AI of you companions to prevent them from attacking it.

Reward: 25.750 XP

Once the manifestation is dead, the Avatar of a forgotten god appears and after talking with you hands you the first half of the Rift Device, but warn you of leaving the Sewers with the completely assembled device. Return to Sassar, who will now tell you how to obtain the second half and finally destroy the Unseeing Eye.

You can of course return to Gaal and hand over the item for 75.000 XP, but this will summon the Unseeing Eye, which is undefeatable for now.

Instead talk to Tad and tell him the password "The Eye is Blind". Now you may take the path down the sacrificial pit.

Ghoul Town

This place is the result of the cult's many human sacrifices and has become home to the undead. Consequently the area is crawling with Zombies, Ghosts, Mummies, Skeleton Warriors and Ghul Lords. Major Teshdal actually invites you to a big feast before headin into his hut, but don't be to excited because you have been chosen as the main course. After the fight, loot his corpse and a pile of bones for treasure.

Rewards: Skin of Ghul +4, The Browling Hands (Gloves)

Lair of the Unseeing Eye

The Eye's Lair can be reached through the Ghoul Town exit in the north east and is shaped like a Beholder itself. The slimy labyrinth is patrolled by Beholders and has a powerful party of Blind Priests in its centre. The cavern in the north contains a few useful scrolls as well as a powerful Halberd.

Reward: Dragon's Bane +3

Finally make your way through the slimy labyrinth to the cavern in the far east and pick up the second part of the Rift Device which will automatically assemble once picked up. A short moment later the Unseeing Eye itself will appear and oppose you. Without the Rift Device a battle would have been sure suicide but now you can simply equip it and oneshoot ithe monster with the item to cause serious damage and then easily finish it off.

Rewards: 30.000 XP, Amulet of 5% Magic Resistance

Lower Reaches



Map Key: ● NPC ● Area Transition ● Special Bestiary: Shadows, Huge Spiders, Wandering Horrors, Ghosts, Wandering Horrors, Gauth, Beholder

Lair of the Unseeing Eye



Map Key: ● Area Transition ● Special Bestiary: Beholders, Gauth, Blind Priests

Take the exit in the south back to the Upper Raches and end the cults evil activities once and for all. Especially Gall will drop some handy items

Rewards: The Guide +2 (Heavy Crossbow), Girdle of Fortitude, Bracers of Defence AC 7

Report to Sassar and then bring the Rift Device back to the Ancient Temple, otherwise you would die should you attempt to return to Athkatla with it in your pockets. First talk to Agru Tindal and then hand the device over to the Avatar.

Rewards: 47.250 XP, Saving Grace +3 (Shield)

When you finally exit the sewers and return to the Temple District you can witness how order is restored and the Eye-less priests are being slain. Report to the temple that send you on the mission and the first place and receive a generous reward.

Rewards: 45.750 XP each, Ardulia's Fall +1 (Mace), Reputation +1, 7000 GP

Government District



Map Key: ● NPC ● Companion ● Area Transition

Viconia

Viconia is about to be burned at the stake by a group of fanatics simply because she is a Drow. To save her, click the stake she is tied to, then get ready to fight off the three fanatics. If you don't save Viconia, she will be burned alive.

Reward: Viconia may join the party

Jan Jansen

The Gnome will approach you to sell his illegal merchandize, but soon be interrupted by tax collector Trax. You can now

- cover for Jan by distracting Trax
- tell the truth and report Jan. Trax will offer you a reward of 100 GP. To recruit Jan you will now have to free him from prison. [SEE: JAN JANSEN]

Reward: 100 GP

- refuse to deal with Trax, which will result in him calling for reinforcements before he flees. Apparently tax evasion is no minor offense in Amn because you now have to face two Cowled Enforcers, an Amnian Centurion and four Legionaries in a tough fight.

Rewards: 28,100 XP (Centurion: 7,300, 4x Legionary: 3200, 2x Cowled Enforcer: 4000), Reputation -4, Jan may join the party

Delon

INVESTIGATE THE DEATH IN THE UMAR HILLS

Delon will approach you and have you look into the ongoings

in Umar Hills. If Minsk or Jaheira are with you, they will push for an immediate investigation. [SEE: UMAR HILLS]

Lady Oriana

The woman offers her "services" to you. If both Viconia and Valygar are in your party this will cause them to fight to the death against each other.

Madeen

MEET WITH TOLGERIAS THE COWLED WIZARD

Madeen will approach and wants you to go inside the Council of Six to speak with a Cowled Wizard named Tolgerias. This will start the hunt for Valygar and eventually the Planar Sphere.

Deril Estate

If Cernd is in your party, you will need to come here during his personal quest. [SEE: CERND]

Delryn Estate

This Estate belongs to Anomen's father. You will need to come here during Anomen's personal quest. [SEE: ANOMEN]

Firecam Estate

This is the home of Keldorn. You will need to come here during Keldorn's personal quest. [SEE: KELDORN]

Jysstev Estate

If you are working for the temple, you will need to come here. [SEE: TEMPLE DISTRICT, SEE: ANOTHER MISSION FOR THE TEMPLE]

If Jan Jansen is in your party, you will need to come here during his personal quest. [SEE: JAN JANSEN]

Roenall Estate

This Estate belongs to Isaea Roenall. You can't enter unless you are involved in Nalia's personal quest. [SEE: NALIA]

Vulova Estate

You may visit the Vulova Estate if you are working for Bodhi. [SEE: CHAPTER 3]

Prison

If you had Jan Jansen arrested by Thrax you will need to come here should you want Jan released. [SEE: JAN JANSEN]

If Haer'Dalis is in your party you will need to come here to free him during his personal quest. [SEE: HAER'DALIS]

Temple of Waukeen

The temple offers the usual services like healing, resurrection etc.

A beggar might approach you close to the Council of Six and ask for money - only to be stopped by a guard. You can either rent him out or not. If Aerie is in your party, she will make up an excuse and give the beggar 5 GP.

Council of Six

Bylanna

You may need to talk to Bylanna during Anomen's personal quest. [SEE: ANOMEN]

Chief Inspector Brega

Chief Inspector Brega is the head of police in Athkatla and key to reporting many of the local crimes. You may

- report Lieutenant Aegisfield death during your investigation of the serial killer [SEE: BRIDGE DISTRICT]
- deliver the head of Neb the Child Killer while looking to obtain Illithium for Sir Sarles [SEE: TEMPLE DISTRICT]
- talk to him to prove the innocence of Haer'Dalis while investigating the murder of Acton Balthis [SEE: HAER'DALIS]

Corgeig Axehand

Corgeig is Isaea Roenall's superior. You will need to talk to him during Nalia's personal quest. [SEE: NALIA]

Corneil

For 5,000 GP you may purchase a license to practice magic in Athkatla from Corneil.

You may also talk to him when Jaheira gets cursed by Baron Ployer. [SEE: JAHEIRA]

Inspector Ardis

You need to speak to Ardis in connection with the Cleric Stronghold quests if you are working for the Temple of Talos. [SEE: STRONGHOLDS]

Tolgerias

THE HUNT FOR VALYGAR CORTHALA

Tolgerias will force you to accept his quest before telling you the specifics. He wants you find Valygar Corthala and bring him here to be punished for the murder of two Cowled Wizards. Tolgerias doesn't know Valygar's whereabouts but suggests starting at his home in the Docks District. In his home you will find a tax receipt informing you that Valygar owns a cabin in the Umar Hills. [SEE: UMAR HILLS]

When you meet Valygar, he tells you a different story however. You can either kill him and take his body with you, or re-

Council of Six



Map Key: ● NPC ● Area Transition

crut him into your group. You have now two options.

Turn Valygar in

No matter if you have Valygar's body or Valygar in your group, you can turn both over to Tolgerias. Most good-aligned party members will strongly object though. Should you do that you will never be able to access the Planar Sphere, which is not recommended for mages or sorcerers because then they will not be able to obtain a stronghold.

Rewards: 11,250 XP, 500 GP, Ring of the Ram, Reputation -1

Refuse to turn Valygar in

Go to the Planar Sphere in the Slums District, no matter if Valygar is dead or alive. If Valygar's body is in your backpack, it will now turn into dust - either way the door to the Sphere opens. Be aware that once you enter, you will not be able to return until the mystery inside is solved. [SEE: PLANAR SPHERE]

If you intend to demand the ransom, take the note that is lying in the closet and go to the Copper Coronet at night - otherwise you still have the chance to release her.

RANSOM COLLECTED FOR LADY ELGEA

In front you will meet Welther, who will pay you the agreed ransom - not gold, but the rare "Silver Pantaloons".

Reward: Silver Pantaloons, Reputation -2

Should you now return to Home (4) in the Bridge District two Cowled Enforcers, an Amnian Centurion and four Amnian Legionaries will be waiting you!

Rewards: 28.100 XP (Centurion: 7.300, 4x Legionary: 3.200, 2x Cowled Enforcer: 4.000)

Alternatively pickpocket the "Silver Pantaloons" from Welther and then release Lady Elgea for a little less Experience.

Bodhi's Base

This entrance is locked. You may only use this route to her base if you joined her. [SEE: CHAPTER 3]

Crypts

The crypts contain the remains of wealthy citizens. Expect to deal with some undead monsters and trapped tombs in exchange for some loot, including a "Battle Axe +2".

De'Arnise Mausoleum

The place offers nothing of interest until you come here during the funeral of Nalia's father. [SEE: NALIA]

Dragomir's Tomb

This is where Hexxat first wants you to go you when she is travelling with the party. [SEE: HEXXAT]

Lower Tombs

The Lower Tombs can be accessed through three different entrances. Watch out for floor traps and Spider ambushes as you head forward.

Bodhi's Base

The door is closed. You get access to Bodhi's Base in Chapter 3 once you side with her or when the Shadow Thieves ask you to wipe out the Vampire presence there.

Spider Lair

Upon entering the Half-Drow Priestess Pai'Na is greeting you.

You can of course simply dispose of her, in which case the four captives will give birth to dozens of little spiders which attack you along with Pai'Na. Beware of their incredibly strong poison, but a well placed "Fireball" should take care of most of them. Loot Pai'Na's remains and search the floor.

Rewards: Black Spider Figurine, Pale Green Ioun Stone

RETRIEVE THE SPIDER'S BANE SWORD FOR PAI'NA

Pai'Na does however also have a request that is worth considering: Bring her the sword Spider's Bane from the Tempel District Sewers.

Go down into the Temple District Sewers and head to the most western part. There two simple minded men, Huerg and Jaegger, are "guarding" the area. You can buy "Spider's

Stein

Stein is a graverobber. You can confront him - in which case he will be supported by two of his friends in combat - or you can just leave him be.

Sethle

Sethle is a local cemetery employe, who seems to be involved in some shady business. Talk to him once you have investigated the Open Grave.

Tomb of the Crypt King

Upon entering you will be attacked by the Crypt King.

Reward: 15.000 XP, Namara +2 (Longsword)

Wellyn's Ghost

PUT THE SPIRIT OF THE CHILD WELLYN TO REST

During daytime two Halflings will mourn the death of their son Wellyn. At night his ghost will approach and ask you to return his beloved teddy bear Littleman to him. *Littleman the Stuffed Bear* was taken by Llynis who is currently residing in the Copper Coronet. You can get Llynis to hand over the teddy bear peacefully or kill the child murderer for it.

Reward: Littleman the Stuffed Bear

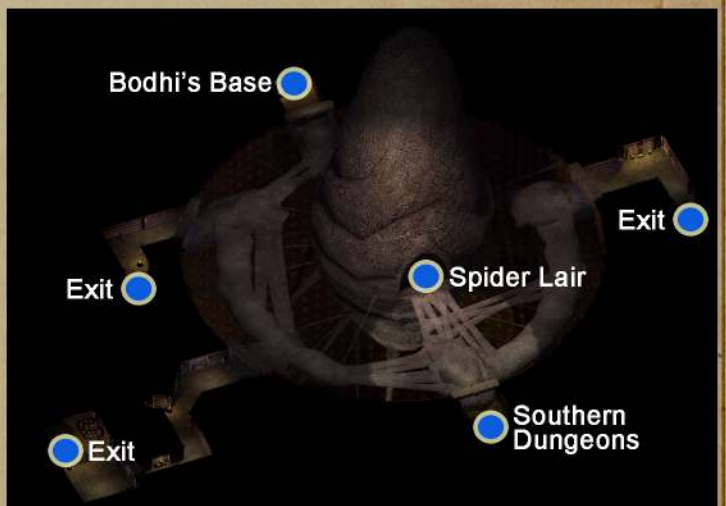
Return to Wellyn and you can now

- give him the toy bear. The boy can now rest in peace.
Reward: 15.500 XP
- refuse to hand over the bear. In this case Wellyn's ghost turns hostile.
Reward: 3.000 XP

If you returned the bear to Wellyn his parents will thank you as well for bringing peace to their son's soul.

Reward: 5.000 XP

Lower Tombs



Map Key: ● Area Transition

Bestiary: Ettercaps, Spiders, Giant Spiders, Sword Spiders, Phase Spiders,

Bane" from them for 50, 75 (after haggling) or 200 GP. Unfortunately the sword is broken and can't be used by the player. Return to Pai'Na, who will thank you for your services. Don't forget to loot the floor stash.

Rewards: 15.000 XP, Black Spider Figurine, Web Sack, Pale Green Ioun Stone

Southern Dungeons

Watch out for the many undead enemies in this dungeon that have the ability to Level Drain your party members. The spell "Protection from Negative Energy" and the "Berserk" ability of e.g. Korgan and Minsc will prove to be very helpful here. If Edwin or Korgan are in your group they will both urge you to explore the dungeon in their individual quests. [SEE: KORGAN, SEE: EDWIN]

Entrance Hall

The rattling and moaning should already warn you of the danger lurking here. As soon as one of your heroes reaches the top of the floor tiles forming the face of an ancient king, the doors on both sides will open and release the army of undead (including a Vampire) behind them. Additionally the traps on the tiles will pose a serious danger to the party.

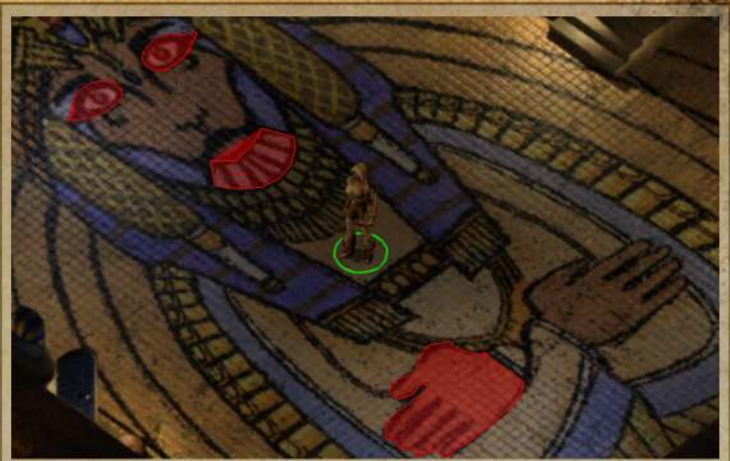
In the southern corner of the Entrance Hall there is a secret door leading you deeper into the dungeon, with more undead waiting. Make your way to the intersection and disarm the traps in both corridors. The eastern corridor contains a sarcophogus with a resting monster and a enchanted spear inside.
Reward: Halcyon +1

Tomb of Kaza

The tomb to the south belongs to Kaza and seem to have already been looted by someone. If Korgan is in your group this will trigger the next part of his search for the *Book of Kaza*. [SEE: KORGAN]

Nether Crypt

The most part of this crypt has already collapsed decades ago. If Edwin is in your party, this will trigger the Lich Nevaziah to spawn. Nevaziah is however only a weak Lich, that shouldn't prove to be too difficult for inexperienced adventurers. [SEE: EDWIN]



Without a thief this might end deadly.

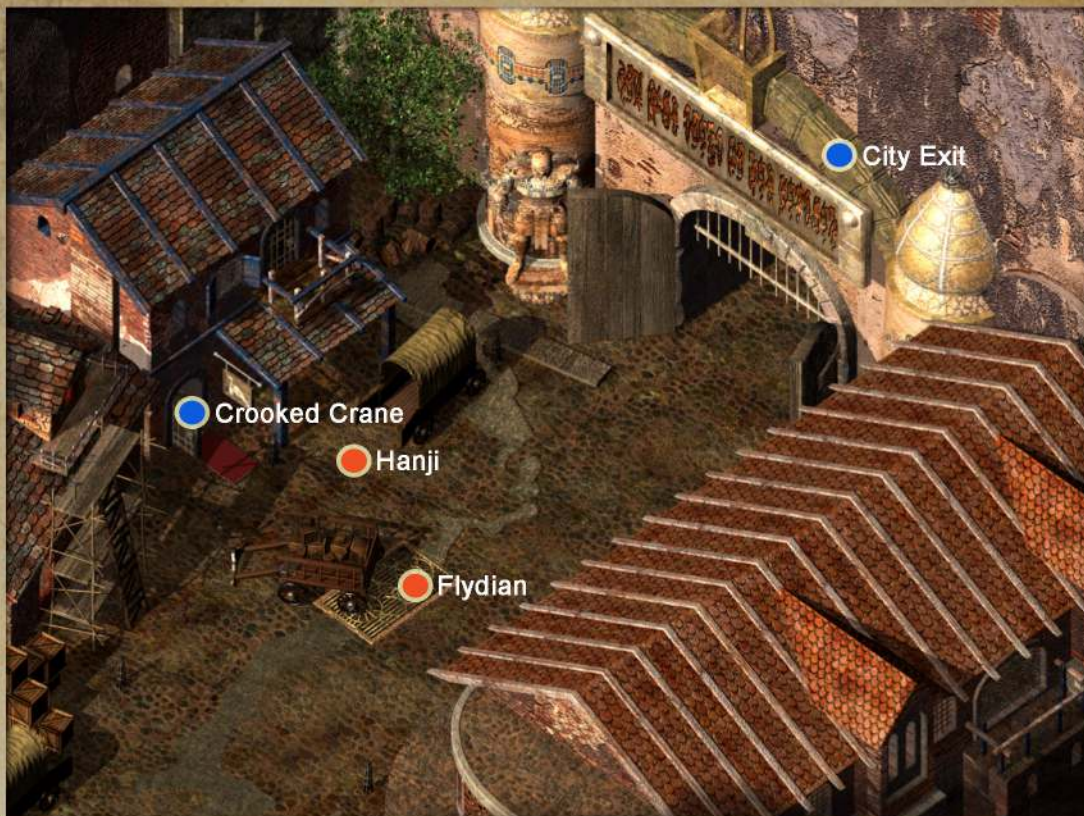
Southern Dungeons



Map Key: ● Area Transition

Bestiary: Ghosts, Mummies, Vampires, Skeleton Warriors, Shadows, Wraiths, Lich

City Gate



Map Key:

● NPC

● Area Transition

Hanji

The second or third time you pass through the City Gates, cutthroat Hanji is threatening a merchant. If you choose to help the merchant he will then grant you the unique opportunity to browse his selection of extremely affordable products. Afterwards the merchant leaves the area, never to be seen again.

Flydian

ANIMAL TROUBLE IN TRADEMEET

Flydan has been sent by the authorities of Trademeet and desperately seeks your help in the animal attacks that plague his hometown. [SEE: TRADEMEET]

Crooked Crane

A loving Couple

The first time you enter this tavern, a nobleman named Rilmi insists on telling you about the two young lovers on the second floor, and how their families want them to break up their relationship.

Tiuro and Aulava, the aforementioned young lovers, are upstairs. You can either advise them to

- follow their families' wishes and break up
- to follow their own hearts.

Should you choose the second option and return later to the Crooked Crane, the noblemen will inform you that the couple went causing trouble all over the region and makes you responsible for it.

Reward: Reputaion -1

If you go upstairs to talk to Tiuro and Aulava again, they will attack you, no matter what you say to them.

Groncaner

The owner offers drinks and the shabbiest accomodation in the entire city - he actually has people sleeping in the stables.

Carmine of the Wheel

Carmine offers you to gamble some money.

Andrew of the Dice

Andrew offers you to gamble some money.

Lich's Lair

There is a hidden and locked door on the ground floor leading to the crypt of a Lich. Prepare for a tough battle that low-level parties should definitely avoid. The Lich will most likely cast "Time Stop", "Meteor Swarm" and summon a Pit Fiend.

Rewards: 22.000 XP, Rod of Terror (Quarterstaff), Daystar +2 (Longsword) Wand of Lightning, Wand of Fire, Wand of Cloudkill, Sandthief's Ring

ADVENTURES OUTSIDE ATHKATLA

During Chapters 2 and 3 the party will have the chance to freely venture the world to partake in extensive questlines and gain not only experience but also plenty of gold and rare magical items. Of course these adventures are also possible in Chapter 6, but by then you will most likely have outleveled enemies and rewards. To gain access all areas require you to have talked to certain NPCs and thereby gained information about the exact location. With the exception of the Planar Prison and the Planar Sphere all areas are located outside the city, which means that you will have to leave Athkatla through the City Gate at least once to unlock them. You may also begin exploring the Watcher's Keep, but since most challenges waiting inside demand truly skilled and experienced adventurers it might be wise to hold off venturing there until Chapter 6. [SEE: WATCHER'S KEEP]

De'Arnise Keep

To gain this quest talk to Nalia in the Copper Coronet and she will ask you to free her family's castle from invaders. [SEE: SLUMS DISTRICT] Should you accept, then you can take her into the group or meet her at the fort close by the De'Arnise Keep. Whichever option you choose, do not waste time - otherwise the quest will fail. Especially for verdant adventurers this quest offers easy XP and a good amount of useful items and gold - just make sure to bring weapons with fire/acid damage to take care of the trolls.



Map Key: ● Area Transition ● Special

The Fort

THE DE'ARNISE KEEP HAS BEEN INVADED

You will meet Nalia here in case you didn't take her into your group and she will offer her help once again. You may also talk to Captain Aras, who will inform you that several family members are still inside. No matter if you go alone or with Nalia, head north and enter the keep through the Secret Entrance.

GOALS



- GET THE KEY FROM THE LIBRARY
- LOWER THE DRAWBRIDGE (OPTIONAL)
- TRICK THE UMBER HULKS (OPTIONAL)
- CREATE THE "FLAIL OF AGES" (OPTIONAL)
- KILL TORGAL, LEADER OF THE TROLLS

De'Arnise Keep, Level 1



Map Key: ● NPC ● Area Transition

Bestiary: Trolls, Giant Trolls, Ice Trolls, Spectral Trolls

Armory

The armory contains several weapons +1, as well as useful fire and acid arrows. Servant Daleson will inform you about the ongoings inside the keep, especially about the eating habits of the UMBER Hulks, a certain magical weapon and the Trolls in general. After talking to him follow the secret door to the north to the Smithy

Smithy

Once you have found all three of its heads, you can craft the "Flail of Ages" at the forge - a powerful weapon +3 with elemental damage.

Rewards: 22.350 XP, Flail of Ages

Trophy Room

Loot this room for gold and items.

Rewards: Ring of Earth Control, Flail Head (Cold)

Main Hall

A few Trolls are patrolling this area. It is easiest to take care of them one by one or by shooting through the arrowslits in the walls while keeping the doors closed.

Servants Quarters

Since this room was home to the servants, don't expect to find any riches here. Those are hidden in the small toilet just to the east.

Kitchen

In the kitchen you can use the stove to cook *Dog Stew* for the UMBER Hulks. Naturally you will need the dog meat first though. Luckily four healthy dogs are waiting in the courtyard to be killed. Pick up their meat and pour it into the cauldron one by one, then take the *stwe* from the stove.

Rewards: 11.500 XP, Dog Stew

Courtyard

In the courtyard an Otyugh can be found near the Dog Kennels, as well as a few Yuan-Ti and Giant Trolls roaming the area. Dispose of the monsters and then kill the Dogs for their meat, which you want to make into a tasty stew.

Drawbridge

While you are in the courtyard take the stairs up to the ramparts and head over to the lever for the drawbridge. Lower the bridge and Captain Aran and his men will help you secure the courtyard and the first level of the keep.

Reward: 29.750 XP

Back inside, prepare the *Dog Stew* if you haven't already and then go up the stairs to Level 2.

If Nalia is travelling with you, she will tell you that there is a secret spiral staircase leading down to the basement, but to get there you will first need to find the proper key that unlocks the doors leading to it.

De'Arnise Keep, Level 2



Map Key: ● NPC ● Area Transition

Bestiary: Trolls, Ice Trolls, Spectral Trolls, Split Troll, Yuan-Ti Mages

Begin with the exploration clockwise and carefully approach the library.

Library

Try to lure the trolls out of the library instead of rushing in, otherwise the Yuan-Ti Mage might give you a hard time casting "Confusion" and "Chaos" your party members while you have to defend yourself in melee. Besides a few useful scrolls you will also find the master key for the keep in the library.

Reward: Keep Key

Glaicas

With the *Keep Key* the door to the bedroom in the North can be opened. If you follow the corridor it will lead you through a storage and eventually to the dining room in which Glaicas, who has been charmed by the Trolls, is staying. After a brief talk he will attack you and you can now

- defeat him in a challenging battle

Rewards: 9.500 XP, Flail Head (Acid)

- cast "Charm Person" on Glaicas (e.g. through the Ring of Human Influence obtained during your investigations of the Circus in Waukeens Promenade)

Rewards: 22.550 XP, Flail Head (Acid)

Hendron & Lady Delcia

The *Keep Key* unlocks also the door to the bedroom in the

south, where Lady Delcia, Nalia's aunt, and her slightly annoyed protector, Hendron are sitting tight. You can now

- be polite and she will leave the castle peacefully
- tell her to take revenge for the mistreated commoners, in which case both will turn hostile

Reward: Reputation -4

Open the secret door in the northern wall and continue on.

Chapel

Six Golems are guarding the family treasures in the three chests at the far end of the room. The Golems will in fact stay inactive until you attempt to steal the most alluring content, with the exception of the *Flail Head (Fire)*. An open fight with the Golems will most likely result in your obliteration, therefore you should consider to

- just steal the Flail Head unharmed
- cast "Haste" or "Sanctuary" on your thief and loot all the chests and quickly get out alive while your other characters remain out of sight

Rewards: Flail Head (Fire), Elven Court Bow +3, Frostreaver +3 (Battle Axe), The Knee-Capper (War Hammer +1, +4 vs. giant humanoids)

With all three Flail Heads in your pocket, return to the Smithy on the first floor and craft the "Flail of Ages" - a powerful weapon +3 with elemental damage that will be most helpful against the leader of the Trolls! Once the Golems have

De'Arnise Keep, Level 1



Map Key: ● NPC ● Area Transition ● Special
Bestiary: Umber Hulks, Trolls, Giant Trolls, Spectral Trolls

calmed down or lay dead to your feet, take the circular stairs down to the basement. Loot the chest upon arrival for a "Shield Amulet" and defeat the Trolls in the second room

Storage & Prison Cells

You can of course engage the Umber Hulks in the Storage if you are experienced enough and able to protect your heroes from "Confusion"

It is however safer to retreat with your group and only send a hidden thief into the Storage to the waiting Umber Hulks. Don't engage them unless you are quite powerful but have your thief sneak past them into the Prison Cells. Drop the *Dog Stew* in the Feeding Ground and hurry out through the second entrance of the prison. Close the doors behind you and trap the Umber Hulks.

Reward: 18.750 XP,

Family Crypt

Prepare for a serious battle before entering the Family Crypt. The Troll leader TorGal and his underlings have just killed Nalia's father and are ready for you! Depending on your level TorGal will be supported by two Giant Trolls, or two Giant Trolls and a group of Spectral Trolls and Spirit Trolls. TorGal regenerates extremely fast and deals huge amounts of damage.

Reward: 15.000 XP

After you have disposed of the enemies examine the corpse of Nalia's father and loot the crypt for valuables, like gems,

a scroll and 2.126 GP. If Nalia is with you, she will ask you to immediately leave this horrid place.

THE DE'ARNISE KEEP HAS BEEN CLEARED

Report back to Captain Aras and receive the reward originally promised by Nalia. If she isn't in the party, the heir to the De'Arnise Keep will offer you once more to join you.

Rewards: 45.000 XP each, 10.000 GP

If your main character is a fighter you may become the new lord of the castle and begin Nalia's personal quest. [SEE: NALIA, SEE: STRONGHOLDS]