



Baldur's Gate™

Matthew J. Norton
&
Douglas Avery



Strategies
& Secrets™

Tales of the Sword Coast™



Baldur's Gate™



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Official Strategies & Secrets™

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Welcome Back to the Sword Coast

When Interplay first released *Baldur's Gate*, we knew that we had created something unique. It was the first time that an AD&D game on the computer actually felt like the pencil-and-paper games we all used to play with our friends. Those of you who had a tabletop roleplaying background probably had a similar experience upon first playing *Baldur's Gate*—it was like meeting an old friend. For those gamers whose experience is mostly through computer games, we think we captured the best of the tabletop

gaming elements and made them accessible. *Baldur's Gate*, and now *Tales of the Sword Coast*, captures just the right blend of story, enjoyable characters, tactical elements of combat, and, by playing with your friends, camaraderie. Most of all the game just felt right.

Generally, if the production team continues to play a game, on their own time, after putting in 80-hour weeks working

Your adventure awaits.

on it, you know you have a winner on your hands. We were pretty confident that *Baldur's Gate* would do well because we all enjoyed playing it so much. As a result, Bioware and Black Isle Studios had already started making *Tales of the Sword Coast* before *Baldur's Gate* had shipped. There were, and still are, too many tales to be told and adventures to be had on the Sword Coast for us to pull up short. We hope you enjoy delving deeper into the Sword Coast as much as we did.

What You'll Find in This Book

This book contains a wealth of information designed to help you get through the game, or just explore every last dusty crevice. Chapter 1 focuses on party setup and survival tactics. Chapter 2 fills you in on all the information on the new critters, spells, and items that you'll find in this part of the Coast. Chapters 3 through 7 walk you through *Tales of the*



Welcome Back to the Sword Coast

Sword Coast level by level. Within each part of the walkthrough, we'll move from more general to more specific. We'll start with a description of the areas covered in the chapter as well as how they fit in with the main storyline. Then you'll get the map for each area along with a numbered guide that points you to all the important points of interest—things like traps, treasures, and unpleasant beastsies. This is followed by “The Straight and Narrow” section that details how to make your way through that section of the game with a minimum of wounding and a maximum of looting. If you're looking to get a nudge in the right direction, the maps are your best bet; if you'd rather get a comprehensive accounting, “The Straight and Narrow” will get you where you want to go.

Appendix A offers a detailed accounting of the friends and foes you'll encounter in your journeys. We've put this in an appendix because it contains “spoiler” information that some players may want to avoid. Lastly, in case you're interested in seeing how a game like this gets made, Appendix B takes a quick look behind the scenes at what goes into the process.



WARNING

Avoid Appendix A if you don't want to read spoiler information divulging the detailed lowdown on the NPCs of the game.

Every part of this book stands on its own; you don't have to read the whole thing to get the scoop on what you need right now. If you only need help with one area or one particularly tricky fight or puzzle, you can turn to the right part of the book for the information you need. But if you do go through the whole guide as you explore *Tales of the Sword Coast*, we guarantee you that your characters will thank you for it.

— Matthew J. Norton and Douglas Avery
Black Isle Studios





Survival Strategies

C H A P T E R

1

FORGOTTEN REALMS

Baldur's Gate

Tales of the Sword Coast

Because you've played through Baldur's Gate, you probably already know the basic strategies and tactics for successful dungeoneering. Otherwise, your characters wouldn't have survived long enough to get here. That's a good start, but now you're ready for an advanced lesson in survival strategies.

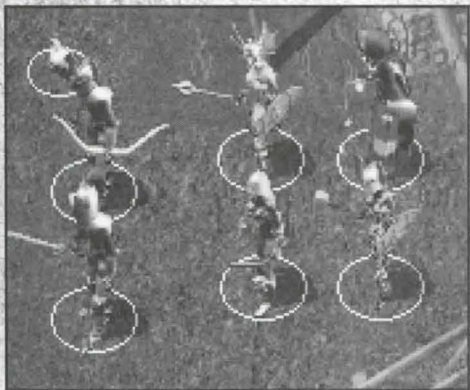
In both Baldur's Gate and Tales of the Sword Coast, your adventurers are specialists, each a master of their own art. Thieves detect traps and open locks, Mages cast spells, Priests turn themselves into human (or demi-human) Band-Aids, and Fighters...well, Fighters fight. In order to make your way through the game you'll need to take full advantage of each character's skills.

This chapter covers the two main components of managing your dungeon-exploring team: First, you must have the right crew for the job, and second, you have to use your team members in a way that protects their weaknesses and exploits their strengths.



Building and Using Your Party

You'll acquire your dungeon-exploring team, or party, in one of two ways. You can either use the party that you built up while exploring *Baldur's Gate* or take the pregenerated party provided for you in *Tales of the Sword Coast*. In either case diversity is the key. Your party functions best when you have a variety of skills to draw upon. Of the six available character slots, you should have a couple of Fighters, a Priest, a Thief, and a Mage; the last slot can be used to double up on one of the classes or to add a multi-class character. As long as you have a mix like this, your party will be balanced enough to allow you to overcome the challenges you encounter.



The party is ready to rumble.

Ideally, your party would have a perfect balance of fighting, magic, thieving, and clerical skills. However, in practice this isn't going to be the case. I've never had a party that was perfectly balanced; every party I've ever created has been slightly stronger in one set of skills than in another. That's not a problem as long as you know how to play to your strengths.

You can pretty easily figure out what your party's strongest areas are either by tallying the number of characters in each class or by analyzing what happens in the fights your party gets into. Then you need to figure out how to play so that you make the most of your party's strengths. Should your Fighters form a massed-shield wall and wade into the enemy? Should you use your magic to kill or at least soften up the monsters before you commit your Fighters? Should you bolster your front line with Clerics, relying upon their healing ability to keep them from becoming casualties? Or should you send a patrol of sneaky Thieves in behind your enemies before attacking?

Using a Strong Fighting Party

The most common bias in party strength is toward fighting. This is partly because fighting types are so incredibly useful at lower levels, where





they're less fragile than the other character classes, which take a while to come into their own. Many parties are Fighter-heavy because they started out that way at low levels and the Fighters just happened to do what they do best: survive.

When you have a party that is strong in Fighters, it's good to have a couple of different types. You'll need your burly melee types to keep the rest of your party safe and to inflict the maximum amount of damage on your foes. However, you should have at least one of your fighting types use a bow as their primary weapon. This allows you some tactical flexibility. Once your melee artists wade in, they're stuck until the critters they're duking it out with are dead; they can't easily turn and run without getting poked in the backside. So if you need a little extra help on one side of your battle line or if that opposing Mage starts winding up with a big spell, you need to be able to reach out and touch someone—with arrows.

The key here is to get your Fighters in close so that they can melee your opponents before your opponents can use their spells or missile weapons to inflict long-range damage. Then you need to keep at least one missile-weapon character as your fire support to snipe at enemies both in and behind the front lines.



NOTE You don't want to have too many missile-weapon characters, because most of the encounters you have will be at relatively short range—you'll need melee strength to hold the enemy back so they can't just whack that bow out of your hands.

Using a Strong Magic Party

A strong magic party is the second most popular type of party in the game, right after a strong fighting party. The main reason for this is that magic is fun. There are few things more satisfying than casting a big fireball right into the middle of the goblin den or sizzling a couple of skeletons with a lightning bolt (see Figure 1.1).

Strong magic parties have incredible offensive potential, but they tend to be brittle. In other words, if the magic-users don't bring down

Building and Using Your Party

the attackers, they become easy prey to the teeth and claws of most monsters. Also, once the bad guys start meleeing your Mages, your spellcasting ability goes down the tubes. Often even a party that has very strong magic is reduced to sniping at monsters. You'll need to either concentrate your foes, and your firepower, so that multiple area-effect spells will take them out, or divide your enemies so that they come at you in small, manageable groups. If your magic-oriented party gets bum-rushed by large numbers of monsters, even relatively weak monsters, you're going to get slaughtered.



Figure 1.1:
Time to light up
the darkness with
a little Magery.

Despite your great offensive firepower, caution is the keyword for a strong magic party. Never forget that such a party can dish out massive damage, but can't take it. It's better to run away, memorize your spells, and come back than it is to have your Mages (even multi-class Mages) melee a critter that's *almost* dead.



TIP If you have a strong magic party, don't ignore your non-damage-causing spells. Spells that enhance the combat ability of the rest of your party, or their ability to defend against attack, increase the party's overall effectiveness. Too often, these spells are neglected in favor of the more spectacular direct-damage spells.





Using a Strong Clerical Party

Most Priests are pretty good fighters in addition to being good defensive spellcasters. If you have only one Priest in your party you shouldn't commit them to the front line of combat unless you're desperate or the fight is very easy; if you lose your Priest you lose your best source of healing, and your expedition is doomed to be short-lived.

In a party that has more than one Priest, or multi-class Priests, you have more freedom. You can use your Priests to augment your front-line Fighters in combat as shown in Figure 1.2. You can make your Fighters last longer in combat by healing them as they take damage. You can also cast spells on your party *prior* to a fight in order to boost the party's effectiveness—this last use of clerical spells is the one that's most often ignored. In short, the Priest is a sort of jack-of-all-trades and you shouldn't leave home without one.



Figure 1.2:
Priests fill out
the front line of
this party.



NOTE If your party is Priest-heavy, fighting undead monsters becomes much easier, particularly if your Priests are high enough in level to destroy your undead foes rather than just turning them.

Using a Strong Thieving Party

You don't often see a party that's particularly strong in Thieves. Although sneaking and backstabbing are wonderful, and should be used whenever possible to scout and slay, a party of Thieves will get splattered if they're backed into a corner and forced to fight. That said, it's absolutely vital that you have at least one Thief in your party for *Tales of the Sword Coast*. The dungeons are fraught with many powerful traps, and a good Thief, who can detect traps and pick locks, will save your party from a lot of needless agony.

Although one Thief is the minimum, often you'll have a multi-class character serving as backup Thief. Thieves are employed in a hazardous profession and often tend to have short careers, so having a backup to get you out of the places your primary Thief got you into before their demise is a good safety measure for the party. Having any more Thieves in your party is likely to be a liability.

Now that we've discussed strategies for using your party as a whole, we'll look at how you should handle the individual characters within your party.

Class-Specific Tactical Tips

The most important tactical tip is to give your characters enough room to do their jobs. If your Mages are meleed and your Fighters are bottled up at the wrong end of the party, they can't contribute to the battle in the way that they should.



TIP Remember this little mnemonic that I call the six Ps: Proper Party-member Placement Prevents Poopie Performance. Essentially this means planning how you're going to react to a combat situation before it happens in order to prevent your party from becoming monster chow. If you let a combat situation evolve naturally instead of trying to control the environment...well, the battered survivors won't be thanking you.

Getting everyone in the right place at the right time is the key to managing battle situations. Each type of character functions at top efficiency in a different combat environment. The following sections





describe what each character type needs in order to do their worst to your foes.

Fighters

There are really two types of Fighters: the melee specialists, who like to get up close and personal, and the ranged-weapon users, who like to cushion their enemies from the relative safety and comfort that distance provides.



NOTE Some characters, like rangers, excel at both ranged and melee attacks. If you only have one or two Fighters, you don't have much flexibility in deployment—you've got to fill the front rank with armor. With that filled, you can afford to hold your archer in reserve. If your archer can also melee, you can use them to plug holes in your line or to replace a heavily wounded Fighter.

Your melee Fighters need to close with the enemy as quickly as possible. However, that doesn't mean you should spread them around a room. Ideally, the Fighters should battle enemies one-on-one or, even

better, two of you on one of them. This may mean stopping in the doorway of a room so that only a couple of creatures can attack you at any one time, rather than charging blindly into the room and getting surrounded. If you keep your party close together as you move toward your enemies, your Fighters can give better protection to the weaker members of



By file, fire!

the party. It's also a good idea to hold everyone together in case you need to make an orderly withdrawal.

Your bowmen need room to target enemies and they need to be far enough back that they won't be meleed while holding only a yew-staff. This means that the Fighters, or often Thieves, that are serving as your party's fire-support team need to be someplace slightly removed, or at least cushioned, from the fray.



Mages

The ultimate in fire support, magic is the queen of the battlefield. But your Mages can't cast spells if someone is whacking them in the head every time they try to mutter an incantation, as in Figure 1.3. Your Mages absolutely need to be out of harm's way in order to be effective. Magic-using types tend to be soft, squishy, and especially yummy to monsters. Even a Fighter-Mage combination character will not be as tough as would a single-class Fighter with the same experience.

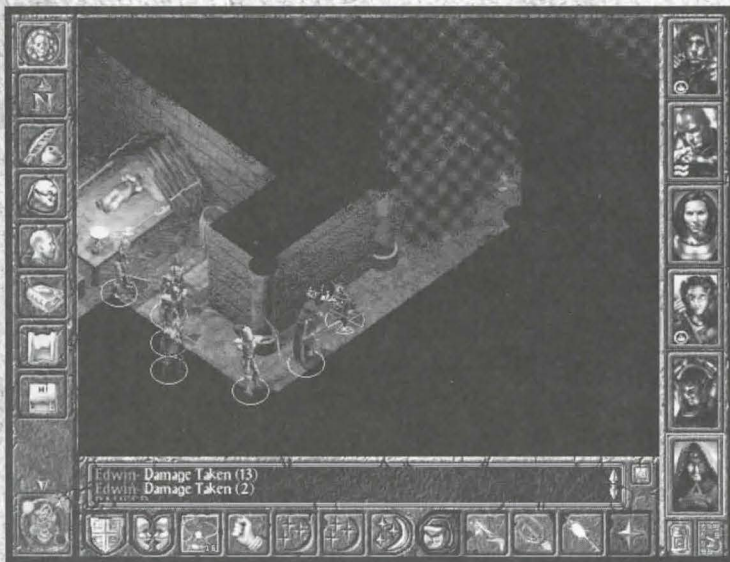


Figure 1.3:
Oops. These
Mages are going
down for a
dirt nap.

Mages need to be close enough to the enemy to use their offensive spells and yet far enough away to prevent them from becoming casualties. Often that means having your Mages move close to the combat, cast their spells, and then get the heck out of Dodge. Also, once your Mages have cast their big offensive spells, they can retreat to someplace safer; a spell-less Mage is nothing more than monster bait. In short, keep your Mages safe and they will keep you safe.



WARNING Proper positioning is much more important with Mages than with most other character types because they are so fragile in combat. You often don't get a second chance to move your Mage if someone, or something, starts slashing them up with a sharp object.



The last thing to remember about Mages is that they have a number of spells that increase the effectiveness of other party members. When picking your Mage's spells, remember to pick not just direct-damage spells but several of the party-helper spells (like protections, Haste, or Invisibility). A good balance of spells enables your Mage to multiply the combat effectiveness of your entire party.

Priests

Priests should be placed near the front of the party, especially when you're exploring a new area. *Tales of the Sword Coast* is jam-packed with undead and other-planar creatures and your Priests are just the characters to deal with these pests—provided they can see them or get to them. Also, if your Priests are near the front of the party, your fighting types have ready access to their own personal combat medic when they need it most.

Many times you'll have some advance warning that major combat is about to go down. Your Priests have a number of spells that increase the combat effectiveness of the entire party; make sure to use them to fortify your party before heading into battle.

Thieves

Thieves do two things really well in combat. First, they make good fire support/snipers in the form of bowmen or slingers. Second, they use their special backstab attack.

If you're using your Thieves as bowmen, they'll function essentially as if they were Fighters. However, getting your Thieves into position for a successful backstab attack takes a little more finesse. If you're fighting just one creature, or a small group of creatures (as shown in Figure 1.4), a Thief's backstab attack is a great way to say hello and get the battle started. Just make sure that the party has time to get into position to back up the Thief after the backstabbing occurs. Backstabbing is a lot easier if your Thief is invisible (by either spell or magic item) before you make your attempt.

Backstabbing is a very dangerous tactic if the party is facing a large group of monsters. The likelihood is that your Thief will make a good backstab at the rear of the pack of enemy critters, only to be pinned

down and gutted before the rest of the party can fight their way through the horde to help. Bad news for the Thief. Make sure that the Thief always attacks from a position that enables them to either get help from the party or make a run for it.



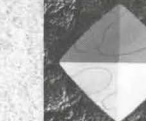
Figure 1.4:
This may sting a
little.



TIP If your party is in desperate straits you can use Thieves to augment your frontline fighters. However, this is a desperation maneuver and shouldn't be used as a combat opener.

Thieves make great scouts. In *Tales of the Sword Coast*, you'll always want to have a Thief precede the rest of your party. You'll run into many areas with traps, particularly in Durlag's Tower, and your Thief is the only party member who has a good chance of spotting the traps and disarming them *before* they go off. You should make this the primary function of your Thief—corridor- and chest-tester extraordinaire.

Many of the strategies outlined in this section may be familiar to you as a *Baldur's Gate* veteran, but in *Tales of the Sword Coast* there are many new spells, items, and monsters for you to experiment with. Descriptions of all the keen new stuff are up next in Chapter 2.





What's New?

C H A P T E R

2

FORGOTTEN REALMS

Baldur's Gate

Tales of the Sword Coast

This chapter will cover the powerful new spells, magic items, and creatures you'll encounter during your adventures through Tales of the Sword Coast. First we'll look at the new spells your Priests and Mages can use to enhance your party's offensive and defensive capabilities. Then we'll survey the magic weapons, armor, and other items that are available to you. Most of the items you uncover will be of a mundane nature, but you should carefully examine everything you find to make certain you don't throw away any potentially powerful items.

Finally, you'll get to know your enemy through a detailed inventory of all the fearsome creatures that are new to Tales of the Sword Coast. As you know, forewarned is forearmed. Please take a moment to peruse the information here, as it will save you some time and heartache.



New Spells

Your game manual gives you the basic information on each of the new fourth- and fifth-level Priest and Mage spells that you can use in *Tales of the Sword Coast*. Rather than repeating the information from the manual, we'll give you tips on how to use the new spells to your best advantage.

We'll start out with the tips on Priest spells and then give you the skinny on using your Mage spells to toast, sizzle, and otherwise exterminate your enemies.

Priest Spells

No party should be without the healing powers of a Priest. But these militant Holy Rollers can do more than just bandage you up. They have considerable offensive spellcasting power to use, and here's how to use it wisely.

Level 4 Priest Spells

This is the first level of new Priest spells that you'll acquire. You'll get a good selection of defensive magic among the spells of this level.

Animal Summoning I Use this spell to summon allies to aid your party. Use this in conjunction with your Mage's monster summoning spells and you'll have a constant supply of cannon fodder.

Cure Serious Wounds This spell is a much more powerful version of the Cure Light Wounds spell. It's great for keeping your party alive in tough combat situations (like the one shown in Figure 2.1). You should always make sure that you have a couple of these spells available to help your party's fighters.

Defensive Harmony This spell causes your party to attack and defend as one cohesive unit. Use it to gang up on a single powerful creature. Defensive Harmony is especially useful when you are assaulted by large numbers of attackers because everyone in the party gains an Armor Class bonus. This is one of several spells that are especially well suited for set-piece battles (those battles that you know are coming up and have time to prepare for).





Figure 2.1:
Medic!

Free Action Cast this spell on your party when you expect the enemy to cast spells that will prohibit your party members from moving. One way to know for certain that opposing Mages are going to try to lock you in place is to actually fight them, wait for them to throw their spells, and then load a saved game. If it turns out that the enemy used action-limiting spells in your initial dry run, you can be prepared for their tactic the second time around by using Free Action on your characters. Yeah, I know this is cheesy, but if you're really stuck, so to speak, give it a try.

Mental Domination Use this spell to control an enemy's actions. Not only do you take one of your foes out of the fight, but you also get an unwilling ally.

Neutralize Poison As the name suggests, this will negate the effects of poison on an individual character. This is a good spell to hold in reserve, as a restorative, when you're fighting monsters that inflict poison damage.

Protection from Evil 10' Radius Use this spell to keep Ghouls at bay. Then you can attack them with ranged weapons. This tactic will not work on tougher undead, like Ghosts, but the spell does give you an Armor Class bonus against evil creatures, which is always useful.

Protection from Lightning Casting this on an individual will prevent damage by electricity. It's a good thing to cast on a Thief who's in danger of running into Lightning Bolt traps. Make certain that you cast it on the Thief *before* they try to detect and disarm the trap.

Level 5 Priest Spells

The Level 5 Priest spells are the highest level of clerical magic you've had the opportunity to use in the *Sword Coast*.

Animal Summoning II Usually Animal Summoning I is enough, but if you like fighting as part of a big team of critters, you might try this beefier version of the Animal Summoning spell.

Champion's Strength Cast this spell on your Fighters to increase their prowess in battle. If you only have a few Fighters, this spell will make them tougher. If you have a lot of fighters, it will ensure that your armored horde is able to overrun any and all opposition.

Chaotic Commands Use this spell when you will be encountering an enemy Mage who will Charm or Dominate your characters.



TIP If you end up fighting Kirinhale (see Chapter 4)—though you shouldn't if you follow the advice in this book—Chaotic Commands could well save your collective butt from this charming lady.

Cure Critical Wounds Like the Cure Serious Wounds spell, this spell is a lifesaver if you have been beaten up in combat or by traps. You'll want to make certain that you have this spell memorized.

Flame Strike This is a great offensive spell (see Figure 2.2 if you don't believe me). If your party doesn't require healing, or if you need just a bit more offensive magic to help out those overworked Mages, cast Flame Strike and help them out.





Figure 2.2:
Fire from on high

Raise Dead Use this spell when a party member has met an untimely end. This is one of the single most useful spells your Cleric can have; make certain that it is available for those truly desperate battles. Note that this spell cannot be used if the recipient's body has been destroyed.

Mage Spells

Your Mages are your most potent long-range offense. They serve as a party's heavy artillery and can be used to soften up, or even dispatch, enemies before they can pose a threat to the rest of the party. However, many of these new spells will also help you to remove the effects of harmful magic from your own party. When you choose your spells, try to strike a balance between offensive magic, generally spells that cause damage, and defensive magic, spells that shield or restore your own party members.

Level 4 Mage Spells

Most Level 4 Mage spells are defensive rather than causing direct damage. This means that they can serve as useful balances to your direct-damage Level 3 spells.

Confusion This spell is best used on a group of monsters. Unless they save successfully, it will cause them to wander around randomly rather than attacking you as a group. Once you've confused the beasties, you can pick them off one at a time

Dimension Door Use this spell to escape from dangerous situations. Just make sure you don't run right back into harm's way before you're ready. This spell is the Mage's ejection seat; using it isn't without its dangers, but if you're desperate, pop a D-Door and poof, you're outta there.

Emotion—Hopelessness/Courage This spell has a twofold effect: It will cause your enemies to feel hopeless and imbue your friends with fantastic courage. Two spell effects for the price of one—gotta love that.

Greater Malison Use this spell when you need your Mages to get their spells through. It lowers the saving throws of the target or targets. This is the sort of spell that you only memorize for a specific large battle.

Improved Invisibility Use this spell on your Thieves and Fighters so that they can get in close to monsters for maximum effect. They will be able to attack without becoming visible. Thieves with Improved Invisibility are just the thing for taking out enemy spellcasters. However, if you're using your Fighters to block for your Mages, remember that enemies aren't going to stop for something they can't see. So, if your Fighters are invisible, the bad guys are going to slash, or blast, away at the visible Mages instead.

Minor Globe of Invulnerability This spell is great for defense. It will prevent lower-level spells from getting through to the caster at all (the caster can cast spells through it, however). This is useful if you're being attacked by large numbers of low-powered Mages.

Monster Summoning II Monsters summoned via this spell are more powerful than those summoned by the clerical Animal Summoning spells. So, if you like having a crowd around you (as in Figure 2.3), you'll get more mileage out of monsters.





Figure 2.3:
You can never
have too many
friends.

Otiluke's Resilient Sphere This spell is great for breaking up large groups of monsters into more bite-sized pieces. Divide and conquer.

Polymorph Other Use this spell to turn your enemies into squirrels. This makes dealing with them much more fun.

Polymorph Self With this spell you can turn yourself into a different form. Just don't choose a squirrel—try something tougher and more dangerous.

Remove Curse Exactly as it sounds—this will remove the effects of a curse. Usually curses aren't life threatening, they're just really irritating. You can hold off on memorizing this spell until someone in your party is actually cursed and then memorize it and avoid the pesky prestidigitation.

Spirit Armor This spell is great for getting your Mages some armor. Use it when you are facing enemies that have ranged attacks because those are the sort of enemies that are likely to target your unarmored Mages. With Spirit Armor, your Mages are much more likely to be able to get their spells off, even while under fire.

Level 5 Mage Spells

Level 5 Mage spells include a number of offensive spells for you to blast your enemies with. In particular, you can exterminate large numbers of dungeon vermin with Cloudkill or snipe at single enemies using Feeblemind or Hold Monster.

Animate Dead Use this to summon undead creatures to aid your party. They're not highly animated, so don't expect them to entertain you, but they sure can be useful in a fight.

Chaos This is a more powerful version of Confusion and, like Confusion, it works best when cast on large groups of monsters. That way, while most of the monsters are bumping into the walls you can have your party members gang up on a creature or two, taking them out of the fight and evening the odds before the spell wears off.

Cloudkill This is another great spell for dealing with a large group of monsters (and it's a gas to cast, as in Figure 2.4). It inflicts terrible damage on your enemies and, like visiting relatives, it just stays and stays. You can use this spell as an opening offensive move, but you shouldn't forget that you can also use it to cover your retreat if you're being pursued. Just make sure your party members don't wander into the area of effect.



Figure 2.4:
It's not so much
the smell as the
burning of my
eyes.





Domination Use this spell to control individual enemies. You can make them attack their friends and neighbors. Why kill your enemies yourself when you can get them to do the job for you?

Feeblemind This one causes enemy spellcasters to not be able to cast their spells. Mages aren't much of a threat in melee, so once you take away their spellcasting ability, you can finish them off at your leisure later on.

Hold Monster Use this to stop an enemy in its tracks. This makes it much easier to destroy it or to run away. You can also use this spell to take a timeout: If your party is wounded and you need time to put yourself back into fighting trim, Hold your opponent while your Priests get to work.

Monster Summoning III This is a more powerful version of Monster Summoning II. It creates even more powerful allies that work well for attack and can slow up a pursuing enemy if you need to run for it.

Shadow Door This spell is great for escaping from monsters. It makes it appear that the Wizard has used a spell to teleport to safety when in reality he has just turned invisible and quietly walked away.

New Magic Items

You don't necessarily have to cast a spell each and every time you want a magical effect; some items have been enchanted to provide magical protection or firepower on demand. In the following sections, we'll talk about the magic weapons, armor, and other items that are unique to *Tales of the Sword Coast*.

Magic Weapons

What warrior doesn't want to acquire a magic weapon with which to make mincemeat of the enemy? There are many common magic weapons in *Tales of the Sword Coast* that add one, two, or even three points to your attack rolls and to damage. However, this section is more concerned with the truly unique weapons that you'll find during the course of your adventures.





TIP Everyone should be equipped with some sort of magic weapon, or at least a silver weapon, before you undertake the quest to Balduran's Island.



Bala's Axe (Wizard Slayer) This powerful axe will aid you if Mages are your bane. For every successful hit, the spell *Miscast Magic* is cast upon your target. This will disrupt the casting of most Wizards and will help you make short work of them. Requires *Axe Skill* to wield.



Kiel's Morningstar This +3 Morningstar is cursed with *Berserking*, making it a weapon for only the truly brave. It makes its user go berserk in battle, and you will not be able to control your character when this occurs. This will cause the character to fight all the harder, but there is a strong chance that when all of your enemies are defeated, the wielder will turn on their own party. Requires *Spiked Weapon Skill* to wield.



The Knee-capper This Warhammer +1 is +4 versus Giant Humanoids. For dwarves, this is the weapon of choice. It will really help even the odds against those bigger (but not tougher) races. Requires *Blunt Weapon Skill* to wield.



Sword of Balduran This cutting and stabbing weapon is +4 versus Lycanthropes. It is lined with gold so as to inflict heavy damage on Greater Werewolves. Unfortunately, you probably will not get it until after you have defeated the majority of the Werewolves you will face. Requires *Large Sword Skill* to wield.





Silver Dagger This weapon will save your life repeatedly when you go up against Werewolves. It's ironic that one of the least powerful weapons in the game could be so critical to your survival. Requires Small Sword Skill to wield.

New Magic Armor

There's nothing quite like magic armor when it comes to protecting life and limb. Most types of armor just make you harder to slice and dice, but others increase your stats or protect you from harmful spells as well.

The Practical Defense This +3 Plate Mail has seen a lot of hard use in its history. It has withstood many a battle and protected its wearers well. This suit makes a very stylish addition to any warrior's ensemble.



Kiel's Buckler This buckler adds one to your Dexterity. It would make an ideal addition to your Thief's accoutrements. It will not add to your Armor Class, unless your newly increased Dexterity gives you a bonus.



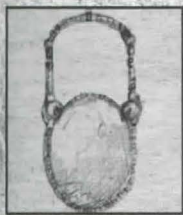
Kiel's Helmet Kiel's Helmet could really improve at least one of your characters' chances of surviving a dangerous encounter since it protects the wearer from Fear and Panic effects. With it you no longer have to concern yourself with those pesky Fear spells or low morale rolls.

Miscellaneous Magic Items

Though strictly speaking neither weapon nor armor, these new magic items will serve you well in the trials ahead.



Cloak of Shield This Mage's favorite grants +1 to your Armor Class and +5 versus missile weapons. However, the cloak is a charged item that you need to actually use in order to benefit from its magical effects. When used, it provides almost complete protection from missile weapons for one turn.



Greenstone Amulet This amulet protects against all Charm, Confusion, Fear, Domination, E.S.P., Detect Alignment, Hold, Stun, Psionics, Sleep, and Feeblemind spells and effects. The wearer has to actually use the item in order for its powers to work; when used, it will protect the wearer for one turn.



Greagan's Harp (The Captive Audience) Greagan never really felt that he had his audience's full attention, so he created this special harp, which has the same effect on its target as a Dominate spell. This item has a finite number of charges and can be used only by Bards.

Wardstones The Wardstones provide access to the deepest levels of Durlag's Tower, enabling you to circumvent the powerful magic that guards these areas. Many of the Wardstones you will find are fakes. Some are real, in that they were once used to unlock something, but useless to you because the building they unlock was long ago destroyed. You must identify any Wardstone you find in order to determine whether the stone is real or fake, and if it's real, to find out if it's a Wardstone made for Durlag's Tower. Some Wardstones will only function as magical keys to gain you access to areas if you have already identified them. So identify any you find with the Identify spell as quickly as possible.

New Creatures

Can't tell the players without a program. This section covers categories of monsters as well as a few of the most powerful non-human foes you'll meet. You'll find background information on some of the other non-human personalities in the game and a host of human characters in Appendix A. Some of the creatures that you'll encounter in the game will be familiar to you from *Baldur's Gate*; those won't be listed here. We'll concern ourselves strictly with the new bad guys that you get to deal with, giving the creature's name and mug shot along with a brief description. Also included are the vital statistics for each creature; Table 2.1 is your key to what the statistics mean.





Table 2.1: Monster Statistics

STATISTIC	WHAT IT MEANS
Intelligence	This is how smart the creature is on a scale of 1–18. An Intelligence of 9–12 is considered normal human intelligence. Smarter creatures will act more intelligently in combat.
Alignment	This is the critter's alignment using the standard two-part AD&D alignment system. The first part of the alignment refers to the consistency of the creature's beliefs (Lawful, Neutral, or Chaotic), and the second part refers to its overall world view (Good, Neutral, or Evil). Chaotic creatures and Evil ones can't be trusted, though most monsters only care about filling their stomachs.
Armor Class	This determines how tough the creature is to hit in melee. The lower the number, the harder it is to hit.
Hit Dice	This is the number of eight-sided dice that the creature uses to determine how many hit points it has. The creature's Hit Dice are also an overall measure of its toughness.
THACO	This abbreviation stand for "To Hit Armor Class 0" (zero). This is what the creature needs to roll, on a 20-sided die, in order to hit AC 0. If your Armor Class is lower than 0, the creature will hit you that much more easily.
# of Attacks	This is the number of attacks that the creature gets in a single attack cycle.
Damage/Attack	The amount of damage that the creature inflicts is shown as a range for each attack (e.g. 1–6).
Special Attacks	This section covers any attacks other than standard melee that the creature may be able to use against you.
Special Defenses	If the creature has any type of special defense, it will be listed here.
Magic Resistance	A few monsters are so imbued with magic, or so antimagic, that they have a chance to resist the effects of magic spells. If a creature can do this, the chance it has to resist a spell is shown here.
XP Value	This is the base amount of experience that your party will get for killing one creature of this type.



Air Aspect Air Aspects dwell on the Elemental Plane of Air. They are occasionally summoned to this plane to guard specific treasure for a powerful Wizard or for those who can afford to hire them.

Intelligence	Normal (9–12)
Alignment	Neutral
Armor Class	–4
Hit Dice	12
THAC0	9
# of Attacks	2
Damage/Attack	3–18/3–18
Special Attacks	Poison (Type F); save vs. Poison at –2 or 5 hit points of damage/round (cumulative)
Special Defenses	None
Magic Resistance	None
XP Value	4,000



Ashirukuru The Ashirukuru can turn invisible at will and backstab. They can be found on the lower levels of Durlag's Tower and were originally part of his defenses against the Dopplegangers.

Intelligence	Average (11–13)
Alignment	Chaotic Evil
Armor Class	–1
Hit Dice	9
THAC0	12
# of Attacks	2
Damage/Attack	By weapon
Special Attacks	Special
Special Defenses	Special
Magic Resistance	None
XP Value	2,000





Astral Phase Spider The Astral Phase Spider is a much tougher version of the Phase Spider. It has many of the same abilities as the regular Phase Spider, such as phasing in and out of this plane at will, but in a much more deadly package.

Intelligence	Low (5–7)
Alignment	Neutral
Armor Class	5
Hit Dice	12
THACO	8
# of Attacks	1
Damage/Attack	1–6
Special Attacks	Poison (Type F); save vs. Poison at –2 or 5 hit points of damage/round (cumulative)
Special Defenses	Phasing
Magic Resistance	None
XP Value	4,000



Crypt Crawler Crypt Crawlers are scavengers that thrive in areas where the deceased reside. They desire dank, dark places to live and build their nests, and are rarely troubled by the living

Intelligence	Low (3–5)
Alignment	Neutral
Armor Class	3
Hit Dice	5+1
THACO	15
# of Attacks	2
Damage/Attack	Special or 1–4
Special Attacks	Paralysis; save vs. Paralysis or paralyzed for 2–12 turns
Special Defenses	None
Magic Resistance	None
XP Value	420



Demon Knight The Demon Knight is an awesome force of evil that is currently casting its shroud over Durlag's Tower. It is the mysterious force that controls all of the creatures in the tower and it thrives on the screams of the victims of the nefarious traps that Durlag Trollkiller left behind.

Intelligence	Genius (17-18)
Alignment	Chaotic Evil
Armor Class	0
Hit Dice	16
THACO	4
# of Attacks	1
Damage/Attack	By weapon, with a +3 bonus
Special Attacks	Power words Kill, Blind, Stun, and Symbol of Pain and Fear, and Spells
Special Defenses	Spells
Magic Resistance	75%
XP Value	15,000



Dwarven Doomguard This is, obviously, the dwarven version of the Doomguard.

Intelligence	Average (8-10)
Alignment	Neutral
Armor Class	0
Hit Dice	10
THACO	10
# of Attacks	4
Damage/Attack	By weapon
Special Attacks	None
Special Defenses	50% resistance to fire/cold
Magic Resistance	None
XP Value	2,000





Ghost Mage (Daital) The spirit of Daital has infested Durlag's Tower for many years. His unrest has made him a dangerous foe and he is intractable in his desire for vengeance on those he perceives as his tormentors: the living.

Intelligence	Very (13–14)
Alignment	Lawful Evil
Armor Class	0
Hit Dice	8
THACO	11
# of Attacks	1
Damage/Attack	By spell type
Special Attacks	Spells
Special Defenses	Spells
Magic Resistance	None
XP Value	3,750



Ghoul, Greater The Greater Ghoul is, as its name implies, a much nastier version of the common undead monster. This Ghoul is faster and tougher than its lesser counterpart.

Intelligence	Very (11–12)
Alignment	Chaotic Evil
Armor Class	3
Hit Dice	7
THACO	13
# of Attacks	3
Damage/Attack	1–6/1–6/1–8
Special Attacks	Paralysis and Disease
Special Defenses	Immune to Sleep, Charm, and Hold spells
Magic Resistance	None
XP Value	1,000



Graael (Ghoul Lord) Graael has lived in the caverns beneath Durlag's Tower for too long. His status as the Ghoul Lord was hard-won, but he has managed to hang on to his leadership by fighting tooth and nail (quite literally).

Intelligence	Very (12)
Alignment	Chaotic Evil
Armor Class	2
Hit Dice	12
THAC0	8
# of Attacks	3
Damage/Attack	1-6/1-6/1-8
Special Attacks	Paralysis and Disease
Special Defenses	Immune to Sleep, Charm, and Hold spells
Magic Resistance	None
XP Value	5,000



Invisible Stalker Invisible Stalkers are creatures from the Elemental Plane of Air. They can be found in the Wind Node of Durlag's Tower. Usually these creatures are summoned to this plane for a specific task by high-level Mages.

Intelligence	High (13-14)
Alignment	Neutral
Armor Class	3
Hit Dice	8
THAC0	13
# of Attacks	1
Damage/Attack	4-16
Special Attacks	Surprise
Special Defenses	Invisibility
Magic Resistance	30%
XP Value	3,000





Kaldaran the Bear Kaldaran is the incarnation you must fight in the Ice Node of Durlag's Tower. He is much tougher than his relatives the Polar Bears, and can breathe frost that will freeze your characters in place.

Intelligence	Exceptional (16)
Alignment	Neutral
Armor Class	2
Hit Dice	14
THAC0	7
# of Attacks	2
Damage/Attack	1-12/1-12
Special Attacks	Breath Weapon
Special Defenses	100% resistance to cold
Magic Resistance	None
XP Value	3,000



Kirinhale (Succubus) Kirinhale has had her wings clipped. Aside from that minor irritation, she retains all of her abilities as a denizen of the Netherworld. Fortunately, you won't have to fight her if you're diplomatic in dealing with her and perform a task for her.

Intelligence	Exceptional (15-16)
Alignment	Chaotic Evil
Armor Class	0
Hit Dice	6
THAC0	15
# of Attacks	2
Damage/Attack	1-3/1-3
Special Attacks	Energy Drain
Special Defenses	+2 or better magic weapon to hit, immune to fire, never surprised
Magic Resistance	30%
XP Value	11,000



Phoenix Guard The Phoenix Guards are representatives of the Elemental Plane of Fire. They can be found in the Node of Fire in Durlag's Tower.

Intelligence	Average (10–12)
Alignment	Chaotic Neutral
Armor Class	10
Hit Dice	7
THACO	14
# of Attacks	1
Damage/Attack	By weapon
Special Attacks	Special
Special Defenses	100% resistance to fire
Magic Resistance	None
XP Value	100



Slime, Fission The Fission Slime resides in the Node of Slime in Durlag's Tower. If any type of attack other than fire is used on it, it will divide itself when it dies into two more Fission Slimes. Beware—this process can occur with alarming rapidity and you may be overwhelmed by the growing number of Slimes.

Intelligence	Average (8–10)
Alignment	Neutral
Armor Class	2
Hit Dice	7+14
THACO	13
No. of Attacks	1 or 2
Damage/Attack	5–20
Special Attacks	None
Special Defenses	Splits upon death unless fire is used
Magic Resistance	None
XP Value	3,000





Tanar'ri (Aec'Letec) Aec'Letec is a Tanar'ri whose essence has been trapped within the Soultaker dagger since the time of Hurgan Stoneblade's grandfather. When released through dark rites, he comes to our plane once again. Beware of his ability to possess others in his immediate vicinity.

Intelligence	High (13-14)
Alignment	Chaotic Evil
Armor Class	4 to -5
Hit Dice	7+2 to 7+20
THAC0	13
# of Attacks	3
Damage/Attack	2-8/2-8/3-12
Special Attacks	Death Gaze, Backstab, and Paralyzation
Special Defenses	+1 or better magic weapon to hit
Magic Resistance	50%
XP Value	16,000



Werewolf Werewolves are the most feared of all shape-changers. They are men that are capable of changing into half-man, half-wolf creatures. A great hatred exists between them and Wolfweres.

Intelligence	Average (8-10)
Alignment	Chaotic Evil
Armor Class	5
Hit Dice	4+3
THAC0	15
No. of Attacks	1
Damage/Attack	2-8
Special Attacks	Surprise
Special Defenses	Hit only by silver or +1 or better magic weapons
Magic Resistance	Standard
XP Value	420





Werewolf, Greater (Loup-Garou) The Greater Werewolf is a much older and more revered version of the Werewolf, often serving as pack leader.

Intelligence	High (13–14)
Alignment	Chaotic Evil
Armor Class	3
Hit Dice	14
THACO	7
# of Attacks	3
Damage/Attack	1–12/1–12/1–10
Special Attacks	Lycanthrope Infection
Special Defenses	Hit only by gold or +2 or better magic weapons
Magic Resistance	45%
XP Value	4,000



Wolfwere The Wolfwere is an extremely evil creature. It is a wolf that can assume human form at will, and uses this ability to gain the trust of unsuspecting humans and demi-humans so that it can infiltrate their groups. A tremendous hatred exists between Wolfweres and Werewolves.

Intelligence	High to Exceptional (13–16)
Alignment	Chaotic Evil
Armor Class	3
Hit Dice	5+1
THACO	15
# of Attacks	1 or 2
Damage/Attack	2–12 and weapon
Special Attacks	None
Special Defenses	Hit only by silver or +1 or better magic weapons
Magic Resistance	10%
XP Value	1,400





Wolfwere, Greater Greater Wolfweres are similar to their lesser kin but they tend to be a Wolfwere pack's leaders and best warriors, due to their superior strength and combat prowess.

Intelligence	Exceptional (15–16)
Alignment	Neutral Evil
Armor Class	2
Hit Dice	15
THACO	6
# of Attacks	3
Damage/Attack	1–12/1–12/1–10
Special Attacks	Lycanthropy Infection
Special Defenses	Regeneration
Magic Resistance	None
XP Value	8,000

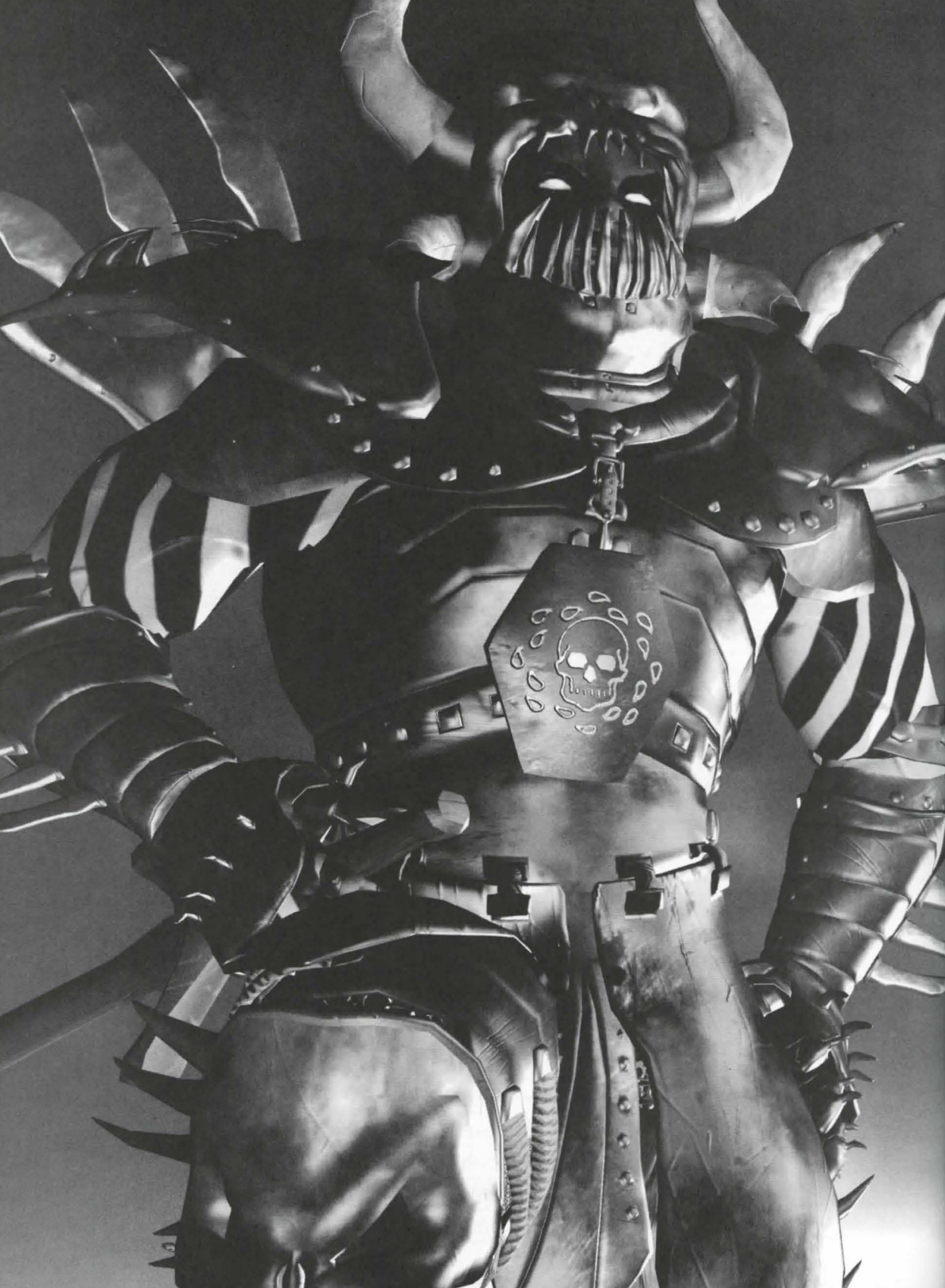


Wyvern, Greater These fast, powerful Wyverns are much more resistant to missile weapons than their lesser cousins. Your party had better be in top condition before you decide to fight one of these.

Intelligence	Average (7–9)
Alignment	Neutral Evil
Armor Class	–5
Hit Dice	15
THACO	6
# of Attacks	3
Damage/Attack	2–16/2–16/1–6
Special Attacks	Massive Poison
Special Defenses	Special
Magic Resistance	35%
XP Value	5,000

Now you're girded with knowledge about your new arsenal of spells and items; you've also gotten the lowdown on the creatures that you'll be using all of these new toys against. The only thing left to do is to set the stage for the adventure. Beginning in Chapter 3, we'll cover the areas where you'll meet your new antagonists and the obstacles you'll have to overcome at each stage of the game.





The Tale's
Beginning,
by Ulgoth's
Beard!

C H A P T E R

3

FORGOTTEN REALMS

Baldur's Gate

Tales of the Sword Coast

It all starts right here in the tiny village of Ulgoth's Beard. This chapter has all the information you'll need to get started on your way to the dungeons and other adventure areas in Tales of the Sword Coast. Ulgoth's Beard is also a much-needed place for your characters to rest and recuperate between expeditions. In particular, make sure to check out the Inn. You'll be able to buy many new spells and items from the tavernkeeper there.

Welcome adventurer, now you're ready to create your own tales of the Sword Coast. If you read and follow the advice I've offered in this book, you may even live to tell the tale yourself.



Your Tale Begins Here

Before you begin your guided tour through *Tales of the Sword Coast*, you need to know how we've laid out the info for you. The information on each area is organized in the same way. First, there's a map of the area along with a numbered key describing the points of interest on the map. It's a good idea to at least skim through this before you make your way into the area. By looking over the numbered points on the map, you'll know how the level's put together, where the danger is, and where the goodies to be gained are located. If you're stuck someplace or want to know where a specific creature or item is, this is the spot to look.

The map and numbered key are followed by "The Straight and Narrow" section that tells you the simplest and most direct way to make your way through each area. It also tells you what you need to know about all the quests in each area.

There are many locks, and just as many traps, in Durlag's Tower. Some are easier to find or disarm than others. The difficulty of picking a lock, finding a trap, or disarming a trap is shown as a negative modifier that's applied to your Thief's skill when you try to pick a lock or detect and disarm a trap. The higher the negative modifier, the harder it is for your Thief to manipulate the object successfully. The contents of each locked or trapped container are listed, so you can judge for yourself which containers are worth the risk of opening and which aren't.

Locks can be frustrating and traps can be dangerous, but fierce creatures and interesting characters are the heart and soul of a good roleplaying game. With information about the characters and creatures you'll run up against, you can make a good decision about throwing down the gauntlet or, temporarily at least, throwing in the towel.

Stats for non-human characters are shown just after the map-key number describing where the creature is located. When the same type of monster appears multiple times in a level, these stats will only appear the first time it's mentioned.





Class and level are shown for human characters (with the exception of Level 0 non-combatants). For the most significant characters, whether human or non-human, you'll be pointed to Chapter 2 or Appendix A for more information.



WARNING Each Thief may only attempt to detect or disarm a given trap (or pick a lock) once per level; and you can't disarm a trap that you haven't detected. So if you fail to find a trap with your first Thief, use a second Thief to find or disarm the trap. If you don't have another Thief character, you can reload a game saved before you checked for the trap and try again.

Decoding the Stats

The abilities of each monster that you'll encounter in *Tales of the Sword Coast* are shown in an abbreviated format just after the map-key number that shows the location of the critter.

Take, for example, a Doppelganger with the following stats (deep breath before we start...): Armor Class 5, 4 Hit Dice, needs a 17 (or better on a 20-sided die) to Hit Armor Class 0, has 1 Attack that inflicts 1-12 Damage, a Special Attack of Surprise, and a Special Defense of being Immune to Sleep and Charm. This would all be abbreviated like this: AC: 5, HD: 4, THACO: 17, #AT: 1, DMG: 1-12, SA: Surprise, SD: Immune to Sleep and Charm.

Now, on to where *Tales of the Sword Coast* begins: Ulgoth's Beard.

The Village of Ulgoth's Beard

The remote village of Ulgoth's Beard is the nexus for all of your adventures in *Tales of the Sword Coast*. You have a choice of entering all three major quest areas from Ulgoth's Beard.

While the town is usually free from danger, there are a couple of times to be wary. For example, if you take the quest to search Durlag's

Tower for the magic dagger, make certain that your party is well rested and prepared for trouble before returning to town. When you do make your appearance back in town with Soultaker, areas #7, #8, and #12 become filled with bloodthirsty cultists that mean you great bodily harm. Until, and unless, you complete the quest for the magic dagger, these areas are just normal parts of the village. A similar situation arises upon your return from Balduran's Island. As it turns out, the friendly town is only *mostly* safe.

Maps and Key

Ulgoth's Beard (Figure 3.1) is an important place to know about since so much of the action starts here. The first map of the town is an overview of the whole place, so you can see where all of the buildings are in relation to one another. Then we've included a map of the interior of each building so you can see who and what is where.

1. **Ike.** (1st level human Thief; see Appendix A.) This fellow is a friendly tour guide just trying to make a semihonest living from his knowledge of Durlag's Tower. He'll offer to take you to the tower and give you the grand tour, for a small fee. Taking Ike up on his offer is one of the ways you can get to Durlag's Tower.
2. **Entrance to Ulgoth's Beard.** This is where your party enters the town to begin their adventure.
3. **Dushai.** (4th level halfling Fighter; see Appendix A.) After you've talked to Mendas (#13A), Dushai can give you additional information about the quest for which Mendas has enlisted your help.
4. **Shandalar.** This Mage is the key to undertaking the Ice Isle quest. If you killed his daughters in *Baldur's Gate* then you have no choice but to help him. If you didn't kill his daughters in the original game, he will give you the choice to help him or not.
5. **Delsvirftanyon.** (6th level gnomish Thief; see Appendix A.) This merchant is trying to sell his entire inventory so that he can go home. If you feel charitable and you need a few gnomish knick-knacks, you might fork over the money to buy him out of business.



However, he doesn't have anything that you'll need later in the game, so the only reward you'll get for your kindness is good karma.

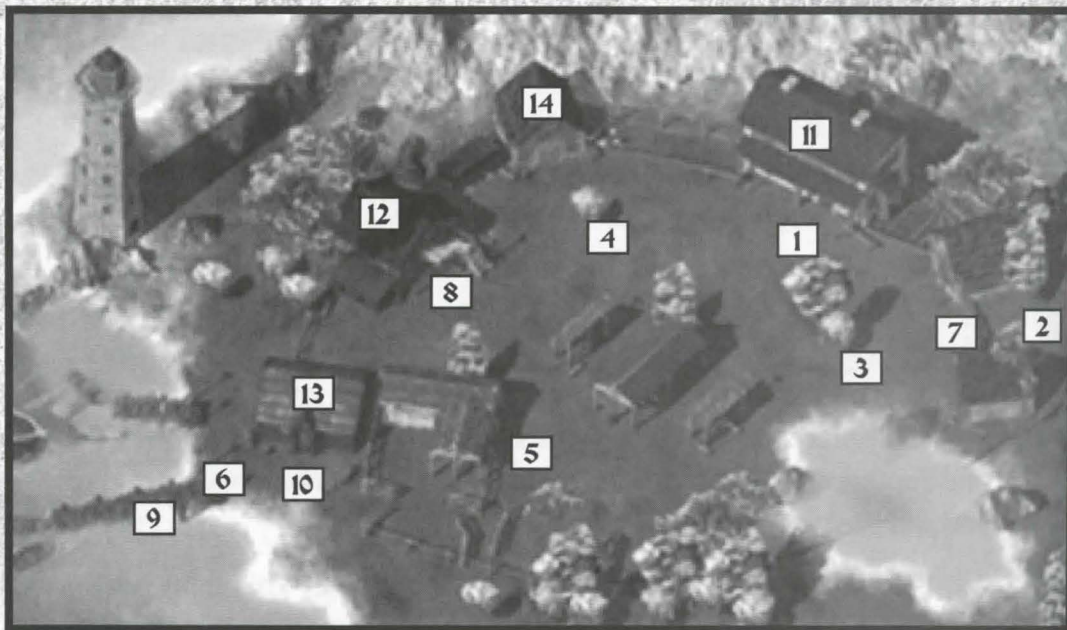


Figure 3.1:
The village of Ulgoth's Beard

6. **Fenrus.** (Non-adventuring human nobleman; see Appendix A.) Every town has a few people like Fenrus who have nothing better to do with their time than talk to strangers. Fortunately for you, Fenrus has a bit of background information about Durlag's Tower that you may find interesting.
7. **After the Party Returns with Soultaker—Bunch-o'-Cultists.** When you return to town with the Soultaker dagger, you're accosted by this band of eight merry cultists. They rudely take your hard-won dagger from you and there's not a thing you can do about it! To add injury to insult, they then attack you. Go talk to Hurgan at the Inn (#11) after you've been attacked, and he'll explain a bit more about what's really going on with that darn dagger.



WARNING After you've found Hurgan's magic dagger, Soultaker, make sure you heal up before coming back to town because you're going to run into a bit of a rumble upon your return to Ulgoth's Beard.

8. **After the Party Returns with Soultaker—A Few Cultists More.** As you head toward the Cultists' Headquarters (#12), you'll get attacked by eight more cultists. Boy, are these guys fanatics or what?
9. **After the Party Talks to Mendas—Calahan.** This fellow gives you some valuable information about Mendas. You should talk to him if you're considering taking Mendas's quest.
10. **After the Party Returns from Werewolf Island—Baresh.** (Loup Garou, AC: 3, HD: 14, THACO: 7, #AT:3, DMG: 1-12/1-12/1-10, SA: Lycanthropy Infection, SD: Hit by only Gold or +2 or better magical weapons, MR: 45%.) Once you're made it back from Werewolf Island, Baresh berates you for your murderous actions there. He tells you that his master, Mendas, will also be upset with you for what you've done.
11. **Ulgoth's Beard Store and Inn.** There are two main characters here who you should talk to: Hurgan Stoneblade and Galkin. In addition to these two barflies, the Store houses some items and spells that you've never seen before. Be sure to browse through the inventory before heading out (see Figure 3.2).
- 11A. **Hurgan Stoneblade.** (9th level dwarven Fighter; see Appendix A.) Hurgan Stoneblade gives you a quest to find his granddad's magic dagger, lost somewhere inside Durlag's Tower. This is the start of a major quest that's described in "The Straight and Narrow" section of this chapter.
- 11B. **Galkin.** (1st level human Thief; see Appendix A.) When you talk to Galkin, he'll give you a magical key called a wardstone in return for paying off his huge bar tab. This isn't a good deal for you. The wardstone isn't a fake, but it doesn't work anyplace you'll be going—you can sell it but for less than what you paid to get it.



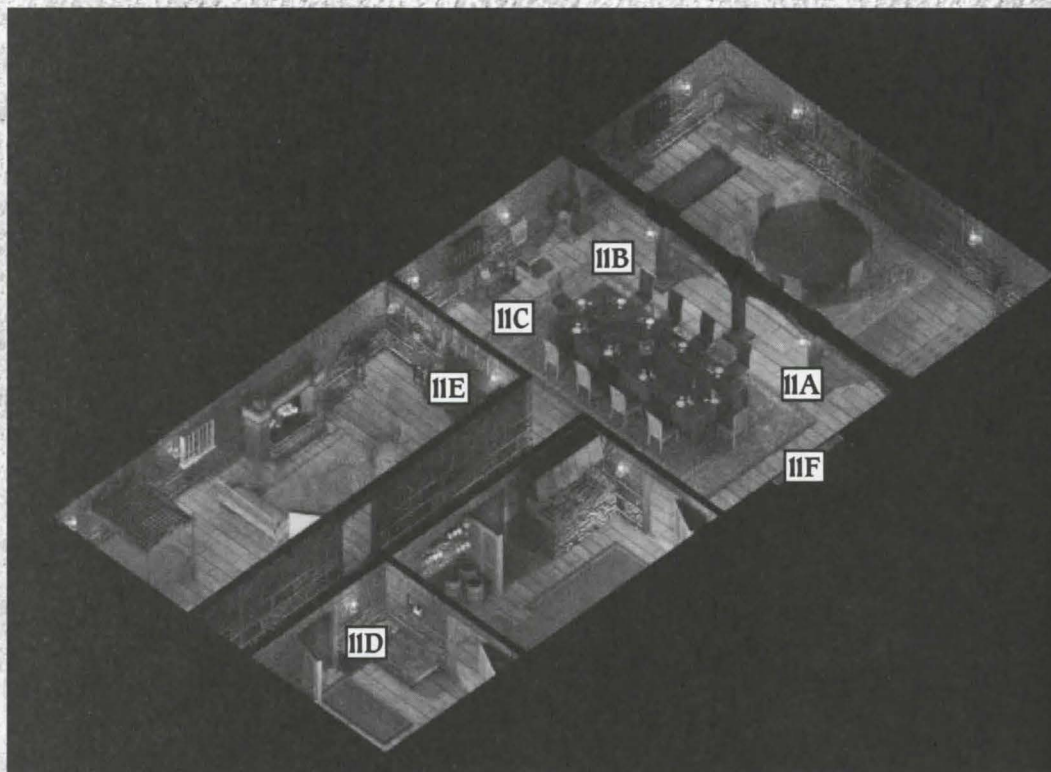


Figure 3.2:
Ulgoth's Beard Store and Inn

- 11C. **Bartender.** Talk to this fellow to purchase beverages as well as adventuring gear of all sorts.
- 11D. **Chest.** This chest is locked, at -30% to pick, but not trapped. It contains 52GP.
- 11E. **Cabinet.** This locked (-80% to pick) cabinet contains 80GP and a +1 Warhammer.
- 11F. **The Door.** Don't let it hit you on the way out.
- 12. **After the Party Returns with Soultaker—Cultists' Headquarters**
If you've accepted the Soultaker dagger quest and returned with the dagger in question, you'll notice that this building has been turned into the headquarters for a particularly despicable cult while you

were away. These cultists want Soultaker and they won't take no for an answer. Once you enter the building, you'll immediately be attacked by an assault squad of rabid cultists (see Figure 3.3 and #12C through 12G, below).



Figure 3.3:
Hey! That's not
the secret hand-
shake.

The two Cult Guards, the Cult Wizard, and the Cult Archer all attack you from the front as soon as you enter the room that is shown in Figure 3.4. Once you're engaged with these foes, the previously hidden Assassin and Cultist Enforcer appear and attack you from the rear. Your best tactical choice is to use your magic to take down the enemy Wizard (#12C) and the Cult Archer (#12E) while your fighters attack the Cult Guards (#12D). As soon as the Assassin and Enforcer pop up behind you, shift your magic attack to them.

Try to wound them so that your second-rank fighters have a better chance of stopping them before they do too much damage to your party. Once you get through this fight, make certain that everyone is healed and spells are rememorized before you take the stairs down to the basement (#12B).

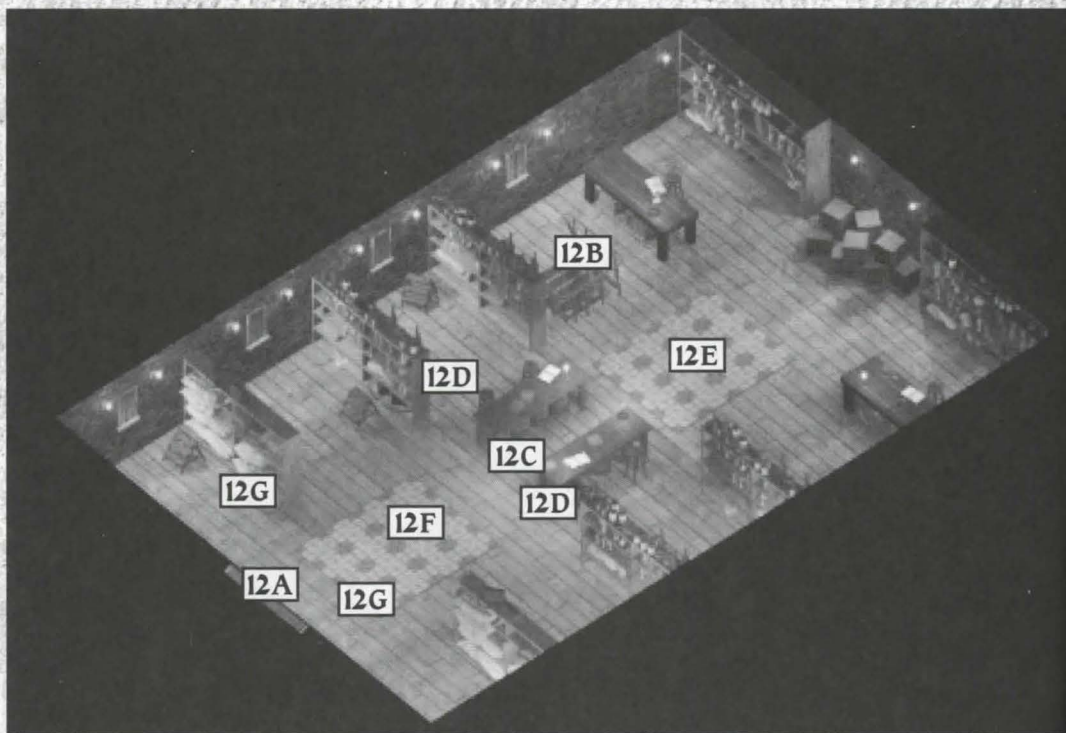


Figure 3.4:
Cultists' Headquarters

- 12A. **Entrance/Exit.** One way in, one way out.
- 12B. **Downstairs to the Basement.** Just a short flight of steps leads to the basement hub of the cultists' unnatural practices (see Figure 3.5).
- 12C. **Cult Wizard.** Your best bet is to tackle this Mage quickly, before he gets too many spells off.
- 12D. **Cult Guards.** These guards are fanatical defenders of their wacky faith. No quarter is asked or given.
- 12E. **Cult Archer.** A good shot, this sniper will make unpleasant punctures in your front line until you lay him low.

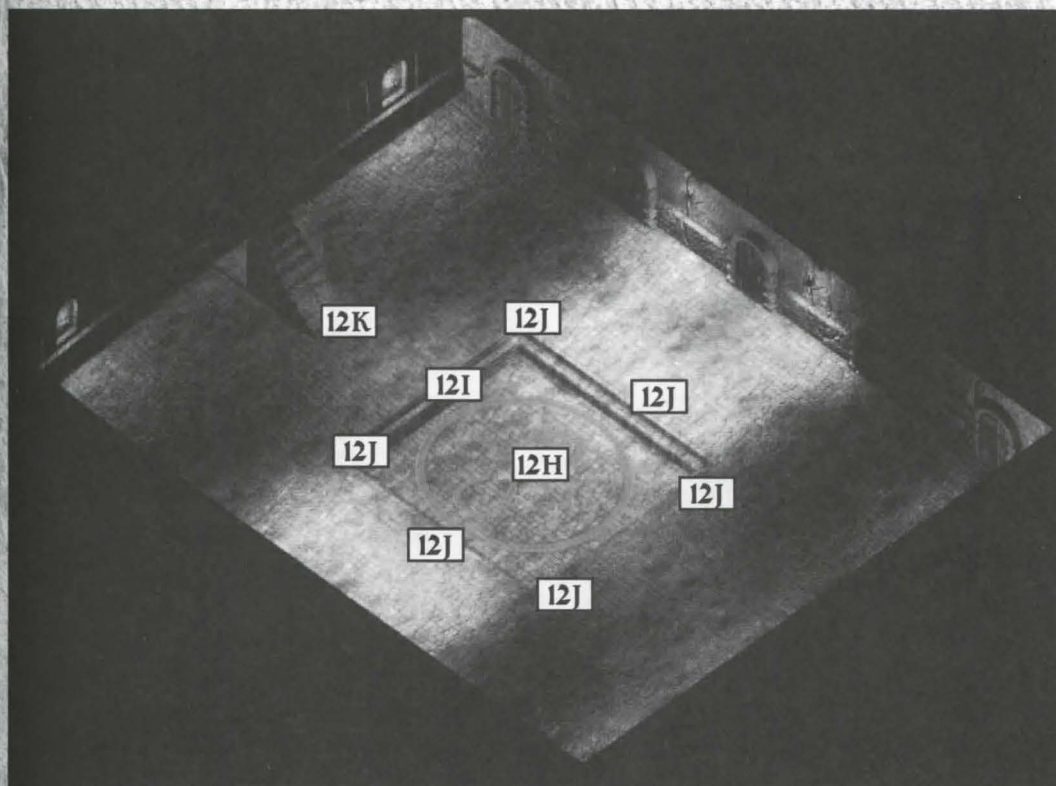


Figure 3.5:
Cultists' Basement

- 12F. Hidden Cult Enforcer.** This very tough guard is hidden by invisibility and hopes to surprise you when he attacks.
- 12G. Hidden Cult Assassin.** Cultists have few scruples when it comes to slaughtering the unbeliever, like you. This Assassin is certain that he'll be elevated to the ranks of the priesthood if only your party will allow him to remove about 10 pounds from the top of each of their necks.
- 12H. Aec'Letec.** (AC: 4 to -5, HD: 7+2 to 7+20, THAC0: 13, #AT:3, DMG: 2-8/2-8/3-12 or weapon +7 [Strength bonus], SA: Death Gaze, Backstab, Paralyzation, SD: +1 or better Magical Weapon to hit, MR: 50%; see Chapter 2.) Guess who all the cultists have gotten together to summon? None other than the one, the only,





Aec'Letec, a full-fledged Tanar'ri (see Figure 3.6). The fight with this underworld denizen promises to be a difficult one. Not only is Aec'Letec a competent and dangerous opponent, but he has a couple of special abilities that make him very difficult to defeat.

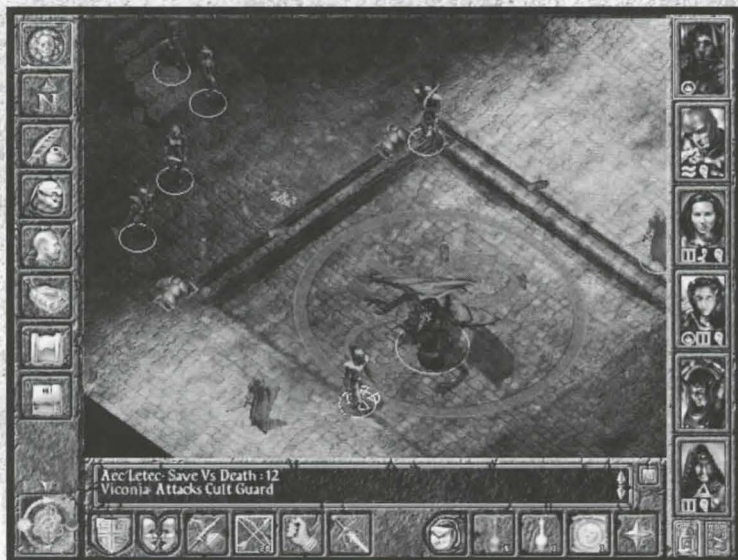


Figure 3.6:
Hi, I'm Aec. Nice
to meetcha.

The first ace up the Tanar'ri's sleeve is his special Death Gaze attack. As though this guy needs any additional attacks. If your party members fail their saving throw roll versus this attack, they will turn into mindless zombies, unless Dispel Magic is quickly thrown on them.

Aec'Letec's other special ability is that if he is killed, he will transfer his essence to the body of any surviving Cult Guards (#12J) in the room. So, to avoid having to fight the Tanar'ri again and again, you'll need to kill all of the Cult Guards in the room *before* turning your attention to your strongest foe. Of course, Aec'Letec is suffering under no such disadvantage and will be attacking you with his full might the entire time. Nevertheless, despite strong temptation to turn and fight Aec'Letec, you must first kill all of the Cult Guards if you hope to have a chance of winning this battle.

- 12L. **Tracea Carol.** (6th level human Mage; see Appendix A.) Tanar'ri-worshipping cultists aren't all that well-balanced and yet Tracea

Carol breaks new ground in the lunatic-fringe department. Once you tire of listening to her babbling, the kindest thing you can do for her is to silence her, forever.

12J. Cult Guards. You've got to kill each of these guards before you attack the Tanar'ri or you'll just have to kill old Aec'Letec all over again.

12K. Stairs Up. These stairs lead back up to the building above.

13. Mendas's House. A rather odd fellow by the name of Mendas lives here (see Figure 3.7). He's the source of the Balduran's Island quest, so you should talk to him in order to explore that part of the game (see "The Straight and Narrow" section, later in this chapter).

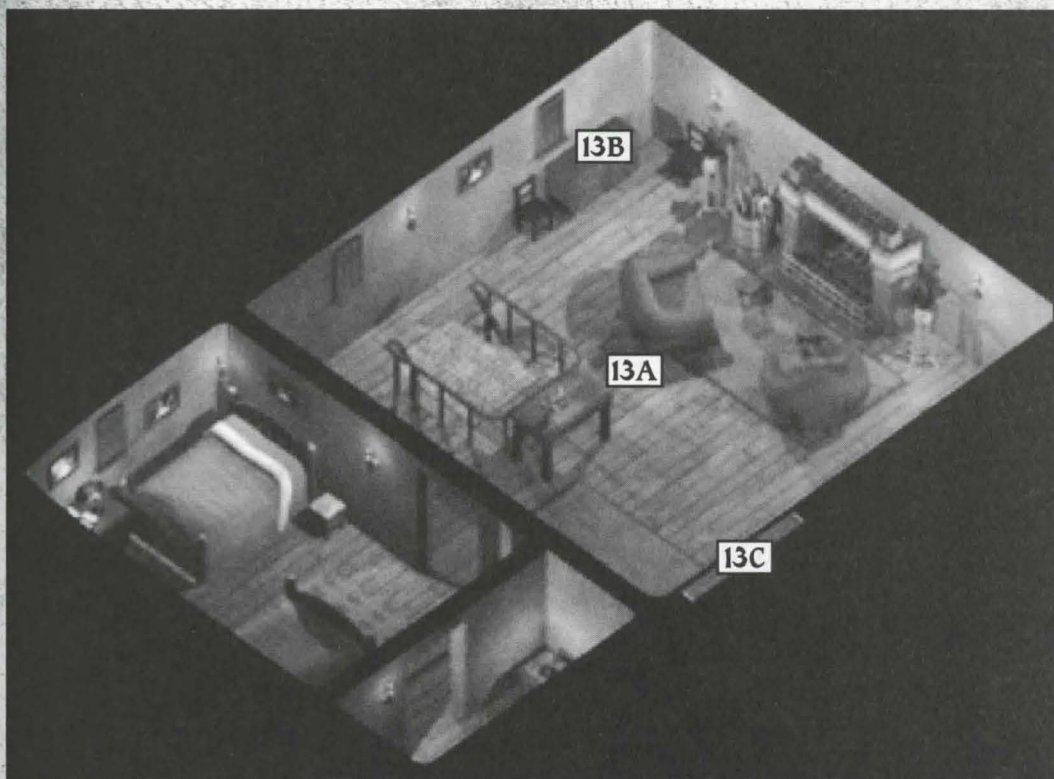


Figure 3.7:
Mendas's House





13A. Mendas. (AC: 3, HD: 14, THACO: 7, #AT:3, DMG: 1-12/1-12/1-10, SA: Lycanthropy Infection, SD: Hit by only Gold or +2 or better magical weapons, MR: 45%; see Appendix A.) This fellow needs some help in recovering some sea charts from Baldur's Gate. He's your ticket to adventuring on Balduran's Island. After leaving the island, you'll find that there's more to Mendas than meets the eye, and not in a friendly, jolly sort of way. Mendas is actually a Loup-Garou disguised as a human, and you'll have to fight him upon your return from Balduran's Island.

13B. Chest. This chest is locked with a -70% chance to pick. If you do manage to pick the lock, your skill gains you 980GP.

13C. The Door. This is the only entrance to and exit from Mendas's abode.

14. Therella's House. This grieving mother has lost her son. Perhaps you can help. Therella's House is shown in Figure 3.8.

14A. Therella. (Non-adventuring human; see Appendix A.) She will tell you that her son, Dalton, went to Durlag's Tower and didn't come back. Therella's certain that her son must still be alive, and he is. If you can find Dalton and return him to his mom, you'll get a bit of experience and the satisfaction of knowing that you did the right thing.

14B. Entrance/Exit. This is your only way into or out of Therella's House. Hopefully, Dalton will use this very door someday soon to return to his loving mum.

The Straight and Narrow

Ulgoth's Beard is where you enter *Tales of the Sword Coast*. You can make your way to all three of the game's major adventure areas from here. Each adventure area will have one or more quests that you can choose to take on. The order in which you decide to tackle these challenges is completely up to you. This section tells you who you need to talk to and what you need to do in order to get going on each quest.



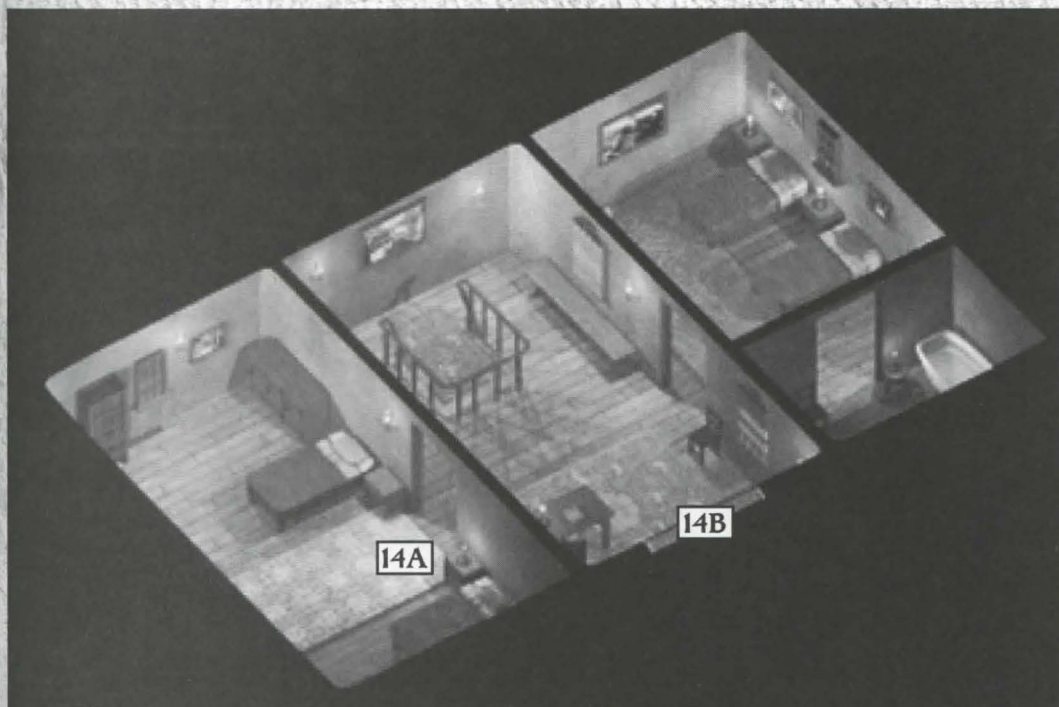


Figure 3.8:
Therella's House



Durlag's Tower

You can just walk to Durlag's Tower from Ulgoth's Beard. However, if you take the time to pick up a few quests before you leave town, your time in the dungeon will be much more profitable. If you complete these quests, you'll be rewarded with extra experience.

Although you can just walk over to Durlag's Tower, you'll get a lot more out of your explorations if you chat to a few people in Ulgoth's Beard first. If you talk to Ike (#1) you can sign up for his guided tour (see Figure 3.9) and when you meet him at the tower he'll give you a short history lesson about the place. This is a good way to get started in your exploration of Durlag's Tower. Therella (located at #14A) needs your help. She'll ask you to go to the tower to save her missing son, Dalton. Hurgan Stoneblade, at the Inn (#11), will ask you to return a magic dagger lost by his granddad inside Durlag's Tower. You should



agree to go on the tour, look for Therella's missing son, and search for the magic dagger somewhere in the tower.

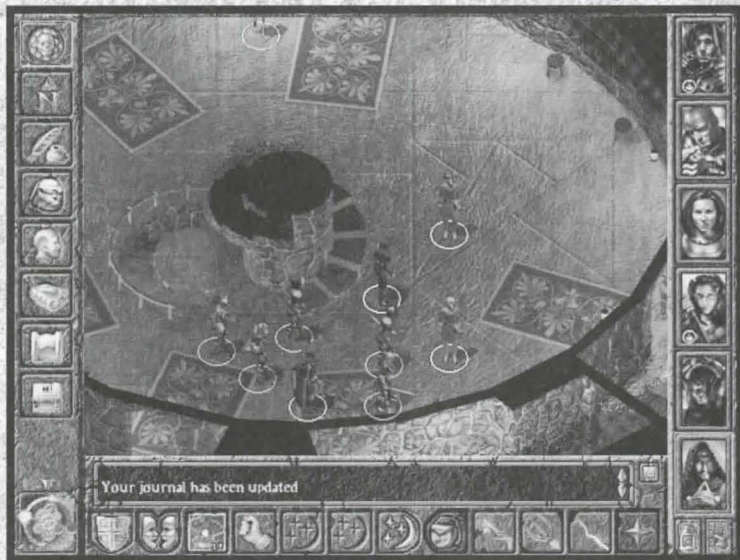


Figure 3.9:
Everyone
likes Ike.

Since you're going to explore Durlag's Tower anyway, you might as well take all three quests. You're not obliged to take any quest to adventure inside the tower, but there are certainly rewards if you do so. Getting involved in all three quests allows you to make the most of your time inside Durlag's dangerous dwelling.

Balduran's Isle

Speak with with Mendas (#13A) to get this quest. He will ask you to retrieve some nautical charts from the Accounting House in the city of Baldur's Gate.

Once you make your way to the city, you'll need to enter from the south and make your way to the northeast area of the city (on the east side of the wall). The first building to the east is the Accounting House. You'll have to pick the lock on the door there to get inside. Once inside you'll bump into a nosy fellow named Ulf; tell him to mind his own business. Go up the stairs to the northwest and speak to Captain Tollar Kiers. Captain Kiers asks you to get him a beer from the Blushing Mermaid. To get the charts, you should agree to do so.

The Village of Ulgoth's Beard

To get to the tavern, you'll need to enter the Accounting House's area from the west, since the Blushing Mermaid is on the other side of the wall. You'll recognize the Mermaid, located in the center of the west side of the area, by the mermaid sign hanging over the front door. Once inside talk to De'Tranion, pay off Kiers' bar tab (of 900GP), and return to the good captain to get the charts you need. Once you have the charts, return to Ulgoth's Beard, give the charts to Mendas, and then meet him outside by the docks. A ship will take you to Balduran's Isle, where your adventure awaits.

Ice Isle

Shandalar the Mage (#4) is the key to this quest. If you killed Shandalar's daughters while playing *Baldur's Gate*, Shandalar will force you to go to Ice Isle for him. If you didn't kill his daughters, you have a choice as to whether you want to help him or not. Either way, the quest begins with Shandalar teleporting you to Ice Isle to retrieve his magical cloak.

Again, the order in which you undertake the quests makes no difference. So select a path that seems like fun to you and get going. In the chapters that follow, you'll find detailed information that will help you through each and every part of the game. Just flip to the chapter holding the information you need and start adventuring.





Durlag's Tower— The Entrance

C H A P T E R

4

FORGOTTEN REALMS

Baldur's Gate

Tales of the Sword Coast

This is the largest and most dangerous adventure area that you'll encounter. A little background information may help you to understand its perils.

Durlag Trollkiller was a great dwarven hero. After many years of successful adventuring, Durlag built a tower in which to retire. He hoped to found a new dwarven community, a center of prosperity for his kith and kin. But it was not to be; Durlag and his folk were set upon by Doppelgangers. All but Durlag himself were slain in the desperate battle within the tower's walls.

Fearing that the Doppelgangers, or worse, would return to kill him, Durlag hired the most talented trap makers of his day to secure his tower and retreated behind the maze of deadly traps. Though Durlag is surely gone, his traps are not. Running recklessly through the rooms of the tower will shorten your career, as well as your neck. Knowledge rather than boldness will be your shield here.



The Front Door— Outside the Tower

You don't have to wait until you get inside for the excitement to start. A taste of the challenges to come is available in Durlag's front yard. You can either make your way straight for the entrance to Durlag's Tower (see #7 below) or meander amongst the decaying walls and dead foliage to meet some of the current inhabitants of this quaint locale.

Map and Key

Take a few moments and explore the outside (Figure 4.1). There's nothing like a bit of critter cleaving in the bright sunshine to take the edge off your day.

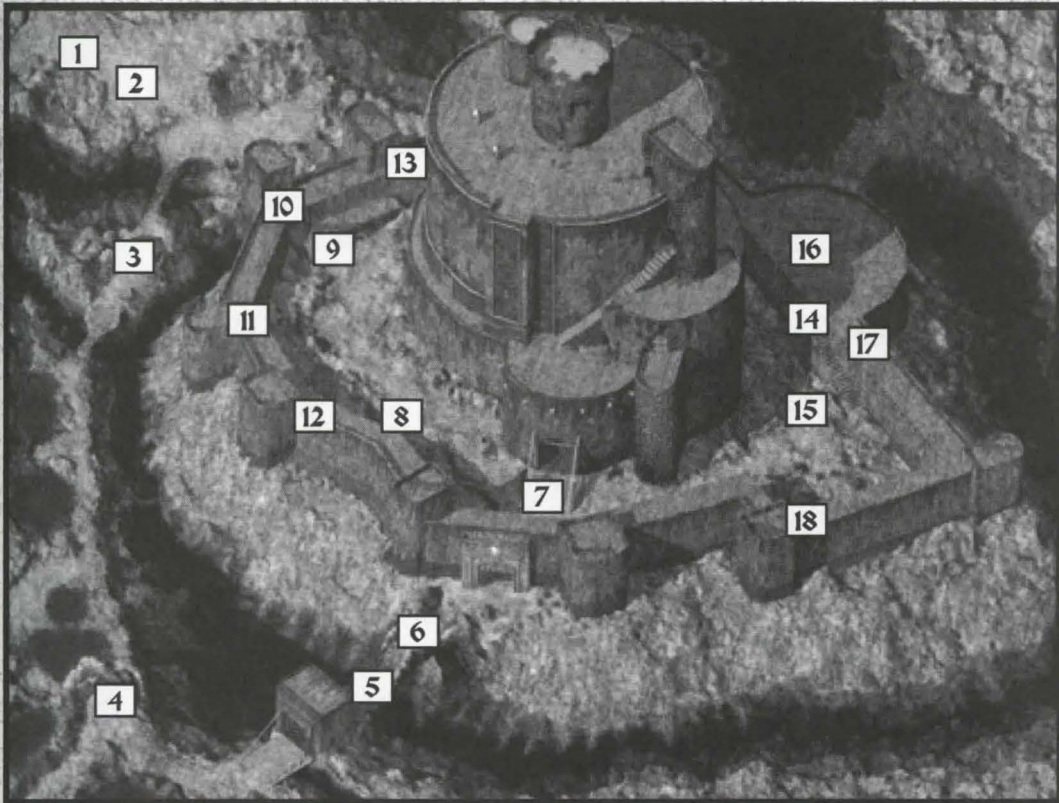


Figure 4.1: Outside the Tower





1. **To Ulgoth's Beard.** This path leads back to Ulgoth's Beard; see Chapter 3 for more information about that charming village.
2. **Erdane.** (7th level human Thief; see Appendix A.) You can talk to this fellow if you want to, but he doesn't have anything vital to tell you. He's just an innocent bystander.
3. **Two Battle Horrors.** (AC: 2, HD: 4+1, THACO:12, #AT:1, DMG: 1-4 or by weapon, SA: Magic Missile, SD: Immune to Illusion and Charm, Dimension Door, Blink, MR: Nil.) Use Magic Missile and magic melee weapons to dispatch these two. In the unlikely event that you have real trouble with them, you can always retreat to Ulgoth's Beard (#1) to try again.
4. **Two Doppelgangers.** (AC: 5, HD: 4, THACO: 17, #AT:1, DMG: 1-12, SA: Surprise, SD: Immune to Sleep and Charm spells, MR: Nil.) Another pair of miscreants attempt to block your way. This encounter should be much easier for you than the two Battle Horrors (#3) you had to wade through to get here.
5. **Ike.** (1st level human Thief; see Appendix A.) If you've taken the tour to get to this point, Ike, the tour guide, is waiting for you here.
6. **Ike's Dramatic Pause.** Ike lectures to you from this point after you've talked to him the first time.
7. **The Front Door.** This is the entrance to Durlag's Tower. If you're here on the tour, Ike gives you a little more history about the place.
8. **A Brace of Doppelgangers.** (AC: 5, HD: 4, THACO: 17, #AT:1, DMG: 1-12, SA: Surprise, SD: Immune to Sleep and Charm spells, MR: Nil.) These beasts always seem to run in pairs. In any case, you've got two more to dispatch here.
9. **Access to the Parapets.** You'll need to make your way here in order to reach the top of the surrounding wall. Beware of Skeleton Archers taking potshots at you from the wall en route.
10. **Skeleton Archers.** (AC: 7, HD: 1, THACO: 19, #AT:1, DMG: By Weapon, SA: Nil, SD: Half Damage from Edged and Piercing Weapons, MR: Nil.) You'll gain special satisfaction from dismembering these three pesky skeletons since they probably made a pincushion out of your party as you tried to gain the parapets.



11. **Battle Horror.** (AC: 2, HD: 4+1, THACO:12, #AT:1, DMG: 1–4 or by weapon, SA: Magic Missile, SD: Immune to Illusion and Charm, Dimension Door, Blink, MR: Nil.) You've fought two at a time before, so taking out this lonely Horror should prove to be well within your capabilities.
12. **Skeleton Archer.** (AC: 7, HD: 1, THACO: 19, #AT:1, DMG: By Weapon, SA: Nil, SD: Half Damage from Edged and Piercing Weapons, MR: Nil.) Just one sniper in this location.
13. **Skeleton Archers.** (AC: 7, HD: 1, THACO: 19, #AT:1, DMG: By Weapon, SA: Nil, SD: Half Damage from Edged and Piercing Weapons, MR: Nil.) This trio is in a friendly competition with the Skeletons at location #10—they're each trying to fill you with the most arrow holes.
14. **Access to the Parapets.** This is another way up to the top of the wall (or down from the wall if you need to retreat).
15. **Skeleton.** (AC: 7, HD: 1, THACO: 19, #AT:1, DMG: By Weapon, SA: Nil, SD: Half Damage from Edged and Piercing Weapons, MR: Nil.) He's not in the closet; instead he's stopped here to smell the roses. Make his stay a long one.
16. **Skeleton Archers and Doomguard.** (AC: 0, HD: 10, THACO: 10, #AT:4, DMG: By weapon, SA: Nil, SD: 50% Resistance to Fire/Cold, MR: Nil.) These three Skeletons are trying extra hard to shoot you since they've got their boss watching them work. You should concentrate your attacks on the Doomguard since he's a much more dangerous foe than the Skeletons are. Once the Doomguard's doomed, you can splinter the skellies.
17. **Skeleton Archer.** (AC: 7, HD: 1, THACO: 19, #AT:1, DMG: By Weapon, SA: Nil, SD: Half Damage from Edged and Piercing Weapons, MR: Nil.) Beginning to feel like a great big bull's-eye yet?
18. **Skeleton Archer.** (AC: 7, HD: 1, THACO: 19, #AT:1, DMG: By Weapon, SA: Nil, SD: Half Damage from Edged and Piercing Weapons, MR: Nil.) This one is last and almost, but not quite, least.



The Straight and Narrow

Once you make your way to the entrance to Durlag's Tower, you should take a bit of time to exterminate all of the pesky monsters lurking in the garden and around the wall. This minor mayhem should whet your appetite for the carnage to follow and earn you some good experience in the process.

To get to the front door, make your way around the outside of the tower, killing all who stand in the way of your self-guided tour. The best way to proceed is to follow the path on which you enter the map (#1) to the south. You'll find two Battle Horrors (#3) waiting for you; you'll need to take these out using Magic Missiles and melee before continuing on. You'll have to fight a couple of Doppelgangers (#4) before you get to the gatehouse of the tower, but these should be pushovers for you after the Battle Horror fight.

Follow the path across the bridge and through the gatehouse. If you've signed up for Ike's tour of the place, he meets you here (#5). If you haven't signed up for the tour, you won't see Ike waiting for you; in either case, proceed to the entrance (#7). From this point you can enter the tower itself, or you can make your way around the tower to kill everything you see (as in Figure 4.2). It doesn't really matter



Figure 4.2:
Running the
gauntlet

whether you go in first or exterminate the garden pests. However, taking out the critters around the outside of the tower first will give you some relatively easy experience before you enter the tower itself. It makes a great warm-up exercise.

If you do go for the outdoor game first, you need to know that you can get to the top of the surrounding wall by making your way to the stairs around back (#9 or #14). Then follow the wall around to the south and east. When you've racked up enough experience or at least gotten your blade wet (uh, dusty?), you can head into the tower proper.

The Museum—Level 1

The enterprising Ike has turned the bottom floor of Durlag's Tower into a sort of macabre museum. As long as you watch your step and don't touch anything, you should be able to get a real taste of the darker side of the world of Faerûn. That is, if everything goes as planned.

Map and Key

Some of the exhibits in the Museum (Figure 4.3) are much more dangerous than others. If you took Ike's tour to get here, make sure you talk to him at each of the fascinating stops on the tour.

1. **The Front Door.** You may enter or exit the tower through this doorway.
2. **Stairs up to Level 2.** See "Dinner Is Served—Level 2," later in this chapter, for more information about where these stairs lead.
3. **Ike.** Ike is your friendly tour guide. He'll tell you what he knows about the history of Durlag's Tower. You should listen to him and ask him questions each time you get a chance to do so. You'll need to speak to him five times in order to finish his tour of the place.
4. **The Touching Tourist.** Touching things inside Durlag's Tower is fraught with peril (see Figure 4.4). You should be glad that this hapless tourist sacrificed himself so that you could learn this lesson.



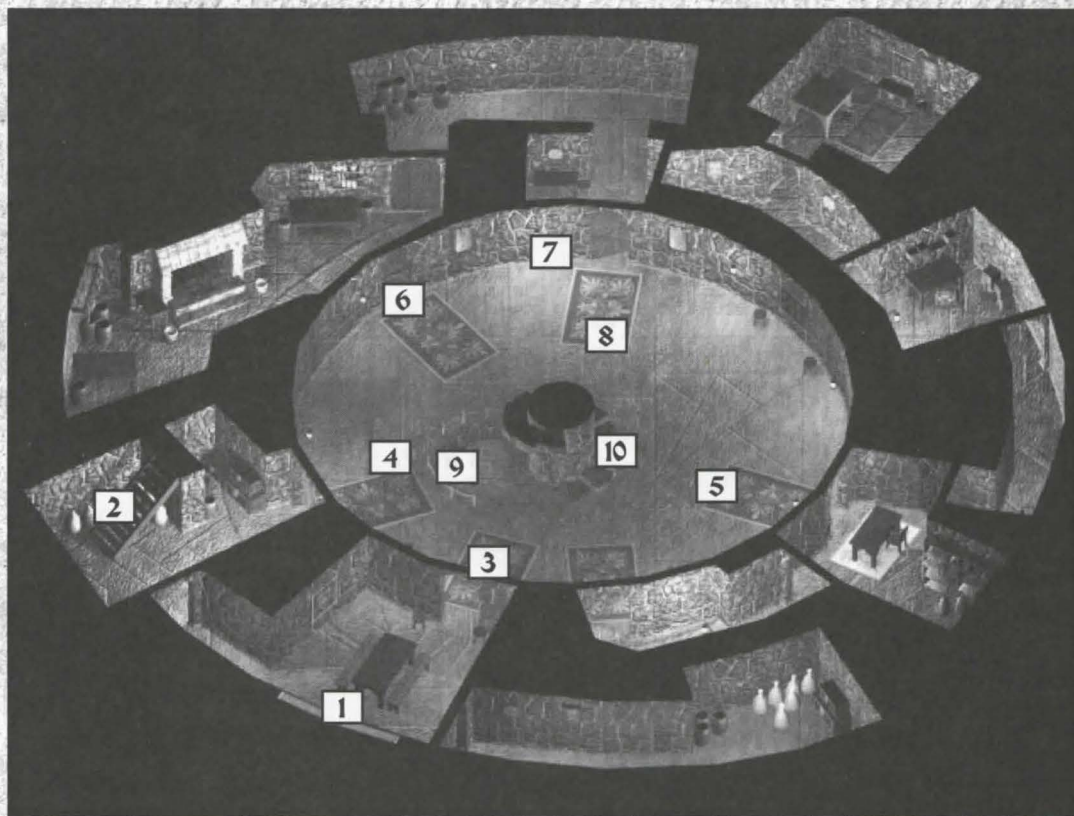


Figure 4.3:
The Museum—Level 1

5. **Tourists.** These wayward wards of Ike are here for the thrill of their lives. They aren't carrying anything that you can use, and they're not much of a challenge, so you may as well just leave them alone.
6. **Trap.** This Flamestrike trap can be detected at -50% and removed at -60% or it will burn you.
7. **Skeleton.** (AC: 7, HD: 1, THACO: 19, #AT:1, DMG: By Weapon, SA: Nil, SD: Half Damage from Edged and Piercing Weapons, MR: Nil.) This Skeleton is passive and will not attack you unless you provoke him. Splintering these dry bones won't help you in any way, so you might as well let him R.I.P.
8. **Demon Knight.** The Demon Knight appears after you have talked to Ike five times. You'll meet him again later in the game.



Figure 4.4:
Please don't
touch the
exhibits.



TIP When you fight the Demon Knight, make sure to stay in the entrance room to avoid the very painful Fireball spells that he'll be tossing your way. There's no reason to chase him down. You'll get to meet him in person very soon.

9. **Stairs down to the Cellar.** This stairwell leads down to the cellar of the tower. See "The Cellar—Sublevel 1" in Chapter 5 if you want to know more about this level.
10. **Stairs up to Level 2.** These stairs lead up to Level 2. "Dinner Is Served—Level 2," later in this chapter, tells you all you'll need to know about where these stairs go.

The Straight and Narrow

If you've taken Ike's tour to get here, you can ask Ike questions at each stop on the tour to learn about the history of the tower. Ike tends to be a bit loud, though, so don't be overly surprised when a rather peevish Demon Knight (#8) interrupts his yammering. It starts out as their fight, but it quickly becomes yours. At least your introduction to Durlag's unhappy home starts out with a bang. When the Demon Knight leaves, you can explore the rest of the level (being wary of traps, like #6). Then it's time to take a trip upstairs.

Dinner Is Served—Level 2

You may be wondering, “What’s that stink?” Well, it’s your hosts. They’re happy you’re here for dinner—they’re very hungry.

This level has an exit to the veranda so that you can appreciate the lovely view. This outside area is discussed previously in “The Front Door—Outside the Tower”; I’d leave it alone for now and hit it on your way back down from the top of the tower. You’ll be better equipped to handle the balcony’s hazards on your return trip.

Map and Key

This area (Figure 4.5) used to be Durlag’s main dining room and is still quite a festive place. Isn’t it wonderful that some things just never change?

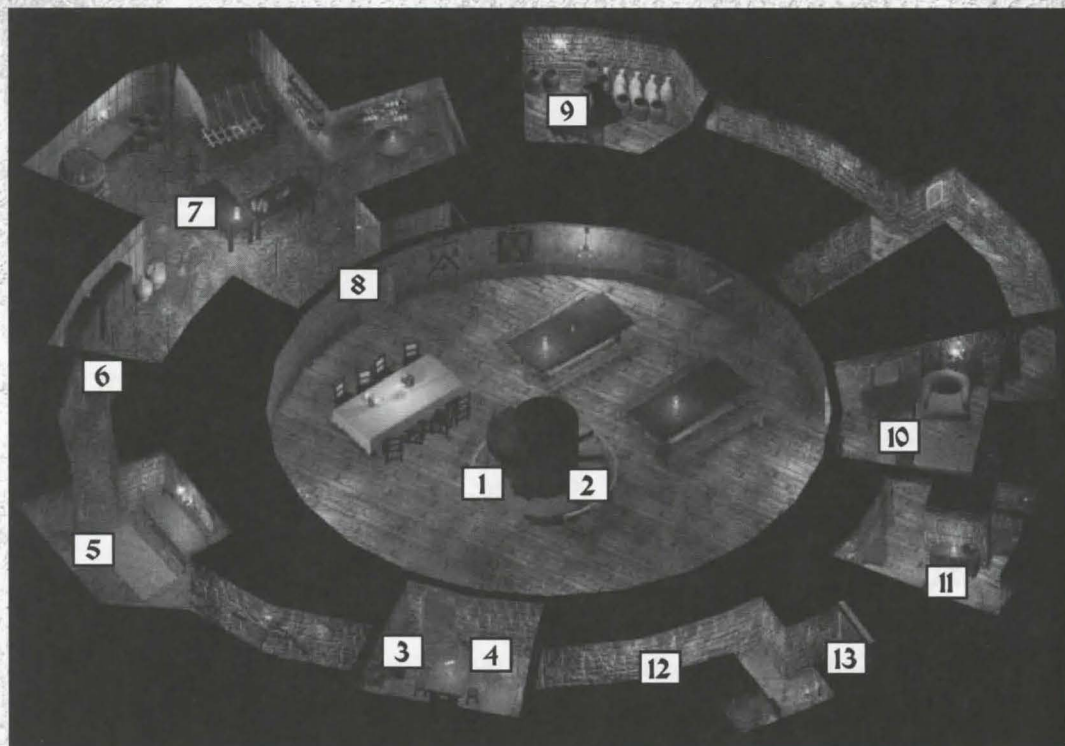


Figure 4.5:

Dinner Is Served—Level 2

1. **Stairs down to Level 1.** You didn't miss "The Museum—Level 1," earlier in this chapter, did you?
2. **Stairs up to Level 3.** When you're ready for more, climb the stairs to the Chapel.
3. **Chest.** This locked chest has some shocking contents. (Sorry, I couldn't resist.) It's -50% to pick the lock (a Lightning Bolt is the penalty for failure), -50% to detect the trap, and -50% to remove it. Inside you'll find a Turquoise Gem, a Chrysoberyl Gem, and 20 Fire Arrows.
4. **Ghast.** (AC: 4, HD: 4, THACO: 17, #AT:3, DMG: 1-4/1-4/1-8, SA: Paralyzation, SD: Immune to Sleep, Charm and Cold.) Your maître d' for this evening's soiree desires the pleasure of your company.
5. **Stairs down to Level 1.** The Museum is still open if you wish to retreat downstairs.
6. **Silence Trap.** This trap will quiet things down a bit—not good news for your spellcasters, because they can't cast many of their spells without muttering incantations. This trap can be detected at -30% and removed at -70%. If you don't remove the trap, it resets itself to work again and again.
7. **More Ghasts.** (AC: 4, HD: 4, THACO: 17, #AT:3, DMG: 1-4/1-4/1-8, SA: Paralyzation, SD: Immune to Sleep, Charm and Cold.) It's so hard to get good help these days. This quintet is just ghastly.
8. **Hold Person Trap.** Nothing like a captive audience. You can detect this trap at -60% and remove it at -80%.
9. **Stairs up to Level 3.** Onward, to the Chapel, described just ahead in this chapter.
10. **Chest.** Locked and trapped—you know the drill. The lock is -50% to pick and the trap (a Dire Charm spell) is -40% to detect and -60% to remove. Inside you'll find 36GP, Oil of Speed, a Potion of Invisibility, and a Potion of Strength.
11. **Chest.** Just locked, not trapped. This chest is -50% to open and contains 24GP and a pretty Moonstone Gem.
12. **Chromatic Orb Trap.** This trap resets itself to stun you if you don't detect (-30%) and remove (-60%) it.



13. **Exit to the Roof.** Need a breath of fresh air? “The Heights” section later in this chapter describes what awaits you here.

The Straight and Narrow

As you explore this level there aren't any special precautions to remember other than making certain that you disarm or avoid the Silence Trap (#6). If you do trigger this, you won't be getting much help from your spellcasters—and with all the Ghosts making their home here, you'll want those spells, you really will.



TIP By taking precautions, you can improve your Thief's life expectancy. If you know, for example, that your Thief is about to open a chest that's trapped with a Lightning Bolt, cast Protection from Electricity on the Thief beforehand. Also make sure that you have a couple of clerical cures ready in case the Thief succeeds only in triggering the trap.

In this level, you'll meet a few of the types of traps that will become old friends by the time you complete Durlag's Tower. You must master your greed and only open trapped chests if your Thief is successful at first detecting and then disarming the traps.

There isn't much on this level other than Ghosts and cash. Perambulate around the level until you've killed and looted all you can and then head up the circular stairs (#2) to Level 3.

The Chapel—Level 3

You're aren't going to have much time for quiet contemplation in this chapel. There are a couple of important characters on this level (Riggilo, #5, and Daital, #11). You'll also be able to score some good magic items and a cache of cash.

Map and Key

The tight confines of these rooms (see Figure 4.6) ensure that combat here will be up close and personal. Make sure you hold off on the use of area-effect spells, like Fireball, until you get to a more open space.

The Chapel—Level 3

1. **Stairs down to Level 2.** The stairs open into what was once a cozy reading room. If you take the stairs down, see “Dinner Is Served—Level 2,” earlier in this chapter, for more information.

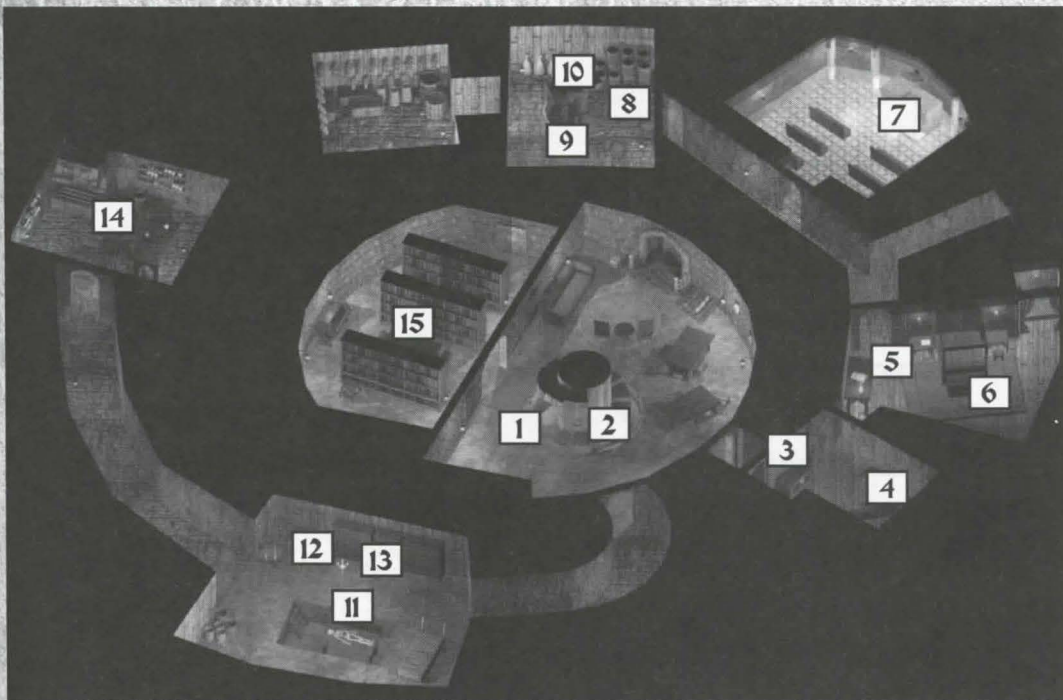


Figure 4.6:
The Chapel—Level 3

2. **Stairs up to Level 4.** What lies at the top of these stairs is described in “The Armory—Level 4,” just ahead in this chapter.
3. **Chest.** This chest is locked but, surprisingly, not trapped. Its lock can be picked at -50% and it contains a valuable Chrysoberyl Gem.
4. **Chest.** This chest is both locked and trapped. The lock is -50% to pick and the trap is a Chromatic Orb spell (which will stun you). The trap is -30% to detect and -70% to remove. If you do open the chest, you'll find 89GP, a silver necklace, and a gold necklace inside.
5. **Riggilo.** Riggilo is a tough and suspicious character (of course, giving him some gold will improve his disposition somewhat). In your



dealings with him you have to walk a fine line between being too threatening and too conciliatory. Either way, you won't be able to get the help you need from him at this point. For now, don't mess with Riggilo; he's too tough to kill easily and keeping him around will benefit you in the future.

6. **Chest.** Locked, at -50% to pick, but not trapped, this chest contains Oil of Speed, a suit of Chainmail +1, and a Wand of Lightning.
7. **Altar.** Understanding is not without its perils. This altar contains a Tome of Understanding, which gives you +1 Wisdom, but to get it you must undergo the effects of a Dire Charm spell, an unremovable trap.
8. **Barrel.** At the bottom of this cask, you'll find a Potion of Healing. You probably need one by this point.
9. **Stairs down to Level 2.** The "Dinner Is Served—Level 2" section has the scoop on this level.
10. **Stairs up to Level 4.** Up, up, and away. See "The Armory—Level 4," later in this chapter, to find out what's at the top of the stairs.
11. **Daital, the Ghost Mage.** (AC: 0, HD:8, THACO:11, #AT:1, DMG: By spell type, SA: Spells, SD: Spells; see Chapter 2.) One of the prerequisites for becoming a ghost, doomed to haunt the material plane for all eternity, is an unhappy end. Daital epitomizes the unhappy existence of the undead. You can talk to him, but there's really no way to end his misery except with death, either his or yours.
12. **Chest.** Here's another locked and trapped chest, but one well worth exploring. It's locked at -50% to pick and trapped (with an Arrow trap) at -40% to detect and -60% to remove. This chest holds a Potion of Stone Form, a Potion of Genius, and an (unidentified) Potion of Invulnerability.
13. **Cabinet.** Locked with a -50% chance to pick, this cabinet holds 63GP.
14. **Barrel.** 17GP are lurking at the very bottom of this barrel.
15. **Bookcases.** Unfortunately, there's nothing of interest to read here.



The Straight and Narrow

Your best course of action on this level is to follow the hall to the ghost of Daital (#11). You can put him out of his misery while you're still fresh and then loot your way through the level, making sure to detect and disarm traps, until you get to Riggilo (#5). Dealing with Riggilo is an exercise in balance. He doesn't like people who toady up to him, so being overly friendly with him isn't a good idea, but being adversarial is a sure way to have him clean your clock for you. The best course is to be honest and fair, neither too wimpy nor too aggressive with him. You'll need to be able to deal with him again soon, right after exploring the next level up, the Armory. So talk to him and then leave him alone, for now.

After you chew the fat with Riggilo make your way to the altar (#7) within the Chapel itself. You'll want to disarm the trap in the altar before digging around inside it. Your Priests can make good use of the Wisdom-increasing book you find in the altar, so the effort's worth it. After finishing up here, make your way back to the stairs and climb them to explore the Armory.

The Armory—Level 4

The tower's armory is one of the most secure parts of the entire building. So secure, in fact, that it makes an ideal prison. You'll have to use a bit of guile and even more diplomacy in order to escape your own personal Tower of London.

Map and Key

There are a few delicious magical goodies to be gained on this level (Figure 4.7). Just make sure the price you pay for them isn't too high.

1. **Stairs down to Level 3.** Read "The Chapel—Level 3," earlier in this chapter, if you need a refresher on what's below you.
2. **Chest.** This chest is locked and trapped. The lock is -50% to pick and the trap, three Magic Missiles (6–15 points of damage), can be detected at -60% and removed at -80%. Inside the chest, you'll find 10 Darts of Wounding and 10 Darts of Stunning.



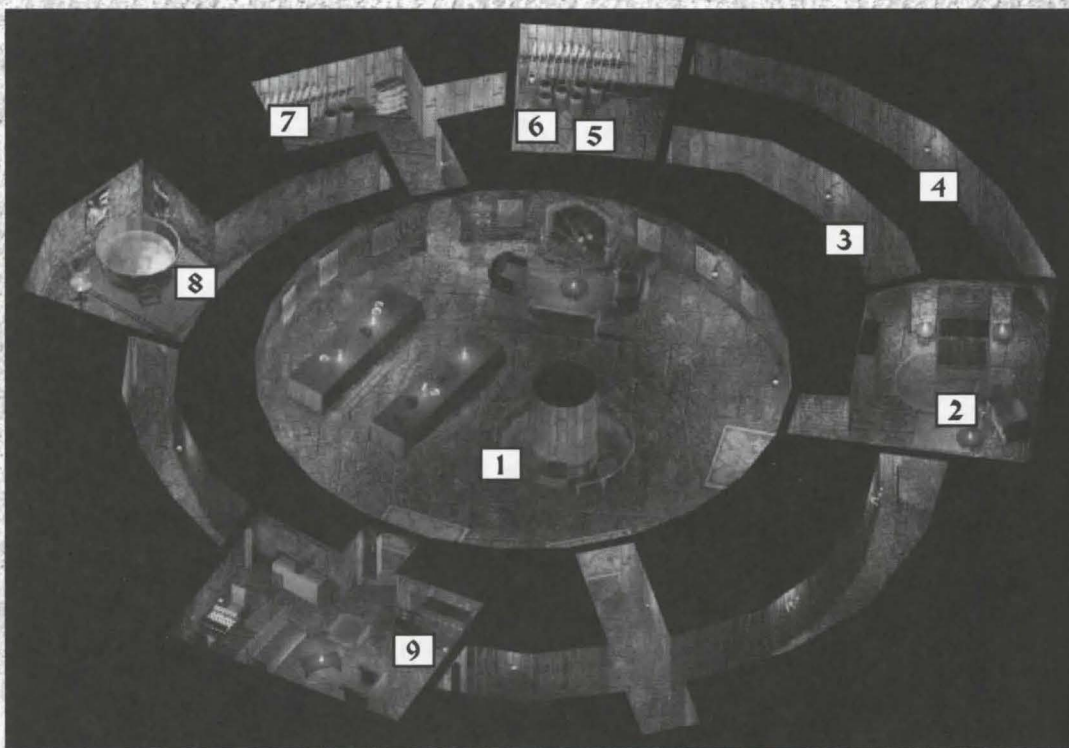


Figure 4.7:
The Armory—Level 4

3. **Two Ghosts.** (AC: 4, HD: 4, THACO: 17, #AT:3, DMG: 1–4/1–4/1–8, SA: Paralyzation, SD: Immune to Sleep, Charm and Cold.) You've met these types before; they all stink and they all want to eat your brains. You know what to do here.
4. **Another Ghost.** (AC: 4, HD: 4, THACO: 17, #AT:3, DMG: 1–4/1–4/1–8, SA: Paralyzation, SD: Immune to Sleep, Charm and Cold.) Splatter this Ghost. It's like a mercy killing—he'll thank you for it, from the afterlife.
5. **Stairs down to Level 3.** "The Chapel—Level 3," earlier in this chapter, clues you in to what's down below.
6. **Barrel.** This barrel is untrapped—sort of a novelty by now, isn't it? However, someone has stashed a Moonstone Gem inside anyway.
7. **Weapons Rack.** Among the dusty, rusty cache of armaments, you can find a +1 Halberd, ready to use.

8. **Kirinhale.** (See description in Chapter 2. AC: 0, HD: 6, THACO: 15, #AT:2, DMG: 1-3/1-3, SA: Energy Drain, SD: +2 or better magic weapon to hit, Immune to Fire and Never Surprised, MR: 30%.) She's the babe with the power. Kirinhale (see Figure 4.8) gives you a quest that you'd best complete. Read "The Straight and Narrow" section (below) to learn all about this damsel in distress.



Figure 4.8:
The hostess with
the mostest

9. **Closet.** Of course it's locked, at -70% to open; have to keep the Mage Robe of Electrical Resistance and the +1 Cloak of Protection safe from moths.

The Straight and Narrow

This level starts out in an ordinary enough fashion. There are a few critters to kill and a couple of nice stashes of goods. But then things get a bit tougher. Once you run into Kirinhale (#8), your options become much more limited.

Kirinhale is a Succubus who has lost her wings. She's been trapped in this tower for 300 years, and she wants out. The only way she can get out is if someone takes her place within the magical wards. You can either help her out or you can fight her. She's a very tough customer and she's got a lot of pent-up aggression after three centuries, so fighting her is going to be very unpleasant—for you. You sure don't want to



take her place, but perhaps you can find someone else to do so. Who could you pawn off this staying-here-forever gig on?

Remember that rather unpleasant fellow Riggilo from the level below (the Chapel)? Don't you think he'd be the perfect candidate to take Kirinhale's place? Well, tell Kirinhale that you know someone who will take her place and then take a lock of her hair downstairs to Riggilo. He'll still be very suspicious of you, and rightly so. You have to be firm with him in order to get him to take the lock of hair, but once you do give it to him, come back upstairs to talk to Kirinhale. She'll take care of the rest. Uh, be sure to avoid Riggilo the next time you see him around; he's probably not too happy about the deal you struck on his behalf.

After extricating yourself from this sticky wicket it's time to head back downstairs to Level 2. There you can take a trip outside to enjoy a bit of fresh air.

The Heights

Durlag liked to be able to survey the construction in and around his tower. A door opens onto the large battlements of the tower from Level 2 and outside stairs lead all the way to the top of the tower. From the top of the tall tower, the view can be quite petrifying.

Map and Key

The roof levels of Durlag's Tower (Figure 4.9) are not terribly large, but the danger of the inhabitants more than makes up for the small size of the area.

1. **Lesser Basilisk.** (AC: 4, HD: 6+1, THACO: 15, #AT:1, DMG: 1-10, SA: Gaze Turns to Stone, SD: Nil, MR: Nil.) When you step outside from Level 2 (see "Dinner Is Served—Level 2," earlier in this chapter), you find that you're not the only one who likes a breath of fresh air. A Lesser Basilisk is taking a break here on the balcony.
2. **Greater Basilisks.** (AC: 2, HD: 10, THACO: 11, #AT:3, DMG: 1-6/1-6/2-16, SA: Gaze Turns to Stone, SD: Surprised Only on a 1, MR: Nil.) The social pecking order exists even among Basilisks. While the Lesser Basilisk is relegated to the lower balcony, these three Greater Basilisks are able to enjoy the very highest level of Durlag's Tower.

3. **Stone Pylon.** This rocky pediment is more intriguing than it seems. A Fireball trap (-70% both to detect and to remove) protects this clever hiding place. Inside you'll find 104GP, 20 Acid Arrows, and a +2 Scimitar.

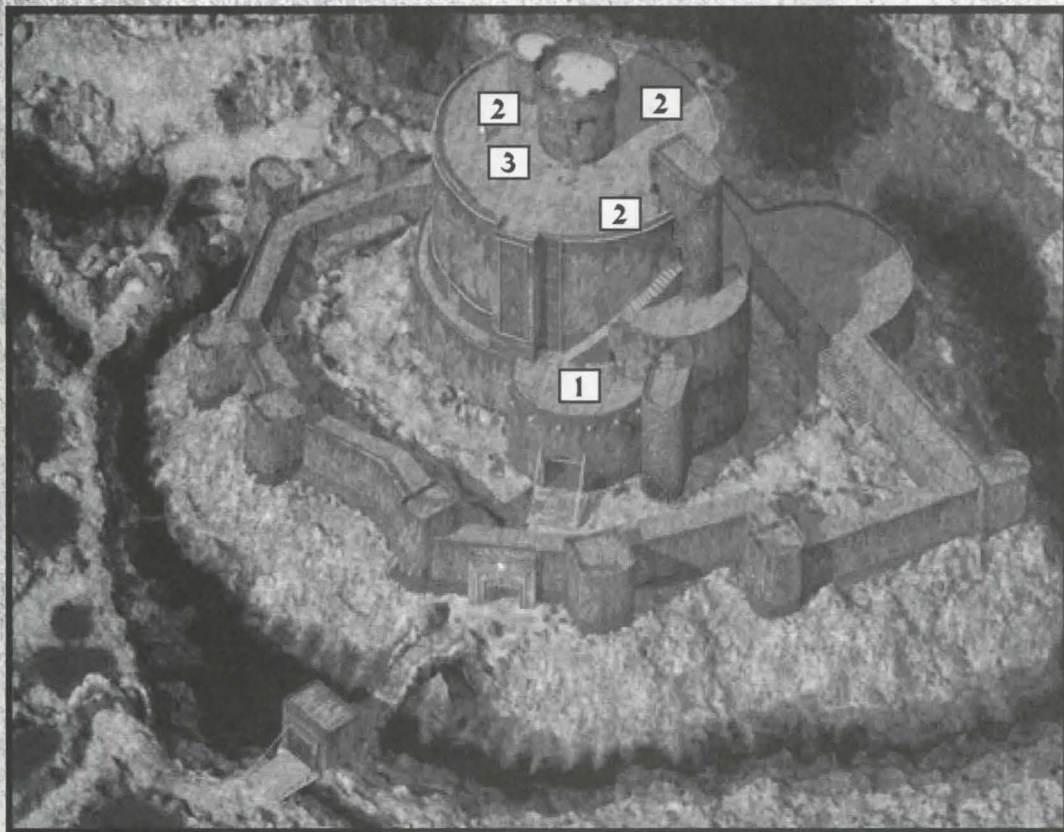


Figure 4.9:
The Heights

The Straight and Narrow

You don't have to explore the battlements of the tower at all to complete your trek through Durlag's Tower. However, if you have a Druid in the party, or a competent archer or two, the treasure that you'll find in the Stone Pylon (#3) makes the short but dangerous journey worthwhile.



Durlag's Tower— Into the Cellar

C H A P T E R

5

FORGOTTEN REALMS

Baldur's Gate

Tales of the Sword Coast

T

he first few underground levels of Durlag's Tower should not be rushed through. Like a fine wine, they're complex, with many intricate elements that come together perfectly to form a full-bodied, robust dungeon.

There are as many dangers in the sublevels as there are treasures. A speedy assault on these trap-infested areas is doomed to failure; only a cautious and methodical approach will yield positive results for your party. The treasure has waited this long—you can let it wait a bit longer before taking it. In these levels, you'll come to appreciate the skills of your master Thief in a way that you never have before.



The Cellar—Sublevel 1

This first sublevel is just an appetizer for the main courses to come. You'll find a representative sampling of the perils and rewards to come in the few traps, creatures, and treasures here.

Map and Key

You can afford to take your time on this level (Figure 5.1). Get into the habit of sending your Thief ahead of the rest of the party to scout for traps.

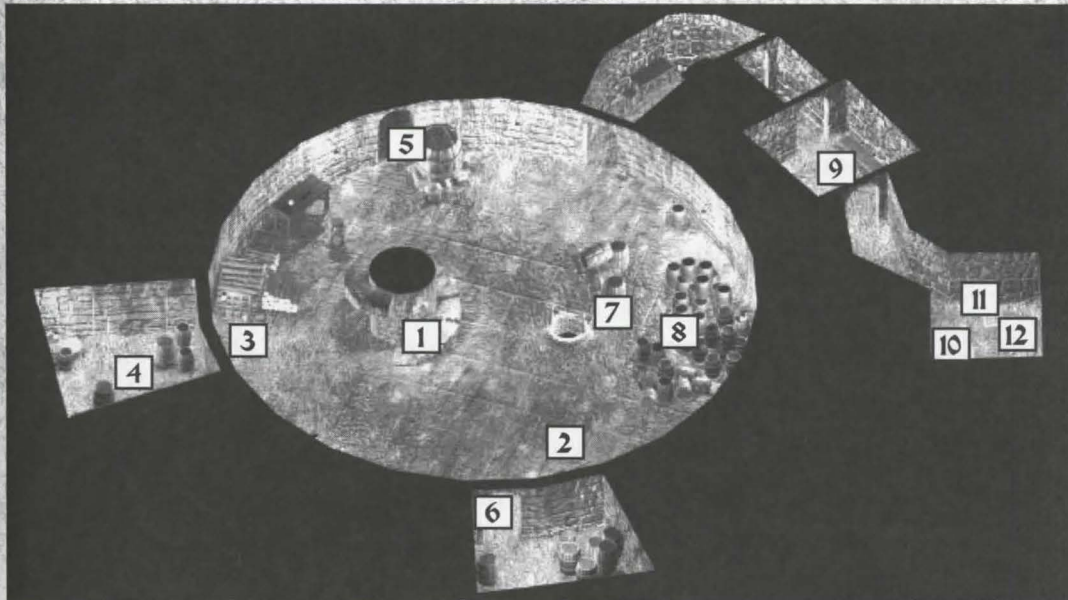


Figure 5.1:
The Cellar—Sublevel 1

1. **Stairwell up to Level 1.** These are the stairs that you'll be using both to descend farther into Durlag's Tower and to escape its clutches.
2. **Bayard.** This helpful fellow can tell you about some of the perils you'll have to face on lower dungeon levels. It's useful to talk to him, but everything he tells you is also covered later in this chapter and in Chapter 6.





3. **Trap.** This flatulent trap releases a Stinking Cloud spell unless the trap is detected and removed, with a -50% chance of each.
4. **Three Ghasts.** (AC: 4, HD: 4, THACO: 17, #AT:3, DMG: 1-4/1-4/1-8, SA: Paralyzation, SD: Immune to Sleep, Charm and Cold.) This gruesome trio is here to make your life just a bit more difficult. Make sure that you kill them before moving on.
5. **Secret Door.** This hidden door leads down to Sublevel 2, which is covered later in this chapter.
6. **Trap.** This trap is confusing...uh, I mean it casts Confusion on the party unless you detect and disarm it (-50% chance of each).
7. **Barrel.** This barrel has 97GP in it, with no locks or traps to keep you from helping yourself.
8. **Barrel.** A +1 suit of Leather Armor has been hidden in this barrel.
9. **Ghastly Pair.** (AC: 4, HD: 4, THACO: 17, #AT:3, DMG: 1-4/1-4/1-8, SA: Paralyzation, SD: Immune to Sleep, Charm and Cold.) Two Ghasts wait for you here.
10. **Floor Panel.** This locked floor panel (-50% to pick the lock) is trapped with a Flame Strike spell. Your Thief has a -70% chance to detect and to remove the trap. Take a moment to do this because you'll be rewarded with 560GP, a Star Sapphire, and a +1 Ring of Protection.
11. **Trap.** A Lightning Bolt will crash across this area unless you can detect this trap (-60%) and remove it (-70%).
12. **Trap.** There's another Lightning Bolt trap here. This one is easier to detect (-40%) but harder to remove (-80%).

The Straight and Narrow

You have two choices here. You can either ransack the level or go directly from the stairwell to the secret door in order to get to Sublevel 2. We recommend looting before scooting. You'll find some useful treasure here, and this level gives you a chance to get used to sending your Thief ahead of you to detect traps.





TIP Your Thief needs to be far enough ahead that area-effect spells won't blast the rest of the party, and yet close enough to enable you to rush forward to protect the Thief from combat when it arises.

The Warders' Challenge—Sublevel 2

This level has a lot going on. It features not only the monsters, traps, and treasures that you've come to expect in a high-quality dungeoneering experience, but also a number of puzzles and quests that you'll need to undertake. Again, be methodical when exploring new areas. There are a lot of dangerous traps here.

Map and Key

This is a big level and there's a lot to find here (see Figure 5.2). Don't let greed make you hasty, though; you can't spend your money from the grave. This is one of the toughest levels you'll encounter, so proceed carefully.

1. **Entrance/Exit to Sublevel 1.** You can climb back up to Sublevel 1 here.
2. **Trap.** Detect and remove this trap (–50% and –70% respectively) to avoid getting crisped by a Fireball.
3. **Chest.** This chest is locked (–50% to pick) and has a Flame Strike trap attached to it. You must detect (–80%) and remove (–50%) the trap in order to get to the chest's contents safely. Inside there are 57GP, a Potion of Absorption, four Antidotes, 16 Acid Arrows, and two Potions of Master Thievery.
4. **Chest.** This chest is locked (–50%) and protected by a Fireball trap, –80% to detect and –50% to remove. Inside the chest are a Scimitar, a Potion of Perception, a Scroll of Hold Monster, 15 Ice Arrows, and 20 +1 Arrows.



5. **Trap.** This Fireball trap is repeating unless it's both detected (–50%) and removed (–60%).

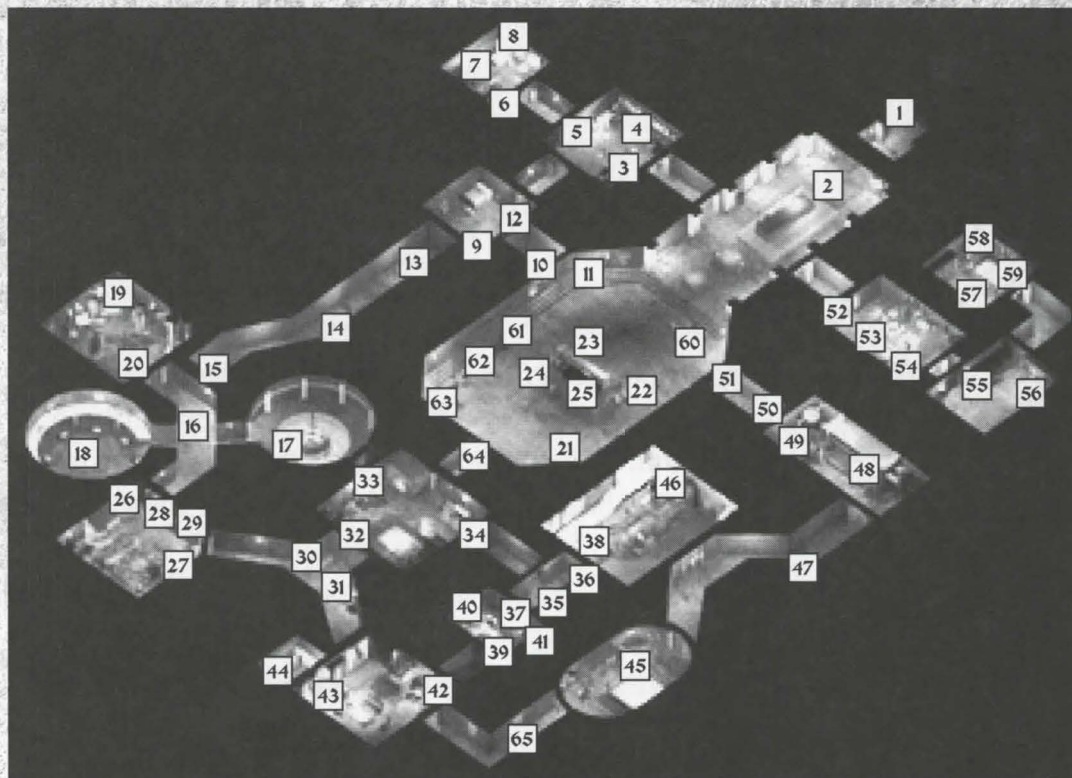


Figure 5.2:
The Warders' Challenge—Sublevel 2

6. **Anvil.** Use this anvil to forge the mallet you need to complete the West Warder's quest (see "The Straight and Narrow" section for more details).
7. **Cauldron.** This electric Crock-Pot is ready to zap you with a Lightning Bolt unless the trap is detected (–80%) and removed (–70%). At the bottom of the cauldron you'll find all your archery needs taken care of with 20 +1 Darts, 20 +1 Arrows, and 20 +1 Bolts.
8. **Barrel.** This barrel stores even more ranged-weapon ammo. 20 +1 Bullets, 20 Acid Arrows, 20 +1 Bolts, and 20 +1 Darts are crammed into this barrel.

The Warders' Challenge—Sublevel 2

9. **Six Ghasts and Four Ghouls.** (Ghasts—AC: 4, HD: 4, THACO: 17, #AT:3, DMG: 1–4/1–4/1–8, SA: Paralyzation, SD: Immune to Sleep, Charm and Cold.) (Ghouls—AC: 6, HD: 2, THACO: 19, #AT:3, DMG: 1–3/1–3/1–6, SA: Paralyzation, SD: Immune to Sleep and Charm spells.) These undead make their home here.
10. **Secret Door.** You'll have to make your way through both this secret door and secret door #11 in order to take this passageway to the exit (#25).
11. **Secret Door.** This secret door conceals the southern end of a secret corridor leading to the exit (#25).
12. **Chest.** This chest is locked (–20%) and trapped with a Lightning Bolt (–60% to detect and –97% to remove). Inside the chest are 15 Darts of Wounding, 20 +2 Bullets, 20 Fire Arrows, 20 +1 Darts, 20 +1 Bolts, a Potion of Cloud Giant Strength, and a full dozen Healing Potions.
13. **Secret Door.** This door is strong enough for a man, but it's made for a woman. Actually, the door is gender neutral; anyone can use it.
14. **Trap.** You'll be shocked to discover a Lightning Bolt sizzling through here unless you detect (–60%) and remove (–70%) it.
15. **Secret Door.** Shh, it's a secret.
16. **Phase Spider.** (AC: 7, HD: 5+5, THACO: 15, #AT:1, DMG: 1–6, SA: Type F Poison, SD: Phasing, MR: Nil.) This spider is unfazed by your appearance in her happy home.
17. **Durlag's Pride.** This room will be glowing with pride once you read the books next door (in #18).
18. **Library of Pride.** There are four books worth reading—not only are they real page-turners, but you need to read them to complete one of the Warder's quests.
19. **Barrel.** This barrel's filled with 10 Potions of Healing.
20. **Gong.** You'll need to ring this bell with a special mallet in order to complete the West Warder's quest.





21. **The South Warder (Warder of Love).** The Warders are the key to this level. Even though this Warder has the friendliest name, talk to him last.



TIP You'll need to talk to each of the Warders to learn what you have to do to get access to the deeper levels of Durlag's Tower. All the info on the Warders is in "The Straight and Narrow" section. You can fumble your way through these tasks, but you're better off learning about them ahead of time.

22. **The East Warder (Warder of Fear).** Be afraid, be very afraid. This Warder and his buddies are tough opponents (see Figure 5.3).



Figure 5.3:
The Warders are formidable foes.

23. **The North Warder (Warder of Avarice).** Avaricious? Who, you? Naw, couldn't be.
24. **The West Warder (Warder of Pride).** Make certain that you talk to this prideful Warder.
25. **Exit to Sublevel 3.** You'll need the correct Wardstone in order to open this door.



The Warders' Challenge—Sublevel 2

26. **Trap.** Another Fireball trap. This one is -60% to detect and -50% to remove.
27. **Skeleton Warrior.** (AC: 2, HD: 9+2 to 9+12, THACO: 11, #AT:1, DMG: By weapon [+3 to Attack Roll], SA: Nil, SD: Nil, MR: 90%.) This warrior isn't going to let the fact that he's long dead keep him from performing his guard duties. He'll clack his jaws in outrage and attack as soon as he sees you.
28. **Drawer.** This drawer is trapped with a Fireball. You can detect the trap at -60% and remove it at -70%. Inside the drawer are a Ruby Ring and two Oil of Speed Potions.
29. **Drawer.** Locked at -80%, this Drawer contains a Potion of Freedom and seven +2 Arrows.
30. **A Pair of Mustard Jellys.** (AC: 4, HD: 7+14, THACO: 13, #AT:1 or 2, DMG: 5-20, SA: Acid [Save vs. Poison or Lethargy], SD: +1 or better weapon to hit, MR: 10%.) Mustard isn't a very appetizing flavor for jelly, and having the jelly try to eat you for a change does not help either. Kill these creepy condiments before you move on.
31. **Trap.** This trap will Call Lightning over and over again, unless you detect and remove the trap (at -60% apiece).
32. **Barrel.** This wooden container holds a Bloodstone Gem, a Scroll of Identify, and 10 Darts of Stunning.
33. **Secret Door.** It's not a secret to you.
34. **Secret Door.** This door helps to conceal the Engine Room (#46).
35. **Trap.** This is a Fireball trap that can be detected at -70% and removed at -40%.
36. **Trap.** Don't get stuck in this Web trap. You can avoid it by detecting and removing it, each at -60%.
37. **Secret Door.** Here it is, here it is. The secret door anyway.
38. **Secret Door.** Use this doorway to get to the Engine Room (#46).









- 39. A Skeleton Warrior and Two Normal Skeletons.** (Skeleton Warrior—AC: 2, HD: 9+2 to 9+12, THACO: 11, #AT:1, DMG: By weapon [+3 to Attack Roll], SA: Nil, SD: Nil, MR: 90%.) (Normal Skeletons—AC: 7, HD: 1, THACO: 19, #AT:1, DMG: By Weapon, SA: Nil, SD: Half Damage from Edged and Piercing Weapons, MR: Nil.) As soon as they see you, the Skeleton Warrior will lead the two normal Skeletons on a bone-crunching charge toward your party.
- 40. A Large Pile of Treasure.** The stack of goodies includes 2,137GP, the Glittering Beljuril Gem (needed for the Gem Quest), a Star Diopside Gem, 30 +1 Slingstones, 20 Fire Arrows, 20 +1 Darts, 18 Ice Arrows, 10 Acid Arrows, and two Arrows of Dispelling.
- 41. A Smaller Pile of Treasure.** This pile includes an odd-looking key (used for the chest described in #42), a Pearl Necklace, a single Pearl, a Water Opal, 11 +2 Slingstones, 20 +2 Arrows, 20 +2 Bolts, a +1 Small Shield, and a Potion of Frost Giant Strength.
- 42. Chest.** This nightstand is opened with the odd-looking key found in #41 and contains the switch for the engine (see #46), 72GP, a Bluestone Necklace, a Potion of Firebreath, five +2 Slingstones, and a Chaos Scroll.
- 43. Chest.** This chest is -50% to unlock and is trapped with a Magic Missile trap that's -90% to detect and -97% to remove. Inside is a Potion of Heroism, a Potion of Master Thievery, a Scroll of Confusion, a Scroll of Feeblemind, two Arrows of Detonation, 14 +1 Bolts, and a set of +3 Platemail armor.
- 44. Chest.** This container is trapped with a Dire Charm. You have a -50% chance to detect the trap and a -60% chance to remove it if you detect it. Remember, with a Dire Charm, the affected character will attack the rest of the party—but only if they can see the party. The best way to work around this trap is to have one party member in the room alone, with the rest of the party out of sight. Then you can open the trap in safety and just wait for the Charm spell to elapse before coming back into the room. Inside the chest are some Grapes (used with the wine press, #48), 510GP, an Elixir of



Health, a Scroll of Mental Domination, 18 +2 Slingstones, and a +1 Sling to throw them with.

45. **One Skeleton Warrior and Two Flesh Golems.** (Skeleton Warrior—AC: 2, HD: 9+2 to 9+12, THACO: 11, #AT:1, DMG: By weapon [+3 to Attack Roll], SA: Nil, SD: Nil, MR: 90%.) (Flesh Golems—AC: 9, HD: 9 [40 hp], THACO: 11, #AT:2, DMG: 2–16/2–16, SA: Nil, SD: Only struck by Magic Weapons, MR: Nil.) This unusual trio, one with no flesh and two with too much, would like to take out their body-image angst on your party.
46. **Engine Room.** This room has the broken switch for the engine. You need to use the switch that you found in #42 to get the engine running again (see “The Straight and Narrow” section for more details).
47. **Skull Trap.** This magical trap's tough to find (–80%) and even tougher to disarm (–90%).
48. **Wine Press.** This wine press is used to crush the grapes that you'll get from the chest described in #44. But first you have to get the engine running (see “The Straight and Narrow” section for details).
49. **Secret Door.** You knew right where to look, didn't you?
50. **Trap.** This trap repeatedly blasts intruders with a Flame Strike spell unless you detect and remove it (–60% each).
51. **Secret Door.** Don't tell anyone where you found this door.
52. **Phase Spider.** (AC: 7, HD: 5+5, THACO: 15, #AT:1, DMG: 1–6, SA: Type F Poison, SD: Phasing, MR: Nil.) This spider's tough to hit, but since there's only one you can gang up on it to take it down.
53. **Crate.** This shipping crate is trapped with a Lightning Bolt that's –80% both to detect and to remove. Inside the crate you'll find a dozen well-packed Acid Arrows.
54. **Crate.** Another shipping crate, this one's locked (–80% to pick) and contains four Potions of Healing.



-  55. **Bookcase.** A Fireball trap protects the knickknacks on these shelves. The trap is -30% to detect and -50% to disarm, but the effort is worthwhile. You'll find a Potion of Hill Giant Strength, a Scroll of Minor Globe of Invulnerability, and a Scroll of Monster Summoning III.
56. **Bookcase.** Whether 'tis better to bear the slings and arrows...or in this case three Magic Missiles from this trapped bookcase...well, there's really no question. It isn't. The trap is -90% to detect and -96% to remove. On the shelves you can nab a Scroll of Cloudkill 10 +1 Slingstones, and 11 +2 Bolts.
57. **Three Greater Doppelgangers.** (AC: 2, HD: 9, THACO: 11, DMG: 1-12/1-12, SA: Nil, SD: Immune to Sleep, Charm and Hold spells, Save as 18th Level Fighter, MR: Nil.) These are no ordinary Doppelgangers; they're the elite and they're hungry for a bit of adventurer.
-  58. **Shelf.** Be careful that the Flame Strike trap (-80% both to detect and to remove) on these shelves doesn't burn up the Scroll of Monster Summoning II.
59. **Shelf.** A shocking revelation awaits you. Once you detect (-70%) and disarm (-60%) the Lightning Bolt trap on this shelf, you'll be able to grab the head to the mallet. The handle you'll need is inside the barrel at #62.
-  60. **Barrel.** No traps, no locks, just loot. Inside this barrel you'll be able to score a Potion of Heroism and eight Ice Arrows.
-  61. **Barrel.** There's nothing but unguarded useful equipment in this barrel. Two Potions of Master Thievery, a Scroll of Protection from Electricity, and a Scroll of Protection from Acid await you here.
62. **Barrel.** The handle you'll need to attach to the mallet head on the shelf at #59 is waiting for you here, along with 110GP and three Potions of Healing.
63. **Hidden Cache.** A small pile of magical goods is hidden on top of the post here. A Wand of Monster Summoning, and Potions of

Insulation, Fire Resistance, and Perception (four of this one) fill the niche.

64. **Death Alley.** This short passageway has acquired its quaint nickname by blasting the heck out of unprepared adventuring parties. There are actually five separate traps along this short corridor, and each trap is repeating, meaning that it'll continue to blast you each and every time it's triggered (see Figure 5.4). As you proceed from the east side of the corridor to the west, you'll encounter a few traps in the following order: Fireball trap, undetectable (you'll just have to eat this one); Lightning Bolt trap (-15% to detect and -97% to remove); Cloudkill trap (-10% to detect and -96% to remove); another Lightning Bolt trap (-15% to detect and -95% to remove); and another Fireball trap (at least you can detect and remove this one, at -15% and -95% respectively). Keep in mind that several of the traps in Death Alley will blast characters that aren't even in the corridor (notably the Cloudkill and Fireball traps). Remember, if you make a mistake, you can go back to the save immediately before the painful accident and try again.



Figure 5.4:
Welcome to
Death Alley.





TIP To get through Death Alley, you'll need to save the game and then have your Thief chug a Potion of Master Thievery (from #61). Have your Thief enter the hallway alone, detecting and disarming one trap at a time. Each time the Thief disarms a trap, save your game again. When you've disarmed all of the traps this way, you can send the party through.

65. **Four Helmed Horrors.** (AC: 2, HD: 4+1, THACO:12, #AT:1, DMG: 1-4 or by weapon, SA: Nil, SD: Immune to Illusion and Charm, MR: Nil.) Though not exactly a barbershop quartet, this helmeted foursome will make you suffer nonetheless.

The Straight and Narrow

Your first task on Sublevel 2 is to make your way from the stairs to the Warders' Room (#21-24). Talk to the West, East, and North Warders first. They'll give you several tasks to perform around the level, and you need to complete them before you can gain access to the next level down. Before you talk to the final Warder, the South Warder, make certain that you're ready for a big fight.



TIP If you're having problems with the Warder fight, try this tactic. Instead of sending the entire party in to talk with the Warders, just send in one fast character. When you talk to the South Warder, have this character run back to the party so that you can engage the Warders in a place of your choosing rather than starting the combat with them coming at you from all sides.

The West Warder's (or Mallet) Quest

The West Warder wants you to ring his gong, for which you'll have to assemble a special mallet. Here's how to do it: Grab the mallet handle from the barrel at #62 and then go slaughter the three Greater Doppelgangers that will try to keep you from the mallet's head at #59. Bring both parts of

the mallet to the forge and use the anvil there (#6) to assemble the gong mallet. You may have to click on the forge more than once.

Take your newly rebuilt gong mallet to use on, what else, the gong (#20). You've just completed the West Warder's quest.

The Book Quest

Your next quest is to do a bit of reading. From the Gong Room (#20) you must make your way to the Library of Pride (#18). There are four books in the library that you need to read; the rest are just trashy romance novels. Once you've read all four books, you'll know that this quest is complete because Durlag's Pride (#17), just across the hall, will begin to glow.

The Gem Quest

After you're done with your book learning, make your way to the large pile of treasure at #40 and grab the Glittering Beljuril Gem there. You probably didn't need a lot of extra prompting to snap up this loot. Look at the smaller pile of treasure in the same room (#41); you'll need the odd-looking key in that pile for the next quest.

The Wine Quest

Pick up the odd-looking key in the smaller pile of treasure (#41). Take this to the nightstand (#42) and use it to unlock the drawer. Inside, you'll find the switch for the engine. In the same room go to the chest (#44); take the grapes that you find there and make your way to the Engine Room. On the way, you'll have to fight four Helmed Horrors. Once you're inside the Engine Room use the switch for the engine on the northwest wall (#46). The engine will begin to hum quietly, though not any tune that you'd recognize. Then you can take your grapes to the Wine Press Room (#48) and turn your grapes into wine. You may have to click on the wine press more than once in order to turn the grapes into vino. The end result of your labors is a bottle of wine. You've now completed the final Warder's quest.

Now go back to the Warders' Room (#21–24), but be prepared for combat before you talk to the Warders again because you'll have to fight them in order to proceed. The Warders are tough opponents, but you





should be able to defeat them. Once you do slay the Warders, you'll find a Wardstone (what else would a Warder wear?) on one of the Warders' bodies. Take this key to the next lower level, Durlag's Throne.

Durlag's Throne—Sublevel 3

This level is not as intricate as the last one in that it doesn't have as many quests; however, the traps and the inhabitants are still very tough. You'll even get a chance to meet the master of the house, in the flesh. Well, actually, he doesn't have much in the way of flesh anymore, but he's still happy to see you.

Map and Key

This level (Figure 5.5) is riddled with traps. Use your Thief as a scout but remember that, unlike most scouts, your Thief isn't expendable. Unless you have another Thief in the party, that is.

1. **Stairs up to Sublevel 2.** This is where you enter Sublevel 3 and also where you'll have to run if you get too hard-pressed.
2. **Door.** You can open and close this door by using the statues described in #3 or #12 or the switch levers described in #24.
3. **Statue.** Use this statue to open and close the door at #2.
- 4–7. **Traps.** These Arrow traps are each –10% to detect and –20% to remove.
8. **Door.** Open this door using the sparring dummy at #9 or the switch levers described in #24.
9. **Sparring Dummy.** Use this dummy to open the door at #8.
10. **Greater Doppelganger.** (AC: 2, HD: 9, THACO: 11, DMG: 1–12/1–12, SA: Nil, SD: Immune to Sleep, Charm and Hold spells, Save as 18th Level Fighter, MR: Nil.) This creature triggers a Stinking Cloud when you encounter him. Perhaps you just startled him.



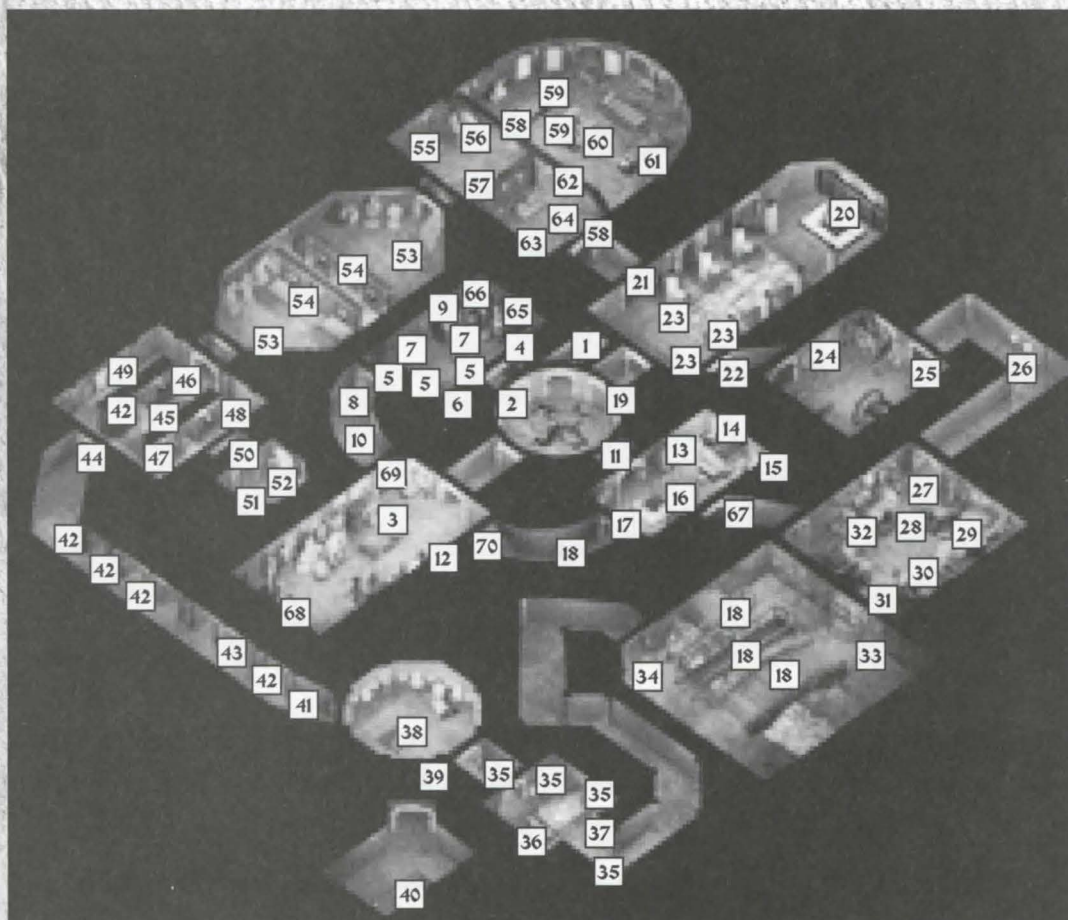


Figure 5.5:
Durlag's Throne—Sublevel 3

- 11. Door.** Use the statue described in #12, the switch levers (#24), or the sparring dummy (#66) to open and close this door. This is a very busy door.
- 12. Statue.** Use this statue to open or close the doors at #2 and #11.
- 13. Drawer.** This drawer is locked (–90% to pick). Inside the drawer are 331GP, seven Darts of Stunning, 17 Darts of Wounding, 11 +1 Darts, eight +2 Slingstones, and Scrolls of Domination, Spirit Armor, Remove Curse, and Monster Summoning II.



14. Table. On the table is Fuernebol's Wardstone. Pick up the Wardstone to open door #2.

15. Table. Pick up Kiel's Wardstone from the top of this table to open door #19.

16. Table. Islanne's Wardstone is on top of this table. When you pick it up, door #17 opens and the Greater Dopplegangers (#18) behind the door trundle over to your party to say hello.

17. Door. This door can be opened using Islanne's Wardstone (#16). It can also be opened and closed using the switch levers described in #24.

18. Three Greater Dopplegangers. (AC: 2, HD: 9, THACO: 11, DMG: 1-12/1-12, SA: Nil, SD: Immune to Sleep, Charm and Hold spells, Save as 18th Level Fighter, MR: Nil.) These fellows just want to play.

19. Door. Picking up Kiel's Helmet (#20) closes this portal; you'll have to snag Kiel's Wardstone (#15) to open it. This door can also be opened and closed using the switch levers described in #24.

20. Kiel's Helmet. Grabbing this nifty treasure has several effects (see Figure 5.6). Door #19 closes. Doors #20 and #21 are opened and the three Greater Dopplegangers at #23 are invited to the party. The sparring dummy described in #65 also controls this door.

21-22. Doors. These doors are both opened when you grab Kiel's Helmet (#20). They can also be opened and closed using the switch levers (#24).

23. Three Greater Dopplegangers. (AC: 2, HD: 9, THACO: 11, DMG: 1-12/1-12, SA: Nil, SD: Immune to Sleep, Charm and Hold spells, Save as 18th Level Fighter, MR: Nil.) These three trigger a Stinking Cloud as well as a Cloudkill before moving in to attack you.

24. Switch Panel. This panel has 11 switch levers that open and close doors on the level. Table 5.1 shows which levers open which doors. The switch levers are arranged in two horizontal rows, which we've



numbered from left to right; levers 1–5 are located on the top row and levers 6–11 make up the bottom row.



Figure 5.6:
Helmet, anyone?

Table 5.1: Switch Panel Key

SWITCH LEVER	MAP # OF DOOR OPENED
1 (first row)	2
2	11
3	19
4	69
5	8
6 (second row)	70
7	17
8	25
9	67
10	21
11	22

25. Door. You can open and close this door using the switch levers described in #24.

26. **Trap.** This repeating Crusher trap is going to put the squeeze on you unless you can detect it (-69%) and disarm it (-40%).
27. **Trap.** This trap's a real Scorchers, and a repeating one at that, unless you can detect it (-10%) and disarm it (-40%).
28. **Trap.** Unless you can detect (-10%) and disarm (-25%) this repeating Scorchers trap, you're going to be medium rare.
29. **Trap.** Detect (-10%) and disarm (-70%) this repeating Scorchers or you can make that well done.
30. **Trap.** This repeating Scorchers trap will carbonize you, unless you can detect it (-10%) and disarm it (-80%).
31. **Trap.** Flame on; detect (-10%) and disarm (-30%) this Scorchers trap before you look like burnt bacon.
32. **Trap.** Is it getting hot in here? This Scorchers will blacken you unless you detect it (-10%) and disarm it (-90%).
33. **Door.** This door is locked, but only at -6% to your Pick Lock skill.
34. **Trap.** This Fireball's for you, unless you can detect it (-80%) and disarm it (40%).
35. **Three Dwarven Doomguards.** (AC: 0, HD: 10, THACO: 10, #AT:4, DMG: By weapon, SA: Nil, SD: 50% Resistance to Fire/Cold, MR: Nil.) These Doomguards seem tougher than most. Maybe they've got chips on their shoulders 'cause you're invading their home. Or could it be because you're robbing their graves? Loot the chest at #36 and you get to meet them.
36. **Chest.** This nightstand is locked (-55%) and trapped (-60% to detect and -95% to remove) with a Hold Person spell. If you take any of the items in the chest, you'll have to fight the Dwarven Doomguards described in #35. The bait consists of 432GP, Kiel's Buckler, Kiel's Morningstar, and three Potions of Healing.
37. **Chest.** A lock (-68% to pick) secures the Potion of Hill Giant Strength and the Potion of Frost Giant Strength within the nightstand.



38. **Trapped False Stairwell.** This trap is easy to bypass if you know what to look for (–0% to both detect and remove). If you do trigger it, you'll have to fight three Skeleton Warriors while choking on a Stinking Cloud.
39. **Door.** This secret door can only be opened with the Level 2 Exit Wardstone (found at #52).
40. **Exit to Sublevel 4.** Take this exit to get down to the next lower level of the tower.
41. **Trap.** This repeating trap portals in a Ghast from some far dimension unless you detect and disarm the trigger (–0% in each case).
42. **Trap.** This Ghastly (AC: 4, HD: 4, THACO: 17, #AT:3, DMG: 1–4/1–4/1–8, SA: Paralyzation, SD: Immune to Sleep, Charm and Cold.) portal is undetectable, but the Ghast will make himself known to you.
43. **Trap.** This Fireball trap whips up some fighters flambé unless you detect it (–60%) and disarm it (–10%).
44. **Secret Door.** This door is more difficult to find than most. In fact, it's a secret.
45. **Trap.** A Lightning Bolt will shoot into this area, repeatedly, unless you can detect (–20%) and remove (–80%) the trap.
46. **Wall Sconce.** This sconce conceals a Lightning Bolt trap (–91% to detect and –30% to remove). You can also find a Potion of Healing here.
47. **Wall Sconce.** Another Lighting Bolt trap (–65% to detect and –95% to remove) and Potion of Healing are hidden here.
48. **Wall Sconce.** This third sconce hides yet another Lighting Bolt trap (–84% to detect and –65% to remove) and Potion of Healing.
49. **Statue.** This piece of art hides a cache of missile weapons. Nine +1 Bolts, 11 +2 Bolts, and 20 Bolts of Lightning are concealed within the statue.



50. **Secret Door.** This door is a secret—except, of course, to you. The trap described in #51 closes this door.
51. **Trap.** This trap closes door #50 and triggers a Cloudkill (–99% both to detect and to disarm).
52. **Statue.** This statue holds the Level 2 Exit Wardstone (needed for the exit, #39).
53. **Teleportation Rune.** You'll need this later in the game. Everyone should have a teleportation rune with them—don't leave home without it.
54. **Vase.** The teleportation rune is held within this vase.
55. **Arrow Trap.** This repeating trap will stick it to you unless you detect it (–40%) and disarm it (–50%) first.
56. **Arrow Trap.** Don't get pincushioned by this repeating trap (–10% to detect and –90% to remove).
57. **Arrow Trap.** Did someone paint a bullseye on your back? (Maybe so—see Figure 5.7.) This repeating trap is –10% to detect and –20% to remove.



Figure 5.7:
It's a hit!

58. **Arrow Trap.** You'd think they'd run out of arrows for this repeating trap (-30% to detect and -70% to remove).
59. **Arrow Trap.** Catch! This repeating trap is -10% to detect and -80% to remove.
60. **Arrow Trap.** But wait, there's more. This trap is -20% to detect, -70% to remove, and repeating.
61. **Arrow Trap.** So this is what Agincourt must have felt like. This repeating trap is -50% to detect and -85% to remove.
62. **Arrow Trap.** More arrows? You bet: It's -30% to detect and -50% to remove this troublesome repeating trap.
63. **Arrow Trap.** By the time you get to this repeating trap, you'll probably resemble an archery butt. This one is -30% to detect and -60% to remove.
64. **Durlag's Goblet.** This goblet is inscribed with the words "Taste My Fear." Drinking from the cup heals five points of damage but also causes you to run at the first sign of trouble for the next 12 hours.
65. **Sparring Dummy.** When you use this dummy, it affects door #19, after the door has been opened by #20. You'll need the eight Potions of Healing.
66. **Sparring Dummy.** Use this dummy to affect door #11 after it's been opened using the statue described in #12. This dummy has some reading material stashed inside of it—namely, Scrolls of Otiluke's Resilient Sphere, Defensive Harmony, Protection from Lightning, and Champion Strength.
67. **Door.** This door can be opened and closed using the switch levers (#24).
68. **Box.** This box is trapped with a Dire Charm (-90% to detect and to remove), so remember to send one character in alone to deal with



it. Inside the box are 346GP, a Water Opal, four Potions of Healing, one Potion of Antidote, a Scroll of Greater Malison, and five Scrolls of Haste.

69. **Door.** This door can be opened and closed using the switch levers (#24). Use lever 4 to open this door.

70. **Door.** Lever 6 of the switch levers described in #24 opens this door.

The Straight and Narrow

When you come down the stairs, avoid the Arrow traps as you make your way to the red sparring dummy (#9). Use the sparring dummy to open the door at #8.



TIP Turn off your party's A.I. until you're done with the sparring dummies; otherwise your fight-happy party members will drive you nuts. Make sure to turn the A.I. back on when you're done with the dummies, though, or your characters will stand there as the monsters tear into them.

You'll have to kill the Greater Doppelganger masquerading as Durlag Trollkiller (#10) to continue. After killing him, go to the Throne Room.

Before you touch anything in the Throne Room, make sure that you're ready for a fight. Then, when you're ready, go ahead and pick up Kiel's Helmet (#20). This will trigger two Stinking Clouds and a Cloudkill, but your party can avoid their effects by crowding around the throne itself. Kill the monsters that charge out at you and then wait until the spell effects disperse before making your way to the Switch Room (#24).

In the Switch Room, you'll need to flip the third switch lever from the left on the bottom row (lever 8). Flipping this switch opens the door in the northeast wall (#25). After going through the doorway, make sure to stop and disarm the trap (#26). Now you can make your way to the Trophy Room, where there are six Scorchers traps (#27–32). Disarm them before proceeding, or things could get a little hot for you.

After moving through the Trophy Room, you'll enter the Lava Room. Be mindful of traps along the way. Pick the lock to the Lava Room and then go inside. You'll have to fight more Dopplegangers here (#18). Go through the northwest door and follow the corridor around to the burial chamber. You can loot the containers in the chamber (#36 and #37), but you'll have to fight the Dwarven Doomguards if you do.

Take the door to the northwest and follow it to the long corridor. Monsters will appear from the alcoves when you enter the corridor. You'll enter a room with a book in the middle. Don't touch the book—four Lightning Bolt traps (#45–48) are targeted on it. Instead, pass through the room to the northeast. The room ahead has a statue (#52) that you need to get a Wardstone from. Take the Wardstone and retrace your steps back down the hallway to #39, the secret door. Go through this door to reach the stairs down to the next sublevel below.

Congratulations, you've made your way through some very difficult areas. Now it's time to up the ante as you go deeper into the depths of Durlag's Tower. Things are going to get stranger, and even more hazardous, as you travel to alternate planes of existence.





Durlag's
Tower—
The Musty
Depths

C H A P T E R

6

FORGOTTEN REALMS

Baldur's Gate

Tales of the Sword Coast

These deepest levels of Durlag's Tower will present you with your greatest challenges yet. Fortunately, the rewards are greater as well. You'll meet creatures more fierce and traps more deadly than any you've had to overcome yet. Your party will end up taking a tour of the elemental planes and playing a game of chess. You'll have to survive all of this, and more, in order to meet the master of the house, Durlag himself. Stay organized, think about what you're doing, and follow the advice in this chapter if you want to live to see tomorrow.



Mechazarin's Fate—Sublevel 4

Several elemental planes, or nodes, cross into the prime material plane on this level of Durlag's Tower, making it one of the most diverse levels in the game. You'll also play a game of chess, with your lives as the wager, and encounter the largest dragon you've ever seen.

To help you get past these challenges, the coverage of this level includes extra sections on the elemental nodes and the Chessboard. These sections will give you advice on dealing with these unique areas along with detailed close-up maps.



WARNING You'll be tempted to play with the statues on this level of Durlag's Tower. One word about that—don't. Adventurers all over Faerûn know better than to tweak the statuary, and yet they always do it anyway. Well, if you must, go ahead, but make darn sure that you save your game before you do.

Map and Key

This floor (Figure 6.1) gives you access to several other smaller levels. You can make your way through by looking at both the main-level map and the close-up maps for the elemental planes and the Chessboard (later in this chapter).

1. **Stairs up to Sublevel 3.** Take these stairs back up if you need a breather before continuing farther into the dungeon.
2. **Blast Furnace.** This furnace occasionally vents extra heat, in the form of fireballs. This isn't a trap and you can't detect it or disarm it. You're best off just avoiding the area as much as possible, and then running your party members past it one at a time, timing each party member's sprint so that they avoid getting roasted.
3. **Greater Ghouls.** (AC: 3, HD: 7, THACO: 13, #AT:3, DMG: 1-6/1-6/1-8, SA: Paralysis and Disease, SD: Immune to Sleep, Charm and Hold Spells, MR: Nil.) These are tougher than your average Ghoul and they're sprinkled liberally around the level, just to keep you from feeling lonely.



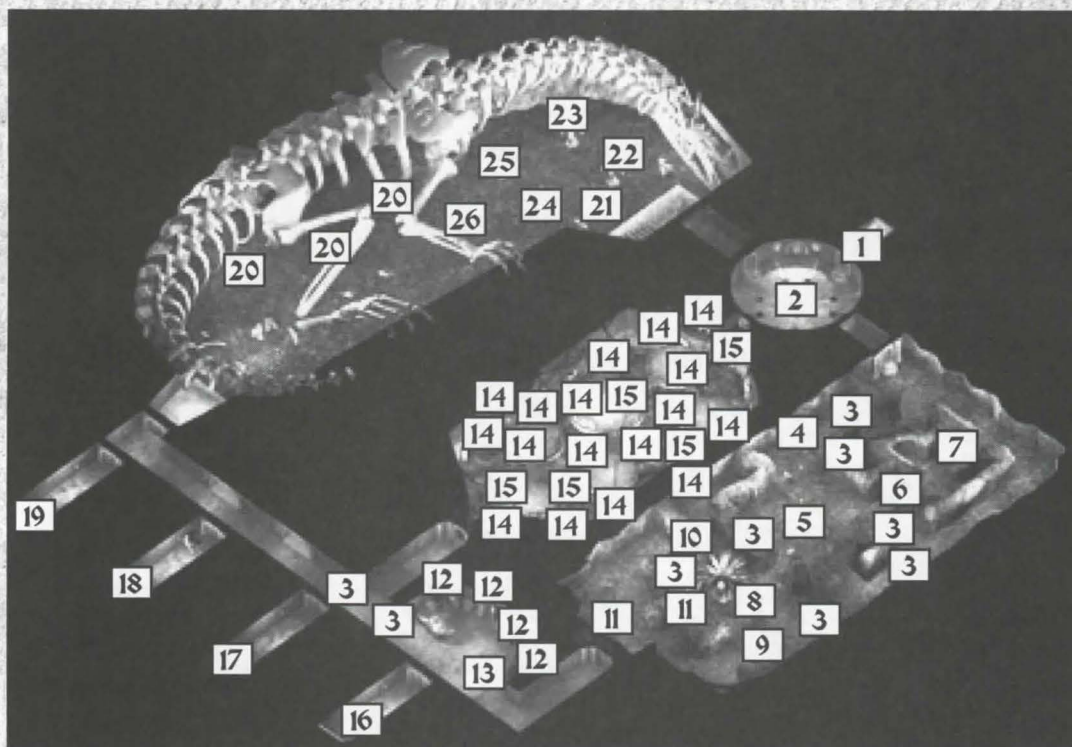


Figure 6.1:
Mechazarin's Fate—Sublevel 4

4. **Trap.** You'll have to eat three Magic Missiles unless you detect (–60%) and remove (–70%) this repeating trap.
5. **Fountain.** This beautiful fountain (Figure 6.2) is trapped with a Fireball trap that's –55% to detect and –50% to remove. Inside the fountain you'll find Bala's Axe, three Potions of Healing, a Potion of Master Thievery, a Potion of Heroism, a Scroll of Hold Monster, a Scroll of Domination, and ten Darts of Stunning.
6. **Trap.** This repeating trap will envelop you in a Chromatic Orb (–60% to detect and to remove).
7. **Trap.** Detect this trap (at –40%) and remove it (at –60%) or you'll be burnt by this repeating Scorchers trap.
8. **Trap.** You have a –60% chance to detect and to disarm this repeating Fireball trap.



Figure 6.2:
Make a wish.

9. **Trap.** An arrow will thunk into one of your party members unless you detect (-60%) and remove (-70%) this repeating trap.
10. **Trap.** Confusion will affect all of your party unless you detect (-70%) and remove (-60%) this trap.
11. **Ashirukuru.** (AC: -1, HD: 9, THACO: 12, #AT:2, DMG: By weapon, SA: Backstab, SD: Hide in Shadows, MR: Nil.) You'll have to deal with this creature (by killing it) before you can move past it.
12. **Talking Mask.** This mask doesn't get many people to talk to these days. There's nothing it can tell you that you can't find out for yourself.
13. **Trap.** A Fireball trap (-60% to detect and remove) protects 16 Fire Arrows. You should snag these arrows and then save them to kill the Fission Slime on the Elemental Node of Earth (described later in this chapter).
14. **Skeleton Archer.** (AC: 7, HD: 1, THACO: 19, #AT:1, DMG: By Weapon, SA: Nil, SD: Half Damage from Edged and Piercing Weapons, MR: Nil.) No bones about it, this guy's out to stick it to you.
15. **Trap.** No, it's not just an upset stomach—it's a Stinking Cloud trap (-60% to both detect and remove).





16. **Fire Node Entrance.** To find out how to survive your trial by fire, take a look at the "Fire" entry in the "Elemental Nodes" section, later in this chapter.
17. **Air Node Entrance.** See the detailed information in the "Air" section, later in this chapter.
18. **Earth Node Entrance.** This is potentially the most dangerous of the elemental nodes. When you finish this room, you'll be teleported to the next level, so do this room last. In order to whack the slime making its home here, read the more detailed information in the "Earth" section, later in this chapter.
19. **Ice Node Entrance.** Read the detailed information in the "Ice" section, later in this chapter.
20. **Greater Wyvern.** (AC: -5, HD: 15, THACO: 6, #AT:3, DMG: 2-16/2-16/1-6, SA: Massive Poison, SD: Special, MR: 35%.) You'll have to fight this Wyvern (Figure 6.3); make sure to use magic and melee weapons against it. Missile weapons do much less damage to this flying menace than you'd expect.

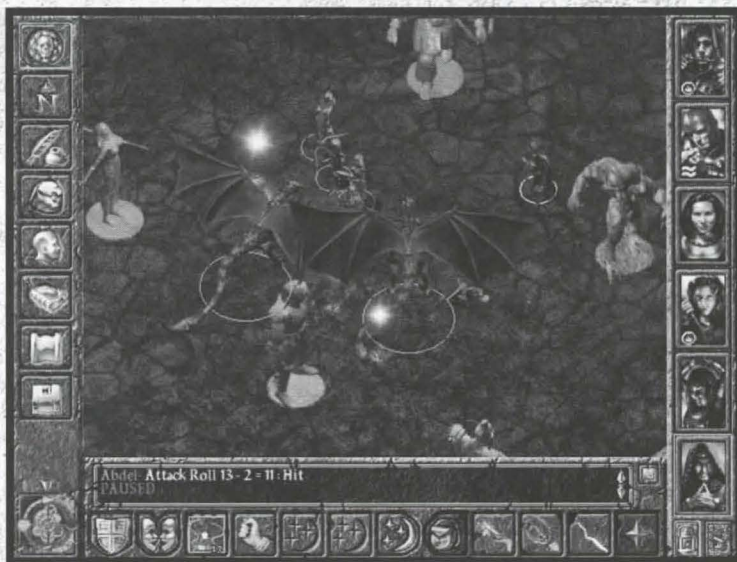


Figure 6.3:
Aren't you glad
this isn't a
dragon?

21. **Skeleton.** (AC: 7, HD: 1, THACO: 19, #AT:1, DMG: By Weapon, SA: Nil, SD: Half Damage from Edged and Piercing Weapons, MR: Nil.) He's a talker, not a fighter. This man in white talks to the party and then crumbles into dust.

22. **Statue.** Remember the warning about touching the statues? This statue releases Moorlock (AC: 2, HD: 10, THACO: 10, #AT:2, DMG: 2-9/2-9, SA: Nil, SD: Immune to Fire, MR: Nil.) if you touch it.
23. **Statue.** This statue releases Bullrush (AC: 2, HD: 10, THACO: 10, #AT:2, DMG: 2-9/2-9, SA: Nil, SD: Immune to Fire, MR: Nil.) if you monkey with it.
24. **Statue.** You'll release Tarnor (AC: 2, HD: 10, THACO: 10, #AT:2, DMG: 2-9/2-9, SA: Nil, SD: Immune to Fire, MR: Nil.) if you put your sticky fingers on this statue.
25. **Statue.** Poking this statue releases Meiala. (AC: 2, HD: 10, THACO: 10, #AT:2, DMG: 2-9/2-9, SA: Nil, SD: Immune to Fire, MR: Nil.)
26. **Statue.** Hack (AC: 2, HD: 10, THACO: 10, #AT:2, DMG: 2-9/2-9, SA: Nil, SD: Immune to Fire, MR: Nil.) will come to whack you into little pieces if you touch this statue.

The Straight and Narrow

When you enter this level via the stairway (#1), proceed to northwestern door in the room, doing your best to avoid the blast furnace (#2) in the middle of the room. Continue to the northwest until you enter Mechazarin's Lair (#20-26). Here you'll learn the fate of the great dragon Mechazarin. Spend a quiet moment contemplating your joy that this great beast isn't still alive. Well, actually, your reverie is probably going to be short-lived because you have to fight your way along the length of the dragon's bones all the way to the southwestern side of the room. Take the long hallway to the southeast to get to the entrances to the elemental nodes. You can also explore the room with the fountain (#5) or the adjoining rooms to the northwest if you want to accumulate a bit more experience and cash, but you don't need to traverse these rooms to get through the level.

Elemental Nodes

Several elemental planes and demi-planes have nodes that contact the prime material plane on this level of Durlag's Tower. The following sections describe each node and offer suggestions on how to get through it. Each node is essentially a large room; see the maps that follow.





Ice

Your task in this node of the demi-plane of Ice (Figure 6.4) is simple: Eliminate all opposition. Easier said than done.

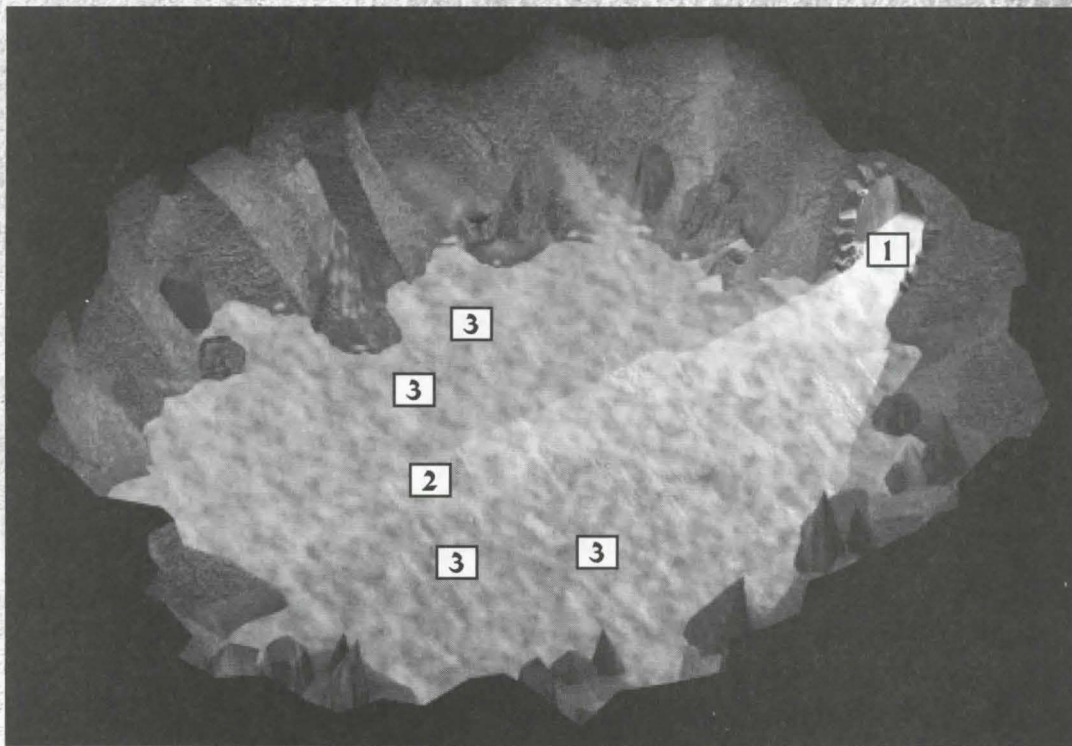


Figure 6.4:
The Elemental Node of Ice

Map and Key

There are only three points of interest in this node.



NOTE You can approach the elemental nodes in any order as long as you attack the Earth node last.

1. **Entrance/Exit.** Your trip to the freezer starts and ends here.
2. **Kaldaran the Bear.** (AC: 2, HD: 14, THACO: 7, #AT:2, DMG: 1-12/1-12, SA: Breath Weapon, SD: 100% Resist Cold, MR: Nil.) This is the largest and meanest polar bear you'll ever meet. He's native to

the demi-plane of Ice and his breath is so cold that it will freeze your very marrow. You'll need to kill him before moving on.

3. **Winter Wolves.** (AC: 5, HD: 6, THACO: 15, #AT:1, DMG: 2-8, SA: Frost [6d4 Damage, Save vs. Breath Weapon for Half Damage], SD: Immune to Cold-based attacks, MR: Nil.) These wolves love it here, but they don't particularly care for intruders. Like any good doggies, they're going to defend their territory.

The Straight and Narrow

This small level is straightforward. Enter, kill everything, and move on.

In order to defeat Kaldaran, you should stay at long range and use fire-based spells, like Fireball, to kill him. Keeping your distance while you attack will minimize the damage that Kaldaran can do to your party with his breath weapon. Kaldaran isn't easy to kill, but you should concentrate on defeating him before you turn your attention to his Winter Wolf companions.

Wind

The toughest thing about this level (Figure 6.5) is that you'll have to kill creatures that you can't see.

Map and Key

Make your way into the room without spreading out too much so that when you use area-effect spells to kill the Stalkers you aren't caught in your own magic.

1. **Entrance/Exit.** Here's where you'll make your appearance.
2. **Air Aspect.** (AC: -4, HD: 12, THACO: 9, #AT:2, DMG: 3-18/3-18, SA: Type F Poison, SD: Nil, MR: Nil.) This creature is tough, but at least you can see it.
3. **Three Invisible Stalkers.** (AC: 3, HD: 8, THACO: 13, #AT:13, DMG: 4-16, SA: Surprise, SD: Invisibility, MR: 30%.) The three Invisible Stalkers that you'll face here are difficult to fight, since you can't see them well enough to target them, but you need to take care of them all before moving on.

The Straight and Narrow

Again, kill everything in the room and then move on.



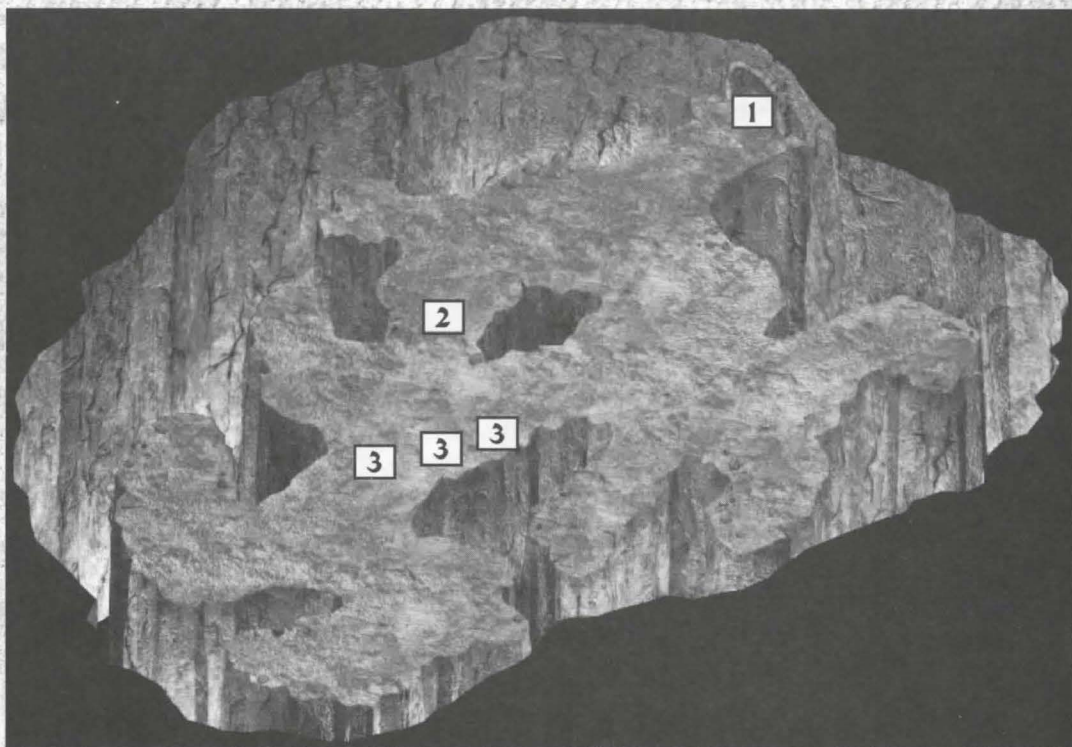


Figure 6.5:
The Elemental Node of Wind

To defeat the three Invisible Stalkers that are blowing through the room, you'll have to use Fireball and other area-effect spells. That way you don't need to know *exactly* where they are; you can just bombard the general area of the node where you think they're lurking.

Fire

What you do in this room (Figure 6.6) will determine how hot things get for you.

Map and Key

There are only a few things to look out for in this node.

1. **Entrance/Exit.** This is where it all begins and ends.
2. **Phoenix Guard Archer.** (AC: 10, HD: 7, THACO: 14, #AT: 1, DMG: By weapon, SA: Special, SD: 100% Resist Fire, MR: Nil.) This archer will try to attack your softer armored Mages and other rear-rank personnel if you've moved them into the room.



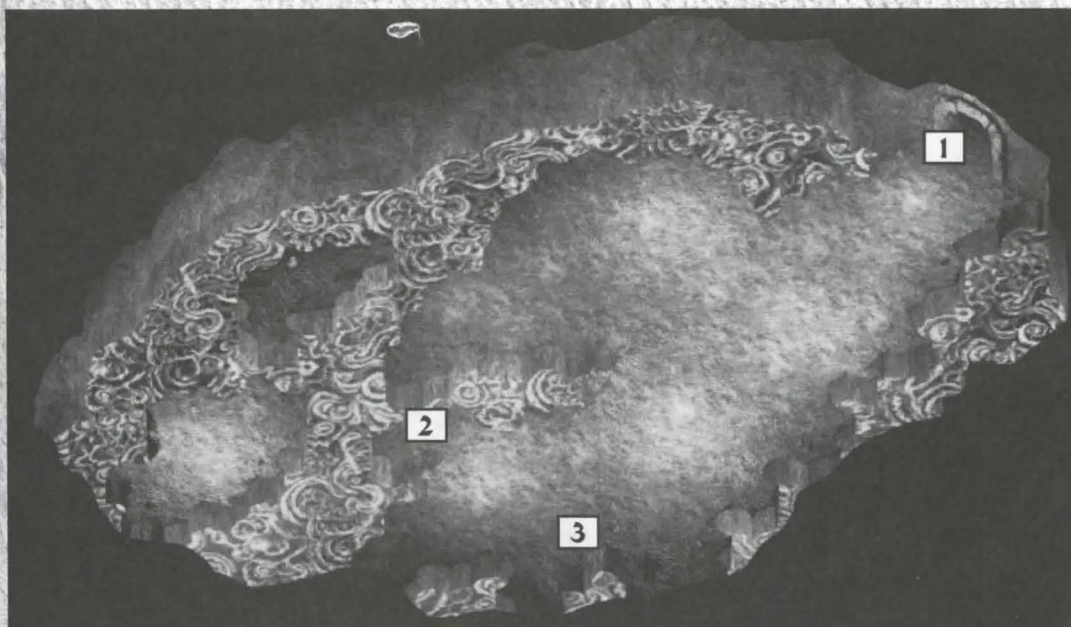


Figure 6.6:
The Elemental Node of Fire

3. **Phoenix Guard.** (AC: 10, HD: 7, THACO: 14, #AT: 1, DMG: By weapon, SA: Special, SD: 100% Resist Fire, MR: Nil.). The number of guards you find here (Figure 6.7) is directly related to the number of characters that you move into the room.



Figure 6.7:
More of you,
more of us.



The Straight and Narrow

The number of guardian creatures that fill this room is a multiple of the number of characters that you send into the room. So send fewer characters into the node and you'll have fewer foes to fight.

Earth

Only attempt the Elemental Node of Earth (Figure 6.8) if you've already rampaged through the other three elemental nodes first.

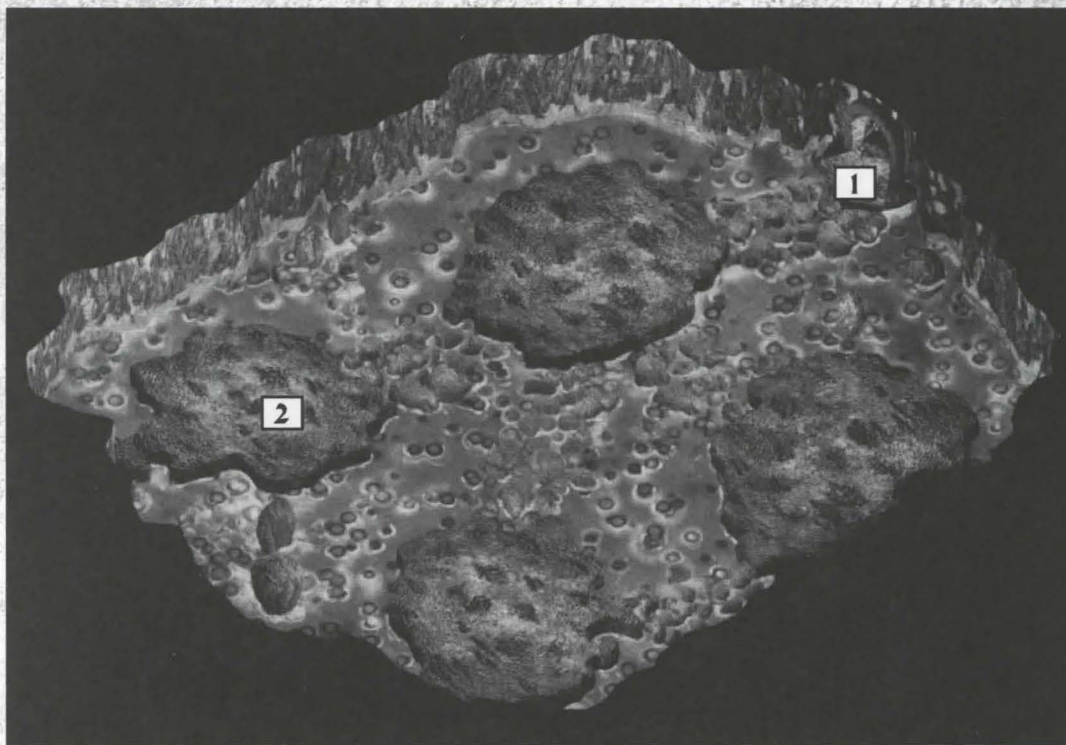


Figure 6.8:
The Elemental Node of Earth

Map and Key

The Elemental Node of Earth is only as complicated as you make it.

1. **Entrance/Exit.** You'll dip into the muck here, as well as escape from it.

2. **Fission Slime.** (AC: 2, HD: 7+14, THACO: 13, #AT:1 or 2, DMG: 5–20, SA: Nil, SD: Splits upon Death unless Fire is used, MR: Nil.) It looks so lonely here. Just make sure you kill it before it multiplies.

The Straight and Narrow

The way you go about killing the Fission Slime is very important. If you attempt to kill the Fission Slime using the wrong weapons, it will spawn more of its kind until you're overrun with slime. Not a pretty way to go. To kill the thing without a great deal of pain and suffering (on your part), get the Fire Arrows that you can pick up at #13, under "Mechazarin's Fate—Sublevel 4," and give them to your best archer to kill the Fission Slime with. Using other weapons will cause the slime to divide, and you'll have a much more difficult fight on your hands.

As soon as you defeat the Fission Slime, you'll be teleported to the Chessboard. What you'll have to do there is covered next.

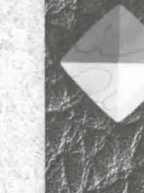
Chessboard

You kill the Fission Slime only to find that the real game has just begun. When you're sent to the Chessboard (Figure 6.9), you're going to have to play chess with your party's lives at stake.

Map and Key

As soon as the Fission Slime is defeated, you will be teleported to the Chessboard. Listen carefully to the instructions presented to you and kill the opposing king to win.

1. **Exit.** Once you kill the king, you'll be able to leave through this door.
2. **Pawns.** Pawns are just a means to an end. Take out the pawns in order to get access to the enemy king.
3. **Rooks.** Rooks are steadfast and tough to kill but not very mobile.
4. **Knights.** Knights are good intermediate pieces, mobile but not particularly hard-hitting.
5. **Bishops.** The bishops are somewhat more mobile than the rooks but have about the same offensive power.



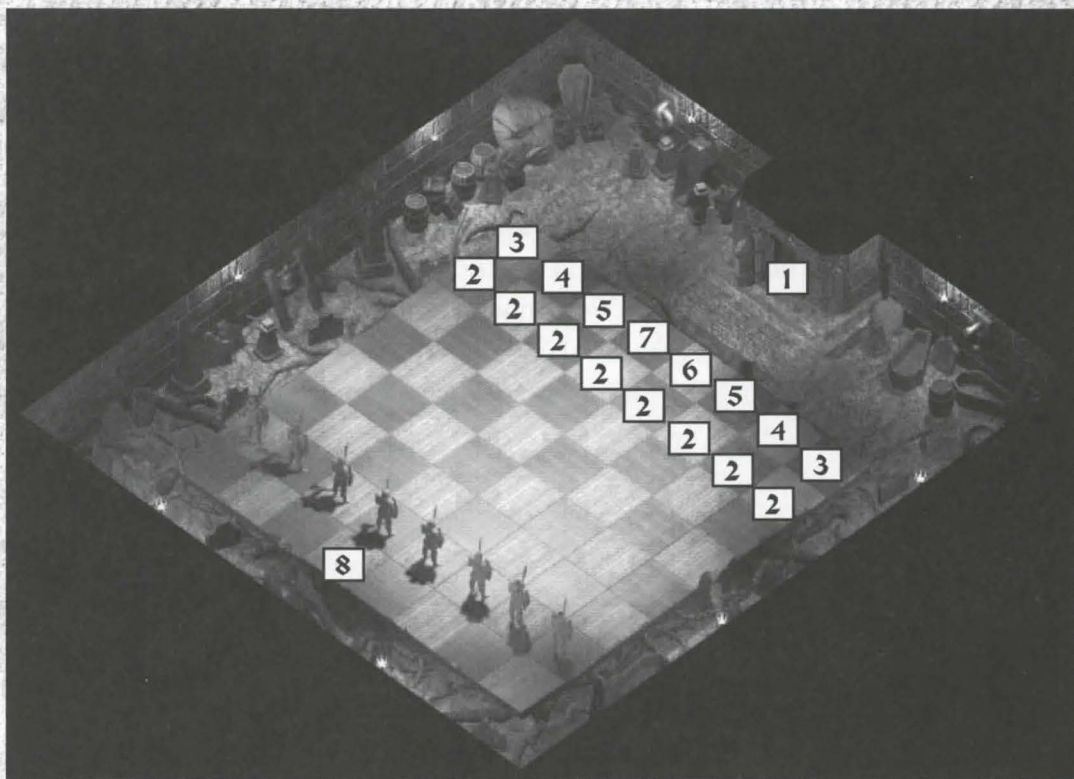


Figure 6.9:
The Chessboard

6. **Queen.** The queen is a tough opponent, but don't focus too much on her. You only win this chess match by killing the king.
7. **King.** You'll have to kill the king in order to leave this room.
8. **Starting Point.** This is where you start out. It's your move.

The Straight and Narrow

When you're teleported to the Chessboard, you'll be told the rules of the game. You have to follow them if you expect to leave the room alive. The exit lies on the opposite side of the Chessboard.

During the game, don't step on the Chessboard, or Lightning Bolts will be fired at your characters. The best strategy is to lure the enemies toward you and use ranged weapons to destroy them. When you've killed the king, you're free to leave.

After completing this unfriendly game of chess, you'll be able to take a set of stairs to Sublevel 5. You'll need to rally what remains of your party's strength in order to survive this final level of Durlag's Tower.

Fun with Slime—Sublevel 5

This next sublevel is filled with slippery pots of goo. You wouldn't think that trekking around in such a place would be rewarding, but it can be very rewarding indeed. Apparently, Durlag realized that most sentient creatures have a strong aversion to inserting an appendage into a vat of slime, so the clever dwarf used that instinct to his own advantage. Much of Durlag's treasure is waiting for you beneath the slime.



NOTE There are special sections toward the end of this chapter on the Compass Room and the Lair of the Demon Knight. You'll need this detailed information on these rooms if you're going to survive them.

The perils on this level are considerable. Durlag himself will have you perform a bit of spring cleaning for him. Then you'll have to make your way down to the current master of the house, a rather obstreperous Demon Knight, and fight him in order to make your escape.

Map and Key

This level (Figure 6.10) is large and difficult. Your party should be well-rested and healed before you begin. Make sure that you proceed with caution.

1. **Stairs from the Chessboard.** This is where you'll enter the level from the Chessboard above.
2. **The Ghost of Durlag Trollkiller.** After speaking with the ghost of Durlag himself, you'll have to complete several tasks for him in order to make your way through his home. The details of what you'll need to do are covered in "The Straight and Narrow" section.
3. **Door.** This door is locked, with a -50% chance to pick the lock.



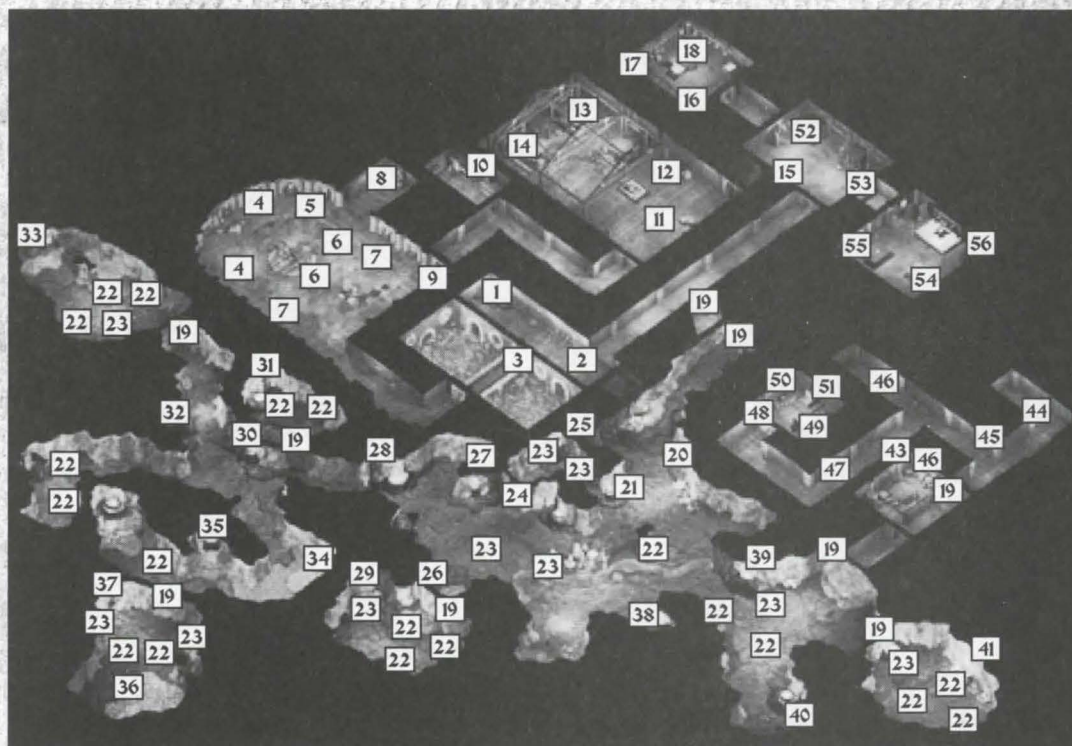


Figure 6.10:

Fun with Slime—Sublevel 5

4. **Phase Spider.** (AC: 7, HD: 5+5, THACO: 15, #AT:1, DMG: 1-6, SA: Type F Poison, SD: Phasing, MR: Nil.) Phase Spiders are a tough opponent because you can never get them to stay still long enough to hit them. These spiders are particularly vicious; they're just waiting for you to provide them with a hot meal.
5. **Astral Phase Spider.** (AC: 5, HD: 12, THACO: 8, #AT:1, DMG: 1-6, SA: Type F Poison, SD: Phasing, MR: Nil.) This spider is an even tougher version of the regular Phase Spider. In this room, you'll be operating in what's called a "target-rich environment"; of course, so will your enemies. But you've got to stay focused on taking out your toughest opponent first, and that means this guy.
6. **Sword Spider.** (AC: 3, HD: 5+5, THACO: 15, #AT:2, DMG: 2-8 [bite]/2-12 per leg, SA: Leg Attack, SD: Nil, MR: Nil.) You've dealt with worse, and probably in this same room. These are the last spiders to kill, if you have a choice.

7. **Ettercap.** (AC: 6, HD: 5, THACO: 15, #AT:3, DMG: 1–3/1–3/1–8, SA: Poison, SD: Traps, MR: Nil.) Half-man, half-spider, this guy seems to be completely at home here. You'll have to kill this unwholesome hybrid along with his arachnid friends.
8. **Stone Golem.** (AC: 2, HD: 10, THACO: 10, #AT:2, DMG: 2–9/2–9, SA: Nil, SD: Immune to fire, MR: Nil.) This creature teleports the party to the Compass Room. Read the section on the Compass Room, later in this chapter, to find out what happens to you when you get there.
9. **Trap.** Don't get stuck here. This repeating Web trap is –50% to detect and –60% to remove. Unless you remove it, you'll be here for a long, long time.
10. **Power Source.** You'll have to use the Bone Wardstone (from #18) to deactivate this power source. Deactivating it turns off the deadly rune carpet (#11).
11. **Rune Carpet.** The runes here trigger several undetectable traps: a Cloudkill, two Fireballs, and a Lightning Bolt. However, you don't have to take all that damage; you can either evade the rune carpet by passing it to the southwest or you can deactivate it by turning off the power source (#10).
12. **Chest.** This chest is locked with a –60% chance to unlock. There's also an Arrow trap to contend with (–60% to detect and –70% to remove). Once you do get inside, you'll find 201GP, a Star Diopside Gem, a Ziose Gem, a +2 Mace, and a set of +3 leather armor.
13. **Chest.** Locked (–70%) and trapped with a Lightning Bolt that's –80% to both detect and remove, this chest contains 5,547GP, a Turquoise Gem, two Bloodstone Gems, a +2 Large Shield, and a +3 Sling.
14. **Bed.** This uncomfortable bed teleports the party to the Compass Room for the second time. See the section on the Compass Room, later in this chapter, for more information about what happens when you get there.
15. **Ghost of Islanne.** Despite being an undead shade, Islanne is actually pretty helpful, and you'll need her help to escape her husband's tower. More information on how Islanne can help you is in "The Straight and Narrow" section.





16. **Two Helmed Horrors.** (AC: 2, HD: 4+1, THACO:12, #AT:1, DMG: 1-4 or by weapon, SA: Nil, SD: Immune to Illusion and Charm, MR: Nil.) This horrific pair won't let you get by them without a fight.
17. **Crate.** Inside the crate are 43GP and a +1 Warhammer.
18. **Smelter.** This smelter is trapped with a Lightning Bolt that's -50% to detect and -60% to remove. Inside you'll find the Bone Wardstone that you need to deactivate the power source (#10), three Potions of Healing, an Oil of Speed, 14 +1 Darts, 20 +2 Arrows, eight Bolts of Biting, and 10 +2 Slingstones.
19. **Secret Door.** There are secret doors all over this level. Mostly they just grant you access to more slime.
20. **Slime Pool.** 40 +1 Arrows and 20 +2 Slingstones are to be found here.
21. **Slime Pool.** This pool hides 582GP, a Potion of Master Thievery, an Oil of Speed, and two Antidotes.
22. **Greater Ghoul.** (AC: 3, HD: 7, THACO: 13, #AT:3, DMG: 1-6/1-6/1-8, SA: Paralysis and Disease, SD: Immune to Sleep, Charm and Hold Spells, MR: Nil.) These Ghouls are all over the place. Overall they're a quiet bunch, and they just hate those who intrude on their private thoughts.
23. **Crypt Crawler.** (AC: 3, HD: 4, THACO: 16, #AT: 2, DMG: 1-6/1-6, SA: Paralysis, SD: Nil, MR: Nil.) This is a homey place for these unpleasant relatives of the Carrion Crawler.
24. **Door.** This door is locked at -50% to pick and trapped with a Lightning Bolt (-50% to detect and -60% to remove).
25. **Slime Pool.** 69GP, an Antidote, and five Potions of Healing are hidden by the murk in this pool.
26. **Slime Pool.** This must be the wet bar. You'll find an Oil of Speed, three Potions of Healing, a Potion of Fire Giant Strength, and a Potion of Frost Giant.
27. **Slime Pool.** You'll find an Oil of Speed and 20 Bolts of Biting at the bottom of this pool.
28. **Slime Pool.** 20 +1 Slingstones, 20 Fire Arrows, and 10 Bolts of Biting are beneath this slime.
29. **Mushroom Patch.** You'll be able to find a Potion of Freedom and an Antidote in this patch of fungus.

30. **Slime Pool.** You can find 41GP here.
31. **Slime Pool.** Looks like an ordinary slime pool, but it conceals a Potion of Freedom and a Potion of Frost Giant Strength.
32. **Slime Pool.** 45GP and an ordinary dagger were lost in this pool at some point.
33. **Slime Pool.** 80GP and 10 Darts of Wounding are at the bottom here.
34. **Slime Pool.** Who would have thought that you could find so much just by dredging slime? A Wand of Monster Summoning and a Potion of Frost Giant Strength are here for you to enjoy.
35. **Slime Pool.** Nothing here but 1,880GP; take it, it's yours.
36. **Grael, the Ghoul King.** (AC: 3, HD: 7, THACO: 13, #AT:3, DMG: 1-6/ 1-6/1-8, SA: Paralysis and Disease, SD: Immune to Sleep, Charm and Hold Spells, MR: Nil, see Chapter 2.) This top dog of the Ghouls has the Compass Wardstone. You'll need to kill him and take his Wardstone in order to survive your experience in Durlag's Tower.
37. **Mushroom Patch.** Make sure you stop to smell the fungus; you'll find Bracers of AC 8 here if you do.
38. **Slime Pool.** A Potion of Master Thievery can be found in this pool.
39. **Slime Pool** The single gold piece at the bottom of the pool isn't going to help anyone to get a wish.
40. **Slime Pool.** 980GP are hidden at the bottom of the pool.
41. **Mushroom Patch.** Amongst the growing fungi you can find an Oil of Speed and a Potion of Healing.
42. **Bag.** This old sack holds an Andar Gem.
43. **Chest.** This chest is locked at -80% to open and trapped with an Arrow trap that's -0% to detect but -80% to remove. Inside you'll find a +1 Flametongue Longsword named "The Burning Earth" and a Staff of Striking.
44. **Trap.** This repeating Crusher trap is -70% both to detect and to remove.
45. **Trap.** Another Crusher trap, this one's only -60% to detect and remove.
46. **Trap.** A repeating Arrow trap will shoot you from here unless you detect it (-60%) and remove it (-70%).





47. **Trap.** This repeating Lightning Bolt trap makes a lie of the saying that lightning never strikes twice in the same place. Detect and disarm this trap at –60% apiece.
48. **Vault Door.** This door can only be opened with the Compass Wardstone from #36.
49. **Crate.** This crate is locked (–60%) but it doesn't contain anything worth the effort of opening it.
50. **Mother Lode Treasure Pile.** This is the mother of all treasure hoards. In this titanic trove of loot, you'll find the following: 13,950GP, a +1 Longsword, a +1 Shortsword, a Turquoise Gem, a Jasper Gem, a Zircon Gem, a Moonstone Gem, a Ziose Gem, a Star Diopside Gem, an Aquamarine Gem, a Horn Coral Gem, a Sphene Gem, a Water Opal, a Moonbar Gem, a Star Sapphire, a Diamond, an Emerald, and a Rogue Stone.
51. **Throne.** This regal chair teleports the party to the Compass Room for the third time.
52. **Crate.** Inside the crate are 171GP, two Tchazar Gems, and a Jasper Gem.
53. **Secret Door.** This door is only revealed to the party after they have been to the Compass Room all three times and completed the tasks given to them there. Find out more about the Compass Room in the special section devoted to it, later in this chapter.
54. **Clair De'lain.** (5th level human Fighter; see Appendix A.) An adventurer herself, Clair will give you some helpful information. Talk with her before you take the stairs in the room.
55. **Chest.** This chest is locked (–70% to open) and trapped (–50% to detect and to remove) with a Lightning Bolt. Inside you'll find a Zircon Gem, a Lol Gem, and the Cloak of Shield.
56. **Stairs to the Demon Knight's Lair.** Take these stairs to meet the man in black. The lair and its occupant are discussed in a close-up section later in this chapter.

The Straight and Narrow

This is an extremely large level, which makes it easy to get lost and confused. To get through you should follow the guide closely.

When you enter the level, head southeast from the entry stairs to speak to Durlag's ghost (#2). After talking to Durlag, pick the lock in door #3 and go southwest to the room full of spiders (#4–7). You'll have to squish a few spiders here so that you can have an uninterrupted conversation with the Stone Golem in the alcove to the northeast of the spider's lair (#8). The Stone Golem will ask you three questions. The first question that the Golem asks you may not be the same every time. There are three possible answers:

- The name of Durlag's youngest son is Fueernebol.
- The name of the mother of Durlag's sons is Islanne.
- The name of Durlag's eldest son is Kiel.

The answer to the second question is "Trollkiller," and the answer to the third question is "Thunderaxe."

After answering the Golem's questions, you'll be teleported to the Compass Room; from there you'll be teleported back to Durlag's ghost (#2). Enter the hallway northeast of the ghost and follow it until you enter a room. This room is the resting place of the ghost of Islanne (#15), Durlag's wife. Go through the door in the northwest wall and continue down the hallway. Fight the two Helmed Horrors (#16) and get the Bone Wardstone from the hole in the smelter (#18). After getting the Wardstone head back to talk to Durlag's ghost again (#2).



NOTE As with all Wardstones, you need to use your Identify spell on the Bone Wardstone to get it to function properly.

After chatting with Durlag for a bit, make your way to the power source (#10) and insert the Bone Wardstone into the power source to turn the power off. Doing this will deactivate a rather nasty set of traps attached to the rune carpet (#11). Now you can safely make your way to the bed (#14). Search the bed and you will be teleported back to the





Compass Room. After you speak to the Northern Stone Golem there, you'll be teleported back to Durlag's ghost.

Speak to Durlag (#2) again and then head down the northeastern corridor and through a couple of secret doors (#19) to get to the slime-filled portion of the level. Follow the path here south to the river. You'll know you're in the right place if you're fighting a Greater Ghoul (#22). Follow the slime to the west and another Greater Ghoul. You need to get through to Graef, the Ghoul King (#36). Kill Graef and take his Wardstone. After doing this, go back the way you came until you reach the secret door that grants you entry to Durlag's Throne Room (#43–51). Beware of the many traps in this part of the level. Once you reach the throne itself (#51), click on it and you'll be teleported to the Compass Room once again. After successfully answering the Golem's riddle, you'll be teleported back to Durlag (#2).

This time when you talk to Durlag, he'll lead you to the northeast, back into Islanne's room (#15). Once you're there, go through the door in the southeast part of the room (#53) and talk to Clair De'Lain (#54). She'll tell you about how her party was destroyed, but don't let this unnerve you, because the final battle is almost at hand. After talking to Clair, take the stairs in the room (#56) to meet the Demon Knight (covered later in the "Lair of the Demon Knight" section). Before you go to meet the Demon Knight, your party should be in top condition; heal everyone and memorize a fresh batch of spells before you take the stairs.

Compass Room

Inside the Compass Room (Figure 6.11) you need to talk to the Northern Stone Golem (#2 below).

Map and Key

You'll end up teleporting into and out of this room several times during your exploration of this level of Durlag's Tower.

1. **Starting Point.** You'll be teleported to this spot.
2. **Northern Stone Golem.** (AC: 2, HD: 10, THACO: 10, #AT:2, DMG: 2–9/2–9, SA: Nil, SD: Immune to Fire, MR: Nil.) This is the spokesman for the group.



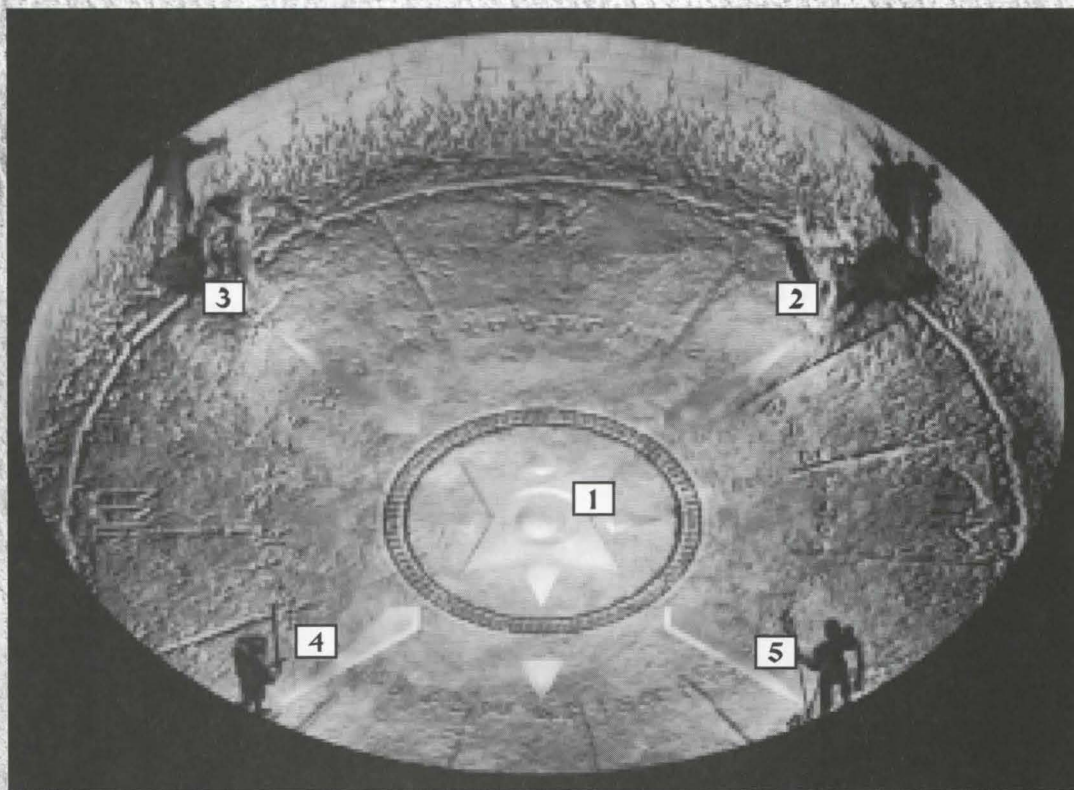


Figure 6.11:
The Compass Room

3. **Western Stone Golem.** (AC: 2, HD: 10, THACO: 10, #AT:2, DMG: 2-9/2-9, SA: Nil, SD: Immune to Fire, MR: Nil.) This Golem is just waiting for you to give a wrong answer so he can try to beat you to death.
4. **Southern Stone Golem.** (AC: 2, HD: 10, THACO: 10, #AT:2, DMG: 2-9/2-9, SA: Nil, SD: Immune to Fire, MR: Nil.) This one wants to help.
5. **Eastern Stone Golem.** (AC: 2, HD: 10, THACO: 10, #AT:2, DMG: 2-9/2-9, SA: Nil, SD: Immune to Fire, MR: Nil.) This one is a conformist and will help his friends stomp you.

The Straight and Narrow

Each time you teleport into the Compass Room, the Northern Stone Golem will ask you a question. If you answer correctly, you'll be teleported back to Durlag's ghost. If you answer wrong...well, try not to do that.





The correct answer to his first question is the third option that is displayed to you. After answering this question, you'll be teleported back to Durlag's ghost. The correct answer to his second question, on your next trip to the Compass Room, is the first choice. The third time you're teleported here, the third choice is the correct one.

Lair of the Demon Knight

There won't be much in the way of parley here in the Demon Knight's digs (Figure 6.12). This is a straight-up white-knuckle fight against a very tough and extremely determined foe.

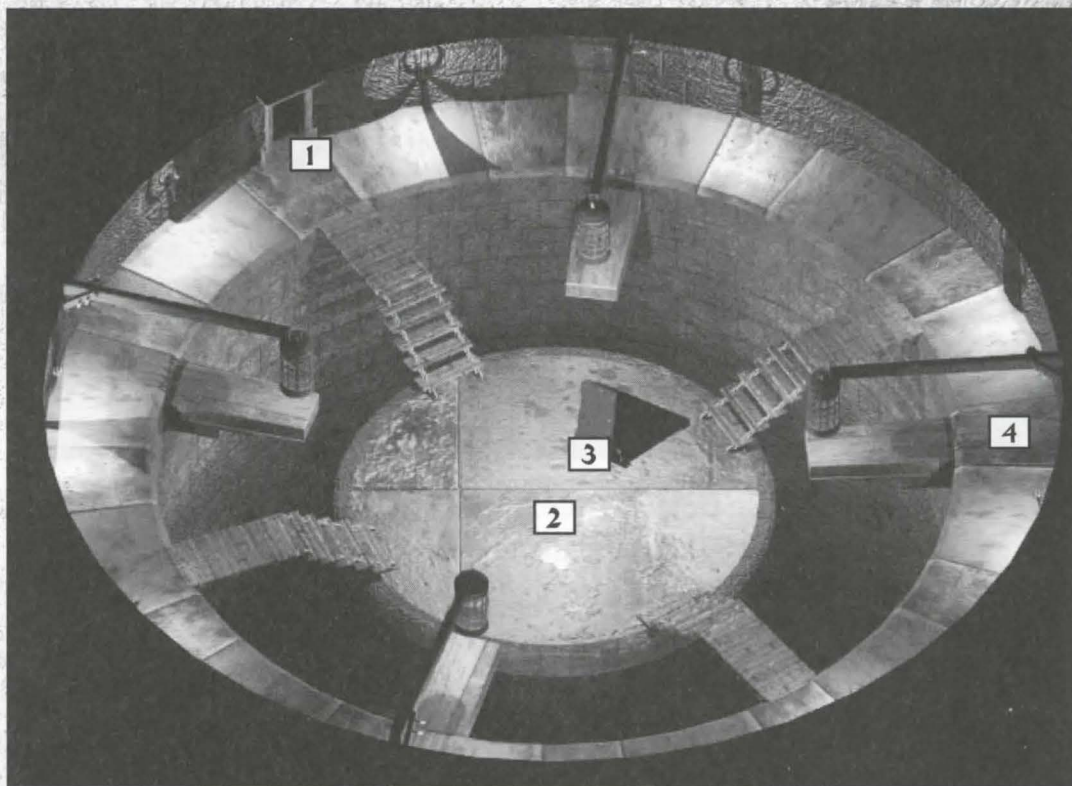


Figure 6.12:
The Lair of the Demon Knight

Map and Key

There are just a few locations to keep in mind.

1. **Entrance/Exit.** Use these stairs to get into, and hopefully out of, the Demon Knight's abode.
2. **The Demon Knight.** (AC: 0, HD: 16, THACO: 5, #AT:1 with +3 Bonus, DMG: By weapon, SA: Fireball, Power Word Kill, Power Word Blind, Power Word Stun, Symbol of Pain, Symbol of Fear, MR: 75%, see Chapter 2.) This guy doesn't have a lot to say; he prefers to express himself through homicide.
3. **Mirror.** Shattering this mirror will make the Demon Knight's death permanent rather than temporary. But you'll still have to do the slaying yourself.
4. **Dalton.** (6th level human Fighter; see Appendix A.) Once you slay the Demon Knight, you'll be able to free his prisoner Dalton. If you talked to Dalton's mom (Therella) in Ulgoth's Beard, you know just how happy the boy's freedom will make her.

The Straight and Narrow

This chamber is the Demon Knight's home. He doesn't take kindly to strangers and will try to kill you as soon as you arrive. This is going to be a tough fight and there's not much you can do to mitigate that; just make certain that you're as prepared as possible. After the fight, search the Demon Knight and retrieve the Soultaker dagger, then talk to Dalton (#4) to free him. Go back up the stairs, talk to Islanne, and she'll teleport you to the outside of Durlag's Tower.

You'd think, after all that work, that getting back to town would be easy, but it won't be. There are others who would like to get their hands on Soultaker. Before you make your way back to town, make certain that you're ready for a big fight. As soon as you enter the town of Ulgoth's Beard you're going to be ambushed. Consult Chapter 3 for more about that ambush and who is responsible for it.





Balduran's Island and Ice Isle

C H A P T E R

7



Baldur's Gate

Tales of the Sword Coast

D

urlag's Tower is the largest adventuring area in the game, but that doesn't mean it has a monopoly on challenges. Both of the water-borne quests described in this chapter of islands are difficult, but in different ways.

Balduran's Island, with its reticent inhabitants and mysterious disappearances, will test your powers of deduction. And when you do uncover the island's dark secret, all hell breaks loose. Your task on Ice Isle is more straightforward but not necessarily easier. You've got some serious firepower opposing you in this one—angry Mages, and wolves, and bears, oh my! Only savvy tactical technique will save your butt here. In both cases, we'll give you the information you need to come out on top.



Balduran's Island—South End

You'll make landfall on the southern end of Balduran's Island. From there you'll need to make your way to the village and talk to the local yokels to find out just what's going on here. Talk to everyone you can—some will give you larger pieces of the puzzle than others, but none of the information that the islanders give you is completely useless. They won't tell you the whole truth, not yet, but they will give you enough to go on.

Map and Key

This part of Balduran's Island (Figure 7.1) doesn't seem that dangerous, and it's not, not at first anyway. It is, however, a good place to pick up some information before you proceed. Go out of your way to be helpful. You'll be coming back this way again and if you help some of the villagers on your way through, they'll return the favor later on.

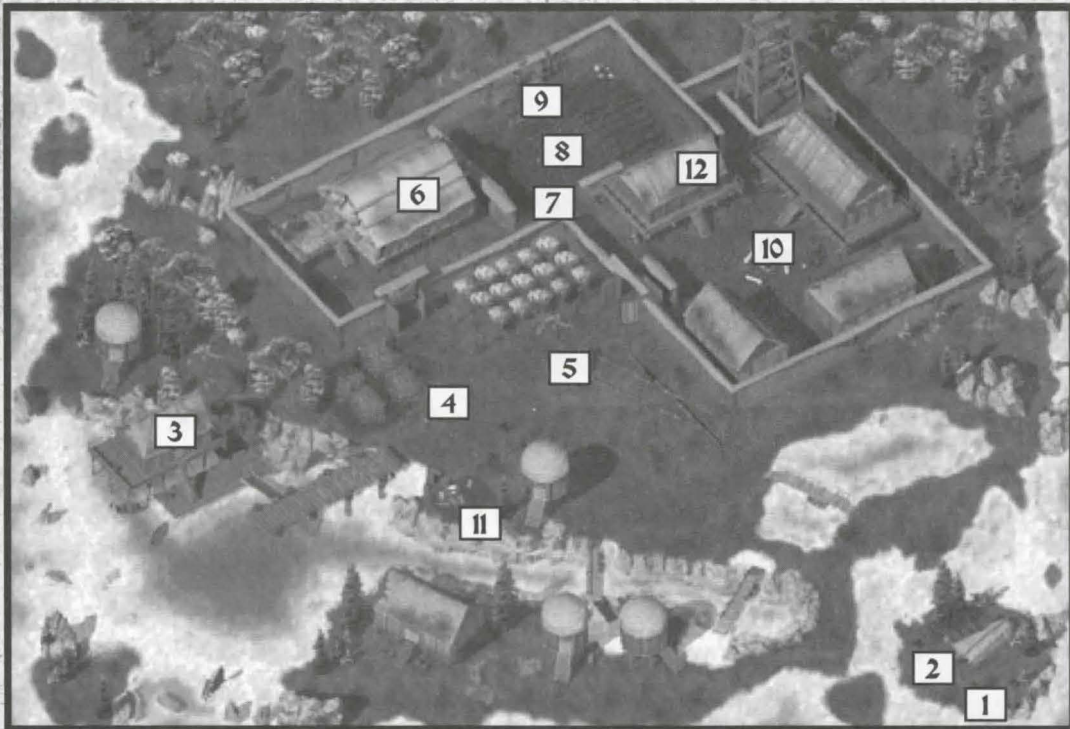


Figure 7.1:
Balduran's Island—South End





TIP You'll have to come back to this village later on. When you return, all of the villagers will have turned into angry Werewolves thirsting for your blood. However, any of the NPCs that you've helped will not turn on you, even in Werewolf form. So it really behooves you to treat them well the first time you meet them.

1. **Entrance from Ulgoth's Beard.** You land here.
2. **Solianna.** (Werewolf, AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2-8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard.) This kid doesn't see many strangers on the island. She's very curious about all of you, so though her information isn't the most useful, be polite to her.
3. **Taloun's Hut.** Taloun lives here (see Figure 7.2) and you should go inside to talk to him. He's got information that you will find very helpful.
- 3A. **Entrance/Exit.** This is the way into or out of Taloun's Hut.
- 3B. **Taloun.** (Werewolf, AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2-8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard; see Appendix A.) This fellow is one of the newest members of the community here. He's worth talking to, and he'll clue you in to the hazards that await you when you return to the village.
- 3C. **Chest.** This chest is locked with a -50% chance to pick. It contains two Pearls.
- 3D. **Chest.** The lock on this chest is a harder to pick than the first one (-60%), but its contents are more valuable—a Moonstone Gem and a Longsword.
4. **Farthing.** (Werewolf, AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2-8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard; see Appendix A.) This little girl has lost her dolly. You'll find the doll a bit later, so you might as well give it back to her. It's the right thing to do.

5. **Jorin.** (Werewolf, AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2–8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard; see Appendix A.) As village guard, Jorin can give you a number of tips on how to fight the beasts that have been terrorizing the place lately.

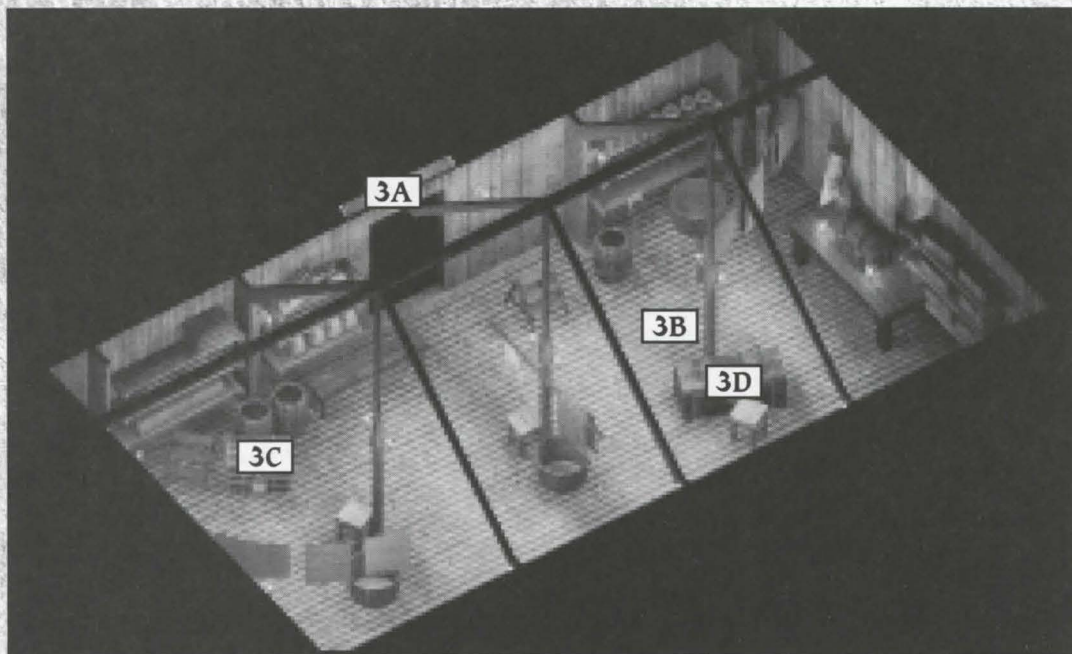


Figure 7.2:
Taloun's Hut

6. **Tribal Meeting Hut.** This is the equivalent of city hall. All of the village's important decisions are made here. On your return trip, when you're running for your life, you'll need to make your way back to this building, so learn what it looks like and how to get to it.
- 6A. **Entrance/Exit.** This is the way into and out of the meeting hut.
- 6B. **Secret Door.** This area conceals a secret passageway (Figure 7.3) into the Catacombs of the Wolf (described later in this chapter). This passageway can only be found after the party returns from the north end of the island. You'll be heading for this door at a dead run, just a step ahead of a village full of angry Werewolves, so make sure you know where to go.



7. **Delainy or Durlyle.** (Werewolf, AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2-8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard.) There's just one NPC here but he may use either name. In any case, this person is concerned that the villagers have lost a holy cloak and asks that the party retrieve it for him, if they happen to see it.

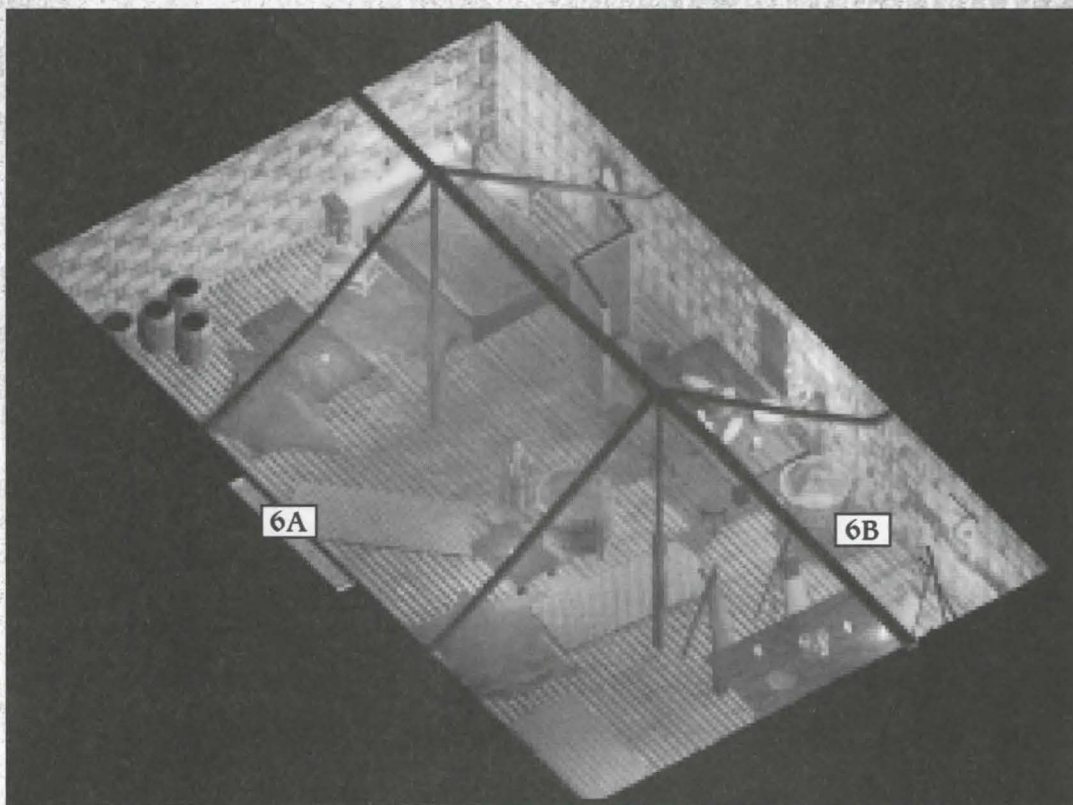


Figure 7.3:

The secret passage awaits.

8. **Lahl.** (Werewolf, AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2-8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard; see Appendix A.) This widower has a fierce hatred for the beasts outside the village. They killed his wife and nothing but their deaths will bring him pleasure now. More than a little ironic considering that he's more like the beasts than unlike them.

9. **The Gatekeeper.** (AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2–8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard.) This fellow guards a break in the village wall. You'll want to use this gap to get to the north end of the island.
10. **Maralee.** (Werewolf, AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2–8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard; see Appendix A.) This poor woman recently lost her children to the beasts that roam the island. Her son Peledin was with her husband when he was attacked, but his body was never found. Maralee believes that the beasts have taken Peledin prisoner, and she's desperate to get him back.
11. **Evalt.** (Werewolf, AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2–8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard; see Appendix A.) This kindly soul will tell you everything he knows about the island's dangers. He recently lost his brother to the "blue lady" and would appreciate any help you could give him.
12. **Kaishas Gan's House.** The venerable village leader has a nice house (Figure 7.4). Come on in and talk to the owner.
- 12A. **Entrance/Exit.** The doorway through which you'll enter or leave the house.
- 12B. **Kaishas Gan.** (Werewolf, AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2–8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard; see Appendix A.) This wise old woman is the leader of the village folk. She's pleasant to be around the first time you meet her, but later on you'll find that she's changed, and not for the better.
- 12C. **Tailas.** (Werewolf, AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2–8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard.) Kaishas Gan's semifaithful advisor has little to say to you until you return from the north end of the island—then he has plenty to say. Beware.
- 12D. **Bag.** This bag has a nice Sunstone Gem in it. It's yours for the taking.



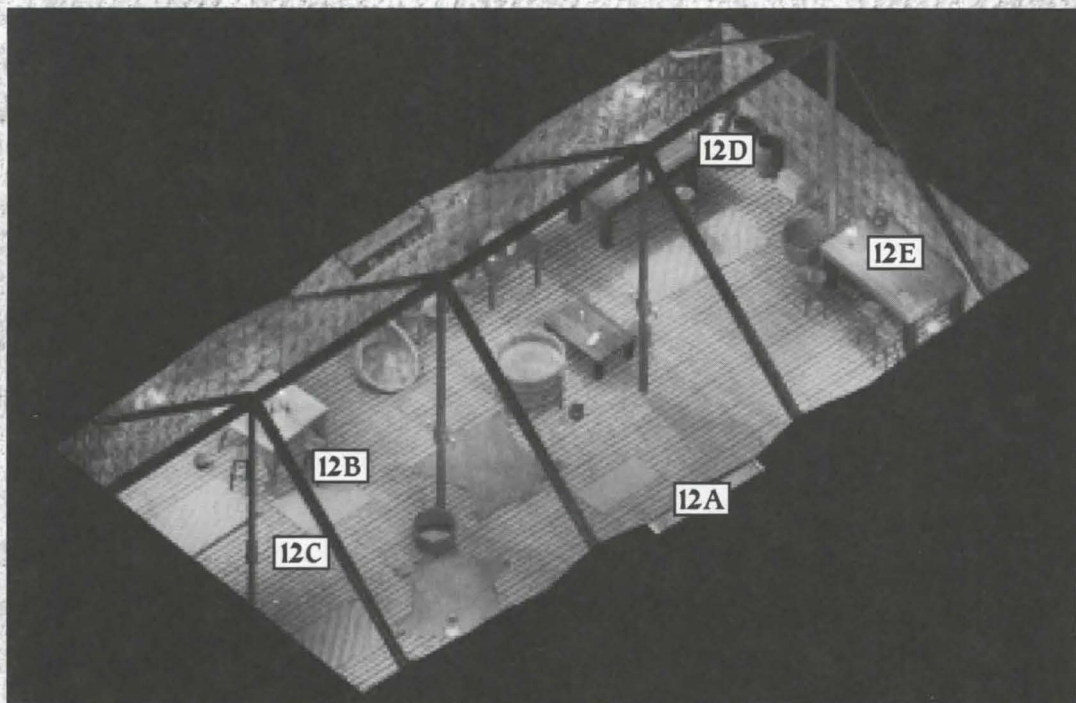


Figure 7.4:
Kaishas Gan's House

12E. Table. There's another Sunstone Gem on this table. No tricks, no traps, just loot.

The Straight and Narrow

After talking to several of the villagers, you'll understand that they're beset by a pack of marauding beasts that live on the north end of the island. You can help the villagers by traveling to the north end of the island to repel the beasts' continued assault.

When you come back from the northern part of the island you'll find that your battles are not all behind you. Kaishas Gan would like to reward you for your efforts on the village's behalf. Unfortunately, most of the rest of the village doesn't agree with her actions and they turn on you and Kaishas. Canny Kaishas Gan heads for the north end of the island. In order to escape, follow her into the Tribal Meeting Hut and, from there, into the secret passageway to the Catacombs of the Wolf.

Balduran's Island—North End

Based on the information you've received from the inhabitants of the south end of the island, you'd expect to find the north a wasteland ravaged by fierce monsters. Instead you find a lightly forested area with a shipwreck at the far north.

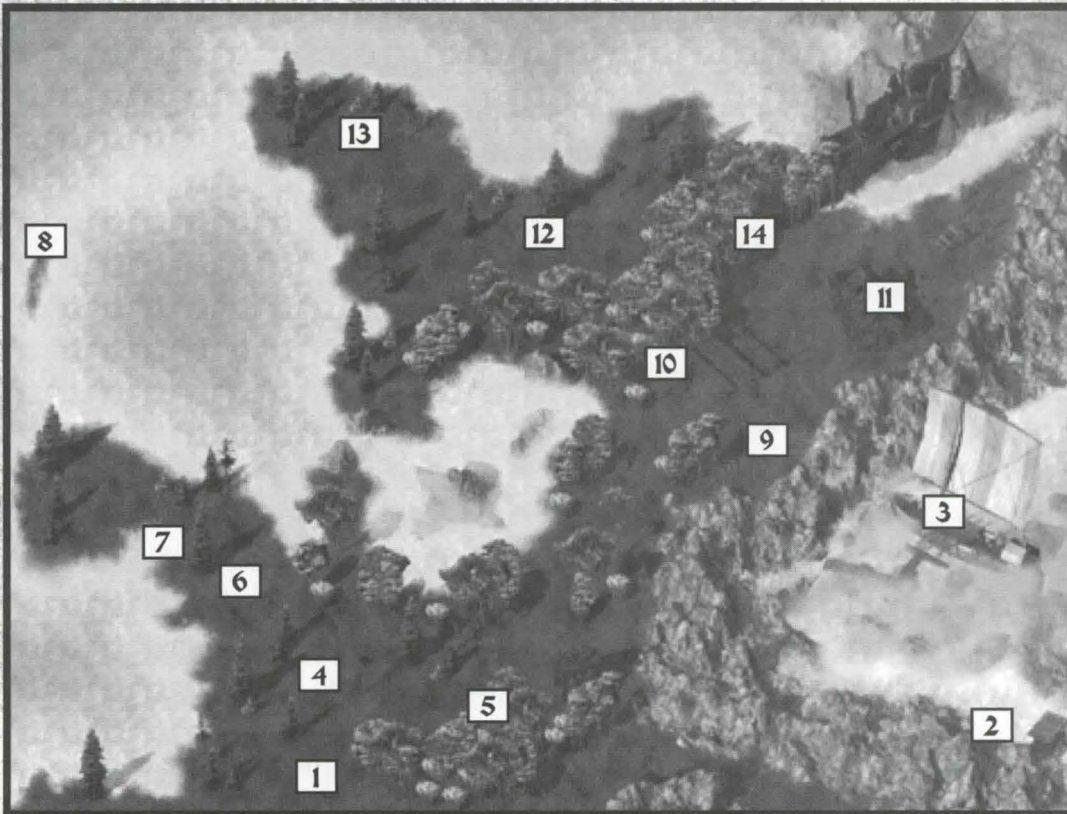


Figure 7.5:

Balduran's Island—North End

Map and Key

There are two major areas to explore here. The north end of the island is home to a variety of creatures, not all of them hostile. In particular make sure to check out the house that you'll find in the middle of the island. Once you've made your way around the exterior of the island, it'll be time to dive into the shipwreck. The wreck of Balduran's ship is full of loot, but beware:





Once Balduran moved out, other creatures moved in. Be prepared to deal with the new tenants.

1. **Entrance/Exit to the South End of the Island.** You need to go here in order to get back to the south end of the island.
2. **Entrance from the Catacombs of the Wolf.** The exit that you find in the Catacombs of the Wolf (described later in this chapter) takes you here.
3. **Boat back to Ulgoth's Beard.** This is your way out. Once you emerge from the Catacombs of the Wolf, make your way to this ship. You'll have to fight Kaishas Gan in order to get your sea charts back. After you defeat the wily wolf, you can take the ship back home. Click on the ship's mast to head back to the mainland.
4. **Palin.** (Werewolf, AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2-8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard.) This guy pretends to be helpful, but really he's going to lead you into an ambush. When you pay him back for his treachery you can take Farthing's doll (see #4 under "Balduran's Island—South End," earlier in this chapter) from him as well.
5. **Four Wolfweres.** (AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2-8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard.) They're rather partial to visitors; after all, it's always nice to eat something spicy and imported now and then.



TIP You're going to have to fight a lot of Werewolves and their kin on this island. Make certain that your Fighters, at least, have magic weapons. For some of the tougher Werewolves, you'll need silver weapons or even magic weapons that were created specifically to harm lycanthropes.

6. **Four Dread Wolves.** (AC: 6, HD: 4+4, THACO: 15, #AT:1, DMG: 1-10, SA: Disease, SD: Regeneration, Immunity to Disease and Resistance to Spells, MR: Nil.) More wolves for you to fight.
7. **Meym.** (Wolfwere, AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2-8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard; see Appendix A.) A member of the

Wolfwere pack that follows Karoug (see "Shipwreck—Level 4," later in this chapter), Meym questions whether the methods of the villagers are all that different from their own.

8. **Sirine Queen.** (AC: 3, HD: 8, THACO: 12, #AT:1, DMG: By Weapon, SA: Song, Spells Powers, SD: Spell Powers, MR: 20%) This is the "blue lady" who stole Evalt's brother away.
9. **Kryla.** (Wolfwere, AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2–8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard.) This young lady is an expert at crying wolf. She'll come to you for help and then lead you into an ambush.
10. **Jondal and the Wolfweres.** (Wolfwere, AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2–8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard.) Jondal and the Wolfweres are Kryla's accomplices, just waiting for her to hook someone, like you and your party.
11. **Dradeel's Hut.** This is Dradeel's home (see Figure 7.6). He is probably the most civilized person on the island—and he's a raving lunatic.
- 11A. **Entrance to the Hut.** Enter and exit Dradeel's own private world right here.
- 11B. **Dradeel.** (13th level elven Mage; see Appendix A.) Dradeel was once a powerful Wizard, but now he's lost his spellbook, and, alas, his mind. You can find his spellbook for him in the wreck of Balduran's ship.
- 11C. **Chest.** This chest is locked (–50%) and it contains 210GP, Bella-donna Flowers, a +2 Staff-Mace, and a Holy Cloak. This is the cloak that you're looking for if you've agreed to help Delainy/Durlyle.
- 11D. **Table.** This table has a nice coffee-table book on it, perfect for whiling away your idle hours. This is Balduran's Journal, detailing the unhappy fate of Balduran and his crew.
12. **Three Bears.** (AC: 6, HD: 5+5, THACO: 15, #AT:3, DMG: 1–6/1–6/1–8, SA: Hug, SD: Nil, MR: Nil.) Who's been eating their porridge? Must have been you, because they sure seem angry with you.





Figure 7.6:
Hut sweet hut

13. **Six Dire Wolves.** AC: 6, HD: 4+4, THACO: 15, #AT:1, DMG: 1–10, SA: Disease, SD: Regeneration, Immunity to Disease and Resistance to Spells, MR: Nil.) These pups want to turn all of you into rawhide chew toys.
14. **The Shipwreck.** This is the wreck of Balduran's ship. You need to explore this stranded hulk, but be prepared for several tough battles before you enter.

The Straight and Narrow

Your course here is fairly straightforward. You need to make your way toward the wreck of Balduran's ship, killing anything that looks even vaguely doglike along the way. Don't try to go without rest, though, because you'll have to get into and out of some pretty tough scrapes, particularly inside the ship.

Strictly Steerage—Level 1

The bad news is that you start at the very bottom. The good news is that there's no place to go but up. You have a number of tough combats ahead, so don't enter Balduran's ship until you're all healed up and have freshly memorized spells.

Map and Key

This level (Figure 7.7) is the Westminster Dog Show for lycanthropes and other greater canids. See all the wolves side by side—you'll even be able to compare dentition patterns!

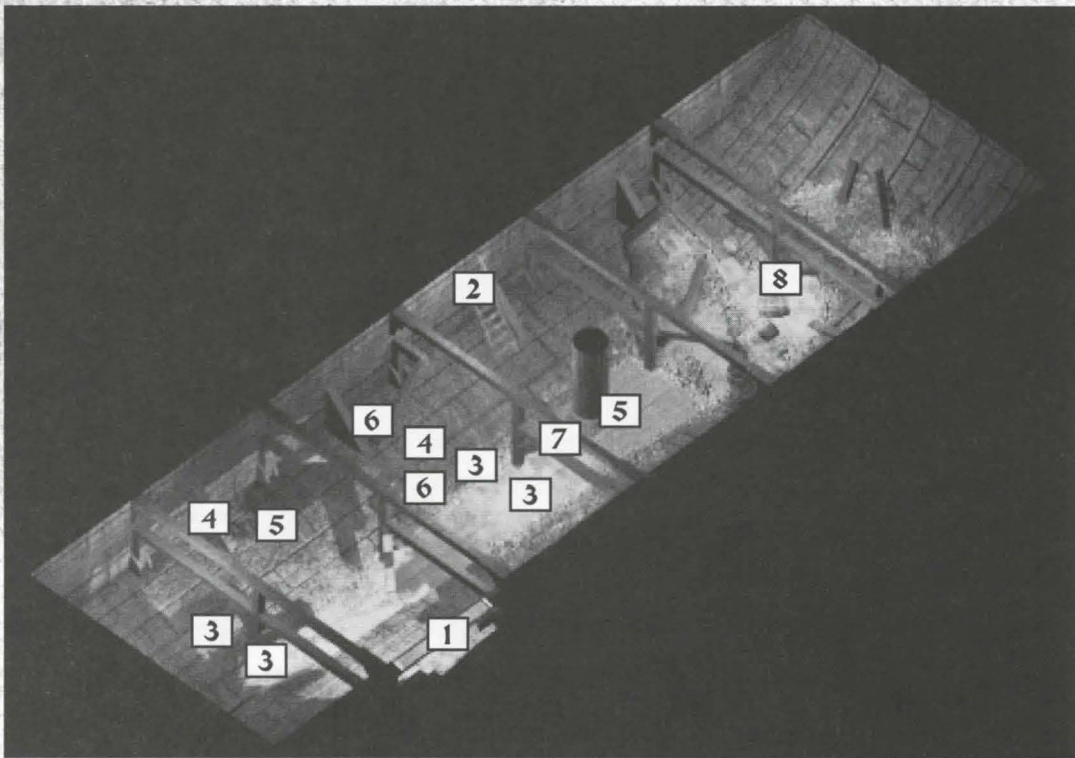


Figure 7.7:
Strictly Steerage—Level 1

1. **Entrance/Exit.** This is where you'll enter the ship: at the bottom. Just think, it's all up from here.
2. **Ladder up to Level 2.** Take this upstairs to get out of your steerage class accommodations.





3. **Dread Wolves.** (AC: 6, HD: 4+4, THACO: 15, #AT:1, DMG: 1-10, SA: Disease, SD: Regeneration, Immunity to Disease and Resistance to Spells, MR: Nil.) You're going to have to fight your way through this pack.
4. **Worgs.** (AC: 6, HD: 3+3, THACO: 17, #AT:1, DMG: 2-8, SA: Nil, SD: Nil, MR: Nil.) Worried about Worgs? You should be.
5. **Vampiric Wolf.** (AC: 2, HD: 6+4, #AT:1, DMG: 3-12, SA: Improved Initiative, SD: Regeneration, Immunity to certain spells and weapons, MR: None.) These doggies wants to put the bite on you.
6. **Dire Wolves.** (AC: 6, HD: 4+4, THACO: 15, #AT:1, DMG: 2-8, SA: Nil, SD: Nil, MR: Nil.) Uh, more unpleasant wolves. You're not dressed like a mailman, are you?
7. **Wolfweres.** (AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2-8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard.) The Wolfweres aren't happy that you've invaded their home. You could even say that they have a bone to pick with you.
8. **Chest.** This chest is trapped with a Fireball (-60% to both detect and disarm). Inside you'll find 320GP, 10 +1 Darts, and a Wand of Magic Missiles.

The Straight and Narrow

There isn't a lot to elaborate on here. This is going to be a slugfest from one end to the other. Try to keep your front line intact by not overextending yourself as you fight the numerous canids in the room. Don't try to open the trapped chest until *after* you've defeated the wolves; there's nothing worse than taking unnecessary damage in the middle of a big melee. Once you've slain everything here, loot the chest, and then head to the ladder and up to the next deck.

Badass Bilge-Rats—Level 2

Guess what? There are more bad dogs here. Very, very bad dogs. They want to play fetch, and you're the stick.



Map and Key

This is a fairly open deck holding a lot of creatures that want to eat you (see Figure 7.8).

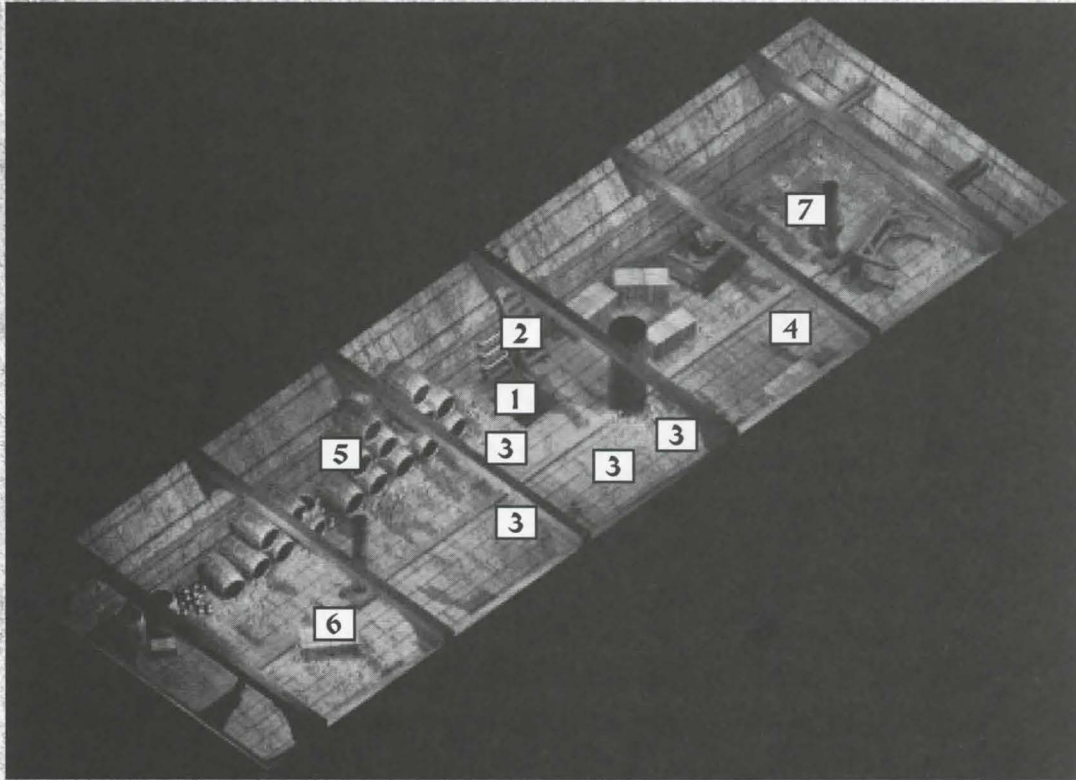


Figure 7.8:
Badass Bilge-Rats—Level 2

1. **Ladder down to Level 1.** Down you go.
2. **Ladder up to Level 3.** Up, up, and away.
3. **Wolfweres.** (AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2-8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard.) Where wolf? Why, they're all over the place.
4. **Vampiric Wolf.** (AC: 2, HD: 6+4, #AT:1, DMG: 3-12, SA: Improved Initiative, SD: Regeneration, Immunity to certain spells and weapons, MR: None.) Anyone bring a doggy biscuit?



5. **Barrel.** Roll out this barrel and you're likely to get a fireball in the face. This trap is -70% to detect as well as to remove. Inside the barrel are a Potion of Speed and a Wand of Lighting Bolts.
6. **Chest.** Not trapped or even locked, this anomalous container holds Bracers of Binding.
7. **Chest.** This chest is both locked (-60%) and trapped with a Lightning Bolt (-60% to detect and to remove), with good reason. Inside you'll find 423GP and Werebane, a silver dagger that's just what the doctor ordered. It's the ultimate cure for lycanthropy. Make sure you give it to your best Fighter.

The Straight and Narrow

Rule 1: Don't feed the lycanthropes. Rule 2: Do whatever's necessary to ensure compliance with Rule 1. Kill the wolves before they can kill you, loot the chest with the silver dagger in it (#7) before you go, and then make your way to the ladder leading up to Level 3.

What's in the Hold?—Level 3

You've made it over halfway through the ship now. It'll take a little more wet-work before you can call it a day, though. As you might expect, the biggest dogs in the pack get the choicest accommodations. The upper levels, located closer to the buffet and hot tub, have the toughest wolves you'll encounter.

Map and Key

This ain't no Love Boat—more hungry doggies await you on this level (Figure 7.9).

1. **Ladder down to Level 2.** Take this ladder to the mezzanine deck.
2. **Ladder up to Level 4.** The lounge and shuffleboard are just up these stairs.
3. **Wolfweres.** (AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2-8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard.) Intruder alert! Intruder alert! These wolves are here to stop you.
4. **Vampiric Wolves.** (AC: 2, HD: 6+4, #AT:1, DMG: 3-12, SA: Improved Initiative, SD: Regeneration, Immunity to certain spells and

weapons, MR: None.) They're hungry, and you're dinner. Don't get too spread out while you're fighting these wolves; if they flank you, they can really tear up your Mages.

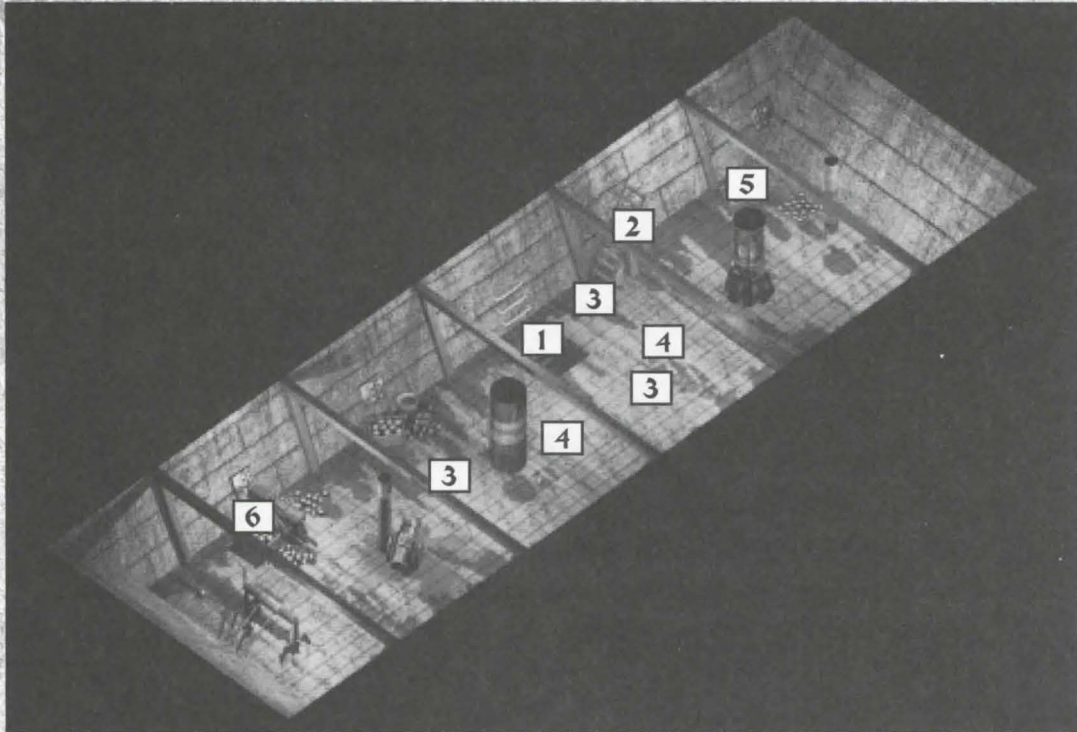


Figure 7.9:
What's in the Hold?—Level 3

5. **Chest.** This chest is trapped with a well-hidden Arrow trap (–80% to detect and –60% to remove). There isn't much of real value inside, so it might not be worth the risk of opening it.
6. **Chest.** This chest is trapped with a powerful Lightning Bolt trap (–60% to detect and remove), but it's worth the risk. You'll find a Potion of Cloud Giant Strength, five Acid Arrows, and three Healing Potions inside.

The Straight and Narrow

You know the drill by now. Enter the level, maintaining your front line as you mow down all opposition. Then, and only then, open chests. Finally,





make certain that you're ready for an even tougher fight than the ones you've faced so far before you head up the ladder to the top deck.

Shipwreck—Level 4

Top of the world, Ma! The good news is that, at last, you've made it to the deck with the buffet. The bad news, and there's always bad news, is that you and your party are the main entrée.

Map and Key

On this level (Figure 7.10) Karoug and company will fight you mano a cano. Make sure that you're ready for this one before you come up the stairs. Once you're in their lair, it's too late to change your mind.

1. **Ladder to Level 3.** You'll enter the deck here.
2. **Karoug the Greater Wolfwere.** (AC: 2, HD: 15, THACO: 6, #AT:3, DMG: 1-12/1-12/1-10, SA: Lycanthropy Infection, SD: Regeneration, Hit only by Silver or +2 or better Magical Weapons, MR: Nil; see Appendix A.) The other wolves were just a warm-up act compared to this guy. You're going to have to fight him, but try to soften him up with spells first.
3. **Daese.** (Wolfwere, AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2-8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard.) This is Karoug's right-hand wolf. He'll back up his boss's decisions by force. Whatever Karoug does, Daese does also.
4. **Wolfweres.** (AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2-8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard.) They're not fantastic, but these four are the bodyguards for Karoug (#2). Use magic to slow them up while you concentrate on their boss.

WARNING Only a combination of silver or magic weapons and spells will kill a Greater Wolfwere. Make sure you're prepared before you try to deal with Karoug.



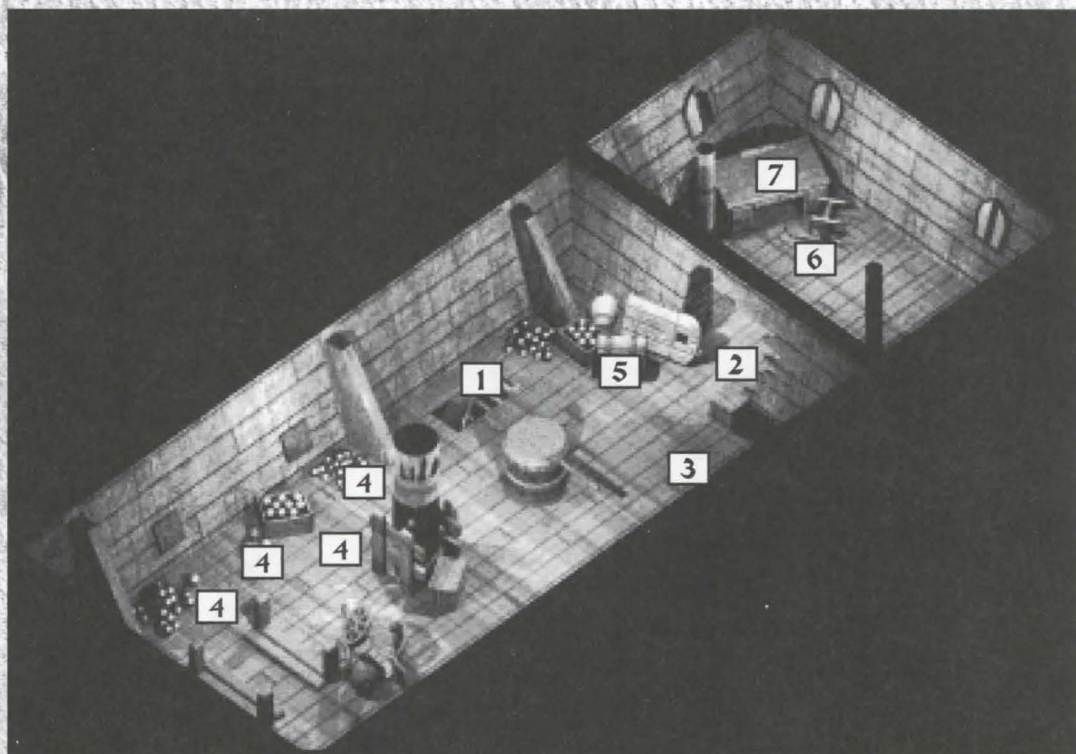


Figure 7.10:
Shipwreck—Level 4

5. **Chest.** This chest is locked (–50%) and trapped with a Lighting Bolt that's –40% to detect and –60% to remove. Inside you'll find the Mage Dradeel's spellbook. Don't open this chest until *after* the fighting on this deck has been concluded.
6. **Flame Strike Trap.** This trap will let loose with a Flame Strike spell, repeatedly, until it's detected and removed (–60% apiece).
7. **Table.** This table was Balduran's favorite place to work. How do we know? Well, look at the loot still located on it: Balduran's Logbook, Balduran's Sword, and the fabulous Butterknife of Balduran.

The Straight and Narrow

Are you rrrrrrrready to rrrrrrrrrumble? Well, you'd darn well better be because you have to fight Karoug (see Figure 7.11), head of the Wolfwere tribe. This is a battle that you'd do well to prepare for by casting spells that will benefit your party.





Figure 7.11:
Crushing King
Karoug

Karoug is a Greater Wolfwere and can only be affected by the Silver Dagger Werebane that you found on Level 2 of the shipwreck and the Sword +1, +3 versus Shapeshifters that can be found in the Chapter 4 section of the *Baldur's Gate* game. Use the Fighter with the magic dagger or magic sword to engage Karoug in melee while your Mages cast direct-damage spells. The combination of melee and magic should be enough to take Karoug out of the action before he can maul your party too badly. After Karoug is gone, you can turn your attentions to his cronies. Then, and only then, should you make your way over to the chest to recover Dradeel's spellbook, and to the table to recover Balduran's cutlery. As an additional bonus, you'll find Maralee's son, Peledin, on Karoug's body.

The Catacombs of the Wolf

You'll need to make your way through the catacombs as quickly as possible to escape from Balduran's Island. So don't get too comfortable here.

Map and Key

These twisting passages are home to a number of Werewolves. They call this cozy den home, and they don't welcome houseguests. You need to get from the entrance to the exit as quickly as possible. Use the map

(Figure 7.12) to chart your course through the catacombs. If you can withstand some extra combat, you might consider taking a couple of detours to pick up the treasure in these caves.

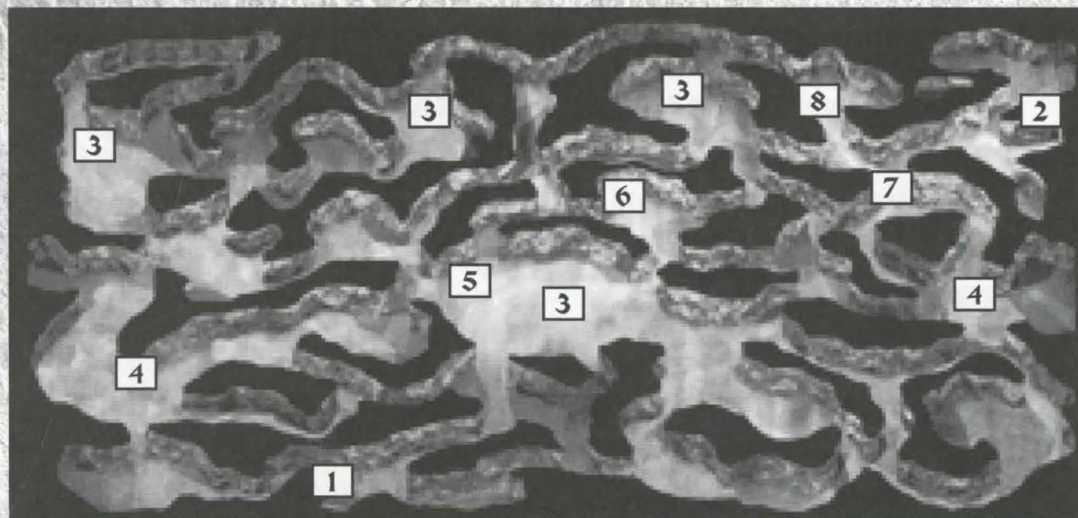


Figure 7.12:
The Catacombs of the Wolf

1. **Entrance.** You'll enter the catacombs here.
2. **Exit.** This is where you need to go in order to leave the catacombs. Take a look at the map to find the most direct route from where you are to this exit. Even if you decide to ramble around and grab some goodies before you make your escape, make sure you always know how to get to this exit from wherever you are.
3. **Two Werewolves.** (AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2-8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard.) These are their catacombs, after all, and you're not terribly welcome.
4. **Four Werewolves.** (AC: 5, HD: 4+3, THACO: 15, #AT:1, DMG: 2-8, SA: Surprise, SD: Hit only by Silver or +1 or better Magical Weapons, MR: Standard.) They're going hunting. Going hunting humans.
5. **Loot.** Someone dropped a couple of Potions of Healing as well as a Potion of Storm Giant Strength here. You'll probably need the





Healing by now, and make certain that one of your Fighters chugs the Giant Strength potion.

6. **Potion of Cold Resistance.** This useful item has been dropped on the ground, ready for you to find.
7. **Potion of Defense.** This potion will stand you in good stead for the battles you'll have to fight in these catacombs.
8. **Oil of Speed.** This helps you to run quickly from those fights that you don't want to stand around for.

The Straight and Narrow

There are a number of ways to get from the entrance of the catacombs to the exit. There isn't one *right* way to go and part of your route-choosing decision needs to be based on your party's preparedness. If your party is bruised and beaten up, you'll want to take the most direct route to the exit that you can. If, however, you're in somewhat better shape, you can afford to detour a bit in order to pick up the valuable loot (#5 through #8) that can be found down here. Once you do make your way to the exit, you'll have to follow Kaishas Gan to the ship that you'll find along the eastern coast of this part of the island.

Ice Isle

Your quest on Ice Isle is uncomplicated, but not simple. Shandalar the Mage, whom you met in Ulgoth's Beard, will send you to Ice Isle to recover his magic cloak. To get it you're going to have to fight your way through a frozen hell of fierce wolves and hostile Mages.



NOTE If you killed Shandalar's daughters in Baldur's Gate, you must accept this quest as an act of atonement. If you did not harm his daughters, you have the choice of accepting the quest or not.

Shandalar will teleport your party to Ice Isle. When you have repossessed his magic cloak, you can return to where you started on the island and teleport back to Ulgoth's Beard.

Map and Key

These twisty corridors are chock-full of dangerous spells and foes. However, to complete your quest you need only fight your way through a relatively small portion of the labyrinth. If you do decide to go on to butcher all on the isle who would oppose you, the hazards, and rewards, are a bit greater.

As soon as you appear on the island, make your way into the cave in front of you. The map (Figure 7.13) covers the area inside the cave's mouth.

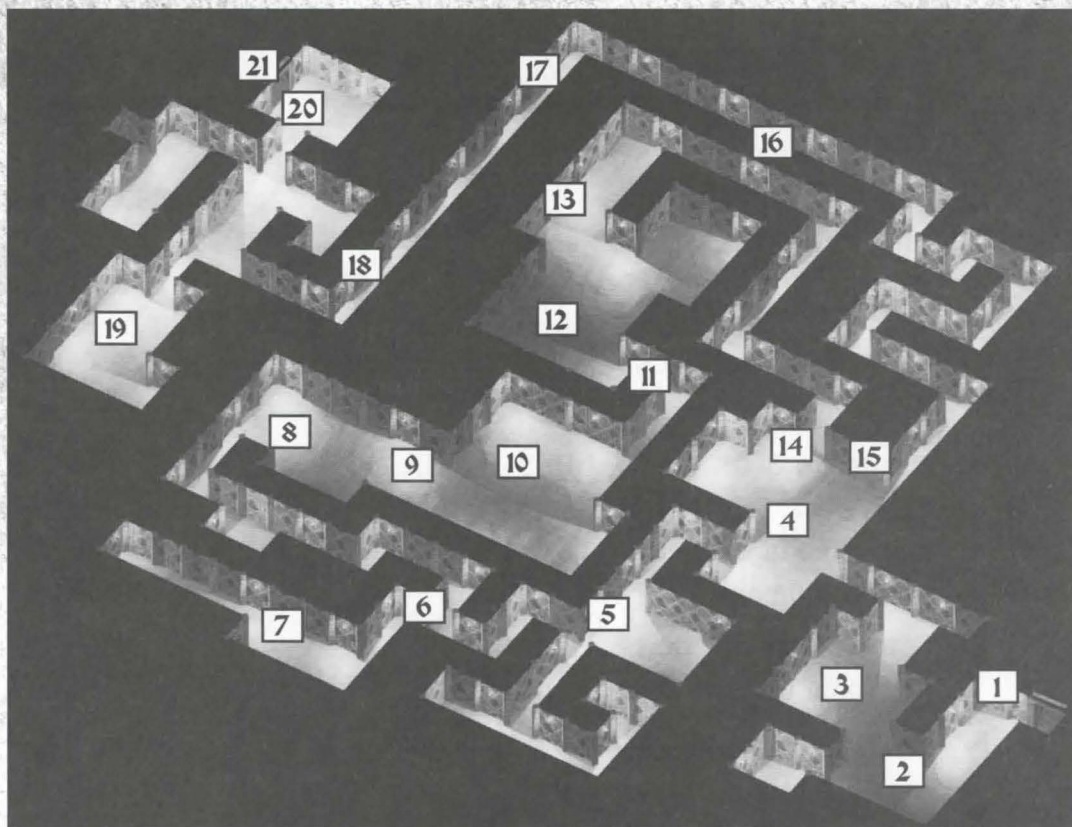


Figure 7.13:
Ice Isle

1. **Entrance from the Surface.** This is where you'll appear after entering the cave.





2. **Winter Wolf.** (AC: 5, HD: 6, THACO: 15, #AT:1, DMG: 2–8, SA: Frost [6d4 Damage, Save vs. Breath Weapon for Half Damage], SD: Immune to Cold-based attacks, MR: Nil.) There's no making friends with this pooch. You're going to have to fight. The same is true not only for all of the canids that you encounter, but also for their magic-using masters.
3. **Winter Wolf.** (AC: 5, HD: 6, THACO: 15, #AT:1, DMG: 2–8, SA: Frost [6d4 Damage, Save vs. Breath Weapon for Half Damage], SD: Immune to Cold-based attacks, MR: Nil.) Give this dog a bone—your femur should do nicely.
4. **Marcellus, Andris, and Beyn.** This hostile trio of Mages will attack you on sight. To take them down, you should make sure to engage all three of them in melee as quickly as possible, even if this means attacking them with a character you don't normally melee with. If you don't tie them up in hand-to-hand combat, they'll make your party suffer with spells.
5. **Two Winter Wolves.** (AC: 5, HD: 6, THACO: 15, #AT:1, DMG: 2–8, SA: Frost [6d4 Damage, Save vs. Breath Weapon for Half Damage], SD: Immune to Cold-based attacks, MR: Nil.) Great Scot! If it isn't a doggy dynamic duo.
6. **Mountain Bear.** (AC: 6, HD: 8+8, THACO: 11, #AT:3, DMG: 1–10/1–10/2–12, SA: Hug, SD: Nil, MR: Nil.) This bear is much tougher than most of the bears that you've encountered. Perhaps he's upset at being the only bear on the island.
7. **Trap.** Electrifying news: A Lightning Bolt is set to fill this long, narrow room unless you detect it (at –40%) and remove it (at –50%).
8. **Two Ankhegs.** (AC: Overall 2 Underside 4, HD: 3–8, THACO: 17–13, #AT:1, DMG: 3–18 [Crush] + 1–4 [Acid], SA: Squirt Acid [DMG: 8d4 or Save vs. Poison for Half Damage], SD: Nil, MR: Nil.) There are two trained—well, at least semitrained—Ankhegs that will add their clacking mandibles to Mage Garan's (#9) spell attack.
9. **Garan the Great.** Well, he's better than just OK. This combat-ready Mage will try to keep your fighters busy with the four Ankhegs (see Figure 7.14, #8, and #10) while he pelts you with spells. Don't



let him get away with it. You'll need to send at least one character to engage Garan in melee in order to disrupt his spellcasting.



Figure 7.14:
Bugs, Mr. Rico!

10. **A Brace of Ankhegs.** (AC: Overall 2 Underside 4, HD: 3–8, THACO: 17–13, #AT:1, DMG: 3–18 [Crush] + 1–4 [Acid], SA: Squirt Acid [DMG: 8d4 or Save vs. Poison for Half Damage], SD: Nil, MR: Nil.) Two more trained Ankhegs have been stationed here to help out Garan (#9).
11. **Trap.** If you don't detect this Magic Missile trap at –50%, you'll end up being hit for 6–15 points of damage. If you detect the trap, you have a –60% chance to remove it.
12. **Cuchol the Mage.** This angry Mage throws spells at a furious pace until you take him down. Again, the key is to get him into melee as soon as possible so that he can't cast spells at you.
13. **Winter Wolf.** (AC: 5, HD: 6, THACO: 15, #AT:1, DMG: 2–8, SA: Frost [6d4 Damage, Save vs. Breath Weapon for Half Damage], SD: Immune to Cold-based attacks, MR: Nil.) Good dog, sit Ubu, sit.
14. **Flame Strike Trap.** Detect this trap at –60% and remove it at –65%, or you'll be engulfed in a pillar of flame.
15. **Magic Missile Trap.** You'll be hit for 6–15 points of damage unless you detect and remove (both at –70%) this fiendish trap.

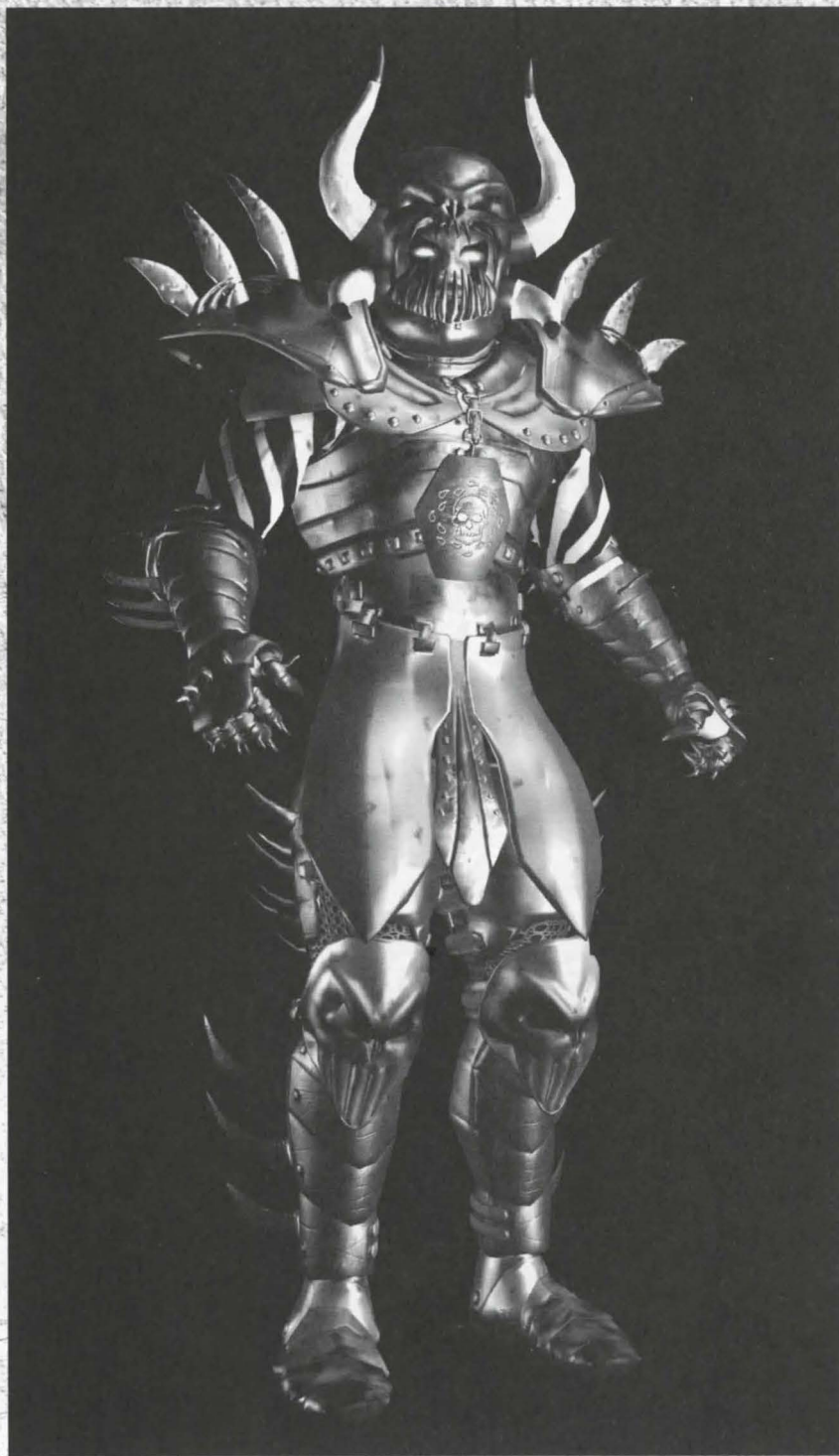


16. **Lightning Bolt Trap.** What's that burning-hair smell? Well, it's you, unless you can detect this trap (-60%) and remove it (-65%).
17. **Fireball Trap.** Here's a trap that the whole party can enjoy. Detect this trap, at -60%, and remove it, at -90%, to avoid becoming a fricassee. Otherwise, be sure to baste those armored Fighters to keep them juicy and tender.
18. **Tellan the Terrible.** He's not terrible, in fact he's pretty good—at making your party's life miserable, that is. Trundle right into Tellan to terminate the terror.
19. **Three Winter Wolves.** (AC: 5, HD: 6, THACO: 15, #AT:1, DMG: 2-8, SA: Frost [6d4 Damage, Save vs. Breath Weapon for Half Damage], SD: Immune to Cold-based attacks, MR: Nil.) Not quite a pack, they're still more than a handful.
20. **Dezkiel, the Cloak Bearer.** This Mage is the reason you're here. He's wearing Shandalar's missing cloak and the only way you can get it from him is by taking it off his corpse. A job's a job—bash Dezkiel, recover the cloak, and then get the heck off this island.
21. **Exit back to the Surface.** Take this exit when you've recovered Shandalar's cloak from Dezkiel (#20).

The Straight and Narrow

When you arrive on Ice Isle, enter the cave in front of you. There's no place else to go anyway. Once you're inside, take the passage to the northwest (toward #15). Continue to follow this path around to the west side of the map. There are twists and turns to the passageway, but all you have to remember is to stick to the right-hand wall until you meet Dezkiel (#20), who has the cloak that you're here to get. The only way to take the cloak from Dezkiel is to kill him. As soon as you do that, you can exit from the room where you first found him and be teleported back to Ulgoth's Beard. Talking to Shandalar once you're back in town ends your quest.

If still have Durlag's Tower or Balduran's Island to explore, go do that. If you saved Ice Isle for last, congratulations, you've successfully added your own Sword Coast tales to the myths, legends, and bardic songs told on the coast of the Sea of Swords. Fear not, adventurer, there will be more.



Appendix A:

Dramatis Personae

There are a fairly large number of important non-player characters (NPCs) in Tales of the Sword Coast. Some of these are useful to you, some will stand against you, and others are merely trying their best to survive. You'll find a few of the most powerful covered in Chapter 2. Table A.1 lists the NPCs alphabetically, showing where they can be found and what their profession is, along with a few notes about their personality or goals.

More detailed information about how each of these characters fits into the story as well as information on secondary NPCs is available in the relevant part of the walkthrough in Chapters 3–7. This list can serve as a reminder, though, if you can't remember who someone is or where you talked to them.



Table A.1: Tales of the Sword Coast NPCs

Name	Location	Profession
Clair De'lain	Durlag's Tower	Level 5 human Fighter

PERSONAL INFO: Clair is an adventurer in dire need of assistance. She offers some insight into surviving the trials that claimed her compatriots.

Daltan	Durlag's Tower	Level 6 human Fighter
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PERSONAL INFO: Daltan, an aspiring adventurer, is the wayward son of Therella. He may well give up the trade after his most recent experiences. He's clearly out of his league.

Delsvirftanyon	Ulgoth's Beard	Level 6 gnomish Thief
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PERSONAL INFO: This irate gnome makes no secret of the trials he has faced because of the iron shortage (though some might say that his shoddy wares were also a cause of his business's failure). There may be something useful in his inventory, but nothing an enterprising adventurer couldn't do without.

Dradeel	Balduran's Island	Level 13 elven Mage
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PERSONAL INFO: Though he must have been exceptionally brilliant in his day, Dradeel is currently quite out of his mind. With his spellbook in his possession, he might still be quite formidable. However, as long as his book is among the creatures inhabiting Balduran's shipwreck, he is as trapped as they are.

Dushai	Ulgoth's Beard	Level 4 halfling Fighter
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PERSONAL INFO: Dushai knows a lot of history, and her telling of Balduran's tale is more accurate than most.

Erdane	Durlag's Tower	Level 7 human Thief
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PERSONAL INFO: Erdane is a salesman's salesman, and humoring him as you endure his spiel will net you a storehouse of useful items just when you need them most...for a price, of course.

Evalt	Balduran's Island	Werewolf
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PERSONAL INFO: Evalt is kind, and tells you what he knows of the island's dangers. He knows these all too well; his brother disappeared after wandering off in search of a blue lady. Evalt would be grateful for his return.





Name	Location	Profession
Farthing	Balduran's Island	Werewolf

PERSONAL INFO: A simple child with, as is often the case, simple problems. She seeks the return of her dolly, nothing more or less.

Fenus	Ulgoth's Beard	Non-adventuring human (nobleman)
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PERSONAL INFO: Fenus knows some information about Durlag's Tower, though he is more a gossip than an explorer.

Galkin	Ulgoth's Beard	Level 1 human Thief
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PERSONAL INFO: Galkin is a scoundrel, but he can be of use nonetheless. The Wardstone he has is genuine, though not particularly important.

Hurgan Stoneblade	Ulgoth's Beard	Level 9 dwarven Fighter
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PERSONAL INFO: Hurgan is a dwarf with a proud heritage. He seeks the completion of a task his family and Durlag began long ago. The heirloom dagger that he hopes to find contains the soul of a beast his grandfather fought, a fierce creature that was defeated but not destroyed.

Ike Cascadian Vendar	Ulgoth's Beard and Durlag's Tower	Level 1 human Thief
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PERSONAL INFO: Ike is the consummate hustler, always ready to capitalize on a situation despite its risks. He'll lead you on a tour of Durlag's Tower for a price, but there are no guarantees of safety.

Jorin	Balduran's Island	Werewolf
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PERSONAL INFO: Jorin is the village's protector, a well-seasoned soldier, and he has much to say about the nature of his enemies.

Kaishas Gan	Balduran's Island	Werewolf
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PERSONAL INFO: The venerable leader of the island village folk, Kaishas is wise in word and deed. All she seeks is a safe existence for her people, though their basic nature cannot be denied. Nothing in her demeanor suggests ill intent, though angering her would be like baiting a pack of wolves, literally.

Tales of the Sword Coast NPCs

Name	Location	Profession
Karoug	Balduran's Island	Greater Wolfwere

PERSONAL INFO: Karoug leads the Wolfweres, the brutal beasts that terrorize the island's other inhabitants. He seems to have the interests of his people at heart, but his methods are bloody, to say the least.

Lahl	Balduran's Island	Werewolf
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PERSONAL INFO: Lahl would be very pleased if someone were to end the lives of a few of the beasts outside the village, in the name of his murdered wife.

Maralee	Balduran's Island	Werewolf
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PERSONAL INFO: Maralee has recently lost her husband to the beasts, but worse yet, her child remains their captive. She would certainly appreciate your finding her infant son.

Mendas	Ulgoth's Beard	Greater Werewolf (Loup Garou)
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PERSONAL INFO: Mendas is a stranger to Ulgoth's Beard, and has not been readily accepted by the locals. He seeks to learn the fate of Balduran, and wishes to hire stout adventurers for that purpose. Many feel that there is more to him than meets the eye. Be wary during any meeting with Mendas.

Meym	Balduran's Island	Wolfwere
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PERSONAL INFO: A member of the Wolfwere pack that follows Karoug, Meym seems to question whether Kaishas and her villagers are all that different from his own brethren.

Taloun	Balduran's Island	Werewolf
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PERSONAL INFO: One of the newest inhabitants of the island village, Taloun will tell what he knows of its history if asked politely. He may also offer a warning, and the wary should heed it.

Therella	Ulgoth's Beard	Non-adventuring human
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PERSONAL INFO: Therella's son Daltan descended into the labyrinth beneath Durlag's Tower and hasn't returned. She's worried about him and would be grateful for his safe return.

Tracea Carol	Ulgoth's Beard	Level 6 human Mage
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PERSONAL INFO: Tracea is the leader of a burgeoning cult, working to raise power from the darkest of sources. A confrontation with her will not end through peaceful dialogue.



Appendix B: The Making of Tales of the Sword Coast

Tales of the Sword Coast was a labor of love. Usually, when a group is wrapping up a big game, they don't want to see anything even remotely associated with the title for a long time afterward. However, in the case of Baldur's Gate, the team was so excited about the title that they agreed to start on a sequel even before the game shipped.

By now you're quite familiar with the result: Tales of the Sword Coast. To give you a feeling for what went into its creation, this appendix collects war stories, philosophical musings, and humorous anecdotes from the people who made it happen.



Project Overview

The following notes on the development of Tales of the Sword Coast come from Ben Smedstad, Producer; Andrew Nobbs, Line Producer; and Dr. Ray Muzyka, Executive Producer, all of BioWare Corp.



Work on *Tales of the Sword Coast* (TSC) started well before *Baldur's Gate* (BG) shipped. Art actually began in September of '98—*Tales* was almost art complete by the time *Baldur's Gate* shipped. Once BG shipped, James Ohlen and his design department could focus on the intricate design issues that TSC required. We had to integrate an entire new product into a product that already existed, and more importantly, worked. Adding to

the world that BG created without breaking anything that was already there was no small task.

Balduran's Island and Durlag's Tower were partially conceived out of the desire to have separate, autonomous adventures that would not impact on the main plot thread of BG. Contrary to some speculation, they were never intended for release with the original game, but rather were planned out specifically to be included in the mission pack as separate higher-level adventures.

Balduran's Island, or Werewolf Island as we usually called it, was the most story-driven part of the mission pack adventures. This was a



large subplot in which the player follows the route of Balduran himself in an attempt to find out the fate of this great explorer. Filled with intrigue and deception, this subplot was one of our favorites. To be able to find out what happened to Balduran is exciting and represents a piece of history to be unlocked. The Werewolf transformation is especially gruesome the first time you see it: (Townsperson says hello.) “Why, hello there...excuse me.” (Insert squishy blood-squirting sound here.) “Sweet Lord! RUN!”

Durlag’s Tower is the classic “dungeon crawl.” Traps and puzzles are littered throughout the levels. For those who are careless, instant death is pretty much assured. (Remember the great pen-and-paper AD&D module “Tomb of Horrors”?) In Durlag’s, we experimented with the scripting a lot more than in the original game, and really got to push what the engine could handle—the designers applied everything that they had learned in planning the original game. The quests and subplots in Durlag’s are far more complicated than any that *BG* ever had. We pushed it as far as we dared to go, and learned a lot about what worked and what didn’t.



The second level of the dungeon was toned down about 10 times. Originally your life expectancy was so short, it was basically nonexistent. We received a call from Chris Parker, the producer on the product

at our publisher, Black Isle/Interplay, and he described the following scene: His character had just walked down the stairs that lead to the second level of Durlag's. The ominous "click" of a trap being set off was heard, and his entire party was wiped out by a Cloudkill spell. (They were still on the stairs, mind you). "OK," he reasoned, "fine. Reload." After all, it was supposed to be hard. He tried again, disarmed

the trap (now that he knew it was there), and got to the bottom of the stairs, upon which three Greater Doppelgangers attacked his party as he set off yet another trap. Dead again. He proceeded to recount story after grisly story, demonstrating how fast his party was completely annihilated. Needless to say, we (reluctantly) turned the difficulty down (well, a little bit, anyways).

We have learned a lot about completing a project with *TSC*, and since it was Ben's first title as a producer (at BioWare) and

Andrew's first title as line producer, it was an especially exciting time for the two of them. With all of the various *BG* retail versions (Japanese, DVD, etc.) and *TSC* running at the same time, "trial by fire" would be a good descriptive term. And since you are reading this, it has been completed. We hope that you get even one-tenth the enjoyment playing it that we did making it. May your character level up often, and may the GP flow freely (but hopefully not your characters' circulatory fluids).





Where the Foolish Tread

Designer Rob Bartel has this to say about his work on TSC:

The dungeons beneath Durlag's Tower were definitely the most fun to create. The best part was watching over the shoulder of someone who was playing the level for the first time and suddenly a certain look would creep across their face and you knew that they "got" the level, they understood the logic that lay behind it. Perhaps they realized that it might be in their interest to leave a trap rather than disarming it, and then use it to their advantage against a later enemy.

Perhaps it was the look of terror that flashed across their eyes when they walked into a room and saw Islanne begin to cast or when a door suddenly slammed shut behind them and they knew that something really, really bad was about to happen to the Thief they had sent ahead so confidently.



Lead writer Luke Kristjanson adds:

The development of *TSC* was interesting, in that we wanted to capture the feel of the old-school AD&D modules. It was to be a diversion away from the main story, which let the player—and us as developers—wander where we wanted without the constraints of the overall campaign holding us





back. Designing the Durlag's Tower plot was particularly gratifying, in that it was a known location in The Forgotten Realms but it had plenty of room for our own interpretations. I hope we added to it in a positive way, giving depth and character to a place that, even in its modest descriptions, certainly sounded as though it should be epic in scope.

It was also an excellent opportunity to sink our teeth into a good old-fashioned dungeon

crawl—a giant deathtrap designed specifically to keep people out. Here is where the foolish tread, seeking gold and riches or horrible death and never the two shall meet. It sounds odd to say, but if the player feels unwelcome in Durlag's Tower, then I think we succeeded in what we were trying to do. After all, if an adventurer's life was easy, every laborer in the land would abandon their one gold a month in wages to take up a sword.

The Lycanthropy Bug

This story is from James Ohlen, Lead Designer, BioWare:

Probably one of the most interesting experiences in the design of the game was when Michael Geist (one of the designers) discovered that lycanthropy was working while at the same time discovering a bug. He had been play-testing for about 15 hours and had finished Ice Isle and the Werewolf Island. His party had traveled to Durlag's Tower and had finished all of the





upper levels as well as the first dungeon level. He had just finished one of the hardest battles in the game, the fight against the Warders. Unfortunately for him, when his party descended to the next dungeon level the lycanthropic curse took effect. Everyone but his main character exploded in a rain of gore, transforming into Greater Werewolves. Needless to say, his main character did not live long against the combined might of those terrible beasts. I still remember when Mike came into my office:

Mike: "Are your characters supposed to turn into Werewolves?"

Me: "Yes, but only if you haven't killed Mendas."

Mike: "I did kill Mendas!"

Me: "Oh, I guess that would be a bug; you do have a saved game from the Werewolf Island, don't you?"

Mike: "Umm...no."

Me: "Oh, oops. Sorry about that."

Mike: (strangled scream)



Land of the Flying Drunk People

Producer Ben Smedstad shares this story:

It seems that, no matter how hard we try, every *BG* product will have some sort of inappropriate flying object in it. I was walking on the Werewolf Island, and I had just gotten there. It was kind of spooky because I knew that everything was not as it seemed... slowly exploring the area, inch by inch, listening to the water lapping up on the shore. The tension was high, and my party was sticking close by each other. The call of a seagull was heard, one lone seagull soaring above the coast in magnificent circles.... Wait a minute! That wasn't a seagull! Rather, a townspeople in a chair, all false-colored (purples and greens), was floating about in "magnificent circles." What's more, he was lifting his mug of grog up and down in his endless drunken animation. In summary, Werewolf Island: land of the flying drunk people. What a great message that would send to all the kiddies, eh?

Last Words

These final thoughts are from executive producer Ray Muzyka:

Making a computer game isn't fun all of the time. In fact, it's usually a lot of very hard work with a tight schedule. But, if you do your job well, the pleasure your players get from your game makes it all worthwhile. We all look forward, at Black Isle Studios and Bioware, to joining you on Faerûn's Sword Coast again, soon.



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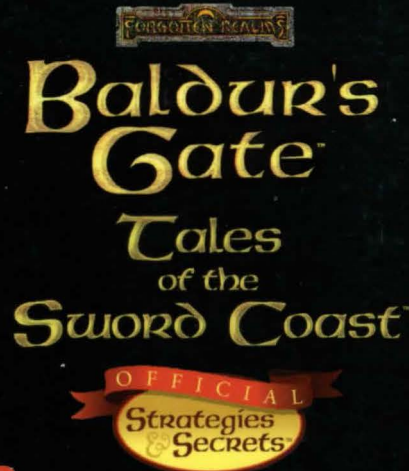


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