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# Baldur's Gate II™ Shadows of Amn™



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# VERSUS BOOKS™

## Volume 15

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# Baldur's Gate™ II

## Shadows of Amn™

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## How To Use This Guide

This guide is broken into three primary parts: the intro, the walk-through, and the appendix. The intro includes details such as this "How To" section, and the "Character Creation" section. The walk-through section is comprised of two sub-sections: the "Critical Walk-through," and the "Optional Quest Walk-through." Both of these sections include detailed information about each section of the game, puzzles, monsters, and items. The final section of the book, the appendix, is probably the most useful of all three. It gives information in easy-to-read chart formats, and includes a complete NPC list, a complete monster list, a complete items list, and a complete spell list. If you turn to the very back of the appendix you'll find a "Cheater's Central" section... but we didn't tell you to look there! 😊

### DUNGEON WALK-THROUGHS

Basically, the main walk-through section is broken down into two primary parts. You have your *dungeon* walk-throughs, and you have your *town* walk-throughs. The dungeon walk-throughs will be pretty easy to understand—most all of them are fairly linear involving a simple point A to point B kinda' thing.

Along with all dungeon walk-throughs you'll find your "Key Items" sidebar, which shows all of the interesting items you should find before leaving that particular area. Some people have used our guide, skipping everything *but* the Key Items sidebars. They are actually *that* useful.

As for special content, sometimes there are bosses, sometimes there aren't. If there are any bosses, you'll find a small "boss-box" off to the side calling them out. If there is a new NPC that may join your group, you'll easily recognize them by their distinct "New Party Member!" callouts.



The town walk-throughs are where things begin to get a little jumbled. Mainly of course, because the game itself is designed that way. In Baldur's Gate II, you don't just go into an area, do anything and everything that you could possibly ever do in that area, and then continue on to the next location. We found it to be more like: enter an area, do one or two things, then come back later and do some optional quests if you like. Since the towns are so non-linear, we decided to give readers a quick checklist for what they should do to continue the story to the next event, as well as a quick breakdown of all the different points of interest in that particular area. For the most part, you'll find this easy to understand. Only very rarely does a quest actually crossover into another area of town.

The number of town walk-throughs are relatively low, mainly because you don't *need* to visit certain areas. Check the quest appendix for more info on the various towns.

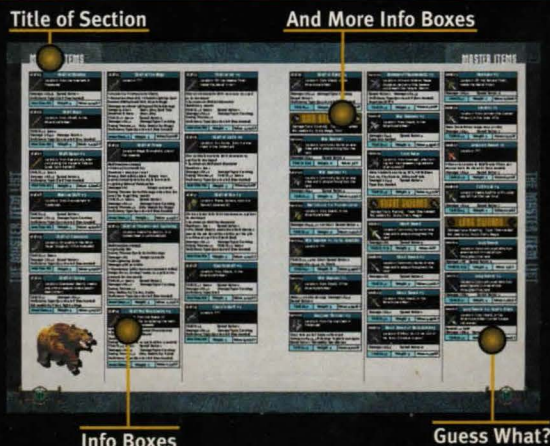
### TOWN WALK-THROUGH

### THE APPENDIX

The appendix is broken up into *four* major parts including: the NPC list, the Spell List, the Monster List, and the Items List. All four sections contain detailed info on most of the game's lesser known intricacies. If you're looking for strategy on a specific spell, odds are that it will appear in the Spell list. If you're looking for info on how to obtain a certain NPC, it'll be in the NPC list. Monsters? You get the picture.

Unfortunately, due to time and space restraints, we were unable to show you everything this game has to offer. The quest related items were left out, as were the bosses with their HP/XP, among other things. If we could do it all over, we'd definitely include this info, but then again, there's always hope for Baldur's Gate III!

E-mail: [Jimmychops@flashcom.net](mailto:Jimmychops@flashcom.net) for specific questions on some of the elements that were left out of this book (i.e. Strongholds, NPC Quests, Quest Items). We have a lot of information just waiting to be asked for!





# Frequently Asked Questions (FAQ)

## 01 Why don't you have a general strategies section? Where can I get this type of info?

• This guide makes all efforts to avoid listing information that is covered in the actual game manual itself. Bioware goes through an awful lot of trouble to put together a kick-ass manual, and we're not about to cut-and-paste their information inside of this book. If you seek to learn more about the basic rules and regulations of Baldur's Gate II or even AD&D in general, then by all means refer to the game manual first. On top of that, Bioware went ahead and made an in-game "Tutorial" that takes you through just about every single general element of the game. We highly recommend completing this section if you're new to the world of Baldur's Gate.

## 02 My game doesn't work. How do I get it to work properly on my system?

• Being a hardcore strategy guide, we'll make no attempt at helping individuals get their game up and running. In fact, we try to steer as far from the "tech talk" as we can. If you seek information on this subject, consult the manual, or try the official Interplay web site at: [www.interplay.com](http://www.interplay.com).

## 03 Hey, I noticed that you covered items like individual trap XP and monster XP in the first couple dungeons. Why didn't you do this for every dungeon?

• Quite honestly, we hope that by making you aware of these XP values in the first couple dungeons, you won't even need to have them listed in the subsequent dungeons. We basically included them to help gamers get a feel for what the game has to offer. Once you know that a trap gives you a certain amount of XP for disarming it, there is no need for us to reiterate that point every time we come across one in a dungeon. We hope you agree.

## 04 How does the Critical Walk-through work? Why is there an Optional Quest Walk-through?

• Baldur's Gate II is huge. So huge in fact, that it would be simply ridiculous to organize the walk-through from area to area. Instead, we chose to give the readers a "Critical Walk-through" that lists the most common way to get through the game, organized by chapter. There are seven chapters in the game, hence the seven sub-sections of our walk-through. Please keep in mind that we'll generally show you everything we feel is important for that particular area at that point in the game. Anything beyond that may be found in the Optional Quest Walk-through. The optional quests are separate for many reasons. First and foremost, most are only available if you play a specific character class or find a certain NPC. If you play a fighter for instance, you'll miss out on all the Bard, Thief, Paladin, and Mage specific quests. We felt it was just a bit better to place these quests in their own section of the guide, under a completely different designation. This element of the guide took a lot of balancing and planning, but we are happy with the results. We hope you are, too.

## 05 Hey? How come there are no story elements given away in this guide?

• Well, we try to steer clear of revealing any story elements in our walk-throughs. Certain details are necessary to allow progression from one point to another. But whenever possible, we try to leave certain "spoilers" out of our guide. So if you're looking for strategy,

then read this guide. But if you're looking for story, just play the darn game!

## 06 How many different paths are there in BG2? Are there different endings?

• Baldur's Gate II has only one major path to follow. On average, this path should take most gamers about 50 hours to complete. There are subtle differences that players may make along the way, such as choosing the path to good or evil. Otherwise, it's pretty straightforward. When you start adding all the little quests and sub-quests however (which can definitely change your individual game-play experience), you end up with a 200 plus hour game. And no, BG2 only has one ending.

## 07 I noticed that when I play, the events don't happen in the order you have them in the walk-through. Why is that?

• Well, our numbered walk-through modules aren't meant to be the ONLY possible way events occur. In fact, the numbers are only there to give you a very general idea as what to do from place to place. You can rest assured that we'll show you ALL of the different items in any one given section, but because of the nature of the game, you may have to do some searching within each section first. We highly recommend you play the game on your own, then come back to our guide when you're stumped, or perhaps to check if you missed anything along the way. This is when the guide works at its best.

## 08 Why did you include a section for cheaters with your guide? Isn't that kinda' cheesy?

• Well, yes and no. First off, for those of you who think cheating has absolutely no place in PC gaming, you seem to be forgetting that there is a gaming armada just dying to get their hands on the cheats for this game. If a reader wants cheats in his/her book, then by all means we will include them. If the reader doesn't want to see cheats, he/she can simply avoid that section. This is why we placed the Cheater's Central section at the tail end of the guide. It's very simple to avoid folks, very simple.

## 09 Do you suggest that people use cheats to play through Baldur's Gate II?

• Absolutely not! Using cheats definitely has its place, but not without trying the game first. A lot of time and effort were spent to fine tune BG2, and by cheating you're only making the game less enjoyable in that respect. Events that were supposed to be challenging will now be easy, which tends to make the game have less of an awe-factor when playing through certain sections. *"Hey Billy, check out that huge Tarrasque over there! Lets go get him! Whatever Jimmy, I just killed it in one hit."* Neat.

## 09 The pages in this guide are bigger than most other PC strategy guides. They're also in full color. Why does this strategy guide look different from the rest of the PC guides on the market?

• It all comes down to one simple phrase, folks: "May the guide kick your ass!"



# Fighter

Max Level: 19

## Attributes

You should roll until you get a minimum of 18 Strength, 18 Dexterity, and 18 Constitution. Wisdom, Intelligence and Charisma aren't very important to a fighter. Remember that fighters roll a D10 for level-ups.

## Strengths

- Versatile with items & weapons
- Gobs of HP
- Straightforward basher

## Weaknesses

- No spell casting abilities
- Very straightforward to play (great for beginners)

Fighters are available to the following races: ♂

## Special: Advanced Weapon Specialization

Being the only character in the game who's able to go past three weapon proficiencies definitely has its perks, especially so when you're going toe to toe with a Dragon or other such beast.

Level of Proficiency	Points Spent	Bonus to Hit	Bonus to damage	Attacks Per Round
Proficient	1	0	0	1
Specialized	2	+1	+2	3/2
Master	3	+2	+2	3/2
High Master*	4	+2	+2	3/2
Grand Master	5	+2	+3	3/2

\*Moving from Master level to High Master improves the speed factor of the specialized weapon.



## FIGHTER

A basic character class with tried and true tactics, choose a fighter if you want to be able to use any available weapons or armor in the game. There are no restrictions for fighters, and unlike most other classes, you can freely choose from ANY of the weapons you want to specialize in (as opposed to just a handful).

### Advantages

- Can use ANY weapon in the game
- Can wear ANY piece of armor in the game
- CAN earn up to 5 proficiencies per weapon

### Disadvantages

- Cannot use spells
- Generally, he gets weaker as the game gets harder (since enemies become specialized, and the fighter does not adapt unless he gets very powerful magic weapons)



## Comments

The fighter class is made up of four unique kits: Fighter, Berserker, Wizard Slayer, and Kensai. All four remain similar at their core, but offer slightly different specialties that remain unique to each respective kit. From our experience, no one is better than just a plain old Fighter. The Kensai gets our vote for the #2 slot (within the Fighter class itself), but even he suffers in some areas. More specifically, the fact that he cannot wear ANY armor!

## BERSERKER

This is a warrior who is in tune with his animalistic side and, during combat, can achieve an ecstatic state of mind that will enable him to fight longer, harder, and more savagely than any human has a right to. Opponents on the battlefield will be unsettled when they see the savage and inhuman element of the berserker's personality. This class is common amongst dwarves, known as "Battleragers."

### Advantages

- May use Enrage ability once per day per 4 levels
- While enraged: +2 to hit, +2 damage, -2 AC
- While enraged: immune to Charm, Hold, Fear, Maze, Imprisonment, Stun, and Sleep
- While enraged: gains 15 HP, these hit points are temporary, and are taken away at the end of his berserk spree possibly killing the berserker

### Disadvantages

- Becomes winded after berserking. While he's winded he receives -2 to hit, -2 to damage and a +2 penalty to AC.
- Cannot specialize in ranged weapons

## KENSAI

This class is also known as the Sword Saints, and consists of a warrior who has been specially trained to be one with his sword. They are deadly fast, and trained to fight without encumbrance.

### Advantages

- Bonus +1 to hit and +1 damage for every 3 levels
- Bonus -2 to speed factor for every 4 levels
- May use Kai ability one time per day for every 4 levels (lasts 10 seconds and makes all attackers do maximum damage—very, VERY useful!)

### Disadvantages

- May not use missile weapons
- May not wear armor
- May not wear gauntlets or bracers

## WIZARD SLAYER

This warrior has been specially trained by his sect to excel in hunting and attacking spell casters of all kinds. While somewhat underpowered in our opinions, they prove useful in certain situations. They're great for PvP against mages!

### Advantages

- For each successful hit on an opponent, 10% cumulative spell failure penalty is applied
- Gains 1% magic resistance per level

### Disadvantages

- May not use any magic items except for weapons and armor





# Ranger

Max level: 17

## Attributes

You should roll until you hit a minimum of 18 Strength, 18 Wisdom, and 18 Constitution. This will keep your ranger both healthy and powerful, as long as you keep your other ability scores reasonably high (in the teens).

## Strengths

- Charm animal abilities
- Racial enemy ability
- Versatile with all weapon types

## Weaknesses

- Lack of high level spells
- Only two weapon proficiencies
- Limited alignment/racial choices

Rangers are available to the following races: ▼



## RANGER

The ranger is a warrior and a woodsman. He is skilled with weapons and is knowledgeable in the ways of the forest, and often protects and guides lost travelers and honest peasant-folk. A ranger needs to be both strong and wise to the ways of nature to live a full life.

### Advantages

- Has a Racial Enemy (for which he gets bonuses against)

### Disadvantages

- Can only get up to TWO proficiencies per weapon

## ARCHER

The archer is the epitome of skill with the bow. He is the ultimate marksman, able to make almost any shot, no matter how difficult. To become so skilled with the bow, the archer has had to sacrifice some of his proficiency with melee weapons and armor. Absolutely wicked!

### Advantages

- +1 to hit and +1 to damage with any missile weapon for every three levels of experience.
  - Every four levels he gains the ability to make a called shot once per day. When he activates this ability, any shot made within the next 10 seconds is augmented in the following manner (according to level of archer)
- 4th level: Hits induce -1 THACO to target  
 8th level: -1 to save vs. magic of target  
 12th level: -1 to strength of target  
 16th level: +2 bonus to damage

### Disadvantages

- Can only become proficient in melee weapons
- Cannot wear any metal armor

## Special: Racial Enemies

Picking a racial enemy is actually rather simple. Our recommendation is to pick something very powerful (i.e. Dragon, Lich, Mind Flayer), so that you'll gain the extra damage potential when you actually NEED it, as opposed to picking a monster that's more common, and not really NEEDING the extra attack bonus. Picking enemies that are already weak is just plain stupid no matter how you look at it. It's an RPG, so we'll let you do what you want, but don't come crying to us when that Dragon eats you for lunch...

## Complete Racial Enemy List

WEAK	AVERAGE	STRONG
<ul style="list-style-type: none"> <li>• Mephit</li> <li>• Imp</li> <li>• Ettercap</li> <li>• Hobgoblin</li> <li>• Kobold</li> <li>• Faerie</li> <li>• Ogre</li> <li>• Slime</li> <li>• Otyugh</li> </ul>	<ul style="list-style-type: none"> <li>• Shadow</li> <li>• Sahuagin</li> <li>• Kuo-Toa</li> <li>• Genie</li> <li>• Ghoul</li> <li>• Spider</li> <li>• Lycanthrope</li> <li>• Troll</li> <li>• Elemental</li> </ul>	<ul style="list-style-type: none"> <li>• Umber Hulk</li> <li>• Rakshasa</li> <li>• Mind Flayer</li> <li>• Vampire</li> <li>• Golem</li> <li>• Beholder</li> <li>• Demonic/Fell</li> <li>• Lich</li> <li>• Dragon</li> </ul>

## STALKER

Stalkers serve as covert intelligence-gatherers, comfortable in both wilderness and urban settings. They are the spies, informants, and interrogators, and their mastery of stealth makes them deadly opponents,

### Advantages

- +20% to stealth ability
- May backstab for lesser amount than the Thief class (level 1-8: x1, level 9-16: x2, level 17+: x3)
- Has access to three mage spells at 12th level—Haste, Protection from Normal Missiles, and Minor Spell Deflection.

### Disadvantages

- May not wear armor greater than studded leather

## BEAST MASTER

This ranger is a wanderer, and is not comfortable in civilized lands. He maintains a natural affinity for animals; they are in friends and comrades-in-arms, and the Beast Master has a limited form of telepathic communication with them. We feel he's a bit underpowered, but serves his purpose if you're an animal lover.

### Advantages

- +15% to stealth ability
  - Enhanced spell ability with regards to the following spells:
- \*May cast Animal Summoning 1 at 8th level  
 \*May cast Animal Summoning 2 at 10th level  
 \*May cast Animal Summoning 3 at 12th level

### Disadvantages

- Cannot use metal weapons (such as swords, halberds, hammers, or morning stars)

## Comments

Of all the kits inside the Ranger class, we think the Archer really shines above the rest. At higher levels (specifically 16th), his arrows are otherwise known as "missiles of death," commonly dealing out massive damage with a decent long bow. Make sure to take advantage of his ability to go beyond two proficiencies on missile weapons, and more specifically, the long bow.





# Paladin

Max Level: 17

## Attributes

Upholding the virtues of truth, a paladin needs to meet a minimum ability score of 17 Charisma. We recommend jacking up the Strength to 18, Constitution to 18, and Dexterity to the mid-teens as well.

## Strengths

- Powerful against "evil" enemies
- +2 to ALL saving throws
- Wicked class kits!

## Weaknesses

- Turn Undead is weak
- Cannot dual or multi-class
- Limited alignment/racial choices

## Special: The Holy Avenger (Carsomyr +5)

The sword to end all swords, the Holy Avenger is nothing short of god-like. With 50% resistance to magic, +5 damage to chaotic evil enemies (on top of the standard +5 damage), and the ability to dispel magic upon each successful hit, the Holy Avenger is *easily* one of the best items in the game, if not one of the best items in ALL of Faerun. We've seen critical hits above 50 damage for gosh sakes!

All of you must be wondering why the heck we put this here, right? Well, it just so happens that to wield the Holy Avenger you must be a Paladin. That's right folks, Fighters and rangers need not apply. Get it? Got it? Good.



See page #74 for more info!

Paladins are available to the following races: ▼



Human

Human

## PALADIN

A paladin is a warrior bold and pure, the exemplar of everything good and true. Like the fighter, the paladin is a man of combat. However, the paladin lives for the ideals of righteousness, justice, honesty, piety, and chivalry. He strives to be a living example of these virtues so that the others might learn from him as well as by his actions.

### Advantages

- Protection from Evil
- Lay on Hands
- Detect Evil

### Disadvantages

- Can only get up to two proficiencies per weapon

## CAVALIER

This class represents the most common portrait of the knight: the gentleman warrior who epitomizes honor, courage, and loyalty. He is specialized in battling "classical" evil monsters such as demons or dragons. This class-kit is one of our favorites in the game for both its simplicity, and its overall power when it wields a Holy Avenger.

### Advantages

- Bonus +3 to hit and +3 to damage against all demonic and draconic creatures.
- May cast Remove Fear one time per day (per level)
- Immune to Fear and Morale Failure
- Immune to all Poison effects
- 20% resistance to fire
- 20% resistance to acid

### Disadvantages

- May not use missile weapons



## Comments

The restrictions on the paladin are rather demanding. Specifically, only being able to be lawful good, and also of human race makes most people look to other classes that have more flexibility. On the flipside, if you're looking for a dragonslayer, the Cavalier is one tough cookie. The Undead Hunter is also brutally wicked, especially against Liches, Bone Golems, Vampires, etc. Check out the details to both the right and left of this column!

## INQUISITOR

The inquisitor has dedicated his life to finding and eliminating practitioners of evil magic and defeating the forces of darkness. His god has provided him with special abilities toward that end.

### Advantages

- May use Dispel Magic once per day (per four levels); ability is used at speed factor 1 and acts at twice his actual level.
- May cast True Sight once per day (per four levels)
- Immune to all Hold and Charm spells

### Disadvantages

- May not use "Lay on Hands" ability
- May not cast priest spells
- May not Turn Undead
- May not use Cure Disease Ability

## UNDEAD HUNTER

This holy avenger has honed his abilities towards the destruction of the undead and other unnatural creatures. He is immune to many of their more devastating attacks, in addition to gaining some pretty incredible bonuses to his hit and damage rolls.

### Advantages

- +3 to hit and +3 damage vs. undead creatures
- Immune to Hold
- Immune to Level Drain

### Disadvantages

- May not use Lay on Hands ability



# Cleric

**Max level: 21**

## Attributes

Wisdom should be at a minimum of 18, because at maximum level you'll receive the two extra level one spells, two extra level two spells, one extra level three spell, and one extra level four spell. *More casting power!*

## Strengths

- Nice spell casting ability
- Can wear plate while casting spells (very handy)

## Weaknesses

- Cannot use bladed weapons
- Turn Undead is not that great
- Can't go past one proficiency

Clerics are available to the following races: ▼



Human Elf Half-Elf Gnome Halfling Dwarf Half-Orc



Human Elf Half-Elf Gnome Halfling Dwarf Half-Orc

## CLERIC

The cleric is a generic priest (of any mythos) who tends to the spiritual needs of a community. He is both protector and healer. He is not purely defensive, however, and when evil threatens the cleric is well suited to seek it out on its own ground and destroy it. The opposite is true of evil clerics as well.

### Advantages

- Turn Undead ability

### Disadvantages

- Can only get one proficiency per weapon
- Cannot use bladed or piercing weapons



## PRIEST OF HELM

Followers of the neutral God of Watchers and Protectors are warriors in their own right and are often seen as defenders of the innocent.

### Advantages

- May cast True Sight once per day (per 5 levels)
- May cast Seeking Sword once per day (per 10 levels)
- \*SEEKING SWORD: This spell creates a sword in the player's hand (that cannot be dropped or unequipped). The sword is +4 for purposes of determining what it can hit (although the bonus does NOT apply to damage), and it deals out 2-8 damage for any target that it hits. The weapons sets the number of attacks of the cleric to 3. It lasts for one round per level of the caster. When equipped, the wielder cannot cast further spells.

### Disadvantages

- Same as Cleric

## PRIEST OF LATHANDER

Lathander is the good god of renewal, creativity, and youth, and is celebrated nearly everywhere. His followers are very popular throughout Faerun, and there are numerous wealthy temples devoted to him.

### Advantages

- May cast Hold Undead once per day (per 5 levels)
- May cast Boon of Lathander (per every 10 levels)
- \*BOON OF LATHANDER: This spell lasts for 6 seconds per level of the caster. It gives the caster +1 to hit, +1 damage, +1 to all saving throws, and gives the caster 1 extra attack per round. It also protects the recipient from level drain.

### Disadvantages

- Same as cleric

## Comments

Clerics serve as the ultimate healing machines, constantly maintaining your front line bashers during battle. And unlike mages, they automatically learn their spells when they gain levels, preventing you from having to deal with the annoyance of scribing scrolls. The class kits are neat, although not one of them stands out as a clear-cut powerhouse. The kits are more of an alignment choice than anything else, with one or two unique skills given to each.

## PRIEST OF TALOS

Talos is the evil god of storms, destruction, and rebellion. Clerics of the Stormlord warn that Talos must be appeased or he will rain destruction upon the land.

### Advantages

- May cast Lightning Bolt once per day (per 5 levels)
- May cast Storm Shield once per day (per 10 levels)
- \*STORMSHIELD: This spell lasts for 6 seconds per level of the caster. It protects the caster from lightning, fire, cold, and normal missiles. Very powerful...

### Disadvantages

- Same as Cleric



# Druid

Max Level: 14

## Attributes

Constitution and Wisdom are of the utmost importance to a druid. Having 18 points in each of these skills is almost required if you plan on making them useful.

## Strengths

- Shapeshift abilities
- Powerful druid-specific spells

## Weaknesses

- Lots of armor restrictions
- Relatively low HP
- Shapeshifts aren't always useful

Druids are available to the following races: ▼



Human

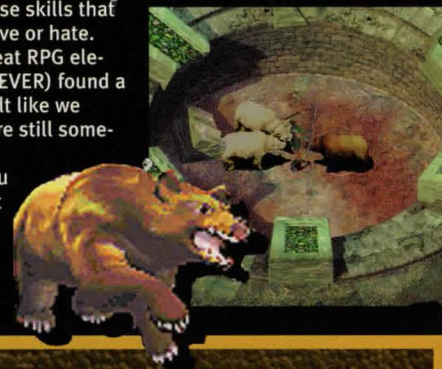
Half-Elf

Human

Half-Elf

## Special: Shapeshift

Shapeshift is one of those skills that you're either going to love or hate. Beyond its place as a neat RPG element, we very rarely (if EVER) found a situation in which we felt like we needed to use it. If you're still somewhat excited about the shapechange ability, you might want to check out the Avenger who has the most extensive collection of animals and beasts to morph into.



## DRUID

The druid serves the cause of nature and neutrality; the wilderness is his community. He uses special powers to protect it and to preserve balance in the world. Yeah, yeah... but how are they in battle? Not anything to write home about, although they do get some really wicked class-specific spells.

### Advantages

- Shape Change abilities
- Decent spell casting abilities

### Disadvantages

- Can only use leather armor and bucklers
- Can only wield scimitars, clubs, darts, spears, daggers, slings, and staves

## SHAPESHIFTER

This druid is not called Shapeshifter because of his great access to a variety of forms, rather because of his complete dedication to a single alternate form. This druid has willingly allowed himself to become infected with Lycanthropy, but due to intense study and training he has the ability to control his affliction. The creature he becomes is that of a Werewolf, the most famous of all the Lycanthrope shape changers.

### Advantages

- May shapeshift into the form of a Werewolf, once per day for every two levels
- At 13th level he gains the ability to change into a Greater Werewolf once per day

### Disadvantages

- No other shapeshifting abilities due to the effort required maintaining balance in his primary forms
- Cannot wear ANY armor



## Comments

Druids have limited weapon knowledge, thereby preventing them from going further than one proficiency per weapon. This really, REALLY limits their skills in close quartered combat. On the flipside, they offer some excellent spell potential (even more so if you bump up the Wisdom ability score). There are several useful druid-specific spells that really earn their place amongst the best spells in the game.

## TOTEMIC DRUID

This druid closely identifies with a particular animal, an animal that he feels represents his spirit. This grants him a special connection to the animal kingdom, and he is able to call upon their spirits to aid him.

### Advantages

- May summon a special Spirit Animal once per day (per five levels). Spirit Animal is randomly selected from either Spirit Bear, Spirit Wolf, Spirit Lion, or Spirit Snake.

### Disadvantages

- Cannot Shapeshift

## AVENGER

A member of a special sect within the druidic order, a druid of this type is dedicated to fighting those who would defile nature. Avengers have powers the average druid does not: additional abilities that have been earned through extensive rituals, a process that is very physically draining.

### Advantages

- May shapechange into normal forms, as well as those of a Sword Spider, Baby Wyvern, and Salamander.
- 6 Mage spells are added to his repertoire, all the way up to the 6th level. These are listed below: 1st: Chromatic Orb, 2nd: Web, 3rd: Lightning Bolt, 4th: Improved Invisibility, 5th: Chaos, 6th: Chain Lightning

### Disadvantages

- May not wear better than Leather Armor
- On character creation he receives a -2 roll to STR and CON



# Wizard

Max Level: 17

## Attributes

Intelligence should be at 18, but the rest is up to you. We usually suggest that you give a few extra points to Strength, so that you may carry items.

## Strengths

- Extremely powerful magic
- Probably the most powerful character (when of max level)

## Weaknesses

- Very, very low HP
- Useless in melee combat
- Constant resting to replenish spells

## Special: Find Familiar


If you decide on a wizard as your main character, you'll be able to summon (and keep) your very own familiar upon casting this spell. You can only have one familiar at a time, and you'll *permanently* lose a point of CON from your ability score if your familiar dies at any point. Refer to our spell appendix in the back of the book for a little more info on this interesting and unique ability.

## Character Alignment/Familiar Matchup

**LG:** Pseudo-dragon  
**NG:** Pseudo-dragon  
**CG:** Fairy dragon

**LN:** Ferret  
**N:** Rabbit  
**CN:** Cat

**LE:** Imp  
**NE:** Dust Mephit  
**CE:** Quasit

Mages are available to the following races: 



## WIZARD

The wizard strives to be a master of magical energies, shaping them and casting them as spells. To do so, he studies strange tongues and obscure facts, and devotes much of his time to magical research. Wizards are rarely seen adventuring without a retinue of fighters and men-at-arms. Because there are different types (or schools) of magic, there are different types of wizards. The wizard studies all types of magic and learns a wide variety of spells. His broad range makes him well-suited to the demands of adventuring.

### Advantages

- May cast ANY or ALL wizard spells

### Disadvantages

- Cannot learn as many spells per level as a specialist mage

## ABJURER

A wizard who specializes in protective magics.

### Advantages

- Gains one extra spell per level, just for being a specialist mage

### Disadvantages

- Cannot learn spells that are from the Alteration school

## CONJURER

A wizard who specializes in creating creatures and objects to assist him.

### Advantages

- Gains one extra spell per level, just for being a specialist mage

### Disadvantages

- Cannot learn spells that are from the Divination school

## DIVINER

A wizard who specializes in detection and divining magics.

### Advantages

- Gains one extra spell per level, just for being a specialist mage

### Disadvantages

- Cannot learn spells that are from the Conjurer school



## Comments

Probably the second most popular class after the Fighter, and for good reason. The wizard and each of his class kits are powerful adversaries in the hands of an experienced player. With just a few high level spells, the tide of battle can be switched dramatically in favor of the caster. For this, the mage class gets our highest recommendation for BG veterans. For newbies, we'd suggest more of a hybrid like a paladin or cleric.

## ENCHANTER

A wizard who specializes in manipulating the minds of sentient beings.

### Advantages

- Gains one extra spell per level, just for being a specialist mage

### Disadvantages

- Cannot learn spells that are from the Invocation school

## ILLUSIONIST

A wizard who specializes in creating illusions to confuse and mislead.

### Advantages

- Gains one extra spell per level, just for being a specialist mage

### Disadvantages

- Cannot learn spells that are from the Necromancy school

## INVOKER

A wizard who specializes in manipulating energy, such as Fireballs and Lightning Bolts.

### Advantages

- Gains one extra spell per level, just for being a specialist mage

### Disadvantages

- Cannot learn spells that are from the Enchantment/Conjurer schools

## NECROMANCER

A wizard who specializes in magic dealing with death.

### Advantages

- Gains one extra spell per level, just for being a specialist mage

### Disadvantages

- Cannot learn spells that are from the Illusion school

## TRANSMUTER (Alteration)

A wizard who specializes in magic that alters physical reality.

### Advantages

- Gains one extra spell per level, just for being a specialist mage

### Disadvantages

- Cannot learn spells that are from the Abjuration school



# THIEF

# Thief

Max level: 23

## Attributes

The thieves' (a.k.a. "Expert treasure hunters") most important attribute is easily their Dexterity. You should have no less than a score 18 if you wish to enjoy your playing experience.

## Strengths

- Backstab multiplier
- Versatile "helper" character
- Decent in combat

## Weaknesses

- No spell abilities
- Relatively low HP
- Can't wear heavy armor types

Fighters are available to the following races: ▼



## THIEF

To accomplish his goals, for good or for ill, the thief is a skilled pilferer. Cunning, nimbleness, and stealth are his hallmarks. Whether he turns his talent against innocent passers-by and wealthy merchants or oppressors and monsters is a choice for the thief to make.

### Advantages

- Backstab! Backstab! Backstab!
- 20 points per level-up to distribute among your thieving skills

### Disadvantages

- Cannot wear greater than studded leather armor
- Cannot use any shields except for bucklers

## ASSASSIN

This is a killer trained in discreet and efficient murder, relying on anonymity and surprise to perform his task.

### Advantages

- May coat his weapon in poison once per day (per four levels). The next hit with that weapon will inject the poison into the target, dealing out 6 points of damage every 6 seconds for 30 seconds. A saving throw vs. Poison limits damage to 6 total. At 10th level, the poison acts twice as fast (but deals out the same damage). At 15th level, the poison acts three times as fast, does more damage, and can also slow the opponent.
- Bonus +1 to hit and +1 damage

### Disadvantages

- Only 15% per level to distribute on attributes

## Comments

The thief is versatile, so much so that he actually gets our vote for MVP of the game. We're not sure why, but it seems like almost every single quest has at least one or two chests where you'll need a thief to obtain what's inside. You can get by *without* having a thief in your party, but if you *do* have one, you will constantly be using him. Not only that, but if you were to add up all of the XP for all of the traps and chests that your thief earned for you and your party, well... you'd have a heck of a lot of stuff to go over!

## Special: Thieving Abilities

There are seven thieving abilities in Baldur's Gate II. At first level, your thief character will receive 30 points to allocate among his abilities. Every level thereafter he will gain an extra 20 points. These abilities vary somewhat depending on your character's ability scores (refer to the official BG2 manual for more info on this subject).

### Special Abilities

- 1 Open locks
- 2 Find traps
- 3 Pick pockets
- 4 Move silently
- 5 Hide in shadows
- 6 Detect illusions
- 7 Set traps



## BOUNTY HUNTER

This is a hunter of men, skilled in tracking quarry and bringing them back alive – whether for lawful authorities or underworld masters. Bounty Hunters are specially trained at their task and make fearsome opponents. They have honed their trap making abilities well beyond that of the average thief.

### Advantages

- +15% to trap setting
- He can lay special traps (other than the ones that all thieves receive). The traps are more powerful than the typical thief trap, and the effect varies according to level. The effects are as follows:  
1st: The trap deals out damage and slows the target (if save is failed)  
11th: The trap holds the target if a save is failed  
16th: The trap erects an Otiluke's Resilient Sphere around the target (if a save is failed)  
21st: The trap mazes the target

### Disadvantages

- Only 20% per level to distribute on attributes

## SWASHBUCKLER

This rogue is part acrobat, part swordsman, and part wit: the epitome of charm and grace. The Swashbuckler is probably the best (thief) class kit for raw combat ability, even though he has no backstab multiplier.

### Advantages

- Bonus -1 to AC, with an additional -1 to AC for every five levels thereafter
- +1 to hit, and +1 damage for every five levels
- May specialize in any weapons available to thieves
- May get three proficiency slots in the two weapon style

### Disadvantages

- No backstab multiplier



# Bard

Max Level: 23

## Attributes

A bard needs a minimum ability score of 15 to his Charisma. We suggest you put the rest of his extra ability points into Dexterity and Intelligence, depending on the kit you choose.

## Strengths

- Useful spell casting skills (mage)
- Battle Song abilities
- Extremely high lore abilities

## Weaknesses

- Must be of "neutral" alignment
- Can't wear anything past chain
- Songs aren't that great in battle

Bards are available to the following races:



## BARD

The bard is also a rogue, but he is very different from the thief. His strength is his pleasant and charming personality. With it and his wits he makes it through the world. A bard is a talented musician and a walking storehouse of gossip – tall tales, and lore. He learns a little bit about everything that crosses his path; he is a jack-of-all-trades but master of none. While many bards are scoundrels, their stories and songs are welcome almost anywhere.

### Advantages

- Can pick pockets
- Can use Battle Song abilities

### Disadvantages

- Not all that powerful in any one area

## BLADE

The blade is an expert fighter and adventurer whose bardic acting abilities make him appear more intimidating and fearsome. His fighting style is flashy and entertaining, but is also quite deadly.

### Advantages

- May use Offensive Spin and Defensive Stance abilities once per day (per four levels)
- OFFENSIVE SPIN: Lasts 24 seconds, granting the Blade +2 to hit, +2 to damage, and an extra attack. As well, all of his attacks to maximum damage for the duration.
- DEFENSIVE SPIN: Lasts 24 seconds, roots him to the spot but gives -1 AC per level. This AC bonus does not go over -10.

### Disadvantages

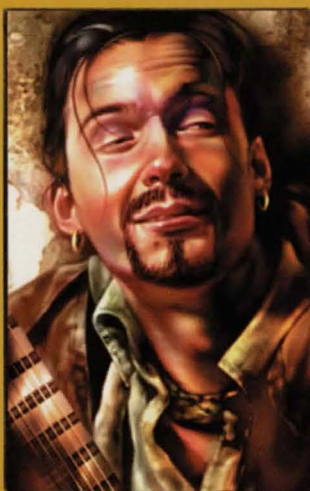
- Only has one-half normal lore value
- Only has one-half pick pockets percentage
- Battle Song does not become better with levels

## Special: High Lore Ability

It sounds stupid, but we found the Bard's lore ability (at higher levels) to be one of the most useful skills in the game. Not only can we save our wizard from having to memorize stupid level one Identify spells, but we can also let our Bard be the "storage container" for the entire party. With a decent STR score so that he may support a lot of weight, he turns into a mobile toolbox! All kidding aside, this will save you an awful lot of frustration when you need to identify an item in a crunch—it's just so much easier to quickly get the job done with a bard than having to stop and reconfigure your mage every ten minutes!



Having trouble dealing with all of those items you need identified? With a high lore ability, it's automatic with a bard!



## JESTER

This bard is well versed in the arts of ridicule and hilarity, and uses his abilities to distract and confuse his enemies, cavorting madly during combat. Do not mistake him for a true fool however, as he can also be quite deadly.

### Advantages

- The Jester's song does not help allies. Instead, it affects every opponent within 30 feet, and they must save vs. magic at +4 once per round or they will be confused.

### Disadvantages

- None

## SKALD

This Nordic bard is also a warrior of great strength, skill, and virtue. His songs are inspiring sagas of battle and valor, and the Skald devotes his life to those pursuits.

### Advantages

- +1 to hit and +1 damage with all weapons
  - The skald's song is different from the typical bard and varies with level:
- 1st— Gives allies +2 to hit, +2 to damage, and -2 to AC
- 15th— Gives allies +4 to hit, +4 to damage, and -4 to AC
- 20th— Gives allies +4 to hit, +4 to damage, -4 to AC, immunity to Fear, Stun, and Confusion

### Disadvantages

- Only has one-quarter pick pockets percentage

## Comments

The bard is decent for players looking to play a character with a little more pizzazz than a standard fighter or thief. The class kits are cool, especially the Blade who gets a couple unique skills added to his already useful abilities. If you're into singing the joyous tunes of yesteryear while prancing around in little stockings with bells attached to the ends of them, then by all means pick a bard. (Ed. — He's kidding.)



## Sorcerer

Max level: 17

### Attributes

Much like the wizard, the sorcerer needs to focus on Intelligence to get ahead. A minimum of 18 there, plus whatever extra you can spare on stats like Constitution or Dexterity.

### Strengths

- No fiddling around with spell scrolls
- No need to memorize spells

### Weaknesses

- Very limited spell library
- Very low HP
- Not quite as cool as a pure mage

### Special: Limited Spell Library

Not only does the sorcerer have a limited volume of spells that he may cast, but he also has to worry about planning ahead and making sure to pick the right spells for each level. Unlike a regular wizard, where you can afford to buy a crappy scroll once in a great while, the Sorcerer (in that same situation) would be handicapped *forever*. When you pick a spell, make sure that you research the heck out of it and that it's one you'll want. If not, then you just wasted one of your precious spell slots on a useless piece of crap. Another thing to be aware of is the fact that normal wizards gain XP upon each successful scroll that they scribe into their spellbook. No such luck with a Sorcerer...

### Comments

At first glance, the sorcerer seems like he has an overwhelming volume of spells at his disposal. But soon enough, you'll learn that this isn't true and that he only has a select few. Each time you cast a level one Magic Missile, the rest of your level one spells are also reduced by one. So in actuality, he hasn't much more volume than that of a regular mage. So then, what is his advantage we ask? Not having to buy and scribe scrolls? Hmm...

◀ Sorcerers are available to the following races:



## SORCERER

Sorcerers are practitioners of magic who were born with the innate ability to cast spells. It is thought that the blood of some powerful creature flows through their veins: perhaps they are the spawn of the gods themselves, or even dragons walking around in humanoid form. Regardless, the sorcerer's magic is intuitive

rather than logical. They know fewer spells than wizards, and acquire spells more slowly, but they can cast spells more often and have no need to select and prepare spells ahead of time. Sorcerers cannot specialize in magic like wizards do. Other than these differences though, a sorcerer is very similar to the wizard.

### Advantages

- Does not need spell scrolls to learn spells
- Can cast more often than a regular wizard
- Doesn't need to prepare spells

### Disadvantages

- Cannot learn as many spells as the wizard

## Monk

### Attributes

Strength, Constitution, and Dexterity should all be pushed to the max if you're looking to fully utilize the monk. He needs to hit *hard* to be useful.

### Strengths

- Begin with an extremely low AC
- Can actually dish out decent damage without a weapon!

### Weaknesses

- Somewhat low HP
- No spell casting ability
- Cannot wear ANY armor

Monks are warriors who pursue perfection through contemplation as well as action. They are versatile fighters, especially skilled in combat without weapons or armor. Though monks cannot cast spells, they have a unique magic of their own. They channel a subtle energy, called Ki, which allows them to perform amazing feats. The monk's best known feat is the ability to stun an opponent with an unarmed blow.



## MONK

### Special: Limited Spell Library

He's immune to haste, slow, and charm spells. His saving throw bonuses are incredible. His magic resistance is at 39% at 13th level. All of his special skills are of extraordinary power. What else could you ask for? Seriously though, his Quivering Palm skill is simply incredible. At 13th level, you'll be a madman on the loose with the ability to kill almost any opponent with a single hit! It's like having a death spell chained to your character's fist! Now that's hardcore, isn't it?

### Comments

The monk is an interesting character class that really took us by surprise. We wrote him off as soon as we found out that he couldn't wear armor, but then after delving into him a bit further, we found out that we had a *monster* on our hands! One more little thing that you'll really notice after dealing with turtle-like mages is the fact that monks move *fast*. Really *fast*.

All in all, we think the monk is a great character class for someone who's looking to play a bit differently, even if he is a bit shy in the special abilities department. He does kung-fu fighting, and he's as fast as lightning!

◀ Monks are available to the following races:

### Advantages

- The monk can make one unarmed attack per round: he gains one additional attack per every three levels there after, a monk starts off moving at +2 move gaining +1 move for every five levels thereafter, monks gain +2 save for all spells
- May use Stunning Blow once per day (per four levels). All attacks in the next six seconds force the victim to save or be stunned.
- Deflect Missiles ability, which gives them a -1 AC vs. missiles for every three levels

5th level: Immunity to all diseases, and cannot be slowed or hasted

7th level: Lay on Hands to heal 2 HP per level

8th level: -1 to speed factor

9th level: +1 to all saves, immune to charm

10th level: The monk's fist is considered a +1 weapon (+2 at 16)

11th level: Immune to poison

12th level: Another -1 to speed factor, fists are treated as +2 weapons

13th level: Quivering Palm spell once per day. This

spell gives them one hand attack. If they hit an opponent, the opponent must save or die.

14th level: The monk gains 3% magic resistance per level (i.e. 39% at 13th level)

15th level: Fists are treated as +3 weapons

20th level: He is immune to non-magical attacks

### Disadvantages

- The monk cannot wear armor... *yikes!*
- A monk can only use weapons available to the thief class (except 2-handed)



# Barbarian

Max Level: 19

## Attributes

Exactly like the Fighter, he needs 18's in Strength, Dexterity, and Constitution. This makes your Barbarian Rage skill even more useful than it already is!

## Strengths

- Good resistance against physical attacks, and magical attacks

## Weaknesses

- Can't wear plate mail
- Can't specialize past two slots
- Too limited, not versatile enough

## Special: Barbarian Rage

The Barbarian Rage is basically an enhanced Berserk, granting the user immunity to some of the most common "frustration" spells in the game (i.e. Charm, Domination, Confusion). Not only that, but he also gets a +4 to CON and STR abilities! This makes for some serious hitting power! He's not quite as cool as Conan, but it works!

## Comments

The barbarian is almost like a watered down fighter, but with extra abilities to help make up for his drawbacks. He's slightly faster, and is immune to all forms of backstab damage. He rolls a D12 instead of a D10 like a fighter, which means that his maximum HP can (potentially) be greater than any other class in the game. He's worth a shot, but if you're looking for an all-out powerhouse, we recommend the fighter.

Barbarians are available to the following races:



## BARBARIAN

A barbarian can be an excellent warrior, while not quite as specialized as the fighter. The barbarian can willingly throw himself into a berserker rage, gaining significant STR and CON bonuses for the duration of the effect.

### Advantages

- Move at 2 points faster than the usual character
- Immune to backstab
- Rage once per day (per 4 levels). Rage gives them +4 to CON and STR for five rounds. Gives a -2 AC penalty and +2 to saves vs. magic (for five rounds). Rage also gives immunity to Charm, Hold, Fear, and Level Drain.

- At 11th level, the barbarian gains 10% resistance to slashing, piercing, crushing and missile damage. He gains +5% to this every four levels thereafter.
- Rolls a D12 for HP (at level up) instead of a D10 like a normal fighter

### Disadvantages

- Cannot wear full plate, or plate mail
- Cannot specialize past normal specialization

## CHARTS, GRAPHS, AND MORE CHARTS!

### Reputation Effect on Item Cost

While adventuring, you're bound to come across a few things that may effect your reputation one way or another. And as you can see, sometimes it actually does pay to be good!

Reputation	% Cost Reduction
20	-50%
19	-40%
18	-30%
17	-20%
16	-10%
15	-10%
14	Neutral
13	Neutral
12	Neutral
11	Neutral
10	Neutral
9	10%
8	20%
7	20%
6	30%
5	40%
4	50%
3	100%
2 or lower	Store will not sell items

Listed below are charts for each type of armor, and exactly what each one of them has to offer in terms of protection for your character.



**Note:** Check your specific character class, and then refer to this chart to see what sort of penalties will be incurred as a result of not being able to wear certain types of armor, use certain shields, etc. Sometimes, it's too easy to glance over stats without really understanding what they mean. In AD&D, stats are a core part of the game. If you don't understand 'em, you won't understand the game.

### Armor Bonuses

Armor	AC	Armor	AC
Buckler	-1	Studded Leather	7
Small Shield	-1	Chain mail	5
Medium Shield	-1	Splint mail	4
Large Shield	-1	Plate mail	3
Leather	8	Full Plate armor	1

### Armor Protections

Armor	Slashing	Piercing	Bludgeoning
Leather	0	+2	0
Studded Leather	-2	1	0
Chain mail	-2	0	+2
Splint mail	0	-1	-2
Plate mail	-3	0	0
Full Plate armor	-4	-3	0



## XP TABLES AND MORE!

### Experience Point (XP) Tables

Before you even begin to think about which character will be right for you, take a gander at the charts below. Check to see if the character you had in mind is really what's best for you (level-wise), as there really are no "best characters" in Baldur's Gate II. The XP tables have been broken down into two sections with one used by Warriors and Wizards, and the other used for Rogues and Priests.

### Priests & Rogues XP Progression

Lvl.	Cleric/Monk	Druid	Thief/Bard
01	N/A	N/A	N/A
02	1,500	2,000	1,250
03	3,000	4,000	2,500
04	6,000	7,500	5,000
05	13,000	12,500	10,000
06	27,500	20,000	20,000
07	55,000	35,000	40,000
08	110,000	60,000	70,000
09	225,000	90,000	110,000
10	450,000	125,000	160,000
11	675,000	200,000	220,000
12	900,000	300,000	440,000
13	1,125,000	750,000	660,000
14	1,350,000	1,500,000	880,000
15	1,575,000	3,000,000	1,100,000
16	1,800,000	3,500,000	1,320,000
17	2,025,000	500,000*	1,540,000
18	2,250,000	1,000,000*	1,760,000
19	2,475,000	1,500,000*	1,980,000
20	2,700,000	2,000,000*	2,200,000
21	2,950,000	N/A	2,420,000
22	3,150,000	N/A	2,640,000
23	3,375,000	N/A	2,860,000
24	3,600,000	N/A	3,080,000

**Note:** All characters in BG2 will start with a minimum of 89,000XP, unless you played the Tales of the Sword Coast expansion, in which case you'd start with 161,000XP. The reason for this is so that your characters are more balanced with the higher level monsters in BG2.

### What If?

*A sidebar that scours the depths and intricacies of your mind, but only before you realize it's stupid... ☹*

While you were creating your character for Baldur's Gate II, you just so happened to stumble across a rune that enabled you. If you could pick any wizard spell from Baldur's Gate II and have it as one of your own real-life super duper magics, what would it be? Would you take a powerful offensive spell like Fireball? How about a defensive spell like Armor? Then again, no one could pass up the chance to be Invisible, could they? Think long and hard, and remember that you can only pick one. Refer to our results table for some of our favorites.

### Warriors & Wizards XP Progression

Lvl.	Fighter/Barbarian	Paladin/Ranger	Mage/Sorcerer
01	N/A	N/A	N/A
02	2,000	2,500	2,500
03	4,000	4,500	5,000
04	8,000	9,000	10,000
05	16,000	18,000	20,000
06	32,000	36,000	40,000
07	64,000	75,000	60,000
08	125,000	150,000	90,000
09	250,000	300,000	135,000
10	500,000	600,000	250,000
11	750,000	900,000	375,000
12	1,000,000	1,200,000	750,000
13	1,250,000	1,500,000	1,125,000
14	1,500,000	1,800,000	1,500,000
15	1,750,000	2,100,000	1,875,000
16	2,000,000	2,400,000	2,250,000
17	2,250,000	2,700,000	2,625,000
18	2,500,000	3,000,000	3,000,000
19	2,750,000	3,300,000	3,375,000
20	3,000,000	3,600,000	3,750,000

**Note:** The numbers in **GOLD** represent the maximum attainable level per class.

### Spell

### Comments

#### Detect Evil

Dealing with a car salesman who just seems too good to be true? Ztlllzzzt! Detect Evil and you'll know soon enough!

#### Charm Person

Sarah Michelle Gellar? Charlize Theron? Hot little Bridget from down the street? Bing! She's *yours* with this nifty little spell.

#### Invisibility

The possibilities are ENDLESS. This spell is for all you snoopers and sneakers who just can't get enough of that Mission Impossible crap. Happy lurking!

#### Mirror Image

Sure, you say. What the hell am I gonna do with Mirror Image? Well, if your friend is trying to hit you with his brand new slingshot, this is the most valuable damn spell in the world! Umm... no.

#### Strength

Like Invisibility, this one has A LOT of potential. You could throw large objects, move big stuff, smash things, etc.

#### Sleep

Tired of dealing with your annoying parents, friends, or relatives who never seem to know when to stop? Time for a nappy, I say!

#### Friends

God knows some people have CHA scores in the negatives. This spell might be just the thing to make some, er... friends.

#### Stinking Cloud

Strangely enough, some people are already blessed with the supernatural ability to knock people out with a certain type of "Stinking Cloud." Not sure how it works though...



FORGOTTEN REALMS

# Baldur's Gate II

## Shadows of Amn™



THE  
CRITICAL  
WALK-THROUGH



# Arenicus' Dungeon

## THE CRITICAL WALK-THROUGH

### Before We Start...

Unlike the original Baldur's Gate, BGII starts the player right in the midst of an action sequence. Even if you choose to import your character from BG1, you'll be stripped of all your equipment, and then forced into a short cinema. So regardless of what class you're playing, it's time to get tanked up and start thinking like an AD&D'er!

#### 01 New Party Member!

Immediately after stepping out of the cage, Imoen will join your party. And for those who are wondering, there is NO possible way to screw up the dialogue and keep her from joining you. All in all though, she's quite good at what she does, even if her comments can be a bit ridiculous at times. With that in mind, take her in and move along.



#### Imoen

**Class:** Mage/Thief  
**Alignment:** Neutral Good  
**HP:** 57      **AC:** 6  
**STR:** 9      **INT:** 17  
**DEX:** 18      **WIS:** 11  
**CON:** 16      **CHA:** 16

Refer to page #96 for more info

#### 02 Get Tanked!

• Peruse the table in the room to the southwest, and grab the items resting on top of it (and also inside the chest up against the wall). Have Imoen search for traps and disarm the one up on the wall for an easy **1,750XP**. Then, pick the lock and get another **400XP**. Grab the **Jail Cell Key** and bring it back to the main room before acquiring two more characters in your party.



#### 03 New Party Member!

Talk to Minsc, and get him angry by repeatedly insulting him until he breaks out of the cage. After he busts out, you'll need to switch your attitude and begin talking to him like a normal human being. Be courteous, and make sure to be nice to Boo if you want Minsc in your party. You'll get **3,000XP** upon Minsc entering your party.



#### Minsc (& Boo!)

**Class:** Ranger  
**Alignment:** Chaotic Good  
**HP:** 69      **AC:** 8  
**STR:** 18/93      **INT:** 8  
**DEX:** 16      **WIS:** 6  
**CON:** 16      **CHA:** 9

Refer to page #96 for more info

#### 04 New Party Member!

When talking to Jaheira, remember to take her abusive comments until she joins you. Don't insult Khalid, and don't even mention anything about "abandoning her" in the cage. Use the **Jail Cell Key** that you acquired inside the chest in the previous room. Once completed, you'll get **3,000XP** for admitting her into your party.



#### Jaheira

**Class:** Fighter/Druid  
**Alignment:** True Neutral  
**HP:** 51      **AC:** 7  
**STR:** 15      **INT:** 10  
**DEX:** 17      **WIS:** 14  
**CON:** 17      **CHA:** 15

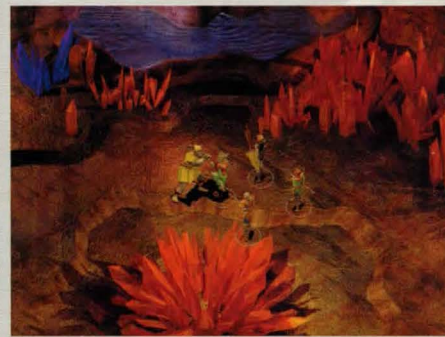
Refer to page #96 for more info

#### 05 Continue On



• Head down to the room with the Energy Machine, and flip the switch up against the north wall to stop it from spawning Lightning Mephits (in the meantime, you'll get **420XP** per Mephit, so fight as long as you like). Continue on...

#### 06 Chat With Aataqah



• In the very next room, talk to the genie (Aataqah) and tell him that you'll answer his silly question. When asked to reply, simply say that you'd "press the button" and you'll be forced to fight an Ogre Mage. (Note: The Ogre Mage's usually carry decent treasure). You'll get **3,500XP** for taking the GenieQuiz™, plus **650XP** for killing the Ogre Mage. If you choose to "not press the button," you'll fight some wimpy lil' Gibberlings and get no extra items.





## Key Items to Acquire

Item	Location
<b>A</b> Dagger +1	Behind painting
Potion of Healing x3	Behind painting
Jail Cell Key	Inside chest
<b>B</b> Long Sword +1	On table
P. of Extra Healing x3	Inside chest
<b>C</b> P. of Extra Healing x2	Inside barrel
Activation Stone	On table
<b>D</b> Quarterstaff +1	In crate
<b>E</b> Potion of Healing x5	In bookcase
<b>F</b> Mail of the Dead +2	Ilyich's body
Dryad's Acorns	Ilyich's body
P. of Extra Healing x2	Inside crate
P. of Extra Healing x2	On table
<b>G</b> Bastard Sword +1	Cambion's body
<b>H</b> Wand of Frost Key	Otyugh's body
Potion of Healing x2	Inside small chest
Oil of Speed	Inside large chest
Potion of Healing x3	Inside small chest
Helmet of Infravision	Inside small chest
<b>I</b> Amulet of Meta. Inf.	Inside cabinet
Air Elemental Statue	Inside cabinet
Wand of Lightning Key	Inside chest
Helm of Balduran	Inside cabinet

## Quest Based Item

Item	Location
<b>J</b> P. of Master Thievery	Inside bookshelf
Portal Key	Inside chest
Pommel Jewel	Inside dresser
Bracers of Def. AC8	Inside dresser
<b>K</b> Genie Flask	From Dryads
<b>L</b> Two-Handed Sword +2	From Malaaq
<b>M</b> Wand of Cloudkill Key	Inside crate
<b>N</b> Wand of Fire Key	Inside chest
Potion of Fortitude	Inside barrel
Wand of Summon Key	On table
Wand of Missiles Key	Clone's body
<b>O</b> Wand of Magic Missiles	On pedestal
Wand of Frost	On pedestal
Wand of Fireballs	On pedestal
Wand of M. Summon	On pedestal
Wand of Lightning	On pedestal
Wand of Cloudkill	On pedestal
Ring of Protection +1	On statue
<b>P</b> Girdle of Bluntness	Inside chest
<b>Q</b> Elixir of Health x4	Inside cabinet
Potion of Healing x5	Inside chest
Key to Frennedan	Inside chest
Oil of Speed	Inside chest

## Powerful Magic Item

## 1 DONATING GOLD TO RAISE REPUTATION

Below is a chart that details the amount of gold needed to raise your reputation at a temple. Early in the game, it may be a bit hard to afford these prices. But later, it's well worth it if being "good" is your thing.  
(Note: These numbers are what it would cost to move up by one point from that particular level).

1: 1,500GP	10: 500GP
2: 1,200GP	11: 700GP
3: 1,000GP	12: 900GP
4: 1,000GP	13: 1,200GP
5: 500GP	14: 1,500GP
6: 400GP	15: 2,000GP
7: 200GP	16: 2,500GP
8: 300GP	17: 5,000GP
9: 400GP	

TECHNIQUE



# CHAPTER I

## 07 Meet the Sewage Golem

- Talk to the Sewage Golem, tell him you're his "Master," and you'll find out that you need the Activation Stone. Search the room for some decent items, including a locked chest which will give you **400XP** upon successfully picking it (refer to the "Key Items" chart for more info).

## 08 Rieleu: The Man in the Bottle



- Whack the two Clay Golems inside the small room (get **4,000XP**), and you'll prevent them from troubling you later on in this dungeon. Enter the room to the north, and approach the life-support jar to initiate the conversation with Rieleu. Agree to take him out of his misery and suffering by taking the Energy Cells (get **4,000XP**). Search the barrel, and make sure to grab the **Activation Stone** from atop the table before leaving.

## 09 An Experiment Lab?



- Proceed back toward the Sewage Golem, and stop off in the room to the south. If you so desire, you may use the Energy Cells to activate FOUR of the 11 tubes (to get some info). If not, then proceed into the room and take out the two Ice Mephits to get a quick and easy **840XP**. Disarm the trap on the crate before attempting to pick the lock, and you'll get **1,750XP**, followed by **400XP** for picking it.

## 10 Back to the Sewage Golem

- Tell the Sewage Golem that you are his master, and then let him know that you have the Activation Stone. When you hand him the **Activation Stone** he will open the FOUR doors that lead to the central hub of this dungeon. This will allow you to progress and get further into the dungeon. Upon completing this task, you'll gain **3,000XP**.

## 11 The Dwarven Path



- Enter the library and search the bookcases to find some useful items. Dash north and encounter Ilyich in the very next room. He'll attack no matter what you say, so just force your way into the room and have your fighters begin whacking away at the two archers. Move **ALL** of your other characters near the mage, and put him out of commission. With the archers down, and the mage out of the way, the rest of the fighter dwarves will fall without a hitch. When the dust settles, you'll gain **2,820XP** for taking out the whole group. Before you proceed, search the room for goodies and make sure that you grab the **Acorns**. You'll be needing these a bit later...

## 12 A Cambion - What the?

- Once past the dwarves, pass up the locked door (for now) and disarm the trap to earn **1,750XP**. Upon entering the next room, you'll see a Cambion trapped inside of a magical sphere. Switch the lever in the center of the room **TWICE** to release the Cambion from his bubble. Be ready to go! You'll gain **6,000XP** for the fight, at which point you should grab his gear before backtracking to the newly opened passage that leads to the center of the dungeon.

## 13 Otyugh in the Sewer

- Yep, there's an Otyugh blocking your path and you'll have to take out the trash before continuing on. Don't be scared off by his overwhelming size though, as the Otyugh really isn't all too tough. Get set right before you enter the area with defensive spells like Barkskin and Aid, then crash into the room and tear the Otyugh into oblivion.
- When you defeat him, you'll get **650XP**. Search his dead carcass for the **Wand of Frost Key**. Disarm the trap on the chest (get **1,750XP**), then pick the locks on the two adjacent chests (get **800XP**) before beginning your search for items. This room is absolutely littered with goods, so make sure to refer to the "Key Items" chart for more info.







## LEARNING NEW SPELLS

It's unwise to stumble across spell scrolls and scribe them right away. Instead, follow some of the helpful hints below.

- 1 Make sure to always **SAVE** your game before attempting to "Write Magic." If it's a higher level spell, you have a good chance of failing while scribing it on your first try. It's all based on percentages, so keep trying!
- 2 Did you know that spell scrolls give XP? First level spell scrolls give 1,000XP, second level gives 2,000XP, all the way up to eighth level spells giving 8,000XP! Don't pass up this free experience!
- 3 Sorcerers and Clerics need not pay attention to this tip, because they don't scribe scrolls.

## 14 Meeting the Dryads

• Proceed through the northern door and head down the long narrow passageway. When you enter the bedroom, have Imoen search for traps and you'll detect three separate rigs. Disarm all three and grab **5,250XP**. Pick the lock on the small chest next to the bed (get **400XP**), and then begin scrounging for items. Make sure to grab the **Air Elemental Statue** before leaving. Check out the room to the left (with the portal) and grab the items inside the jugs, then run all the way over to your right and chat with the Dryads. Let the Dryads know that you already have their precious **Acorns**, and you'll get **9,500XP**. If you haven't taken out the two Clay Golems from earlier on (in their holding pen), they will attack you when you set off the silent alarm to the master bedroom. Just be aware and have your fighters ready.

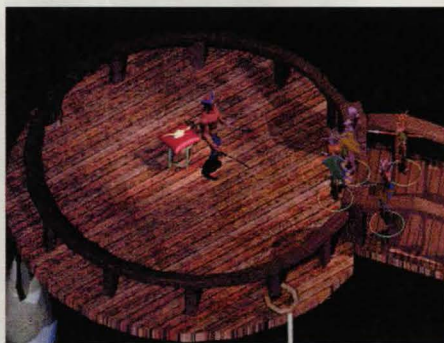
## 15 The Master Bedroom



• Continue down past the trees and into the master bedroom and find — you guessed it — a whole slew of traps. Disarm all seven traps to get **12,250XP**. Grab the **Portal Key** and the rest of the items before heading back to the locked door near the room where you fought the Cambion.

## 16 Malaaq the Genie

• Using the Air Elemental Statue is the **ONLY** way to unlock this door. You'll be taken to a new map (a very small one) that turns out to be Malaaq's place of residence. Run toward the top until you reach the area with the genie lamp. Rub it, and chat with Malaaq. Agree to release the genie from his bottle in return for one of your magic weapons that he is holding.



***Note:** This area doesn't need a map because it is a very linear path. Just follow the boards and you'll reach Malaaq.*

## 17 Obtaining the Genie Flask



• When you return to the Dryads, tell them that you are searching for a special genie flask. Since you have offered to help them out a bit earlier (with their magical acorns), they will give you a flask for free. Return to Malaaq with the **Genie Flask** and he will give you **Sarevok's Sword of Chaos +2**, and **15,000XP**!

## 18 Using the Portal



• Once you've acquired the Portal Key, you can move freely between the first and second dungeons using the mirror-like portals. Just highlight the portal, and walk through. When you arrive in the second dungeon, search the crate and grab the **Wand of Cloudkill Key**, and the spell scroll. Continue forward and you'll be greeted by a new NPC, Yoshimo.



## Baldur's Gate CHEESE COMBAT

We reference several different techniques throughout this guide while explaining combat, but most of them revolve around a version of these basic tactics. So when all else fails, and you're sick and tired of reloading the damn game, resort to the cheese! Watch for Part II in just a few pages.

*"Part I of a 11 part series... and the fun has just begun!"*

Know Your Role	Confusion, Domination, Etc.	When All Else Fails!
Yeah, it seems rather obvious to keep certain characters assigned to certain tasks, but it's a darn shame how many players we see using mages as front line fighters and thieves as blockers. Yikes! Don't do that! Remember to use the specific characters strengths to your advantage, meaning that you should never have a mage do a fighters job.	Even though the effectiveness of the Charm and Confusion-type spells have been tweaked down since the first game, they still pose a major threat when in battle. Whenever we lost a battle against the enemy AI, nine times out of ten it was because of some wacky confusion or charm spell that we weren't prepared for. Be aware!	Turn your group into a Mobile Chainsaw Unit™ by arming everyone with two swords and a set of plate mail. Now, <b>ATTACK!</b> (Note: This tactic only works if you chant (verbally) with your friends while playing. We often bashed each other with blunt objects just to get psyched before trying this technique. It's just THAT cool!)



## Dungeon II

PART TWO



### Baldur's Gate CHEESE COMBAT

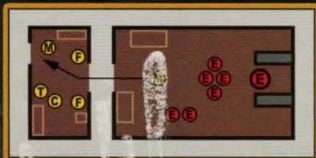
This section is a continuation of the last one, but with illustrations and screenshots to help further your knowledge of combat. We feel this is necessary for those of you who are new to the world of Baldur's Gate. And for you veterans, well... this should get you back on track in no time!

#### MAP KEY

- Ally
- Summoned Beast
- Enemy

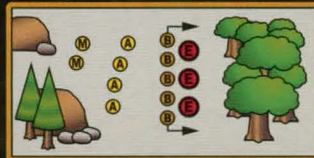
#### Close Quarters Combat

When you're fighting inside a cramped dungeon, it's easy to forget about tactics and lean towards all out brawling. While this works to some extent, we found it best to use the "draw-out" technique instead. Have one of your characters move up ahead where you know there are monsters, and then draw the creatures back to your already prepared party.



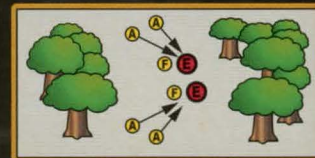
#### Monsters as Fodder

Although the developers reduced the amount of controllable monsters to FIVE at any one given time, they still work wonders when it comes to blocking or distracting an enemy. Summon monsters BEFORE a scripted battle, then make sure to use the time they serve as blockers to the best of your ability. (Note: In diagram, we would follow up with our characters in the rear).



#### Fighting From a Distance

The enemy AI is not too keen when it comes down to prioritizing their attacks on your party. You'll never see them try to take out your mages and archers first (like they should). Because of this, we recommend that you always keep your fighters toward the front of your party to attract the attention, and then have your archers pick away from a distance.







## A WELL-BALANCED PARTY

Below are a couple of tips to help you with class selection when making a party.

❶ While a group comprised of six mages or six fighters sounds tempting and somewhat unstoppable, trust us, you'll be stopped. It's far better to bring a balanced group than it is a very one-sided one.

❷ We think the best party (for the single player game) is as follows: two Mages, two Fighters, one Cleric, and one Thief. Whether or not you want to replace a Mage with a Sorcerer, or a Fighter with a Paladin is up to you. Keep it diversified!

❸ Another tip for a well-balanced party is to make sure that you have enough beer and chips for everyone. Otherwise, bad things start to happen...

## 19 New Party Member!

There's nothing really that special about Yoshimo, which means that it's entirely up to you whether or not you want him in your party. We chose to pick him up and use the extra body during the fight sequences, especially since he's decent with his Katana +1. If we only knew about his somewhat shady past however...



### Yoshimo

**Class:** Bounty Hunter  
**Alignment:** True Neutral  
**HP:** 38 **AC:** 4  
**STR:** 17 **INT:** 13  
**DEX:** 18 **WIS:** 10  
**CON:** 9 **CHA:** 14

Refer to page #96 for more info

## 20 The Mephit Portals

- Get tanked and walk through the door to the right of the portal, then immediately begin focusing your attacks on the four Mephit portals. Upon destroying all four, you'll gain **20,000XP**. Note that you WILL NOT get any XP for the Mephits themselves, so make it a point to destroy the portals and stop the Mephits from spawning as quickly as possible.
- Sweep the room for items, then proceed through the door to the west. It's nothing more than a creepy experiment lab, so quickly take care of the assassin, then pound on the Escaped Clone and get an easy **1,250XP**. Grab the items from the barrel up in the corner before heading outside and watching the scene with Jaheira and Khalid. If you want to keep her in your party, remember not to insult Khalid in any way. When all is said and done, continue through the door to the north, and disarm the trap before crossing the bridge (get **1,750 XP**).

## 21 The Wand Keys



- Give all six of the wands to your main character, and have him/her walk up alongside the wall and use the wands on each of the corresponding pedestals. For each trap that you disarm, you'll trade the wand key for the wand itself. This will enable you to bypass all of the traps and still grant access to all of the connecting rooms. If you haven't been collecting the wand keys, now is a good time to refer to the key items list and do so.

## 23 Dwarven Ambush!



- There is a small group of dwarves waiting for you to stumble into their humble abode. Straight up mop these fools, then proceed to search the area for key items. After taking out the whole group you'll get **1,880XP**. There are two locked chests which upon picking, you'll get **800XP**.

## 24 Frennedan



- In this room, you'll need to detect two traps, and pick two locks for a total of **4,300XP**. Scour the room for items, then talk to Frennedan and agree to let him out of his cage. Use the Key to Frennedan on the door, and immediately begin attacking him. You'll get **3,000XP** upon destroying his new form. Enter his room and disarm and pick the lock on the trapped chest for **2,150XP**. Grab all the goods then head for the exit...

## 22 Ulvaryl



- Enter this room ready to go. Spells like Haste, Barkskin, and Aid all work well. Have everyone focus their attacks on Ulvaryl to try and take her out before she teleports to safety. A good trick is to have one of your mages cast Chromatic Orb. If you manage to freeze her (with the effects of the spell), you can simply pound her into oblivion. If you do manage to kill her before she warps away, you'll get **8,000XP**.

## 25 Exit to the Overworld!

- On your way to the exit, you'll be attacked by the last few assassins. Take them out (get **2,500XP**), and proceed toward the exit of the dungeon. Upon leaving, you'll be treated to a brief cinema with Irenicus, at which point you'll be in the town of Athlatka, inside Waukeen's Promenade. If there is anything else that you'd like to do inside this dungeon, do it now as you WILL NOT be coming back!

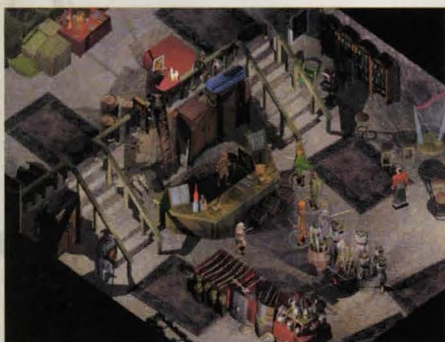


# Waukeen's Promenade

## THE CRITICAL WALK-THROUGH

### 01 Perusing the Town

• Right after the scene with Imoen you'll begin in Waukeen's Promenade, at which point you should walk around town visiting the various shops, inns, and taverns. Collect all the necessary info from the townsfolk, and proceed over to the Circus Tent when you're ready to continue.



### 02 The Circus Tent

• When you arrive, talk to Giran (the boy outside of the tent before entering. This is an easy sidequest that shouldn't be avoided. Speak with the guard, and then enter the tent against his recommendation. Once inside, answer the Genie's first question with the following response: "The prince is 30 and the princess is 40." Upon doing so, you'll get **14,500XP**.  
• Enter the dome and speak with Aerie, and you'll find that she requires a certain magical item to be returned to her normal form.

### 02a New Party Member!

To get Aerie, you'll need to first walk up to the two peasants (just north of Aerie) and force attack them. They're Orcs in disguise! Bring back **The Ogre's Sword** and give it to her, and she'll polymorph back into her normal form. At this point, she'll initiate dialogue and you can ask her to join your group.



### Aerie

**Class:** Cleric / Mage  
**Alignment:** Lawful Good

**HP:** 42      **AC:** 7  
**STR:** 10      **INT:** 16  
**DEX:** 17      **WIS:** 16  
**CON:** 9      **CHA:** 14

Refer to page #97 for more info

- Talk to the Spider and let her know that her son (Giran) is still waiting outside. This is the second part of this mini-quest.
- Once you're packed up and ready to fight, head through the door to the north and enter the next room. Inside, you'll be up against a slew of illusions. And remember, these are illusions, not REAL enemies. As such, you can have your clerics cast Dispel Magic (or True Seeing) to dispel them. Before you head up the stairs and into the next room, check the flower pots for some assorted spell scrolls.

### 02b Kalah, Illusionist



**HP:** 46  
**XP:** 2,000

#### Noteworthy Items

- Girdle of Piercing
- Ring of Human Influence
- Five assorted scrolls

During the fight with Kalah, have mages cast Dispel Magic on the illusions while your fighters pound on Kalah himself. Once the illusions are gone, you should be able to drop Kalah before he kills Quayle. (Note: Quayle has taken the form of small pile of slime, so make sure not to accidentally kill him).

- Once Kalah has fallen, the tent will return to its normal form and all illusions will be dispelled. You'll get **25,000XP** for completing the quest.
- On the way out, talk to Hannah and let her know that her son is outside. You'll get **500XP**. Once outside, talk to Giran (the boy) and get **2,500XP** more. Chat with the Amnish Soldier and you'll gain one reputation point!

### 03 The Brawl of Brawls

On the upper floor of the Den of the Seven Vales, you'll find a group of hostile thugs just begging for a fight. If you're up to the challenge—and we mean CHALLENGE—go ahead and follow the steps below. If you're not well prepared, then avoid it and come back later.

- Talk to Mencar and tell him you have no quarrel. The key is NOT to fight him via the text prompt. Instead, place your characters in the bottom right-hand corner of the room, and get everyone ready. Cast Haste on your fighters, sanctuary on your clerics, Monster Summoning for blockers, and extra Armor spells on your wizards.
- When all of your defensive spells are set, pause the game and get everyone ready to "force attack" the five thugs. Focus all power on Amon and Pooky FIRST, followed by the rest of the baddies. Brennan will immediately hide in the shadows and try to backstab whoever is closest to him, so surround him with monsters to keep him busy

#### Mencar Pebblecrusher



**Stats:** HP: 200, XP: 10,000  
**Items:** War Hammer +1, Full Plate

#### Brennan Riesling



**Stats:** HP: 68, XP: 4,000  
**Items:** Short Sword +1, Studded Leather+1, Ring of Invisibility

#### Smaeluv Orcslicer



**Stats:** HP: 93, XP: 4,000  
**Items:** Hide Armor, Cursed Berserking Sword +3

#### Amon of the Purple Brotherhood



**Stats:** HP: 36, XP: 6,000  
**Items:** None

#### Pooky!



**Stats:** HP: 32, XP: 4,000  
**Items:** None

### 04 Bon Voyage... For Now

After taking care of business, it's time to head for the District Exit and leave Waukeen's Promenade. When you get to the overworld map, head for the Slums. You'll have a brief chat with Gaelan Bayle at which point you'll conclude the first chapter, and begin chapter two... oh joy!



## Maukeen's PROMENADE



### Checklist

Before you leave town, try to accomplish the steps below.

- ☐ Visit shops, sell items, and stock up on goodies.
- ☐ Chat with townsfolk about your surroundings.
- ☐ Chat with Giran outside of tent before entering, then chat with his mother inside.
- ☐ Get Aerie to join your party
- ☐ Kill Kalah inside the circus tent, and make sure to save Quayle!
- ☐ Fight with Mencar Pebblecrusher at the Den of the Seven Vales.

### Points of Interest

Location Name	Type	Location Name	Type
01 Hes the Merchant		09 Storekeeper	
02 Galoomp the Bookkeeper		10 Cernd's Home	
03 Mithrest Inn		11 Enge's Shop	
04 Den of the Seven Vales		12 Armorer / Fletcher	
05 Temple of Ilmater		13 Fennecia's Home	
06 Mira the Merchant		14 Storekeeper	
07 Circus Tent	Quest	15 District Exit	Exit
08 Adventure Mart		16 District Exit	Exit



# The Slums

## 01 Chat with Gaelan Bayle



• The beginning of chapter two actually begins after talking with Gaelan. It's at this point that you learn of the somewhat outrageous 20,000 GP fee to receive help from Gaelan and his shady pals. This is a hefty amount of gold at this stage in the game, so get ready to spend some time doing side-quests to earn the necessary funds. Before you get started with the quests though, you may want to look around town and get to know your surroundings a bit better.

## 02 Enter the Copper Coronet



• With your newfound friends requiring so much gold for their help, you'll need to visit the Copper Coronet and talk to the various patrons to receive work.

**(Note:** For the first time in the game, you'll have a serious choice to make: you can continue down the straight and narrow path, or branch out and do some rewarding sidequests. If you choose to follow the recommended path, just keep reading the text in the following sections and you'll be well on your way. If you choose to do a certain sidequest, refer to the *Optional Walkthrough* at this point.)

• There are also three new characters who you can befriend as members of your party, each with his/her own respective quests.

## 03 New Party Member!

Nalia will be the first person to actually approach you inside the Copper Coronet. Listen to her request, and then either accept or deny her offer. You should probably know that she is the **RECOMMENDED** character to pick up first, as we'll be discussing her quest after we complete the innards of the Copper Coronet.



## Nalia

**Class:** Mage/Thief  
**Alignment:** Chaotic Good  
**HP:** 61 **AC:** 5  
**STR:** 10 **INT:** 17  
**DEX:** 17 **WIS:** 9  
**CON:** 16 **CHA:** 13

Refer to page #97 for more info

## 04 New Party Member!

Anomen is also near the entrance of the Copper Coronet, up past the first couple of tables. To get him to join your group, tell him that you are courageous and that you follow the path of a righteous adventurer. All in all, Anomen is a worthy comrade in arms that will surely save your hide more than once.



## Anomen

**Class:** Fighter/Cleric  
**Alignment:** Lawful Neutral  
**HP:** 101 **AC:** 2  
**STR:** 18/52 **INT:** 10  
**DEX:** 10 **WIS:** 12  
**CON:** 16 **CHA:** 13

Refer to page #97 for more info

## 05 New Party Member!

A chaotic evil bastard, Korgan isn't exactly the type of member to join an otherwise friendly group of adventurers. Just talk to him down by the entrance, and tell him you'll listen to his story. When he asks if you'd like to go dungeon crawling with him, reply with interest. This will get him in your party.

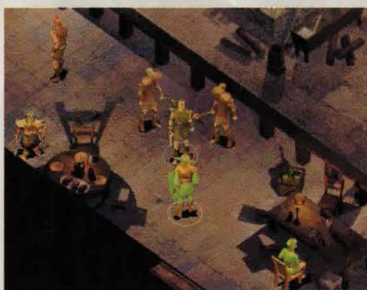


## Korgan

**Class:** Berserker  
**Alignment:** Chaotic Evil  
**HP:** 138 **AC:** 2  
**STR:** 18/77 **INT:** 12  
**DEX:** 15 **WIS:** 9  
**CON:** 19 **CHA:** 7

Refer to page #97 for more info

## 09 Surly & Amalas



• This group of troublemakers is really nothing more than a fun little sidequest. Nothing "special" happens with either of these parties to progress the story in any manner. Just have some fun with 'em, will ya?



Two men enter! One man leaves!



## The Slums



### Checklist

Before you leave town, try to accomplish the steps below.

- ☐ Check around town, visit the various merchants and homes
- ☐ Go to the Jansen home and find out about Jan Jansen
- ☐ Enter the Copper Coronet, finish the slaver quest with Lehtinan
- ☐ Get new party members including: **Nalia, Anomen, and Korgan**
- ☐ Talk to Lord Jierdan (inside the Copper Coronet)
- ☐ When you have enough coin, pay Gaelan his fee to continue on with Chapter 3 (or take Bodhi's offer)

### Points of Interest

Location Name	Type	Location Name	Type
01 Copper Coronet	   	07 Planar Sphere	Quest
02 Borinall's House		08 Black Market Thief	  
03 The Jansen Home		09 Temple of Ilmater	   
04 Gaelan Bayle's Home	  	10 Storekeep	  
05 Slaver Stockade	Quest	11 District Exit	Exit
06 Derelict House		12 District Exit	Exit

(Note: There are a few optional quests while your bumming around in the slums. If you wish to pursue them, why not take a gander at our nifty-wifty optional quest walk-through. You'll find it there!)



# The Copper Coronet

## 06 Lehtinan & the Beastmaster

- Talk to Lehtinan and ask him how you can spend your money on “other” services. He’ll then grant you permission to enter the back rooms. Work your way past the Gladiator Pit, past the secret passages, and through the door that leads to the holding pens (see map). Once you enter the “restricted area,” some guards will attack you if you choose to continue forward. Mince ‘em to pieces and then talk to Hendak. Work your way through the fighting pits to the animal cells, and finally approach the Beastmaster.
- When fighting the Beastmaster, draw him out into the fighting pit area. This should give you more than enough room to move around and set up your characters. Place your two strongest fighters up front and have ‘em whack the critters as they try to pass through the door, creating a natural “roadblock” effect.



After releasing Hendak, enjoy watching Lehtinan squirm like the monster that he is!

- After killing the Beastmaster (and all of his little beasties), run back to the holding pens and release the two small children before releasing Hendak (for an easy **5,000XP**).
- Hendak will run back to the main room of the Copper Coronet, at which point all of the remaining guards will turn hostile. When Hendak meets up with Lehtinan, he pulverizes him and thanks you for your assistance. Continue your quest with Hendak by agreeing to rid the town of the Slavers if so desire. If not, then continue on with a different quest. Whichever path you choose, **MAKE SURE** to loot Lehtinan’s body before you leave! He has **1,287 GP**, some **Emeralds x3**, a **Diamond**, and a **Water Opal**!



## 06a Beastmaster, Ranger



**HP: 53**  
**XP: 2,000**

### Noteworthy Items

- The Beastmaster Key (for jail cells)
- Tuigan Bow +1
- Plate Mail Armor

We found it easiest to draw all of the creatures out into the open area before attacking the Beastmaster himself. You’ll have more problems with his little minions than you will with the Beastmaster. It’s a zoo I tell ya!

## 4 THIEVERY IN TOWN: BAD NEWS

With the abundance of locked chests and drawers scattered about the land, it’s only a matter of time before you’re caught in the act — the act of stealing that is. Below are some helpful hints to keep you on track when stealing in town.

- ① Always have your thief “Hide in Shadows” before attempting to pick a lock. If there are any townsfolk around, they’ll have less of a chance of spotting him in the act.
- ② If you’re having trouble picking a lock, have your strongest character “force attack” the item. With high STR, you just might be able to force the lock open.
- ③ Keep a spare Quick Save right before you do any risky maneuvers. If the guards get summoned, at least you can fall back to your Quick Save. Or if you’re up for the challenge, you can always try to take them out...

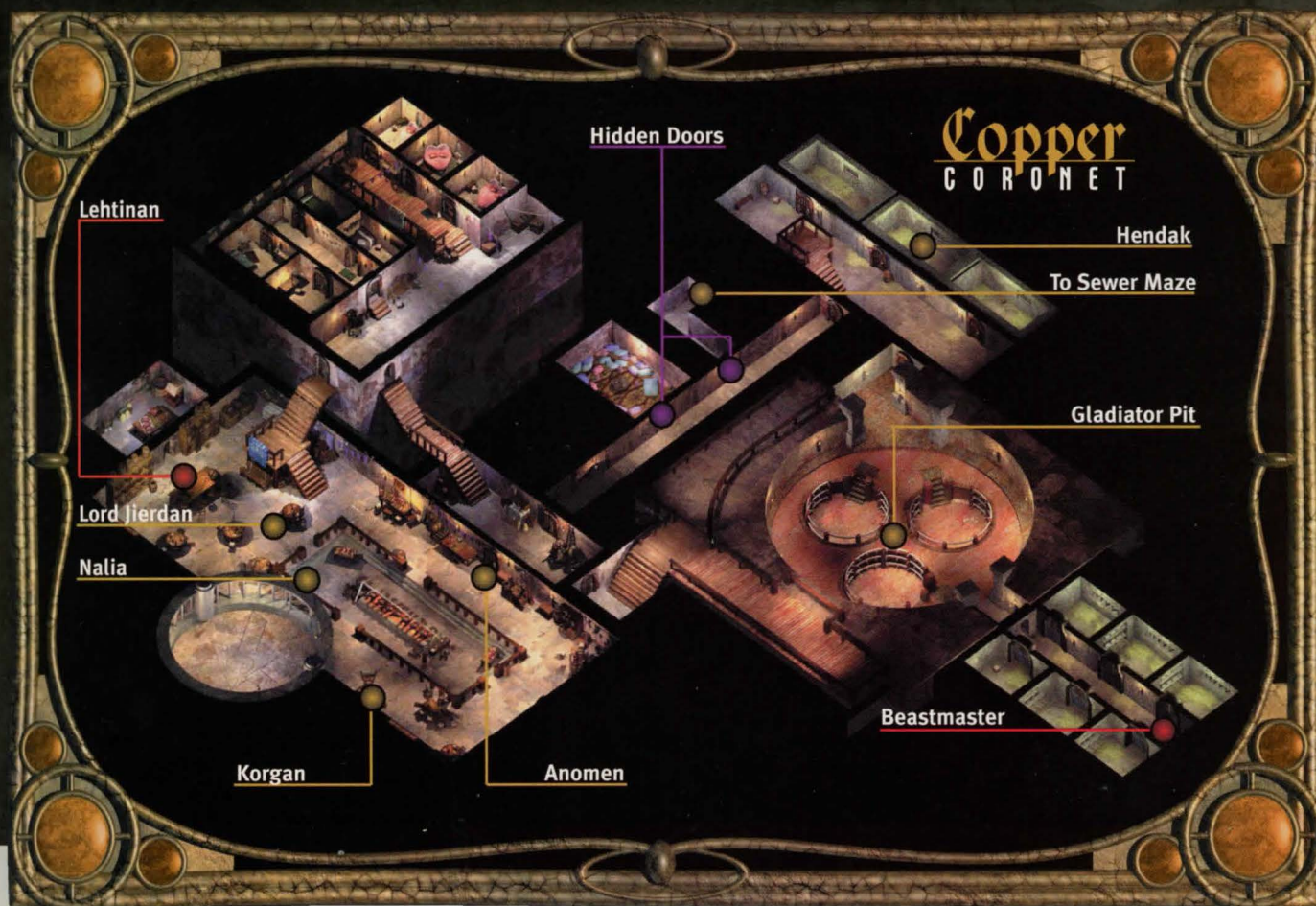


## EVIL PARTIES LOOK HERE!

During the quest with Lehtinan and the Beastmaster, you may return to Lehtinan and tell him of Hendak’s plans to escape. **EVIL CHILD!** Lehtinan will then give you the Beastmaster Key, and ask you to return to Hendak’s cell and kill him to set an example for the other slaves. Once Hendak is dead, return to Lehtinan for your evil reward...

**NOTE:** You can also use the above tactic as a ploy to get the Beastmaster Key directly from Lehtinan. This enables you to skip the entire “Beastmaster” section if you’re not up for the fight. When you arrive at Hendak’s cell, simply tell him of the ruse and everything will proceed as normal.





## 07 Hendak's Quest: Kill the Slavers

• After freeing Hendak and letting him resume control of the Copper Coronet, you'll have a rather important decision to make.

① You can continue to help him further by completely eliminating the slavers from the town of Athlatka. Or,

② You can walk away and let him deal with the problem. We recommend you take up his offer and cleanse the dirty slavers from the town once and for all.

• Head through the secret passage that leads down into the Sewer Maze (see Copper Coronet map). As soon as you descend, you'll be ambushed by a party of tattered Hobgoblins. Focus all attacks on the Shamans, and you'll be fine.

• Walk over to pool of water, in the sewer area. Dispose of the Otyugh, Ochre Jelly, and Mustard Jelly. Examine the sewer grate and you'll pull up **Vallah's Hand**.

• Enter the cave area, and grab the **Lover's Ring** from the skeleton up on the wall. If you want, you can take a small detour and fight a few Myconids in the room to the north. If not, just continue down the main path and disarm the trap before crossing the bridge.



*Talk with Quallo to learn of the secret sword that lies just a few rooms away...*

• Take out the group of Kobolds to the north, then get the **Shaman's Staff** and head for Quallo's room.

• Talk to Quallo and whack his despicably dirty pet Carrion Crawler. Pick up the **Blood of Quallo's Friend**, and then head up to the room with the four sewer pipes. When you talk to Quallo again, you'll find out that these strange items you've been collecting are actually "keys" that are to be used to solve some sort of puzzle.

• Place the keys in the right pipes, in the right order, and you'll receive **Lilarcor**, and **18,000XP** for EACH of your characters! Lilarcor is a +3 Two-handed Sword that talks, but doesn't actually offer many helpful tips other than "Go kill a rich man!"

*Note: For those of you who aren't quite sharp enough to figure out this mind-boggling puzzle, here's the order to place the items:*

- |                 |                 |
|-----------------|-----------------|
| ① Pipe 3: Hand  | ② Pipe 1: Ring  |
| ③ Pipe 2: Blood | ④ Pipe 4: Staff |

• Continue down the path and up the first flight of stairs—this will lead you right into the back door of the Slavers Stockade! The slavers will begin attacking the second you



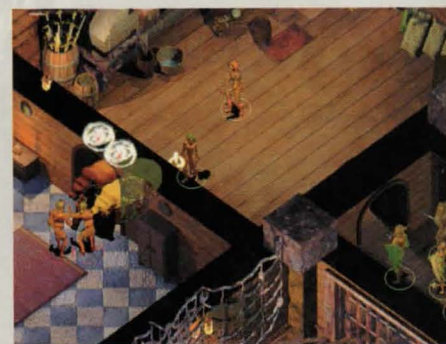


pop through the door, so you may want to have all of your defensive spells cast prior to climbing the staircase. Make sure not to miss **Haegan's Key** and **Telbar's Studded Leather +2** from Captain Haegan, among other assorted goodies.

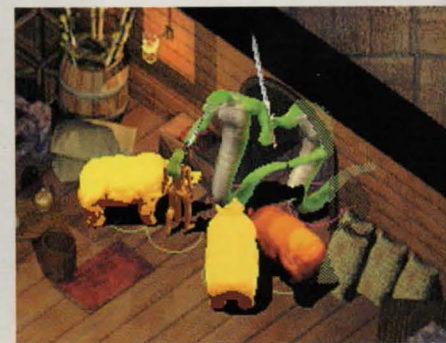
- Unlock the first cell and smash the two Trolls before saving the little girl. (Note: Use fire to kill the Trolls once they're on the ground). If you give her 100GP you'll get +1 reputation point and **3,500XP**. Continue freeing the slaves in each of the cells, then prepare for the fight with the wizards.

- Summon monsters—LOTS of monsters—and have them fill up the room preceding the wizards. When one of your characters peeps out to have a look, you'll trigger the whole lot of them to come barreling forward. Don't miss the **Cloak of Protection +1**, a **Wand of Fear**, and some assorted spell scrolls.

- Work your way to the front of the ship and take out the few remaining guards, then exit the ship and head back to the Copper Coronet. When you talk to Hendak (you'll find him behind the main desk of the Copper Coronet), you'll complete the quest and receive an amazing **38,000XP** for each character! He'll also give you **3,900GP**, a **Bastard Sword +1, +3 vs. Shapeshifters**, and some **Plate Mail**. Not bad for a days work, eh?



*The fight with these mages is much easier when you attack them from the rear (using the Sewer entrance).*



*Summon monsters or animals to clog up doors, thereby preventing monsters from charging your characters at close range.*



# de'Arnise Hold

## CRITICAL WALK-THROUGH NALIA'S QUEST

### 08 Nalia's Quest: de'Arnise Hold

• After completing the quest for Lehtinan, you still probably won't have enough gold to meet Gaelan's ridiculous 20,000GP fee. To help remedy this situation, talk to Nalia (inside the Copper Coronet) and accept her quest. Check your overworld map to the far right for the de'Arnise Hold.

• When you arrive at the de'Arnise Hold, search the area surrounding the castle until you find a small garrison. Talk to Captain Arat, and he'll brief you on the situation with the Trolls. After speaking with him you'll get some **Fire Arrows x20**. Look

Daleson. If you're mean to him, you'll lose 4 reputation points, so BE NICE!

• Follow the path of secret doors all the way to the very end and grab the loot between the lion statues. Ignore the hidden forge for now, and backtrack to the main area.

• Open up the door and get your characters set for a large-scale assault on the Trolls. Summon some high level monsters to serve as blockers, then have your fighters block the doorway as the Trolls come forward. We found it best to have your mages throw Fireballs just past the doorway across the hall, as the explosion radius should just miss your front line of fighters.

• Search the rest of the floor for loot, then head outside through one of the central exits. Take out the Otyugh, then run down to the left and kill the four guard dogs standing nearby. Take the four chunks of **Dog Meat** (Mmmm!) back down to the

## 5 FIRE IN THE TROLL!

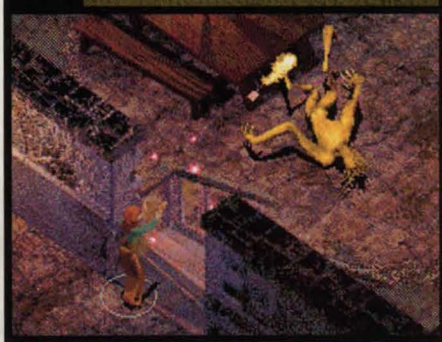
This entire castle is absolutely littered with Trolls, so it's to your advantage to come well prepared for battle.

① Stock up on Fire Arrows if you've got some extra cash. With a decent archer, they stop Trolls dead in their tracks.

② Wizard spells like Flame Arrow, Burning Hands, or Agannazar's Scorchers all work extremely well against Trolls. Change your spellbook around for this quest and make room for LOTS of these type of spells.

③ Don't overlook helpful Cleric spells like Flame Blade, or even Fire Seeds (if your Cleric is higher level).

TECHNIQUE



north of the garrison to find the secret entrance to the keep.

• Inside the first room, have your thief pick the lock and continue forward. Upon entering the next room, you'll be ambushed by a Troll. (Note: You'll get **1,400XP** per Troll, and **12,000XP** for Spirit Trolls.) Search the room for goodies (use the Key Items chart), and continue forward. Open the secret door to the north and you'll meet up with







kitchen stove and cook them into a stew. When you do so, you'll get **11,500XP** and a bowl of **Dog Stew!** Keep this handy for now, then head back outside and have one of your characters jet up the flight of stairs. Follow the path to the right, lower the drawbridge by activating the small crank, then head back to your party as the group of Trolls spawn in.

- The de'Arnise Guards will help your party clean house, making it much easier for your characters to stay back and shoot arrows from afar. There's no need to sacrifice anyone just to look like a hero. Head to the second floor when you're ready...

- Go through the southern door first, making your way past the bedrooms and into the library. When you arrive, you'll have to fight a Yuan-Ti Mage and a Splitter Troll. Take 'em out, grab the **Keep Key** from the bookshelf and make your way around to the next hallway.

- Backtrack to the first hallway and enter the corridor full of secret doors that lead up to Glacias. Glacias is a bit sour (to say the least), so you have no choice but to fight him. The best technique is to have your wizards cast hold spells while your fighters physical strength overwhelms him (Glacias has 120HP). You'll get **6,000XP** for killing Glacias. Grab his goodies, and walk back to the main hallway.

- Enter Lady Delcia's room (with your newly obtained Keep Key), and chat with her to find out about the Trolls in the basement of the keep. Reveal the three hidden doors



## HEROIC FIGHTERS LOOK HERE!

If your main character is a Fighter, you'll have the option to take control of the de'Arnise Hold after completing the quest with Nalia. She'll offer the hold to you with virtually no strings attached. She only requires that you visit the castle periodically and make sure things are on the up and up. You won't have many options right off the bat, but as time passes on, a whole branch of mini-quests will stem out from you being the caretaker of the castle.

**Note:** When the keep is handed over to you, you'll also take control of their financial system. Right off the bat you'll be 10,000GP richer! Every week after that you'll gain 500GP. If you're a fighter, you'd be a fool to pass up the free gold!



behind her bedroom, but **MAKE SURE** to ignore the room filled with Golems for now. We'll be back in just a few minutes with a trademark Versus Books technique.

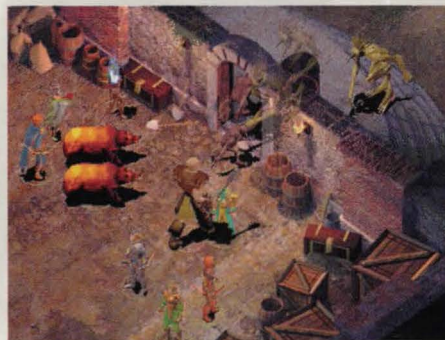
- When you arrive in the basement, prepare your group for another assault with the Trolls. Take care of them, give your Thief the bowl of Dog Stew, and have him hide in the shadows. Creep past the Umber Hulks, then place the Dog Stew inside the cavern filled with dog bones. When you do so, the Umber Hulks will be drawn away from their posts and into the cavern to feast on the remnants of our furry little friends. You'll get **18,500XP** for creating this diversion. Why do the Umber Hulks crave harmless little canines for dinner, you ask? The world may never know...

- Have your mages summon monsters—LOTS of monsters—and try to block the doorway before you send in a scout. Make sure that the character you send in has a route that he/she can retreat back to with no blockage. When your character is safe and Torgal is about to start busting heads, move your monsters in and have your archers pick away from a distance. When Torgal is killed (he has 140HP), you'll get **15,000XP**. Search the base of the pillar and grab all the treasure before heading back up to the main level!

- On your way back up, have your characters return to the door that leads out into the courtyard area, but have one of your characters stop off in the room with the Golems to grab all the goodies. Haste your character, then use the pause button



With the Dog Stew in place, the Umber Hulks are kept busy while you sneak through.



This battle is much easier with some summoned monsters helping you along.



Tricky, tricky. Make sure to have your characters in place and your main "runner" hasted before attempting this puzzle.



extensively as you grab the items from the three statues. Run your character down to the basement and meet up with the others, then quickly escape out onto the courtyard to complete the quest. You'll receive **45,500XP** for EACH character!

• If you hadn't done so already, go and make the Flail of the Ages by placing all three heads into the forge. You can also make different variant by only placing two of the heads into the forge, but the three-headed version is by far the best of the bunch!

*(Note: If your main character is a fighter, you can do a few more things with Nalia before heading back to the Copper Coronet. Check the previous page...)*



## KEY ITEMS TO ACQUIRE

■ Quest Based Item  
■ Valuable Magic item

Item	Location
Ⓐ Light Crossbow +1	Inside crate
P. of Extra Healing x5	Inside barrel
Ⓑ Long Bow +1	On weapons rack
Quarterstaff +1	On weapons rack
Ⓒ Spear +1	On weapons rack
Ⓓ Flail Head, Cold	Near lion statues
Ring of Earth	Near lion statues
810 GP	Near lion statues
Ⓔ Dagger +2	Inside trapped chest
450 GP	Inside trapped chest
Ⓕ Star Sapphire	Inside toilet
Ⓖ Keep Key	Inside bookshelf
Ⓗ Wand of Frost	Inside trapped fireplace
Ⓘ Full Plate Mail	On Glacias' dead body
Flail Head, Acid	On Glacias' dead body
Ⓚ War Hammer +1	First statue
Flail Head, Fire	First statue
Mana Bow +4	Second statue
Battle Axe +3	Third statue
Ⓛ Shield Amulet	Inside trapped chest
Ⓜ 2126 GP	Base of statue
Assorted gems	Base of statue

**Note:** You'll also find a rather extensive scroll collection scattered about the castle. Because the scrolls change with each and every game, we found it best to leave them out of this list. Keep your eyes peeled!





# The Shadow Thieves



## Checklist

Before you leave town, try to accomplish the steps below.

- ☐ Visit the various shops, especially Cromwell the blacksmith (see our optional walk-through for some super in-depth info on Cromwell)
- ☐ Listen to Mae'Var's offer, and if you choose, accept it (more info can be found in our optional quest walk-through)
- ☐ Meet with Aran Linvail inside the thieves guild, and complete his quests

## Points of Interest

Location Name	Type	Location Name	Type
01 District Exit	Exit	08 Rayic Gethra's Home	Quest
02 District Exit	Exit	09 Sea's Bounty Tavern  	Quest
03 Thieves Guild Entrance 	Quest	10 Mae'Var's Guildhall	
04 Temple of Oghma    		   	Quest
05 Valygar's Home 	Quest	11 Cromwell's Home	Blacksmith
06 Prebek's Home 	Quest	12 Galvarey Estate	Quest
07 Shadow Thief Guildhall 	Quest	13 Shipyard Docks	



## 01 Return to Gaelan Bayle



• On your way back to town (through the City Gates), you'll be stopped by Delon who has a problem in the Umar Hills (only if Minsc is in your group). Listen to his request and offer your help, but don't rush off right away. (If you DO want to do this quest, go to page #75). When you arrive in the Slums, a messenger will deliver a request from Quayle (Aerie's uncle) telling you to return to the Circus Tent when you get the chance. Again, this quest is optional. (Check it out on page #84). Sell off your goods, and you should be well above the 20,000GP needed to pay off Gaelan Bayle. When you arrive at his home, you'll find out that he's lowered the fee to 15,000 GP! Pay him, and you'll receive **45,000XP** per character, along with the **Shadow Thief Cellar Key**. When you leave Gaelan's house and head for the Thieves Guild, you'll begin chapter three...



If you don't have Minsc in your party (to meet Delon), you'll find him in the center of the Government District near Jan Jansen.

## 02 Meet with Aran Linvail

• When you enter the thieves guild, you'll be in a very small room littered with desks, shelves, and chests. Talk to the thieving population scattered about the area, then head to the northern-most room on the first floor. You'll find a secret door (see screenshot) which leads to the REAL Shadow Thieves Guildhall.

**(Note: Before you leave, spend about ten minutes to loot the place and you'll find a little over 1,500GP in scattered valuables. You'll also earn about 15,000XP for unlocking and disarming the various receptacles.)**

• When you're ready to move on, pass through the secret door and you'll be in the map shown on the next page.

• When you enter the REAL Thieves Guild, have a look around before passing through the secret door that leads down to Aran Linvail's living quarters.

• Talk with Aran, and you'll find out that he has a few small tasks for you to complete before leading you to Imoen. Accept his offer, and he'll give you an **Amulet of Power** and a **Ring of Protection +2**. Your first quest will be to meet Mook down by the docks (see map), after which you'll need to return back to Aran and tell him what happened. Each character will receive **28,500XP** for completing the quest.

• Aran will assign you his second quest, which is to go to the Five Flagons Tavern (in the Bridge District) and seek out Jaylos and Caehan on the second floor. When you



Don't forget to search the various containers before leaving this area—the compound is littered with goodies!

meet 'em, your best bet is to take care of them as quickly as possible. When you do, the Guild Contact will appear and you can kill him as well. Grab all the loot—some of it is decent quality—and head back to Aran Linvail once again. Each character will get **28,500XP** for completing the quest. Aran's third assignment is a little larger than the previous two, so refer to it on the following pages.



Ahh... the hidden door that leads to Aran Linvail's secret quarters!



## STORING EXTRA EQUIPMENT

### TECHNIQUE

Throughout the game, you'll be picking up many "one-time" use items that you might feel weird getting rid of. If this is the case, why not store them in one of the many secure storage bins located throughout the lands.

① Remember not only to store your equipment in boxes or chests, but also to keep track of WHERE you actually locate it. We found it best to pick one location to serve as extra storage for all of our goods. It's almost like creating a little "bank" for your self. The Adventurer's Mart / Copper Coronet both have plenty of storage and are in very accessible areas.

② Items will disappear if you leave them out in the open. DO NOT do this with important belongings. Duh!

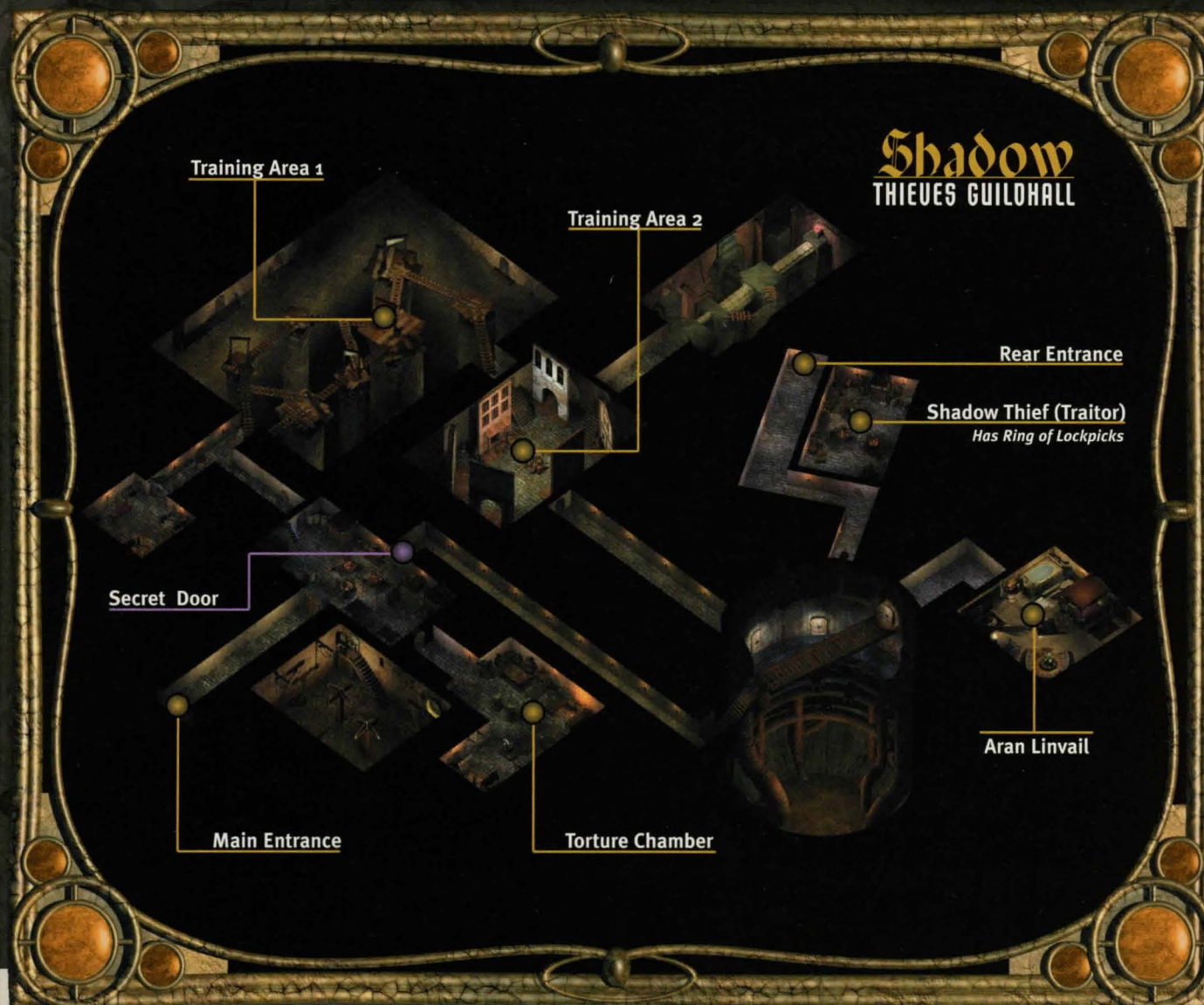


## EVIL PARTIES LOOK HERE!

An alternative to paying off Mr. Bayle and his Shadow Thieving buddies is to meet Bodhi (in the Graveyard) and accept her offer. When you do Bodhi's quest, it's basically the opposite as it is when you do it for Gaelan. So instead of investigating it from the Shadow Thieves side, you'll be investigating it from the side of the life-sucking vampires. It's equally as fun, and also offers some nice rewards.

**NOTE:** While this path IS explorable by any character type, it's not recommended unless your party is of evil alignment. After all, Bodhi = THE ENEMY.





## Shadow THIEVES GUILDHALL

Training Area 1

Training Area 2

Rear Entrance

Shadow Thief (Traitor)  
Has Ring of Lockpicks

Secret Door

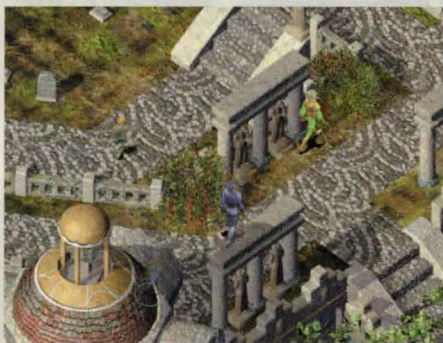
Aran Linvail

Main Entrance

Torture Chamber

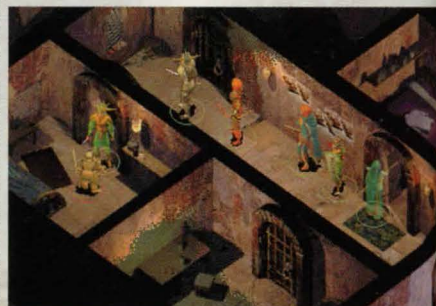
### 03 While You're In the Graveyard

- Before heading for the tombs to finish off Aran Linvail's final quest, scope out the graveyard for the mini-quests that await.
- First and foremost, talk to the Ghost Boy and you'll see that he is in need of his Stuffed Bear. Return to the Copper Coronet, run up to the "back rooms" and whack that dirty thief named Llynis. Steal the goods in his chest just for good measure. Bring the Stuffed Bear back to the boy for **15,500XP**. What a jerk, eh?
- Talk to Arenthis first, then find Kamir and tell him of Arenthis' problem. You'll get **12,250XP** just for making him aware, and another **3,000XP** if you follow him back over to Arenthis to follow up.
- When all is said and done, investigate the various "Treasure Tombs" labeled on the maps above and you'll be in for some decent loot. The fights are difficult, but the experience is welcome!



*While investigating the various treasure tombs scattered throughout the areas, try to make some time to stop and chat...*

*(Note: If you want more info on Tirdir's quest, go ahead and refer to our Quest Appendix. You'll find ALL the necessary info there under the "Buried Alive" heading.)*







## Checklist


Before you leave the area, try to accomplish the steps below.

- ☐ Talk to the Ghost Boy and return his Stuffed Bear
- ☐ Talk to Arenthis, then make contact with Kamir
- ☐ Release Tirdir, follow up with gravekeeper
- ☐ Go treasure hunting in the various tombs
- ☐ Enter Bodhi's Dungeons and take care of Aran Linvail's third quest

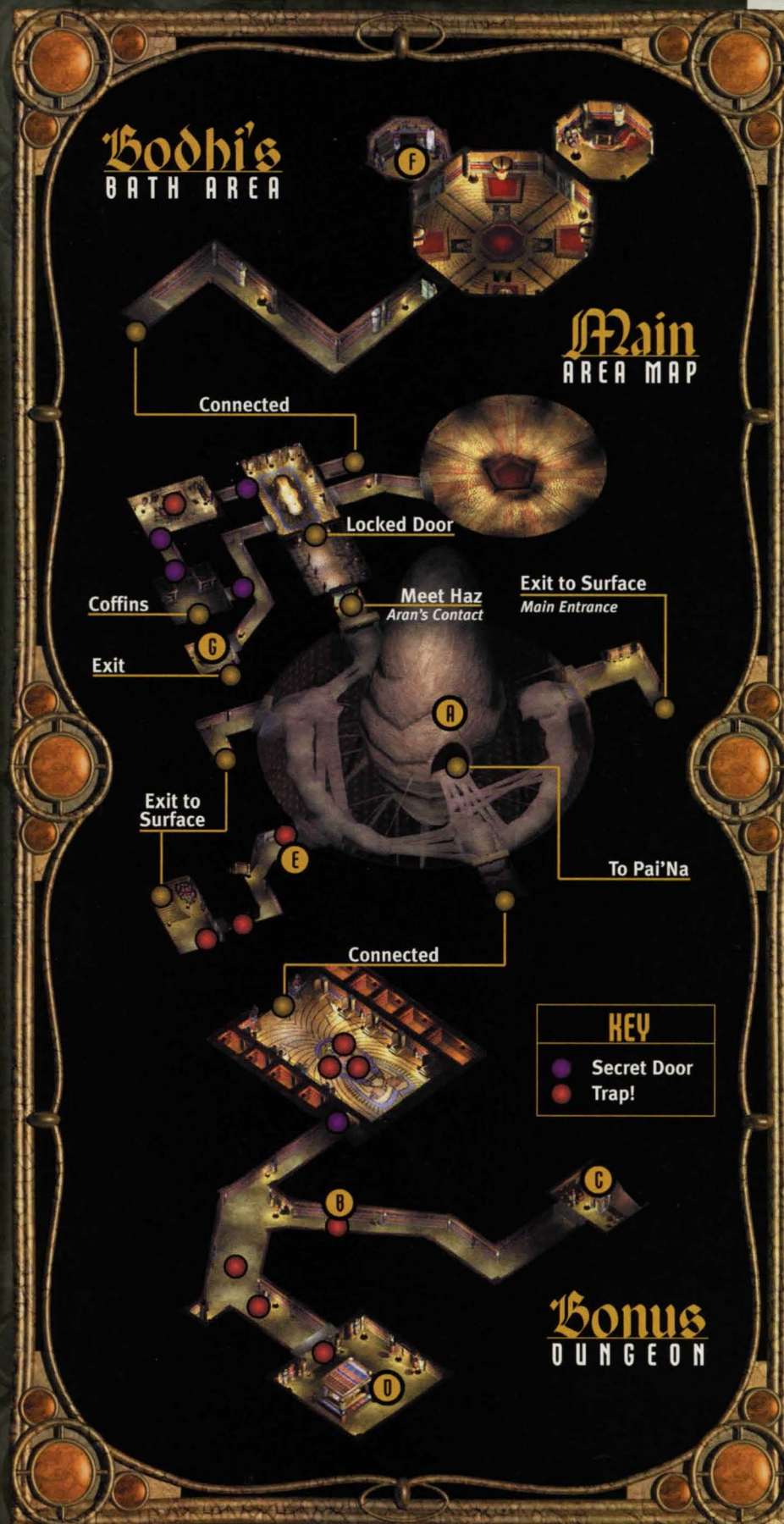
## Points of Interest

Location Name	Type	Location Name	Type
01 District Exit	Exit	08 Entrance to Tomb	Quest
02 District Exit	Exit	11 Ghost Boy	Quest
03 Entrance to Tomb	Quest	11 Arenthis	Quest
04 Entrance to Tomb	Quest	12 Kamir	Quest
05 Tirdir's Grave	Quest		
06 Nevin	Quest		
07 Entrance to Tomb	Quest		

### KEY

 Treasure Tomb





## 03 Investigate Bodhi's Dungeon



- When you first enter from the northeast, you'll be ambushed by a group of Sword Spiders. They have menacing attacks, but can also be easily avoided with some simple hold spells. Continue down the path and clear out all the small groups of Spiders as you go.
- When you get to the large cocoon-like web sack, stop and prepare your characters for a brawl. Make SURE to have several Slow or Neutralize Poison spells equipped, and remember to also cast Haste before entering the room. Pai' Na isn't so tough herself (HP=68, XP=4,000), but with the 20 or so Baby Spiders she summons, the battle can be quite difficult. Keep Pai' Na busy with a single fighter, and have the rest of your group stay huddled together as they pound on the Baby



## KEY ITEMS TO ACQUIRE

- Quest Based Item
- Valuable Magic item

Item	Location
Ⓐ Black Spider Figurine	Pai'Na's body
Ⓐ Pale Green Ioun Stone	Inside spider nest
Ⓑ Spear +1: Halcyon	Inside coffin
Ⓒ Wand of Fear	Inside crate
Ⓓ 110 GP	Inside clay pot
Ⓓ Potion of Defense	Inside clay pot
Ⓔ Wooden Stakes	Inside chest
Ⓕ Katana +2	Atop table
Ⓕ Ashen Scales +2	Atop table
Ⓖ Wooden Stakes	Inside desk





*The undead will spring to life in matter of nanoseconds—be ready with that front line!*

Spiders. Their poison acts quickly, so be ready with your countermeasures. Grab the loot from the center of the room and head back outside (see Key Items chart).

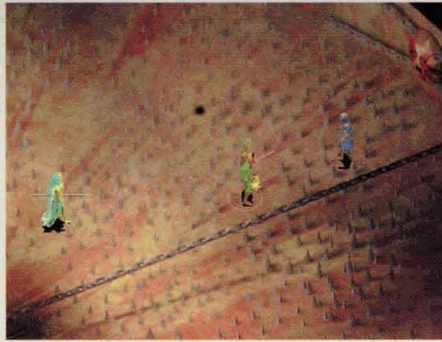
- Enter the southern part of the dungeon well-rested, and make sure to get your undead spells set as quick keys. As soon as you cross the Pharaoh's head, a throng of undead monsters will pop out and ambush your party. Make sure to disarm the traps in the eyes and hand of the Pharaoh before continuing on!

**(Note:** If at any time during the game your characters get Level Drained, you'll need to use a Restoration spell to return them to normal.)

- Pass through the secret door in the southwest corner of the room, and proceed to clean house as you continue down the main path. Pick up the few scattered items, disarm the traps, and then backtrack to the main room when it's clear.


- Continue north until you meet with Haz, and he'll open up the sealed door so that you may continue. Lassal will appear and draw you ever deeper into their lair, hoping that his minions will weaken your party before you reach the inner sanctum. Take out Vampires quickly, then focus your energy on Tanova before doing anything else.

- With Tanova out of the way, sweep the rest of the main floor before heading down the stairs and into the inner sanctum. Square off with another room full of Vampires, and then enter Lassal's quarters. He'll warp back upstairs in the room with the spiked floor. Loot the area then head



*The spikes won't deal out too much damage if you're quick with your attacks—you're looking at one or two HP per hit.*

03a
Tanova, Vampire



HP: 67

XP: 18,000

Noteworthy Items

- N/A

The best technique is to summon monsters and pack them into the hallway with Tanova. If you can, have your mages use dispel magics to break down her shields. Once she's weakened (only judged by the numerous dead bodies in the hallway), move your fighters in for the kill. *Get in, get out!*



*The fight with Bodhi is quick, but beware of her critical damage. She drops HPs quite fast!*

back up the stairs and to the room with the spikes for your showdown. Lassal only has 67HP, but he'll give you **8,500XP** upon slaying him.

- Once Tanova, Durst, Gellal, and Lassal have been killed, find the room with the coffins and stake the beasts to exterminate them for good (you'll get **9,000XP** per pop, so make sure you have enough stakes). When you stake Lassal's coffin (the bottom one), Bodhi will warp in and begin a lengthy conversation. When you're done, attack with full strength and your mission will be complete. Bodhi has only 102HP, but unfortunately gives no experience because she flees from battle.

- Return to Aran Linvail and enlighten him with the information you've learned thus far (earn **50,000XP** for each character). Continue your talks, then leave the mainland and head for the Asylum.





# Brynnlaw

## 01 Ambush At the Docks

• When you arrive in Brynnlaw, it will be night, and the suspicious Saemon (who we commonly refer to as “Salmon”) decides to double-cross your party and sets up an ambush with some Vampires. The fight isn’t all that difficult if you’re prepared, but it pays to be cautious just in case. You’ll get **8,500XP** for each of the three Vampires you slay, which is considerable taking the difficulty factor into account. Luckily, Salmon will escape from battle before you get a chance to strangle him by his skinny little neck. When you’re ready, talk to Sime and head for the town. Danger awaits in the town of Brynnlaw...

*(Note: As an alternative to fighting the Vampires at night, you can simply rest on the boat until day, and then leave for town. When you do, the Vampires will be turned into Bats upon touching the sunlight. You know, like the movies? Voila! No fight! It looks like the next time we meet Salmon he’ll be smoked!)*

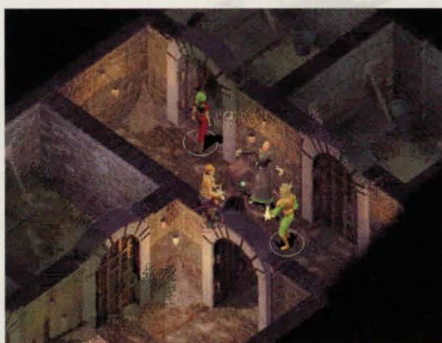
### At Night



### During the Day



## 02 Investigate Sanik's Murder



- Enter the Vulgar Monkey and speak to Sanik. Kill the assassin, then talk to the bartender and you’ll learn why he was killed.
- From here, you have one of two choices to make:
  - 1 The party can enter through the front door of Lady Galvena’s Festhall and kill everyone.
  - 2 The party can get a medallion by killing Chremy (near the festhall) and use it to gain entrance. You’ll still have to fight the guards in the lower area to enter Galvena’s room and get the key. Enter the prison and slay Galvena when you’re ready.
- Whichever way you choose to do this section, they will all end in the same fashion. You’ll be forced to fight Galvena, and her trusty sidekick, Vadek. Once they have fallen, loot the goodies and have Claire take you to down to Golin. After you talk with him, he’ll mention Desharik and how you may be “admitted” to the asylum. You’ll get **10,000XP** for completing this mini-quest.

## 03 Entrance to the Asylum

You’ll have two options when it comes to entering the Asylum itself. Check the text below to find these options.

### Option 1: Uia Desharik (less desirable)

- Speak with the door guard outside of the Pirate Lord’s home. You can bribe him, or tell him that Saemon or Golin sent you. Either way, you’ll get an audience with Desharik.
- Once inside, you must convince Desharik that you are crazy. While I’m sure this would be easy for most of our readers to do this in real life, it takes a bit more luck to accomplish in-game. You either need to have extremely high charisma (of 16 or higher), or have Minsc in your party. Either one of these two things and you can be committed as a crazy-man! *Blahthathata! Aathathahahooowwoooo!*

*(Note: If he refuses to commit you, he will leave and you must enter the Asylum via the wardstone route.)*



**KEY** 1 Entrance from Brynnlaw  
2 Entrance to the Asylum

**Note:** You’ll only need to enter the Asylum from this route if you choose NOT to be admitted via Desharik.





## Checklist

Before you leave town, try to accomplish the steps below.

- ☐ Talk to Sanik at the tavern and follow up with Claire's quest
- ☐ Go to the Asylum, infiltrate, and get Imoen
- ☐ Complete the Asylum Dungeon, and escape to fight Irenicus
- ☐ Acquire safe passage off the island

## Points of Interest

Location Name	Type	Location Name	Type
01 Cayia's Home	Quest	06 Exit to Spellhold	Exit
02 Lady Galvena's Festhall	Quest	07 Cowled Wizard's Home	Quest
03 The Vulgar Monkey		08 Merchant	
04 Temple of Umberlee		09 Pirate Lord's Ship	Exit
05 Pirate Lord's Home	Quest		

*(Note: There once was a sailor, his name was Jim. He played lots of games, and his eyes grew dim. One day he left—what happened to him? Argh me matey! Argh me matey! He's a peglegger, we say!)*





## Afterward...

- A worker will tell you that you are in the Asylum. He will then proceed to open the doors of all the other inmates. You'll have about ten minutes to walk around and talk to the crazies, including Imoen. After the timer expires, Mr. Irenicus appears and starts the next sequence.

## Option 2: Via Wardstone (more desirable)

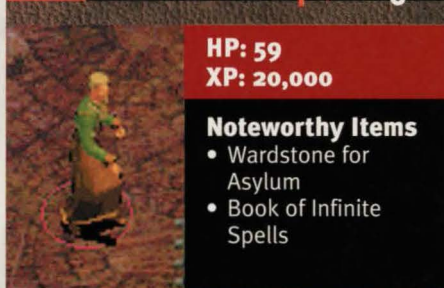
- Go to the Cowled Wizard's home and cleanse the hardwood floors of his filth. When you're done, take the Wardstone and exit the town of Brynnlaw through the northern passage. You'll be brought to the mini-map shown on the previous page.
- Make sure to carry the wardstone as you cross the bridge! If you don't, you'll be turned to stone!

## Afterward...

- Work your way up the path, killing the Air Elementals as you go. When you pass through the entrance, you will meet the Asylum Coordinator. Talk to him, and he will introduce you to variety of patients in the ward. At the end of the tour (or if you attack someone), Irenicus will warp in and the next sequence will begin.



## 03a Perth the Adept, Mage



HP: 59  
XP: 20,000

### Noteworthy Items

- Wardstone for Asylum
- Book of Infinite Spells

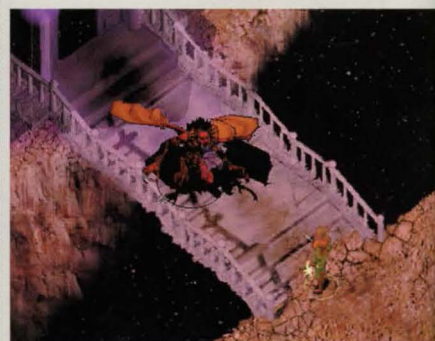
Perth can be a real kicker if you don't rush him with offensive attacks right away. His Spell Trap can be dispelled by casting Ruby Ray of Reversal, at which point you can simply maneuver your fighters into position and lock him down. If you don't have Ruby Ray in your spell library, get your mages into the fray and go for physical attacks. Use hasted physical attackers before he gets the chance to retaliate, and victory is yours!

## 02 The Dream Sequence

- After the scene with Irenicus, you'll be sent into the dream realm. Unfortunately, you must *permanently* sacrifice one of your attributes to enter Candlekeep. Luckily, there is a way around this (see Cheese Technique below).
- Once in the keep, talk to Imoen and she'll tell you to find Bhaal. Go outside, talk to Bhaal, and then bring him back inside near Imoen. Tear him apart by whatever means necessary, and you'll be brought back to the real world with Irenicus. Your main character will get **48,500XP**, and the rest of the group will earn **28,500XP**.

## Baldur's Gate CHEESE TECHNIQUE

If you're playing a multiplayer game (like we **TOLD** you to do), you can simply export your character right before the dream sequence, then re-import him right afterward. You'll miss out on a little XP, but it's far better than permanently losing one stat point, eh? Don't tell BioWare about this one!



Permanent attribute loss? I don't think so!



Sarevok???



# The Asylum Dungeon

## 01 It's Me, Imoen!

• After three chapters and god only knows how many hours later, you'll finally get a chance to save Imoen at the very beginning of this dungeon. She'll come to you practically naked, so it's probably a good idea to give her one or two good items from each of your characters to help get her started. That way, no single character shall bear the burden of being hit too hard.



## 02 Treasures & Puzzles, Oh My!

• Raid the goblin stronghold and **MAKE SURE** to grab the **Ruby Stone**.  
 • In the very next room, you'll face a somewhat frustrating puzzle. The key to this puzzle is to grab the 11 items from the chest, then try to match them up with their corresponding statues. Here is the solution starting clockwise from the first statue to the right of the door:

- |                   |                   |
|-------------------|-------------------|
| 1 Grinning Skull  | 7 Sundial         |
| 2 Hourglass       | 8 Flask of Water  |
| 3 Mirror          | 9 Worn Out Boots  |
| 4 Gagged Man      | 10 Golden Circlet |
| 5 Sword Medallion | 11 Star Medallion |
| 6 Sun Medallion   |                   |



• When you put all the items in the correct statues, check the treasure chest for your reward (see "Key Items" sidebar for more info).

## 03 Riddle Me This...

• Pass up the portal for now, but take out Ruhk and his four Mephits to clear a path for later. We found the best method of attack was to use Monster Summoning to beat 'em down, then fill up the room with Fireballs as a follow-up. You'll get **7,000XP** for taking him out.  
 • Inside the very next room, you'll notice a series of faces lining the walls. Starting from the top row of six, and then continuing in a circular pattern down from the right, we have the answers to each and every riddle:

- |            |             |
|------------|-------------|
| 1 Ice      | 7 A Hole    |
| 2 Fire     | 8 A Secret  |
| 3 A Coffin | 9 Fish      |
| 4 A Candle | 10 Breath   |
| 5 Darkness | 11 A Sponge |
| 6 Stars    | 12 Shadows  |

• When you put in the last answer, you'll be rewarded with a **Ring of Regeneration**. Wrap around the corner and disarm the two traps, then head to the storage room.



*Riddle me this, riddle me that... get me out of this gosh damn room!*

## 04 Inside the Storage Room

• Upon entrance, you'll fight a Clay Golem. Have your Fighters move in close while your Mages and Clerics cast support spells. Since Golems generally have high magic resistance, it's best to avoid trying offensive spells altogether and just focus on defense or enhancement spells instead. Whatever you do, don't forget to loot the room for valuable items before you leave.

## 05 The Mysterious Portal



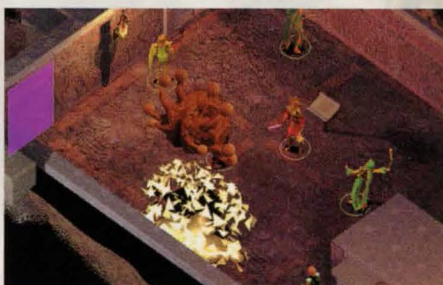
• By now, you should've found the three stones that are needed to complete this puzzle. When you click on the portal (and as long as you have the respective stone), a monster will pop out and attack. When you pop in the last stone, a Djinni will appear and give you the **Doomplate +3**.

**Ruby Stone** = Pit Fiend (9,000XP)  
**Opal Stone** = Greater Wolfwere (8,000XP)  
**Sapphire Stone** = Djinni (Doomplate + 3)

## 06 The Ancient Tome

• After getting the **Doomplate +3**, work your way to the next dungeon area via the north eastern passage. When you arrive, you'll see a small tome.  
 • Each page of the tome summons a new beast for you to slay. They get progressively harder and harder, so make sure to rest in between some of the later battles. Here is the order of creatures along with XP:

- 1 Kobold Captain (14XP)
- 2 Sword Spider (2,000XP)
- 3 Umber Hulk (4,000XP)
- 4 Mind Flayer (9,000XP)
- 5 Beholder (14,000XP)



**Note:** When you defeat the Beholder, you'll reap your reward (see "Key Items" chart for detailed info).





## 07 Kurtulmak's Crystal

• Pass through the hidden door beside the ancient tome, and enter the Kobold's secret underground lair. Take out the whole lot of 'em (with one big, bad fireball), and a smaller, higher level group of Kobolds will spawn in. When you take out the shaman leader, make sure to pick up his **Wooden Stakes**. You'll also get the **Crystal Shard** which you'll need to escape this dungeon a bit later. *Onward!*



The crystal will spawn in to your inventory upon defeating the shaman leader.

## 08 The Unexpected

• We found a number of different ways to assault the Lich, but the most effective (and safest) way seems to be a combination of trickery and frontal assault. Simply have one of your characters run into the room invisible, then cast an area effect spell and quickly run back to the safety of your party. If you do it correctly, you'll trigger the Lich to cast his Time Stop spell. Luckily, he won't have anyone in range to use it on! When it wears off, charge in with your bashers!

08a

Lich



HP: 90  
XP: 22,000

Noteworthy Items

• None

Focus on the Lich's minions before taking on the Lich himself. Otherwise, the minions will slowly pick away, leading to most certain death.

## KEY ITEMS TO ACQUIRE

Quest Based Item

Valuable Magic item

Item	Location
(A) 548GP 210GP Ruby Stone	Inside rug Inside barrel Inside rug
(B) Dusty Rose Ioun Stone Sapphire Stone	Inside chest (puzzle) Inside chest (puzzle)
(C) Ring of Regeneration	From puzzle
(D) Bag of Holding Rogue Stone Opal Stone	Inside basket Inside barrel Inside barrel
(E) Doomplate +3	From Djinni (puzzle)
(F) Kurtulmak's Shard	From Kobold battle
Wooden Stakes	Kobold's body
(G) Ring of Free Action Summon Fiend Scroll Simulacrum Scroll	From ancient tome From ancient tome From ancient tome
(H) 564GP 232GP	Inside bookshelf On table
(I) The Hand of Dace 432GP	Inside Dace's coffin Inside clay pot
(J) Mithril Token x1	Inside clay pot
(K) Mithril Token x1	Inside scone
(L) Minotaur Horn#1	Inside pond





09

## Dace Sontan

- The fight with Dace Sontan is fairly straightforward. If you've got a high-level cleric in your party, whip out some spells that are critical against undead creatures. When you finally kill Dace, make sure to return to his coffin and stake him to get your **9,000XP** bonus.
- When you return to the statue head with both **The Hand of Dace**, and the **Kurtulmak Crystal**, it will open and grant you access to the Upper Dungeon area. You'll also get **29,500XP** for each character upon completing this quest.

09a

## Dace Sontan, Vampire



**HP: 96**  
**XP: 8,500**

### Noteworthy Items

- The Hand of Dace

A few solid cleric spells (vs. undead) combined with a strong front line fighter should put Dace in his place.

10

## Through the Dungeon

- Continue down the first hallway, and unlock the secret door (clearly marked on our map). Turn the crank and it unlocks another secret door across the way. When you enter the next room, be prepared for the four Trolls inside, all of them hungry for an appetizer named Imoen!
- When you arrive at the broken statue, take out the four Minotaurs (worth **3,000XP** each) and search the scone for a few items (refer to our Key Items chart for more info). Before you enter the room with the pool of water, make a Quicksave. Take the items from the pool, then move your strongest character up to the first statue and click on it. If you have good Saving Throws, you won't be affected by the Death spell and you'll get the item. The next two statues are also traps, but your character should have enough HP to get in and quickly grab the items before taking too much damage.

## KEY ITEMS TO ACQUIRE

Quest Based Item

Valuable Magic item

Item	Location
Mithril Token x2	Inside pond
Mind Flayer Painting	Inside pond
Troll Painting	Inside statue
Umberhulk Painting	Inside statue
Djinni Painting	Inside statue
M 365GP	Inside pool
Mithril Token x3	Inside pool
N Minotaur Horn#2	Inside clay pot
Mithril Token x2	Inside clay pot
119GP	Inside clay pot
O Flame of the North	Mind Flayer room
Malakar +2	Troll room
P Diamond	Inside pot
O Mithril Token x4	Inside chest
Star Sapphire	Inside chest
Gesen Bow String	Inside chest
R Mithril Token x2	Inside pot
Diamond	Inside pot
Mithril Token x2	On table
213GP	On table
S Boots of Speed	15 Tokens in machine
Boots of North	10 Tokens in machine
Boots of Grounding	5 Tokens in machine



# CHAPTER IV

## 11 The Beast Within

• When you meet up with Bodhi, your main character will transform into the child of Bhaal. When this happens, it means danger for the rest of your party as your main character will become uncontrollable as his/her rage of fury. Not only will your main character attack the Vampires, but if you leave your characters standing around, he'll also try to chunk them as well. Keep the rest of your party in a nice, safe, secluded spot while your main character wipes the floor with Bodhi and her minions.

## 12 The Minotaur Statue

• There are two horns that need to be placed in the Minotaur statue before it unlocks the door that exits the dungeon. You should already have one, and you'll find the second one down in the room with the four Minotaurs. Search the rubble alongside the room and you'll find the second horn. Run back, place them in the statue (and earn **29,500XP** for each character), but don't leave just yet! There are still a few more secrets to uncover!

## 13 An Ambush Awaits...

• In the room adjacent to the Minotaur Statue, you'll find a Gauth, and four Minotaurs just waiting for you to enter the room. If you want, you can quickly run in and grab the items from the pool. No fighting necessary. But if you want the extra XP (about 18,000 worth), go for the Gauth and whack 'em real good like!



## 14 The Paintings

• Backtrack past the staircase that brought you up from the first dungeon, and enter the room with the four paintings on the wall.

**(Note: Sometimes, there is a party of Yuan-Ti waiting for you. Sometimes not).** Since you've already picked up the corresponding paintings, you'll be able to simply approach them and click to open the respective door. We highly recommend you do only one at a time.



- 1 Painting: **Mind Flayer** (11,000XP, Flame of the North)
- 2 Painting: **Spirit Troll** (1,400XP, Malakar +2)
- 3 Painting: **Umber Hulk** (10,000XP)
- 4 Painting: **Djinni** (10,000XP)

• Take the Umber Hulk's path back to the Boot Making Machine when you're all finished grabbing the assorted goodies.

## 15 The Last Of The Tokens

• Before you head down to the machine, grab the last few tokens from the locked chest in the room with the Clay Golems. Be warned that the Golems WILL attack as you open the chest, so have all of your characters standing nearby when you do so.

• When you approach the "Boot Making Machine," you'll be faced with a number of choices. There are a variety of different boots available depending on how many tokens you choose to put in. The list is as follows:

- 1 5 Tokens: **Boots of Grounding**
- 2 10 Tokens: **Boots of the North**
- 3 15 Tokens: **Boots of Speed**

## 16 Head for the Exit

• Because the horns are already placed in the Minotaur statue, the door to the next area will be open. Pass through and make your way up to the Kobold Commandos, taking each and every last one of them out. When you do, an Apparition will appear and tell you that you have one final area to pass through before you return to the surface.

**(Note: This next area changes considerably depending on what answers you give to Apparition and his questions. Use the boxes below to help you see all 11 rooms that are possible in this section. There are three secret rooms that contain good magic items, although you'll only be able to get two of them at any one time through the section. Whichever way you choose, know that you'll get better rewards if you cooperate and answer the questions to the best of your ability).**

### AR1501: Dead Room

**Fight:** Umber Hulk, Mephit x4, Earth Elemental  
**Items:** Assorted crappy treasures  
**Answer:** N/A

### AR1502: Steamy Fire Room

**Fight:** Magma Mephit x4, Salamander, Fire Elemental x2  
**Items:** N/A  
**Answer:** N/A

### AR1503: Mush-Room

**Fight:** Spore Colony  
**Items:** N/A  
**Answer:** Splinter (to go to AR1511)

### AR1504: Trapped Wall Room

**Fight:** N/A  
**Items:** N/A  
**Answer:** The sliding trap will activate one out of every six seconds or so, so just make it past and you're fine.

### AR1505: Secret Triangle Room

**Fight:** N/A  
**Items:** Lium's Journal of Malevolent Magicks, Bracers of Defense AC5  
**Answer:** 1 Mithril, 2 Ruby, 3 Emerald, 4 Sandalwood, 5 Jade, 6 Onyx (to get item)

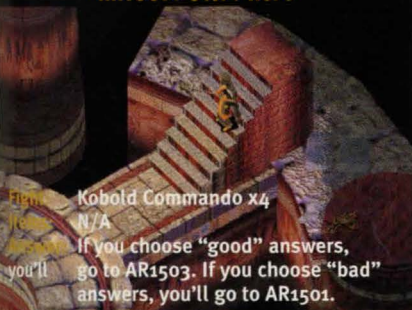


## AR1506: Secret Alien Room



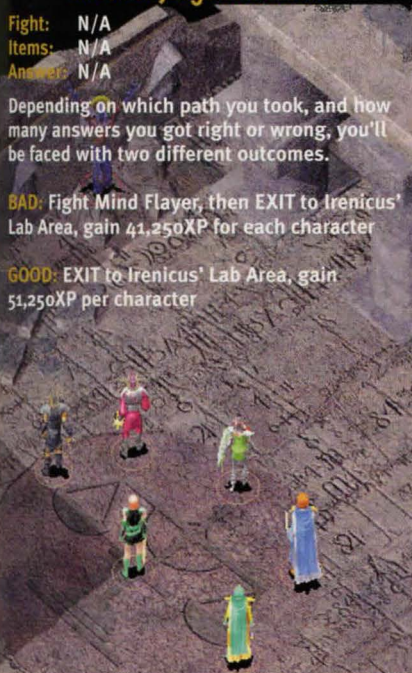
**Fight:** Spirit Troll, Troll x2  
**Items:** Troll Head, Bone Club +2  
**Answer:** Go to Judgment

## AR1507: Start Here



**Fight:** Kobold Commando x4  
**Items:** N/A  
**Answer:** If you choose "good" answers, you'll go to AR1503. If you choose "bad" answers, you'll go to AR1501.

## AR1508: Judgement Room



**Fight:** N/A  
**Items:** N/A  
**Answer:** N/A  
 Depending on which path you took, and how many answers you got right or wrong, you'll be faced with two different outcomes.  
**BAD:** Fight Mind Flayer, then EXIT to Irenicus' Lab Area, gain 41,250XP for each character  
**GOOD:** EXIT to Irenicus' Lab Area, gain 51,250XP per character

## AR1509: The Swamp



**Fights:** Myconid, Otyugh, Mephit x3  
**Items:** N/A  
**Answer:** N/A

## AR1510: Plant Room



**Fights:** Sahuzin Baron x2, Sahuzin Baron x1  
**Items:** N/A  
**Answer:** N/A

## AR1511: Secret Riddle Room



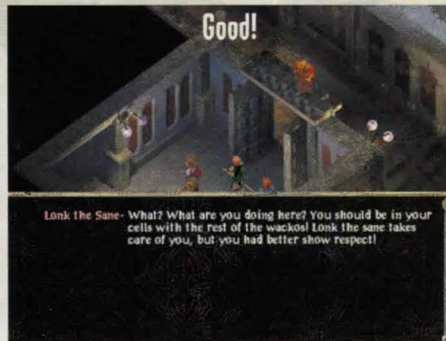
**Fights:** N/A  
**Items:** Cloak of Displacement  
**Answers:** 1 Nothing, 2 A River, 3 Fear, 4 Memory (to go to AR1508)  
 Note: Get the fourth one wrong to go to AR1505 instead.

## 17

## Back Inside the Lab

- When you climb the stairs, Saemon will feed you an idea to overthrow Irenicus. We understand that you're still probably a bit angry about the little "double cross" that happened earlier, but now isn't the best time to take it out on Saemon. Instead, just listen to his tips and make your way to the Prison Area.
- The most effective way to release the prisoners is to offer Lonk 2,000GP. If you offer him 200 or 10,000GP he'll simply laugh and tell you that you're crazy. We know it seems like a lot of gold, but it's definitely worth the 2,000 if you don't want to be injured for the assault on Irenicus.
- As an alternative, you'll get **20,000XP** if you decide to kill Lonk the Sane. But be forewarned; this is definitely not the recommended path. Mainly because Lonk is a very high level mage, and is positively one hell of a bastard to kill! Don't let his looks deceive you! Remember that immediately following the fight with Lonk, you'll be warped to the lab area, with no time to rest or prepare spells.
- As soon as you talk to Lonk you enter a long chain of scripted events that lead directly up to the fight with Irenicus. Any (and all) of your pre battle preparations should be done PRIOR to talking with Lonk.

## Good!



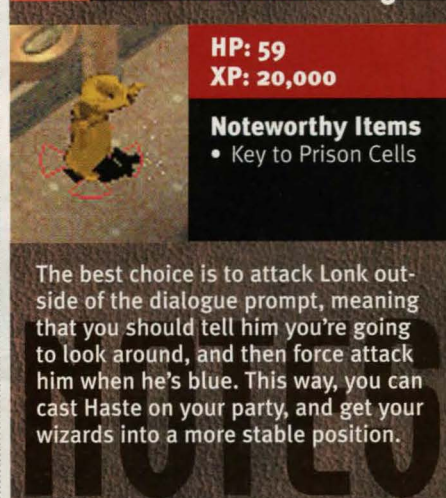
Lonk the Sane- What? What are you doing here? You should be in your cells with the rest of the wackos! Lonk the sane takes care of you, but you had better show respect!

## Bad!



## 17a

## Lonk the Sane, Mage



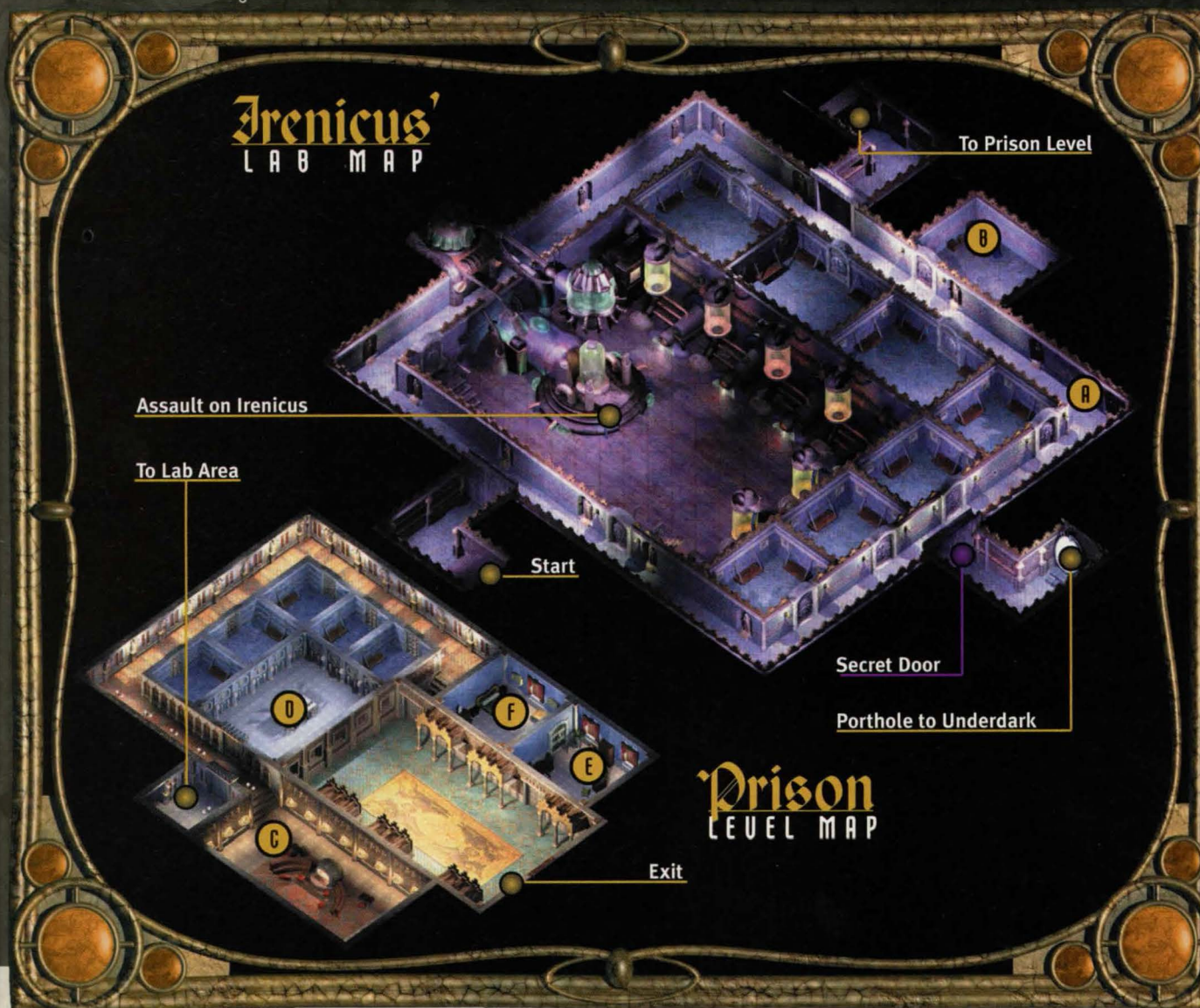
**HP: 59**  
**XP: 20,000**

**Noteworthy Items**  
 • Key to Prison Cells

The best choice is to attack Lonk outside of the dialogue prompt, meaning that you should tell him you're going to look around, and then force attack him when he's blue. This way, you can cast Haste on your party, and get your wizards into a more stable position.







## 18 The Assault on Irenicus

• When fighting Irenicus, there are a variety of steps that you need to be aware of. First and foremost is the fact that all of the goofy little psycho inmates will be of little help when it comes to disposing of Irenicus. They help, but they won't win the battle for you. Have ALL of your fighters and clerics focus their physical attacks on Jon himself, hoping to inflict enough damage before he gets a chance to "Spawn Clones" (see below). Your mages should have Minor Spell Sequencers set up with dual Magic Missile spells, ready to go. If you have two Mages, the combined damage of these spells alone should be around 70-80HP!!! Because Jon only has 96 HP, this means you need to only land one or two hits with your fighters and the battle is won. Of course, this is easier said than done as Jon's AC is extremely low.



*No doubt one of the hardest fights in the game, it pays to come to this battle well prepared. Get your fighters STR through the roof, and your mages should pop as many potions as they can before engaging.*

## KEY ITEMS TO ACQUIRE

- Quest Based Item
- Valuable Magic item

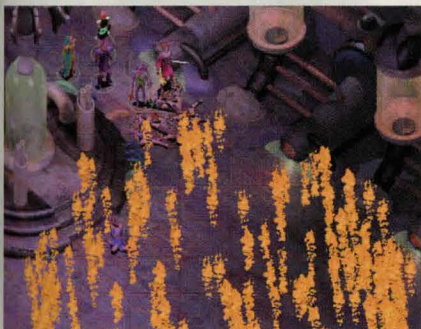
Item	Location
<span style="color: brown;">A</span> 381GP	Inside statue
<span style="color: brown;">B</span> Irenicus' Journal 1	Inside barrel
<span style="color: brown;">C</span> Rogue Stone	On table
<span style="color: brown;">D</span> 212 GP	On table
<span style="color: brown;">E</span> Irenicus' Journal #2	On desk
Staff of Thunder	In cabinet
<span style="color: brown;">F</span> Rogue Stone	In nightstand
Jon's Key	In nightstand
Horn of Silence	In cupboard





## • The Clones

If you deal out enough damage with our dual Spell Sequencer trick, you won't have to worry about the clones that Irenicus spawns in. These clones are exact duplicates of the characters in your party, but without all the armor, weapons, and items. Even so, they are formidable foes who make the battle almost impossible.



## • The Reward

Each character will receive **68,500XP** upon completion of this quest.

## • The Murderers

After defeating Jon, quickly move your characters into the little nook right next to the experiment tube and cast as many Cloudkill spells as you can. Obviously, keep your characters with the most HP to the front of the line, and your weakening Mages to the rear. This way, if the Murderers somehow manage to pull off a Backstab, you'll have enough HP to take a licking and keep on ticking.

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## Before You Leave

- Make sure to loot the area before you leave, as there are quite a few goodies tucked away in various places. Check our Key Items chart for more info!
- When you decide to leave, you'll have two options to choose from:

### Option 1: Use the Portal

Find Jon's Key, and use it to unlock the secret door that leads to the Underdark. If you choose this path, you'll miss out on the Sahuagin City, and skip right to the Underdark (continue on page #50).



### Option 2: Riding With Saemon

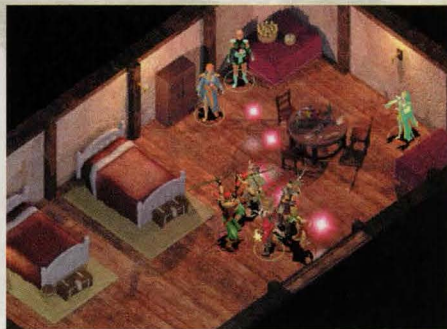
If you choose to hitch a ride with Saemon, you'll stop off in the Sahuagin City before making your way to the Underdark. Continue with our walk-through below if you want detailed information on exactly how to get the ship.



20

## Off to Sea, Mate!

- Saemon will tell your party to meet him in the Vulgar Monkey, at which point he'll talk to you about actually leaving the island. Unfortunately, his ship has been stolen (how ironic!), and he needs you to acquire a new one for him. He'll tell you of a certain horn that will open the sea gates. With this, they can steal the Desharik's ship.
- Go to Cayia's home (ONLY at night), then rush in and steal the horn. You can use stealth and steal it without them even noticing, or you can just pounce on the poor lass and she'll summon some guards to attack you. Either way, get the **Pirate Horn** from atop the table and meet Saemon on the eastern-most part of the docks.



When you do so, Desharik and his goons will spawn in and attack!

- Once Desharik and his crew are slain, Saemon will initiate dialogue and offer you the **Silver Sword**. Off to sea we go!
- Once the boat has left shore, a Githyanki ship will approach and board your stolen vessel. The captain demands that you let him search your boat for their "missing



item." When they find the Silver Sword (damn Saemon!), they immediately attack your party.

- About 45 seconds into the battle, something will happen, and you'll be treated to a cinema to begin Chapter 5.

20a

## Desharik, Pirate Lord



**HP: 108**  
**XP: 11,000**

### Noteworthy Items

- Scimitar + 1 (x2)
- Studded Leather Armor + 1

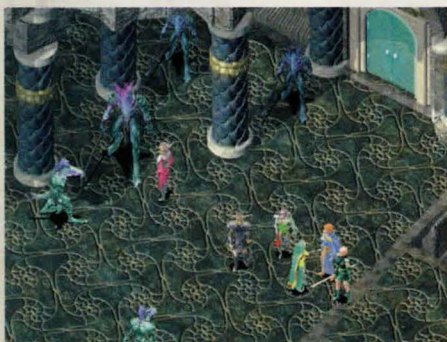
This dual Scimitar-wielding freakazoid is actually one of the easier boss fights in the game. He can do lots of physical damage, but has no spell casting ability whatsoever. Take advantage of this by having your mages cast hold spells while your fighters stamp their names into his chest. Make sure to grab his goodies before talking to Saemon and heading out for sea.



# Sahuagin City

## 01 Entrance to the City

• You'll begin this sequence held captive by a few Sahuagin, after which you'll be dropped right in the middle of a royal feud. After all the bickering between the various Sahuagin, they suggest that your power be tested through combat. Into the pit you go! They'll throw you into their gladiator pit, and you'll go toe to toe with an Ettin. Win the fight, and you'll be welcomed with open arms by the goofy Sahuagin King.



## 02 Choosing Your Path

• Although this section may seem complex at first, there are really only two choices that you can make from here:

- 1 **Help King Ixilthetocal**, or
- 2 **Help the Rebel Prince, Villynaty**. Choose whichever path you like, knowing that if you kill the Rebel Prince you are taking the "evil" path. Either way, you may go and talk to the High Priestess and find out what she has to offer before agreeing to any deals.

## 03 The Playful Imps

• When you approach the Imps, they'll be absolutely thrilled that you're willing to play their game. The gist of the game is to match up the appropriate items to the people they belong to. Once all five items are in the correct chests, the sixth chest will open and you'll get your reward (see Key Items chart). Each character will receive **18,500XP** for completing this mini-quest.

• For those having trouble with this mind-twisting puzzle, here's the answers:

Elminster gets the pipe, Khelben the staff, Alustriel the pendant, Piergeiron the helmet, and Drizzt the scimitar.

## 04 The Eye of the Beholder

• Although this Beholder likes to flap his gums, we found it best to force attack him BEFORE picking the chest and getting **Sekolah's Tooth**. This way, you can prep your characters beforehand.

• You'll need Sekolah's Tooth to enter the rebel base, so this event is required. (Note: You can talk your way out of the deal with the Beholder. You don't HAVE to kill him).



**EVIL  
PARTIES  
LOOK HERE!**

### Helping King Ixilthetocal

Although we feel that the right thing is to definitely help out the Rebel Prince Villynaty, we couldn't really blame you for wanting to help King Ixilthetocal either. If you choose this path, just kill Prince Villynaty and get the "real" heart instead of the fake one. Bring this back to King Ixilthetocal, and tell him of the plans they had. He'll have High Priestess Senityili executed, and then thank you for your course of action. The minor drawback to completing the quest using this path is that you'll get only **58,500XP** for each character as opposed to 60,500XP that you would have received for saving the Prince. Granted it's only a **2,000XP** difference, but we know that you power gamers will take it into consideration.

## 05 The Rebel Ambush

After you get the **Rebel's Orb** from the High Priestess Senityili, and if you opt to pass through the giant fish mouth, you'll be ambushed by a small group of rebels. Focus all attacks on the Priestess, and make sure to grab the **Cloak of Mirroring** before continuing on. This battle is completely avoidable, but because this cloak is somewhat valuable, we feel it is a necessary stop along the way. This ambush is approved by Admiral Ackbar... "It's a Trap!"

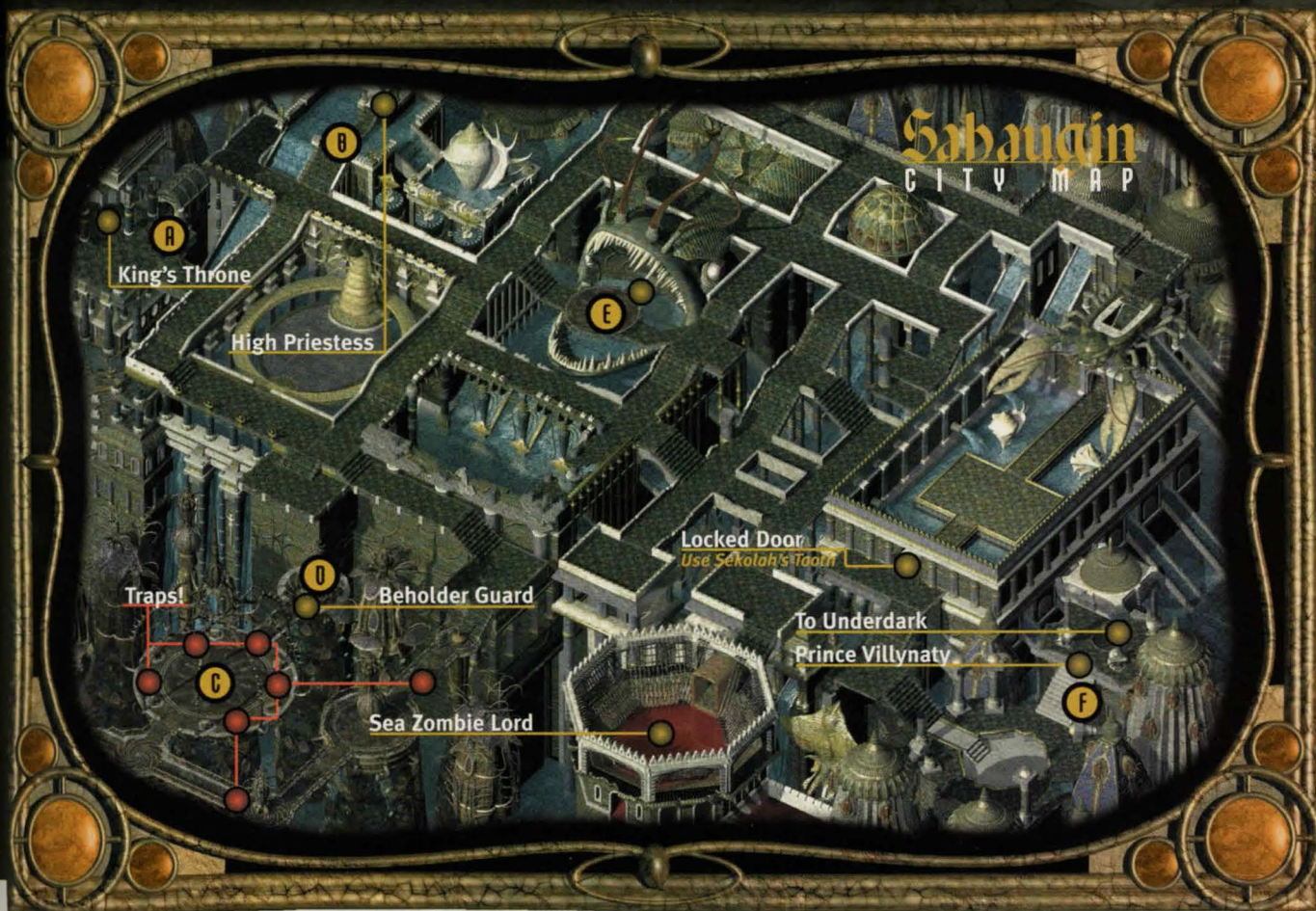


## 06 The Sea Zombies?

We've played an awful lot of AD&D here at Versus Books, but none of us have ever bumped into anything quite as strange as the Sea Zombies. I mean, what the heck is going on with these things? Zombies that like live in harmony with evil little fish men underwater? Yeah... ok. Regardless, you can stop off here for a fun little fight, and some decent XP if you so desire. Otherwise, there is nothing very special about these undead aquatic fiends.

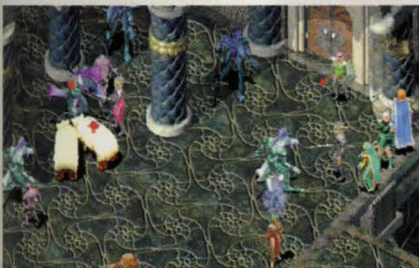






## 07 Helping Prince Villynaty

- If you meet with Prince Villynaty and decide he's the more valiant of the two fish men, help him out by bringing the fake heart back to King Ixilthetocal. When you do, the King will be distracted so that Prince Villynaty and his men may storm the base and re-claim the throne.
- The battle with King Ixilthetocal is surprisingly easy. Just summon some monsters BEFORE presenting him with the heart, then give it to him and the monsters will automatically attack. You'll get 4,000XP for slaying the king.
- When Prince Villynaty appears, he'll thank you for your cooperation and you'll receive **60,500XP** for each character. Not bad for a days work, eh? Make sure to use the Treasury Key on the vault up against the wall before leaving.



## 08 Descend to the Underdark

- With the Magic Rope in-hand, it's time to descend into the Underdark and try to find a way back up to the surface. Although going DOWN doesn't exactly seem like the smartest route, we'd much rather be among Drow Elves than with stinky fish men, wouldn't you?

## KEY ITEMS TO ACQUIRE

- Quest Based Item
- Valuable Magic item

Item	Location
A Treasury Key	King's body
Spear +3: Impaler	King's Body
Magical rope	Inside treasury
Rod of Lordly Might	Inside treasury
Sahuagin Notes	Inside treasury
B Rebel's Orb	From High Priestess
C Cloak of Protection +2	Inside chest (puzzle)
Boots of Etherealness	Inside chest (puzzle)
D Sekolah's Tooth	Inside chest
E Cloak of Mirroring	Priestess' body
F Heart of Villynaty	Villynaty's body
Wave Blade	Villynaty's body
Fake Heart of Villynaty	From Villynaty



## Baldur's Gate CHEESE TECHNIQUE

Instead of just picking up the items and leaving for the Underdark, why not kill ol' Prince Villynaty before you leave? He's ultra-wimptastic, and you'll get the Wave-Blade from his corpse (which makes the best halberd in the game when pieced together). It's a win/win situation!



# The Underdark

## 01 The Duergar Camp

• Talk to the Duergar and learn some important information about Irenicus and Bodhi. When you've finished conversing with all of them (and learning about the trapped mage just up to the north), access the Duergar's shop and purchase the Freedom Scroll. This spell will enable you to release the trapped mage, and begin his sub quest if you so desire.

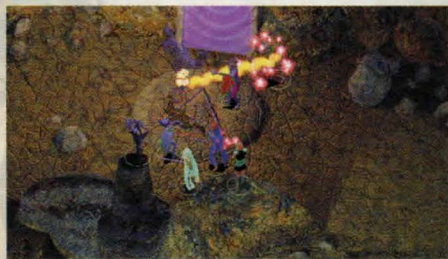
**(Note: Use this merchant to sell all of your accumulated items from the last dungeon.)**



## 02 Vithal: The Mage's Proposal

• Find the area with all three elementals battling each other, and cast the Freedom spell here (you can check the map above for this location). When you cast it, Vithal will appear and make a quest proposal to you. It's foolish to decline this offer, trust us.

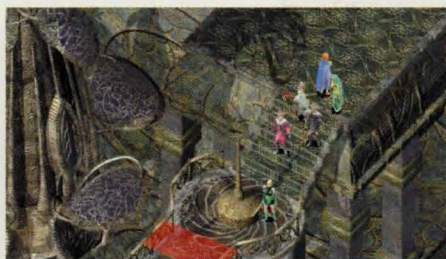
• Get the **Book of Rituals** from the Innkeeper in the Svirfneblin Inn, and bring it back to Vithal. When you do, he'll begin his transdimensional voodoo magic. Each time he passes through a portal, a guardian will appear for you to destroy. Kill the baddies (which are greater elementals from the respective portals), and he'll repeat this process for each of three portals, ending on the Air Elemental portal. When you kill the last enemy at the Air Elemental portal, Vithal will return with his last piece of treasure, and each character will receive **20,000XP** for helping him out. You'll also get a **Rod of Absorption** for all the trouble.



## 03 The Svirfneblin Settlement

• When you first arrive, you'll want to rest, buy and sell items, and generally get a feel for your surroundings. This place is not hostile, so you may seek refuge here whenever you like. You'll also notice that certain rooms have some decent (but not great) loot lying around. Make sure to stock up before moving on.

• Talk to the Innkeeper, and buy the **Book of Rituals** for 300GP. Bring this back to Vithal to begin his quest (see previous #).



• Talk to Therndle Daglefodd, and you'll learn of his missing son. Rescue Therndle's son from the Iron Globe (next module), and get the **Bracers of Defense AC4**.

• Inside the sleeping quarters, find Goldander Blackenrock and talk to him about a quest involving some sort of "evil beast." He'll give you the **Stoneshape Scroll**, and then ask that you go to the north and kill the beast for him. Do the quest, kill Balor, and cast the Stoneshape spell before heading back to Goldander. You'll get **25,000XP** per character, the **Light Gem**, and the **Skullcrusher +3**. With the Light Gem, you can enter the formerly darkened cavern that leads to Avalon.

### 03a Balor, Demon

HP: 120  
XP: 26,000

#### Noteworthy Items

- None

Once defeated, make sure to cast the Stoneshape Scroll to seal up the cavern forever.

## 04 The Iron Globe

You'll notice a large multifaceted iron globe that is built into the side of this cave. Each of the globe's facets contain a trapped soul trying to get out. Click on each of the different facets, and you'll encounter a multitude of different characters. There are six sections, and six different characters as follows:

① **Madman Aganalo:** This guy is completely pathetic, and he attacks the party no matter what you do. Luckily, he's as weak in battle as he is with words. You'll get **Jhor the Bleeder +2**, and **6,000XP** for killing him.

② **Raevilin Strathi:** This guy is a weakling piece of crap, and he has absolutely nothing of value. You'll get **974XP** for killing him.

③ **Riti:** This Githyanki is angered beyond belief, and he attacks unprovoked. You'll get two cursed items from him (**Backbiter Spear +3**, and a **Girdle of Gender**), along with **8,000XP** for killing him.

④ **Alchra Diagott (Lich):** One bad-ass Lich, Alchra will come right out of hibernation with a Time Stop spell. He usually follows up with the edgier spells like Symbol Stun and Symbol Death. It's a tough battle, but you'll get **22,000XP** for destroying him.

⑤ **Bedlen Daglefodd:** This is Therndle's son. When you talk to him, he'll tell you to return to the inn, and talk to his father. (When you talk to his father (inside the Inn) after releasing Bedlen, you'll get **Bracers of Defense AC4**).

⑥ **Gont of Riatavin:** This guy is actually rather friendly if you treat him well. You should be able to get some good info about the surrounding area before you leave.



This little ball of trouble actually proves to be one of the more valuable mini-quests in the Underdark.

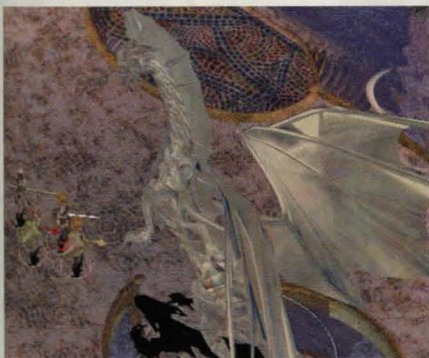




05

## Meeting Adalon

Holy jinukens! It's a dragon, and she's friendly (as a silver dragon should be)! After talking with Adalon, you'll learn that her precious eggs have been stolen by none other than the dirty Drow Elves themselves. She makes you an offer, and then transforms your party into Drow look-alikes. With this illusion, you may now gain entrance to the city of Ust' Natha and search for her eggs. Remember where Adalon is, for you'll be returning...



Isn't she just... cool looking? Not to mention her poise, stature, and overall intelligence. The way Silver Dragon should be!

06

## Entering the Drow City

- Once you've talked with Adalon, you may approach the gate that leads to Ust' Natha. Tell the guard that you're **Veldrin from Ched Nasad**, and you'll gain access.

- Before you can get to the gate, however, you'll be ambushed by a group of hostile Drow warriors. They will attack the party without saying any dialogue, so get your party ready before you cross the bridge. *(Note: Many of the locations on the map to the left aren't explained in this section. This is either because it's not important at this time, or you simply cannot access these areas, period. As you move forward though, we'll send you back to this map to complete a few more tasks and uncover more land).*

## KEY ITEMS TO ACQUIRE

Quest Based Item

Valuable Magic item

Item	Location
<b>A</b> Freedom Scroll	Carlign's Shop
<b>B</b> Book of Rituals	From Innkeeper
Stoneshape Scroll	From Goldander (quest)
Light Gem	From Goldander (quest)
Bracers of AC4	From Therndle (quest)
Skullcrusher +3	From Goldander (quest)
<b>C</b> Rod of Absorption	From Vithal (quest)
Skull of Death	Vithal's body
Five assorted spells	Vithal's body
<b>D</b> Jhor the Bleeder +2	Madman Aganalo's body
Backbiter Spear +3	Riti's body
Girdle of Gender	Riti's body



## Baldur's Gate CHEESE TECHNIQUE

If you feel that the amount of treasure Vithal offers is somewhat inadequate for the risk you took (like we did), tell him that you want ALL of his treasure, or else. He'll immediately turn hostile, and begin casting high level spells on the party. If you manage to defeat him (a task in itself), you'll get an additional 20,000XP, the **Skull of Death**, and five assorted spell scrolls. DIE wizard!



# Ust' Natha

## 01 Entrance to the City



**Note:** Any Drow equipment that you find (or acquire) will be destroyed upon touching sunlight. As such, you should equip it now, for you will not be down in the Underdark much longer.

- Upon first arrival, it's best if you look around and get to know your surroundings before proceeding with the actual story progression. Whatever you do, make sure not to set the city "hostile." If you do this, your quest disguise is blown and your mission failed.
- Chat with the crazed merchant selling charmed monsters, and even buy one if you wish. Remember that you'll have to bring this creature along with you wherever you go, which may not always prove plausible. It's definitely a one of a kind shop with a unique inventory though!

## 02 Meeting Solaufein & Phaere

**Note:** This section of the game can get very confusing—not because it's complicated—but rather because it's a bit repetitive and very "errand-like." You're basically going from one spot to another, talking to someone, killing something, then going back to talk to someone else. This is meant to get you through with as little confusion as possible.

- Talk to Solaufein at the base of the Male Fighter Society, he'll ask your party if they are new recruits. Next, he'll pull rank and tell you that he is your new commanding officer. What nerve! This is no time to blow your cover, so it's probably best if you oblige and meet him at the platform near the entrance to the city.

- Solaufein will tell you how the Matron Mother's daughter (Phaere) has been captured by the Illithids. The only viable solution is to show up at the entrance to the Mind Flayer lair and clean house.
- Go to the Mind Flayer lair (use our map for the previous section), then talk to Solaufein and a small scripted event will take place. Whack the Mind Flayers, and then talk to Phaere upon saving her. After talking, Phaere will then return to Ust' Natha on her own accord. Just make sure to meet her in the tavern after talking to Solaufein at the city entrance.
- After talking to Solaufein, Imrae will tell the party to meet Phaere at the tavern. As you trudge over to the tavern, you'll be interrupted by a Duergar who tells you that his master would like to speak to you. If you wish to pursue this matter further (the Aboleth quest), then refer to module #3 of this walk-through. If not, then continue reading this section.
- When you talk with Phaere, she'll tell you to meet her at the platform (near the city entrance) in 4 hours or so. This should give you time to rest, and perhaps take a look around the tavern before leaving. When you do leave, talk to her at the platform and she'll tell you that you'll have only a few days before you should meet her at southeast platform.
- Get to the southeast platform (marked on the map), and talk with Phaere. The Beholder will show up, at which point you should help Solaufein slay it. The Beholder has 95HP, and you'll get **14,000XP** for killing it. Once the Beholder has fallen, you'll need to meet with Phaere at the tavern in no later than three days.
- When you meet Phaere in the tavern, she'll send you out to exterminate some Svirfneblin. Go back out to the Underdark map, and head up to the Svirfneblin village. When you meet up with Solaufein, tell him that you'll handle this situation and you'll meet him back in the city when the deed is done. You can then ask the

## AMBUSH!

On the way to help Solaufein with the Mind Flayers, you'll be ambushed by a small group of mixed marauders. Here's a quick breakdown:

### ENEMY STATS & NOTEWORTHY ITEMS

- N'ashtar (Mage):** HP=59, XP=4,000  
Items: 7th level spell scroll, Potion of Icedust x2
- Simbja (Goblin):** HP=117, XP=5,000  
Items: Hide Armor
- Chandrilla (Elf):** HP=94, XP=4,000  
Items: Plate Mail Armor
- Boz (Ogre):** HP=111, XP=6,000  
Items: Full Plate Mail
- Pitch (Imp):** HP=29, XP=420  
Items: N/A
- Damien (Thief):** HP=68, XP=4,000  
Items: Oil of Speed, Healing Potion x3



Svirfneblin leader for his helmet as proof to present to Phaere when you return. He will agree, at which point you should return to Phaere and get **28,000XP** per character for completing the quest.

- When you talk to Phaere at the Female Fighter's Society, she'll ask you to betray Solaufein and kill him. If you refuse, you'll be killed by her plethora of guards. If you accept, you'll have two different options to take from here:

**EVIL PARTIES LOOK HERE!**

Instead of telling Solaufein to go back to the city, suggest that you might need his help to exterminate the little Svirfneblin bastards. This is definitely evil, as the Svirfneblin won't be hostile *unless* you ask Solaufein for help. Regardless, you'll get the same amount of XP if you do it this way.



## Ust'Natha CITY MAP



### Checklist

Before you leave town, try to accomplish the steps below.

- ☐ Visit shops and inns (*duh!*)
- ☐ Talk with Solaufein, and rescue Phaere from the Illithids
- ☐ Take Phaere's quest and side with Solaufein
- ☐ Complete the Matron Mother's mini-quests
- ☐ Choose path for Adalon's Eggs, then complete it and return to Adalon

### Points of Interest

Location Name	Type	Location Name	Type
01 Exit to Underdark	Exit	08 To Upper Levels	N/A
02 Ust'Natha Bazaar	  	09 Qilue's Home	Quest
03 The Main Platform	N/A	10 House Jae'llat	Quest
04 Creature Merchant		11 Male Fighter's Society	Quest
05 The Tavern	 	12 Lich's Tower	Quest
06 Slave Holding Pens	Quest	13 Southeastern Platform	Quest
07 Female Fighter's Society	Quest	14 Temple of Lolth	Quest



# CHAPTER U

## Option 1: Kill Solaufein (Not Recommended)

Approach Solaufein at the Male Fighter's Society and tell him this is his last day on to live. Attack, and gain **6,000XP** for killing him. Take the Piwafwi Cloak and bring it back to Phaere. You'll get **30,000XP** for each character in the party.

## Option 2: Let Solaufein Live (Absolutely Recommended)

By letting him live, he agrees to give you his Piwafwi Cloak to bring back to Phaere. When you hand it over to Phaere, you'll get **30,000XP** for each character in the party. It is absolutely **ESSENTIAL** to let him live if you plan on taking the "good" path through the rest of this section.

- Regardless of which path you chose, Mother Ardulace wants to speak with you immediately. Make haste and get down to the Temple of Lolth as quickly as possible.



## SCOUTING TECHNIQUES

### TECHNIQUE

Most of you are probably aware that monsters cannot uncover the map for you, nor can you control them once they go into an already fogged out area. Below are some tips to help counteract this drawback.

- 1 If you have the 4th Level spell Wizard Eye, you can use it as a scout for your summoned monsters. Instead of risking the lives of your party members, we feel it's a bit better to scout the area with a group of expendable monsters supported by a Wizard Eye. You can also include your Simulacrum if you have the spell available.
- 2 If you don't have Wizard Eye, a similar effect can be achieved by using the 4th Level Cleric spell, Farsight. Farsight will scout any area of the map you choose, which can prove useful when trying to insert a group of summoned monsters.



## 03 Aboleth & The Fish Tank

- Near the bazaar, you'll see a large steel tank that houses an Aboleth. Once the Duergar tells you that his master wishes to speak with you, go ahead and talk to it. The Aboleth will tell you that he knows who you *really* are, and that if you don't complete his mission, he'll expose you to the Drow.
- You can get really hostile with the beast, and tell it that you'll expose its plan if it exposes you. It will get very scared, and then tell you that you are free to go.
- On the other hand, if you choose to accept its mission, you'll need to enter Qilue's Home and kill Qilue. You'll get **11,000XP** upon killing her, but be prepared for a tough fight. Make sure to pick up **Qilue's Brain** and bring it back to the Aboleth. When you do so, it'll thank you and then tell you to go away. *No reward!*
- In conclusion, you'll see that this quest is absolutely worthless to a good-aligned party. The Chaotic Evil party will have a field day with nothing better to do than kill anything and everything in sight.



## 04 Matron Mother's Quest

- When you talk to the Matron Mother, she'll tell you that she is in need of one of three hard-to-find items. You can either bring her the Elder Orb, the Blood of a Kuo-Toan Prince, or the Brain of an Illithid. You basically have three options available from this point:

## Option 1: Kuo-Toa Dungeon (Easy)

This is the easiest of the bunch, and recommended for players who just want to get the heck out of here.

## Option 2: Beholder Dungeon (Moderate)

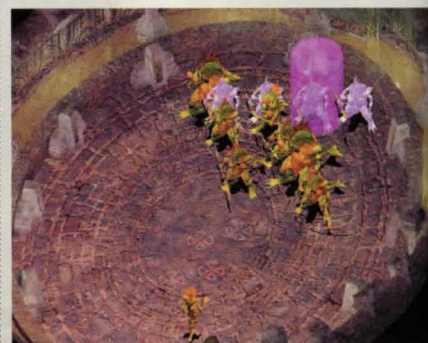
This dungeon is tough, but not nearly as tough as the Mind Flayer dungeon.

## Option 3: Mind Flayer Dungeon (Hard)

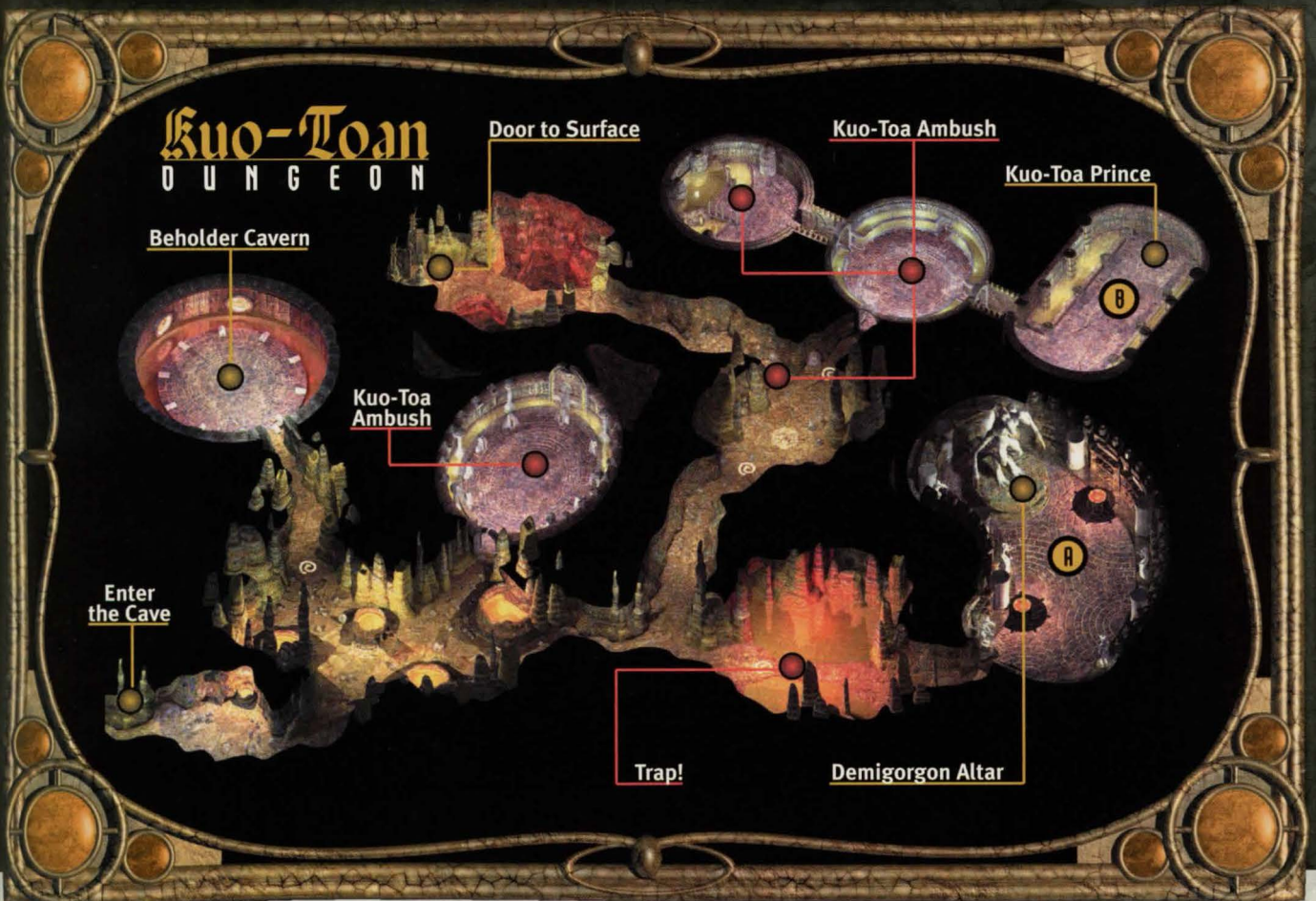
Newbies need not apply. This is the real deal, man!

## 05 Kuo-Toan Dungeon

- The first major fight is inside the Beholder Cavern, where you'll square off against two Gauths and a Beholder. There are no treasures to be found in this room though, only XP.
- Work your way along the southern path and your characters will be hit by a Flamestrike trap. When you enter the room with the Demigorgon statue, summon a monster or animal and place it up on the pedestal. Moments later, five Demon Knights will spawn in and begin attacking your party. Fend them off, and *make sure* to grab the loot from their bodies before heading back (see Key Items chart for more info).
- When you enter the northern tunnels, watch out for the Kuo-Toan ambushes which will be placed throughout. There's usually at least eight if not more Kuo-Toans at once, so beware!







- When you reach the room with the Prince, he'll be heavily guarded by two Kuo-Toa Monitors. They aren't too tough (with only 56HP each), but they *can* foil your plans to just casually waltz in and whack the Kuo-Toan Prince. With the Monitors out of the way, just rush the Prince with your fighters while your mages pick away with weak offensive spells like Magic Missile or Flame Arrow. The Prince has 124HP, and you'll gain **4,000XP** when you defeat him.
- Grab the **Kuo-Toan Blood**, then quickly dash back to the Matron Mother and present it to her. (Note: Continue the walk-through at "The Ritual" module in just a few pages).



## AREA-EFFECT SPELLS

TECHNIQUE

Although these spells have little use in melee combat, there are a few specific places where they are used best.

① Fireball, Cloudkill, Symbol Stun, and whatever other area-effect spells your mages have are great when used as room clearers. Just creep up to a room filled with monsters, then let loose with a Fireball (or whatever else). Afterward, quickly run back to safety of your party. Usually, the monsters will take the damage and then immediately come barreling toward your party. Right into the jaws of death we say!



## KEY ITEMS TO ACQUIRE

- Quest Based Item
- Valuable Magic item

Item	Location
① Girdle of Frost Giant	Demon Knight's body
Armor of the Hart +3	Demon Knight's body
Soul Reaver +4	Demon Knight's body
② Kuo-Toan Blood	Prince's Body
Bracers of Blinding Strike	Prince's Body
Assortment of gems	Prince's Body
4,578GP	Prince's Body





## Beholder D U N G E O N

Elder Orb

Entrance to Cave

Beholder Ambush

Elder Orb

Beholder Ambush

06

### Beholder Dungeon

• If you choose to go to the Beholder Dungeon, you'll be up for a bit more of a challenge than if you opted for the Kuo-Toan Dungeon. Not only do you have to worry about the Beholders, but you'll also need to be on the lookout for renegade Drow, and a few Illithids as well. Why are all these different races clashing in this particular spot? The world may never know...

• We suggest you take out the Elder Orb in the first room, grab the Eystalk then quickly make a run for the stash of treasure in the northern cavern (see Key Items charts for more info). We've hit payday, cap'n!

• Let the Drow pound on the Beholders when applicable. They'll usually kill them for you, at which point you can focus on the Drow themselves. Either that, or you can use the bonus time to start pre weak-



*The fight with these Beholders is absolutely ridiculous. Proper preparation is key to winning down here.*

ening the Drow with attack spells from afar. The only problem with this is that they sometimes leave what they're doing and attack the new threat. The same goes for the Illithids, except the Illithids are a bit more dangerous.

### KEY ITEMS TO ACQUIRE

Quest Based Item

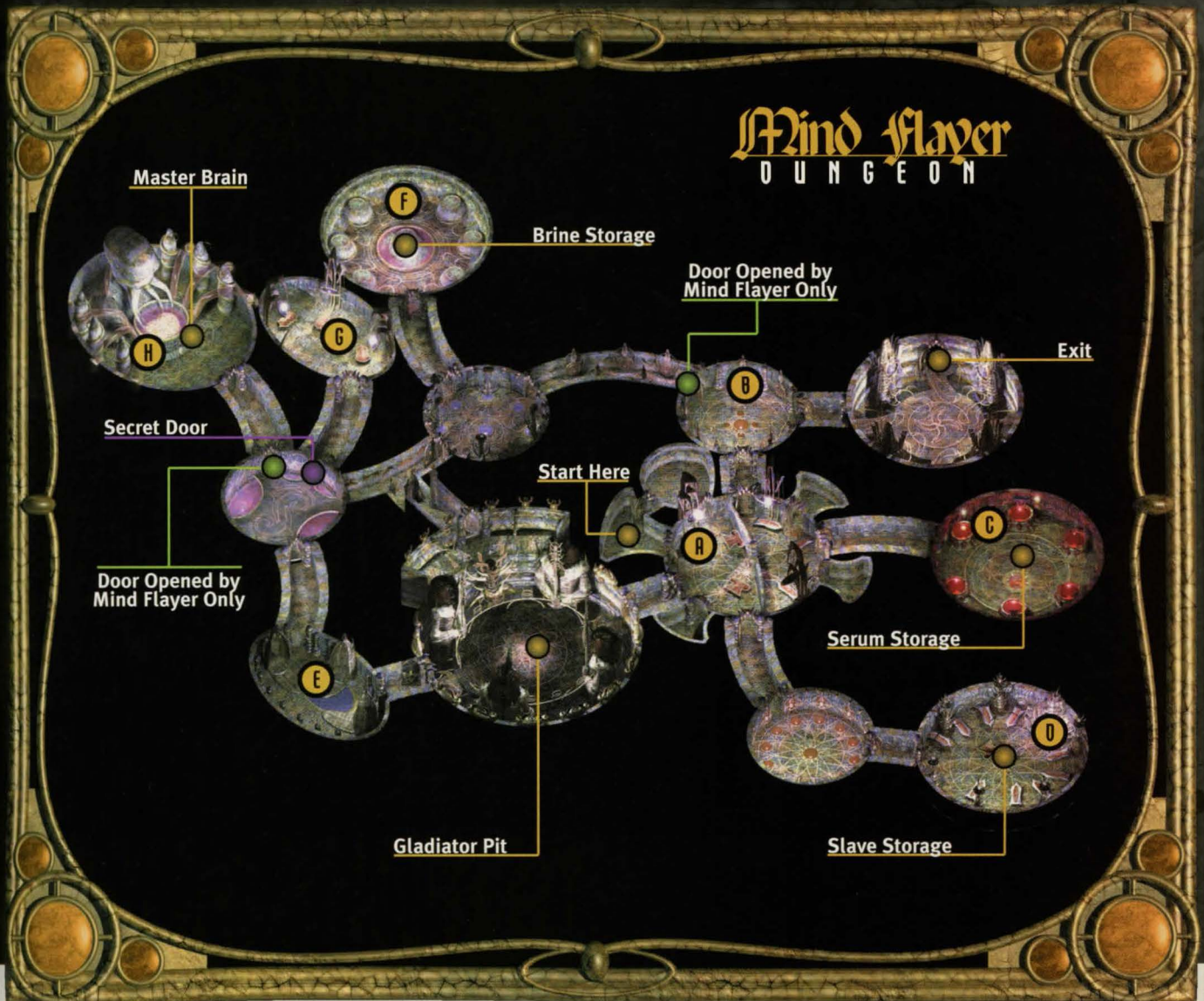
Valuable Magic item

Item	Location
Ⓐ Eystalk of Elder Orb	From Elder Orb's body
Amulet of Spell Warding	From Elder Orb's body
Blade of the Equalizer	From Elder Orb's body
Ⓑ 5,600GP	In wall
Emerald x5	In wall
King's Tear x3	In wall

• We recommend that you get in, get the treasure from the two points, then quickly run back to the Matron Mother with her prize. Any further exploration usually leads to death. (Note: Continue the walk-through at "The Ritual" module in just a few pages).

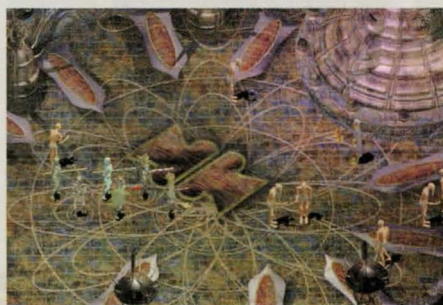


# Mind Flayer DUNGEON



## 07 Mind Flayer Dungeon

- You'll be thrown into prison upon entering, at which point you'll enter an arena and fight some UMBER HULKS. Pound them, then side with the Githyanki and have them distract the Mind Flayers while you escape.
- Get the Illithid Serum from the storage tanks, and bring it down to the Slave Storage room. Insert the serum into the small contraptions above the slaves, and they'll wake up from their slumber. Grab the Control Circlets from the machine, and head out.
- Open the first door (marked green on the map) by charming the Mind Flayer with the Control Circlet, and the Githyanki will warp in. You'll get **25,000XP** per character for helping them escape.
- Gain entrance to the room with the Brine Potions, and take as many as you can. These will make you immune to all Mind Flayer charm spells.



## KEY ITEMS TO ACQUIRE

Quest Based Item

Valuable Magic item

Item	Location
(A) Hilt of the Equalizer	On Table
(B) Methild's Harp	In wall fixture
(C) Illithid Serum	Inside juice tanks
(D) Mind Control Circlets	From Energy Machine
(E) Ring of Fire Control	Duergar's body
(F) Brine Potions	From cauldrons
(G) Staff of Command	On table
(H) Elder Brain Blood	From Master Brain
Assorted gems	From Master Brain
Shandon Gem x53	From Master Brain
540GP	From Master Brain





- Charm another Mind Flayer with one of your circlets, and have him open the door that leads to the Master Brain. Send the Master Brain into the netherworld (see boss sidebar), then return to the Matron Mother with your prize.
- On the way out, you'll stop and talk to the slaves. You'll get **5,000XP** and one reputation point for releasing them.
- Check our Key Items chart!

## 08 Return to the Matron

**Note:** From this point on, be prepared to do a lot of "Cloak & Dagger" type missions, with plenty of secrecy and double-crossing thrown in just for fun. Good stuff!

- Once you have one of three items that the Matron Mother requested, simply return to the Temple of Lolth and present it to her. She'll praise you, and then let you know that the ritual will begin shortly.
- Meet Phaere at her abode, and she'll present the plan to overthrow the Matron Mother. When she does, there is little you can do but accept her offer. If you decline to help, everyone turns hostile and it's game over. After she gives you the **Despana Treasury Key**, and the **Fake Dragon's Eggs (Phaere)**, you'll have two options. Basically, you can take the good path and continue with the regular walk-through, or you can take the evil path and follow the black box to the right.



You'll find Phaere sitting in her sweet old home, doing nothing but plotting and scheming...

## 02b Master Brain, Illithid



**HP: 200**  
**XP: 10,000**

### Noteworthy Items

- Elder Brain Blood
- Shandon Gem x53
- 540GP

The real trick to beating the Master Brain is exactly that—**FOCUS** all attacks on the Master Brain itself. If you spend time fiddling around with its minions, new ones will spawn and you'll soon find out it's a neverending cycle. The Brine Potions will make your characters immune to any wacky Mind Flayer magic during this fight, so drink up!

**Note:** If you let Solaufein live when Phaere told you to kill him (just a bit earlier), you'll be greeted by him before you come back to the Temple of Lolth. He'll present you with another batch of fake eggs entitled **Fake Dragon's Eggs (Solaufein)**. This is the key to gaffling both the Matron Mother and Phaere's plans.

# EVIL PARTIES LOOK HERE!



## TELL THE MATRON MOTHER ABOUT PHAERE

**Note:** This path is about 10X harder than the main path. As such, we recommend you keep a save file handy **BEFORE** you go ahead and get started down this path.

- You can go back to the Temple of Lolth and tell the Matron Mother that Phaere wishes to betray her. When you do, the Matron Mother will call for Phaere and then kill her with a Flamestrike spell for betraying the Spider Queen.
- Following this event, the Matron Mother will tell you to meet her for the ritual in just a few moments. When you meet her, she'll sacrifice the Dragon's Eggs to the Demon Lord, at which point he'll reveal your true form to the Matron Mother. This is when things start to go awry. You'll need to defeat every single creature in the room, including the Demon Lord, the Matron Mother, and all of her little helper Drow.
- If you manage to make it out of the ritual alive (a feat in itself), return to Adalon and she'll be very upset that you let her eggs be destroyed. She'll immediately go hostile and begin attacking the party. If you beat her, you'll get **24,000XP**, the **Blood of a Silver Dragon**, and **3,000GP**. Small rewards for such a large task... When you're finished, continue the walk-through at module #10.

## WHEN FIGHTING BEHOLDERS

Beholders are definitely unique creatures due to their projectile attacks. Here's a few tips to help you eliminate them:

- 1 Physical attacks are the best offense against Beholders. As such, any enhancement spells play a crucial role in defeating them. Spells like Strength and Haste help tremendously.
- 2 Mages and priests should usually stay back out of harm's way when dealing with Beholders. Mainly because the projectile attacks of a Beholder can rip through low HP characters with ease. Any shields or barriers you put up will be quickly dispelled by the Beholders and their extremely fast rate of fire. It's best to just avoid using shield spells altogether.
- 3 Lure Beholders into wide open areas and then surround them with melee attackers. This technique is raw and dirty, but it's effective. Have Clerics standing by with Mass Cure spells ready to go.

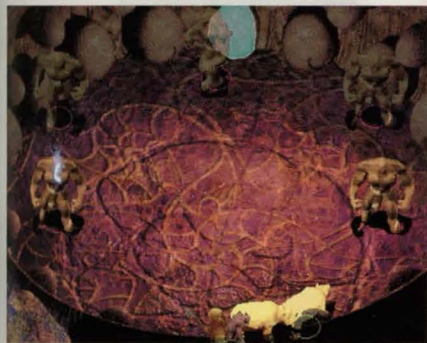




- Take the key and run over to the Temple of Lolth. You'll find the Egg Room protected by two Egg Guards who you'll have to bypass before entering. The best technique here is to have your cleric cast Sanctuary, then sneak in past the guards unnoticed. Once inside, switch the **Fake Dragon's Eggs (Phaere)** with the real **Dragon's Eggs**. This method is stealthy, and lets you escape unmolested.

- On the flipside, if you can handle this fight, then by all means do it. You'll get **8,000XP** per Golem that you defeat.

- If you've done everything correctly up to this point, you should have two sets of eggs: the real **Dragon's Eggs**, and **Fake Dragon's Eggs (Solaufein)**. Return to Phaere, and give her Solaufein's fake eggs. When you do, she'll tell you to meet her at the Temple of Lolth for the ritual.



*Set off the Golems and you've got problems! Try using the Sanctuary technique (above) to sneak in and out of this room.*

09

## The Ritual

- Both the Matron Mother Ardulace and Phaere present fake eggs to the Demon Lord, at which point he'll kill them both and ask if anyone has the real Dragon's Eggs. Simply remain silent, and he'll return to the depths right as the ritual guards begin to attack. Slaughter all of them, then grab the loot from both the Matron Mother and Phaere before leaving. You should find: **Drow Piwafwi Cloak, Gorgon Plate +4, Ring of Spell Turning, Rogue Stone x3, Moonbar Gem x5, Black Opal x6, and 3,500GP.**

- Following the ritual, cast Haste on your party members and begin your trek to exit the city as quickly as possible. If you have any Mass Invisibility spells, cast them on your group and sneak past as many Drow as you can.



10

## Return to the Surface

- When you return to Adalon, you'll get **78,500XP** per character for completing her quest. She'll then warp you to the doors that lead to the surface, inside the Kuo-Toan Dungeon. If you had previously killed the Drow guards near this door (when you did the Kuo-Toan Dungeon), then you can simply walk right through this gate. If not, then Adalon will help you destroy them. Either way, pass through the gate and you'll need to fight through two small areas riddled with Drow.

- The first area isn't so bad, with only a scattered wizard mixed in with the occasional warrior. But when you get to the second area, you'll fight larger groups of Drow. Luckily, there are War Elves who will help you eliminate the Drow and exit to the surface. This marks the end of chapter five.





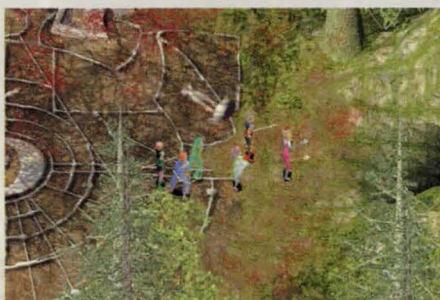
# The Rynn Lanthorn



**Note:** This is the area in which you'll be greeted by Elhan and the War Elves. Make sure to remember where you talk to him, as you'll be coming back soon enough.

## 01 Meeting at the Surface

- When you emerge from the Underdark, you'll be greeted by General Sovalidaas and the War Elves. He'll give you a quick and dirty introduction, then suggest that you talk to Elhan before moving any further.
- Elhan will ask you a series of questions, trying to find out more about you and your history with Jon Irenicus. When everything is wrapped up, tell him that you could use some stakes and holy water for your adventure to eliminate Bodhi. He'll then give you **Wooden Stakes x4**, and **Elven Holy Water x3**.
- From here, you should head to the over-world map and investigate the two new areas that have opened up right alongside the Elven Outpost.



## TECHNIQUE INTERRUPTING THE MAGE

One of the major drawbacks to a mage of any skill level is that he may be interrupted during his brief period of casting time before each spell. Check this list for some of our favorite interrupts.

① Any type of missile attacks will break a mage's concentration and prevent him from casting the spell. As such, proficient Archers are deadly mage killers.

② If you're a fighter, always keep a Potion of Explosions handy (in your Quick Items). If you see a group of mages all getting ready to cast, throw it their way and immediately rush in after the blast!



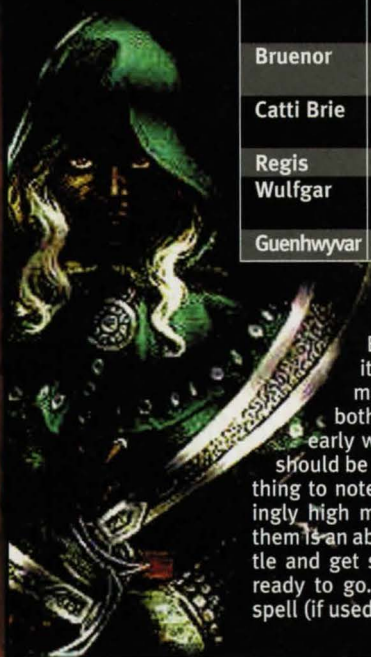
## 02 Drizzt the Drow

(Note: We have a hunch that this section will perhaps be the most talked about portion of the game. With that in mind, we decided to delve even deeper into the strategy than we usually do, and we came up with some cool results.)

- Right after you leave the Elven Outpost, you'll be stopped on the overworld map by a group of adventurers. It just so happens that these adventurers are Drizzt and his comrades...
- When he approaches you, you can listen to Drizzt's story, or just tell him that he's beneath you and you wish to fight. We recommend the former.
- Once you've established that you're friendly, you can ask Drizzt for help in eliminating Bodhi and her minions. Surprisingly, Drizzt will agree and let you know that he'll be waiting in the Graveyard District for your arrival. Talk about a powerful alliance!
- Once you're finished, simply continue on with the next module of the walk-through.



## EVIL PARTIES LOOK HERE!



We know most of you wouldn't even *think* of attacking the almighty Drizzt, would you? Don't lie to yourself. You feel it. The need to take him out! Well, we just might have the info you need right here come to think of it!

### ENEMY STATS & NOTEWORTHY ITEMS

Enemy	HP	XP	Items
Drizzt	101	12,000	Scimitar +5; Defender, Scimitar +3; Frostbrand, Mithril Chain Mail +4
Bruenor	175	3,500	Mithril Field Plate Armor +2, Battle Axe +3, Small Shield +1
Catti Brie	74	12,000	Elven Chain +1, Long Sword +2, Tansheron's Bow +3
Regis	42	1500	Mace +2, Leather Armor +1
Wulfgar	123	3,000	Studded Leather +1, Warhammer+3; Aegis Fang
Guenhwyvar	45	1,400	N/A

### STRATEGY

Because there's no way to prep for this battle, it's usually just an all out brawl to the death. The major threat factor of this fight definitely lies with both Drizzt and Bruenor. If you can take them out early with a combined effort, your clerics and mages should be able to bring up the rear and finish the job. One thing to note is that Drizzt and Catti Brie both have amazingly high magic resistance, so using offensive spells on them is an absolute *no-no*. Do some planning before the battle and get spells like Spell Trigger and Minor Sequencer ready to go. Someone told us that the Lower Resistance spell (if used on Drizzt) also works wonders...

## 02a Drizzt FAQ

**Name:** THACO: 5  
**Drizzt Do' Urden**  
**Race:** Drow Elf  
**Class:** Magic Resist: 80%  
**16th Level Ranger**  
**Alignment:** Weapons of Choice:  
**Chaotic Good**  
**HP: 101**  
 • Scimitar +5:  
 Twinkle  
 • Scimitar +3:  
 Icingdeath

### Famous Quotes:

"I've sparred with demons from the Nine Hells themselves. I shall barely break a sweat here today."

"Come ahead if you will, but know that the next time you go down, you will never get back up."

"Where in the Nine Hells did you ever the notion that I would fight fair?"

## 03 Return to Bodhi's Dungeon

- Bodhi's Dungeon is basically the same it was in chapter two. The only difference now is that the extra caverns and tunnels are all collapsed, preventing you from exploring them once more.
- The main objective is to kill Bodhi, and retrieve the Rynn Lanthorn.

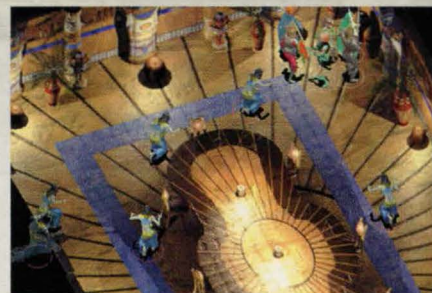
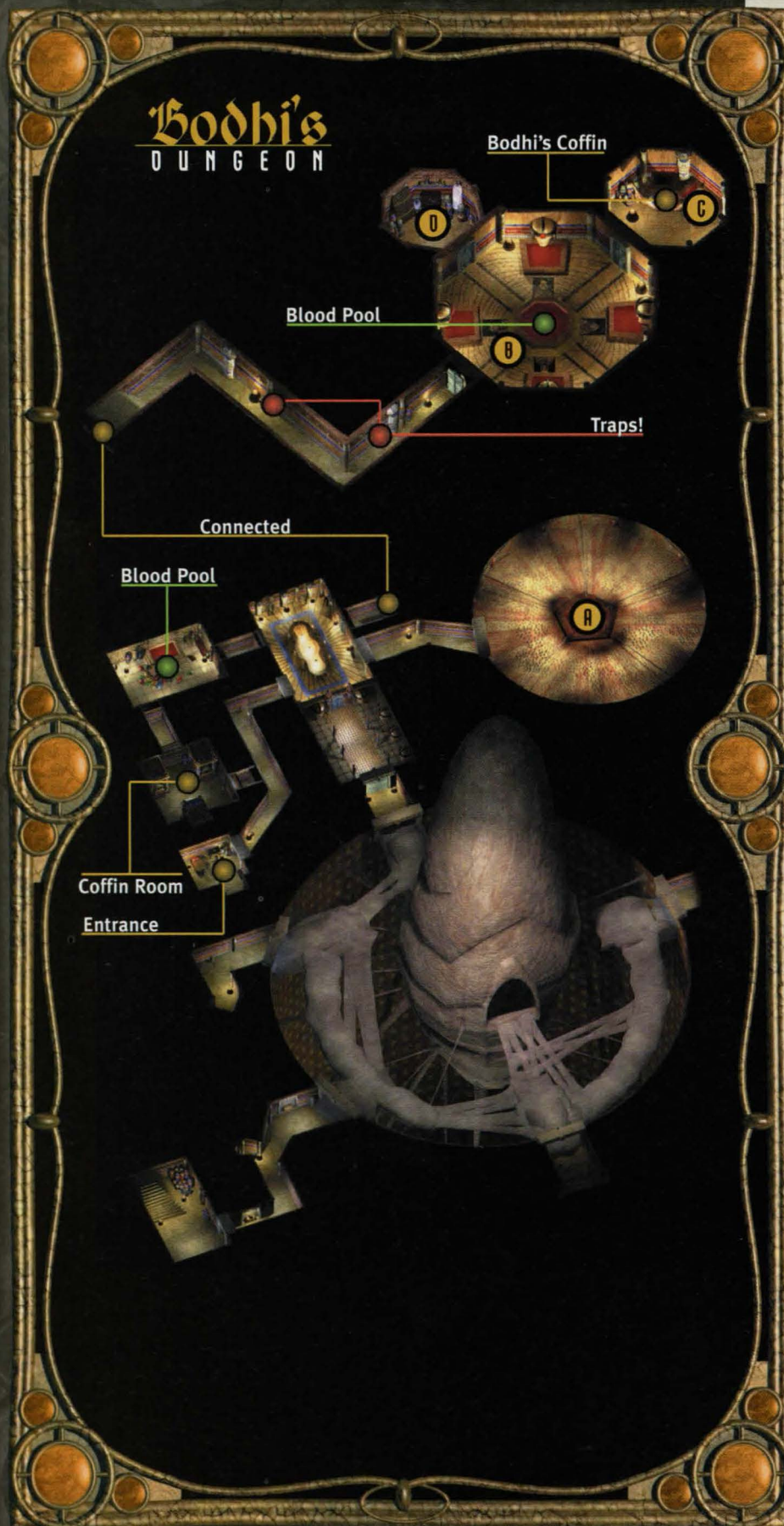
**Note:** As soon as you open the door to the room with the blood pool, you'll meet up with your potential allies. It's possible that either Drizzt, the Knights of the Radiant Heart, or the Shadow Thieves will show up to help depending on who you talked to.

- If a vial of Elven Holy Water is poured into the blood pool on the first floor of the dungeon, the Vampires on the first floor will be slowed, and have their STR reduced by five points. Not bad at all!
- You'll also notice that there are five pools of blood on the level where Bodhi resides. When a vial of Elven Holy Water is poured into one, Bodhi is considerably weakened. The weakening effects are as follows:
  - \* Her STR is reduced by two points
  - \* Her DEX is reduced by two points
  - \* She takes 20 points of damage
  - \* She takes bleeding damage that effectively counters her regenerative powers



There's a party by the blood pool? Sweet! Who's got the Mead?





\* She is slowed

• It's wise to always have Negative Plane Protection cast on your Fighters who will be getting up close and personal with the Vampires. This will prevent them from constantly using the Level Drain effects on you.

## Enemy Stat Chart

Below is a quick stats list for each of the noteworthy enemies inside Bodhi's Dungeon. Check the list to the right to find your complete breakdown of available items.

ENEMY	HP	XP
• Valen	67	8,500
• Del	67	8,500
• Salia	67	8,500
• Meredath	67	8,500
• Tanova	130	8,500
• Hareishan	115	8,500
• Artemis Entreri	116	6,000
• Bodhi	120	91,000

**Note:** You can get **9,000XP** to stake the three coffins in the room near the beginning of this dungeon. When you stake Bodhi's coffin, you'll get **55,000XP** per character.

• Once you've eliminated Bodhi and acquired the Rynn Lanthorn, you can bust out of this dungeon and head back for Elhan. You thought you'd never see Bodhi die, didn't you? Foul beast! *Twahahaha!*

## KEY ITEMS TO ACQUIRE

- Quest Based Item
- Valuable Magic item

Item	Location
<span style="color: orange;">A</span> Gauntlets of Weapon E.	Inside blood pool
Short Sword +2	Artemis' body
<span style="color: orange;">B</span> Leather Armor +3	Artemis' body
Ring of Protection +2	Artemis' body
Dagger +4: Life-Stealer	Artemis' body
<span style="color: orange;">C</span> Cutthroat +4	Inside coffin
Bodhi's Black Heart	Inside coffin
Rynn Lanthorn	From Bodhi
<span style="color: orange;">D</span> Ashen Scales +2	Inside chest





## EVIL PARTIES LOOK HERE!

If you happened to kill Drizzt (either by accident or on purpose) when you bumped into him just outside of the Elven Outpost, you'll be disappointed when you find out that Malchor Harpell will show up to confiscate all of Drizzt's items. Malchor is very high level mage, and there is no way to avoid this. So as you can see, the path to evil is quite the bumpy one indeed...



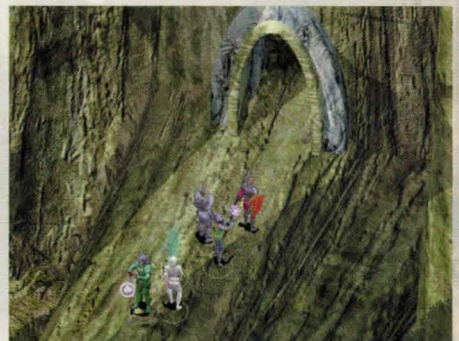
### 04 Search the Forest Realms

- Before meeting with Elhan, you can always go and explore the new forest areas that have popped up on your overworld map.
- Three of the four maps are extremely small and only have a few scattered monsters throughout. One of them contains small graveyard protected by Vampires. Take them out, then pick the lock on the coffin to find: **Black Opal**, **Summon Nishruu Scroll**, **Laeral's Tear Necklace**, **Abi Dalzim's Horrid Wilting Scroll**, **146GP**, and a **Mantle Scroll**.
- The only map that's worth actually showing is the map above, in which you can meet Coran and seek out a quest with him. Refer to our Quest Appendix for more info on his quest.



### 05 Return to Elhan

- Return to the overworld map and then head back to the Elven Outpost. Here, you can present Elhan with the Rynn Lanthorn and learn a bit more about the Elves past.
- When all is said and done, Elhan will warp you over to Suldannesslar and tell you that they seek your assistance inside the city walls.
- This marks the end of chapter six, and the beginning of the final chapter, chapter seven.



*The entrance to Suldannesslar is rather dramatic. We bet you thought you'd never be entering the city through a tree, did you?*



# Suldanesslar The Elven City

## 01 Entrance to the City

- You'll enter Suldanesslar only to find that it's been completely ravaged by Jon Irenicus' madness. The city streets are abandoned, most of them covered with patrols led by monsters serving Jon Irenicus.
- Your main objective is to find Demin, get ahold of the three parts to release the Avatar of Rillifane, and then enter the Palace and chase after Jon Irenicus himself. Although it sounds simple, be prepared for some of the toughest fights in the game, along with some tricky puzzles to boot.



*Hey, look at that guy... he's the leader of the War Elves... he's Elhan!*

## 02 Clay Golem Ambush

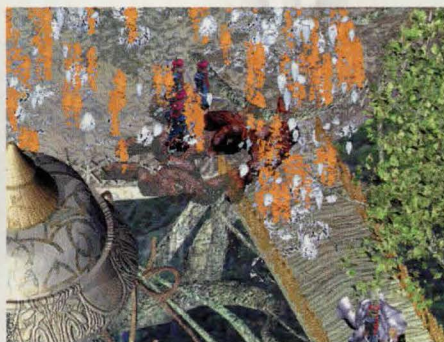
- Make your way up the right side first, stopping at each of the structures to see what they have to offer. Inside the first building, you'll be ambushed by three Clay Golems. Kill them and rescue the two War Elves trapped inside. Grab the **Stone Horn** and the **Cloak of Elvenkind** before leaving.
- Note:** Remember that you need magical blunt weapons to hurt Clay Golems.



*Watch out for these hasted warmongers. Stone fist in your face! Kicky choppy!*

## 03 The Temple of Rillifane

- Before you approach the temple, you'll be ambushed by a small patrol of Rakshasa. The best technique is to summon monsters, then use Farsight to scout ahead. Let the monsters "soak up" most of their initial area-effect spells, then follow up with a physical beat down. The Rakshasa have very high magic resistance, so it's useless to try to cast low level offensive spells.
- Once you enter the temple, you'll be greeted by Suneer and his party of evil minions. This is where the real fun begins...



*Your monsters will soak up the initial wave of damage, but stay frosty!*



*Don't worry about the space in the middle of the Temple just yet. You'll be returning here shortly with the necessary equipment to get things rolling.*

## 04 To The Elven Quarters

- When you enter the upper floor of this abode, you can find the Elven Priests Amulet. Inscribed on this amulet is the order for which to press the buttons in the puzzle box downstairs. Upon successfully completing the puzzle, you'll earn the **Talisman of Rillifane**. You'll get stung with an Acid Arrow every time you put in an incorrect answer.
- The solution to this puzzle is as follows:

- |                       |                    |
|-----------------------|--------------------|
| 1 Corellan Lotharian  | 3 Symbol of Water  |
| 2 Symbol of Rillifane | 4 The Tree of Life |



*Answering this puzzle incorrectly earns you a dart in the face. Congrats!*

## 05 Demin's House

- Before you enter, you'll be greeted by Raamilat the Drow, and a Nabassu. Raamilat will immediately cast a Gate spell, which summons a Pit Fiend. As such, it's absolutely essential that your party is protected from evil before you even approach Demin's house.
- If you want, you can let the Pit Fiend pound on Raamilat while your characters hide off screen.
- Enter Demin's house, and kill the four Rakshasa holding her at bay. When you do, she'll thank you for your help and then enter a long series of dialogue transfers with you and your party. Once finished, head outside and continue looking for the remaining artifacts.



## Baldur's Gate CHEESE TECHNIQUE

If you postpone this battle until after you've acquired all three artifacts, you can get one of the coolest little cheese effects in the game. Try this: As soon as you enter the room, place the artifacts on the altar (using some well-timed pausing techniques), then watch the Avatar make chunks out of all the enemies in the room! *Take that, evil!*





## 05a Raamilat, Drow

HP: 56  
XP: 16,000

**Noteworthy Items**  
• None

If you can take out the Nabassu before Raamilat gets the chance to get juiced up, you'll be in good shape. If not, then you're in trouble. Raamilat will go down easy with two strong physical attackers pressuring him at close range. Especially so with a mage or two backing him up with dispel/piercing magics.



## KEY ITEMS TO ACQUIRE

Quest Based Item

Valuable Magic item

Item	Location
(A) Stone Horn	Inside bookshelf
Cloak of Elvenkind	Inside cabinet
(B) Elven Priest Amulet	Inside drawer
Talisman of Rillifane	Inside cabinet (puzzle)
(C) Moonblade	Elven Warrior's body
Elven Chain +1	Elven Warrior's body
Boots of Elvenkind	Inside dresser
(D) Stone Harp	Inside drawer
(E) Black Dragon Scale	From Nizidramanii'yt
Star Sapphire	From Nizidramanii'yt
Golden Goblet of Life	From Nizidramanii'yt
Diamond x1	From Nizidramanii'yt
Laeral's Tear Necklace x1	From Nizidramanii'yt
Bladesinger Chain +4	From Nizidramanii'yt
(F) Staff of the Woodlands +4	Avatar of Rillifane
(G) Tree of Life Nuts x4	From Tree of Life
Tree of Life Nuts x4, (edible)	From Tree of Life



06

## Creeping Death



- When you approach Nizidramanii'yt, you'll have the choice to either trade him ALL of your belongings for the goblet, or simply fight him and take it for yourself. We suggest the latter.
- When you prepare to fight him, do all of the obvious preparations like Haste, Aid, Chant, Armor, Shield, and whatever other protection spells you can conjure up. We also recommend that you whip up some higher level monsters. Not for their attack ability, but because they will serve as distractions to the Black Dragon during the fight.

### 06a Nizidramanii'yt, Black Dragon



The main thing to watch out for is that damn Insect Swarm. It just does waaaaay too much damage.

**HP: 160**  
**XP: 22,000**

#### Noteworthy Items

- Black Dragon Scale
- Star Sapphire
- Golden Goblet of Life
- Bladesinger Chain +4

07

## Return to the Temple of Rillifane



- Once you've acquired all three of the ancient artifacts (Talisman of Rillifane, The Moonblade, and the Golden Goblet of Life), simply return to the Temple of Rillifane and place them on the statue in the middle of the room. When you do, the Avatar of Rillifane will appear and each character will get **65,000XP**.
- Listen to his advice, and take the **Staff of the Woodlands +4** before heading back over to the Palace which is now unlocked. The end is near...



08

## Enter the Palace

(**Note:** Make sure you have both the Stone Harp and the Stone Horn before entering the Palace. You'll need them to progress to the Underland.)

- When you approach the Tree of Life, click on it and you'll get two varieties of nuts: the **Tree of Life Nuts x4**, and the edible **Tree of Life Nuts x4**. The edible ones are to be placed in your inventory as heal items, and the others are to be used as quest items in the Underland. You'll be using them soon enough...



Before...



After!



Before...



After!



## Baldur's Gate CHEESE TECHNIQUE

If you strip down your characters completely (to the point that they're almost naked), you can still make the offer to give the dragon ALL your items in return for the Goblet. This time though, you'll still lose 30,000GP, but you'll have your precious items just sitting on the ground nearby. *By the gods...* we just fooled the Black Dragon!



# The Underland



01

## The Underland



- Upon arrival in the Underland, you'll learn that Ellisime is being held captive by Irenicus.
- You'll need to destroy the three parasites that are feeding on the energy from the Tree of Life before finally facing Irenicus. The battles with the parasites are actually rather simple. Take out the two elementals that guard each of them before force attacking the parasite itself. When you do, the parasite will crumble, and you can move on to the next one.

**(Note:** As you traverse the Underland, your Tree of Life Nuts will be used to extend the branches from place to place.)

02

## The Wand Keys



- Once you've severed the third link to the Tree of Life, Jon will become unstable and vulnerable. It's time to attack! You absolutely need to get your high level "piercing" magic ready to go. Prepare spells like Ruby Ray of Reversal, Breach, and Pierce Magic. Irenicus will come straight out of his conversation totally juiced up, with just about every type of protection you can imagine. If you can keep your mages focused on bringing down his defenses, your fighters and clerics should be more than able to whittle down his HP with physical attacks.
- It's not over just yet...

02a

## Jon Irenicus, Mage



HP: 96  
XP: N/A

### Noteworthy Items

- None

He's tough, he's cheap, and his name is Jon Irenicus. Be prepared for a classic high level mage battle with lots and lots of Time-Stop spells. We found it best to send in monsters to soak up his initial area-effect spells, followed by the cavalry. Ruby Ray, or any type of Spell Triggered pierce magics are KEY. After all, it's his layers of shield magics that are making him as tough as he is.



# The Nine Hells



01

## The Trials

• The first section of the Nine Hells is broken into five trials. For the sake of being complete, we've included all the necessary information to get you through this section. However, we highly recommend that you complete this section on your own, first. What happens down here truly changes depending on the individual, which is why it's tough to give actual strategy. The choice is yours—don't be late!

### Trial 1 Pride

**Good Path:** If you question Pride, then you'll be greeted by a Silver Dragon—it will simply give you the Tear of Bhaal.

**Evil Path:** If you charge into the room looking to kill anything in your path, the creature will be a Red Dragon and you'll have to fight it (check Key Items chart).



Sarevok!?

### Trial 2 Fear

**Good Path:** Cast Resist Fear, then take the bottom route and grab the Tear of Bhaal. Avoid those Beholders!

**Evil Path:** Accept the Cloak of Bravery, thereby avoiding the fear traps on the path to the left. Grab the Tear of Bhaal and walk out.

## KEY ITEMS TO ACQUIRE

Quest Based Item

Valuable Magic item

Item	Location
A Tear of Bhaal #1	When task is completed
Time Stop Scroll	From Dragon (evil path)
Wail of the Banshee	From Dragon (evil path)
Sphere of Chaos	From Dragon (evil path)
Ring of Protection +2	From Dragon (evil path)
Robe of the Evil Archmagi	From Dragon (evil path)
B Cloak of Bravery	From Demon (evil path)
Tear of Bhaal #2	Inside gem holder
C Tear of Bhaal #3	When task is completed
D Blackrazor +4	From Demon
Tear of Bhaal #4	From Djinni
E Tear of Bhaal #5	When task is completed



## Trial 3 Selfishness

**Good Path:** Take the doors to the left, and permanently lose 2HP, -1 DEX, and -75,000XP. It's a tough decision, isn't it?

**Evil Path:** Take the doors to the right, and watch your party member be tortured, then killed by the Demon.

## Trial 4 Greed

**Good Path:** Give the Blackrazor to the Djinni to set him free. You'll then get the Tear of Bhaal.

**Evil Path:** Use the Blackrazor to kill the Djinni, then get the Tear of Bhaal as a reward.

## Trial 5 Wrath

**Good Path:** Kill Sarevok without giving in to the anger. This will earn you the Tear of Bhaal.

**Evil Path:** Kill Sarevok out of pure hatred, and get the Tear of Bhaal upon his defeat. (Note: You'll get +1 point in one of your primary attributes for doing it this way.)

• Once you've obtained all five Tears of Bhaal, you may walk over to the main door and place them into their sockets one by one. The following effects will depend on which path you took in the trials:

### Fear Tear

**Good Reward:** Immunity to +1 weapons and less

**Evil Reward:** +2 to CON

### Selfishness Tear

**Good Reward:** Your main character will be granted +10% resistance to magic (on top of what he already has)

**Evil Reward:** You will gain +2 to your AC

### Greed Tear

**Good Reward:** +2 to all saving throws

**Evil Reward:** +15HP

### Pride Tear

**Good Reward:** +20% resistance to fire, cold, and electricity damage

**Evil Reward:** Gain 200,000XP

### Wrath Tear

**Good Reward:** +1 to WIS and CHA

**Evil Reward:** +2 to STR

**Note:** If any of the above choices were made with an "Evil Reward," your character will also lose one point of reputation, and have your alignment change over to evil.

## SEQUENCING SPELLS FOR BIG RESULTS

If you're looking for the spell combo that's the equivalent of Quad Damage from Quake, this is *definitely* your bag.

1 By using Minor Spell Sequencer, you can effectively chain two spells to be cast at one time. For offense, we found it best to use Magic Missile. With Major Spell Sequencer, you can chain three Magic Missile spells together. And with Spell Trigger, you should chain three Lightning Bolt spells. Take the 40 points of damage for the Minor Spell Sequencer, another 60 points of damage for the Major Spell Sequencer, and then combine it with the 75 points of damage with the Spell Trigger, you're looking at some serious swonage! We're talking over 175 points of damage in



the time it take to cast three Magic Missile spells! The best part about this combo is that any one of your Mages can have all THREE of these combos ready at any time.

**Note:** Your damage results for each spell will vary depending on the skill and level of your mage. The numbers in this technique are merely our averages when we use the combo.

## 02 The Final Battle

• Immediately following the placement of all five tears, the door will open and your good ol' pal Irenicus will crash the party. Here are some helpful hints/stats:

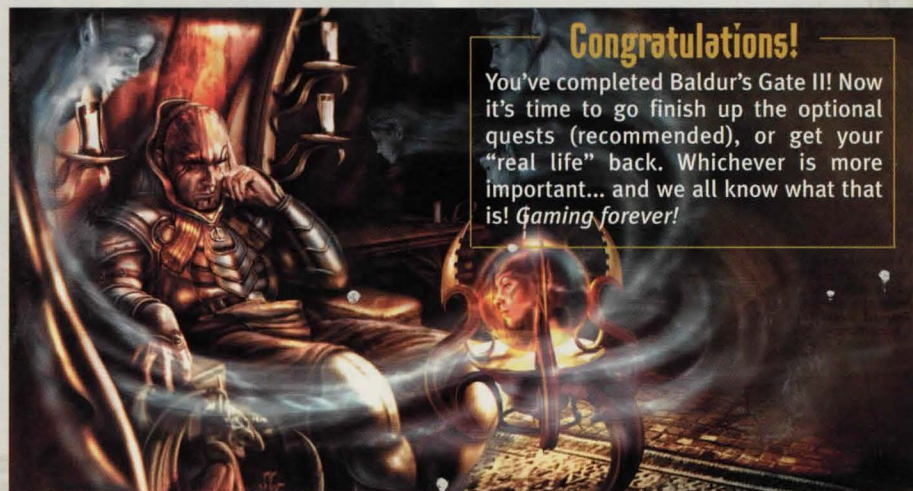
### Pre-Battle Tactics

- Have as many Protection From Evil 10' Radius spells as you can memorize. These will keep Jon's demons away from you.
- Before you use all pass through the door to enter the final battle, make sure to use all of your enhancement spells. Spells like Haste, Aid, Bless, Chant, Sanctuary, Defensive Harmony, Regeneration (on your fighters), and Stoneskin (on your mages) all work wonders. Use the pause button to get as many of these working at once as you can—try to prolong their effects by using little time in between spells.
- In addition, you should have the following spells ready to cast when you go in: Contingency (customized as you wish), Freedom (to remove the "Maze" effect), Minor Spell Sequencer (chained with Magic Missiles), Spell Trigger (chained with high level spells), Simulacrum (just for that extra kick in the pants), and Ruby Ray of Reversal (to dispel shields). These are some of the more effective spells that will help you get through this battle with as few headaches as possible. *It's a toughie, but have fun!*

## ! The Slayer

AC: -4	HP: 217
THACO: -6	STR: 24
<b>Magic Resistance:</b> 50%	
<b>Attacks:</b> 2 per round, for 1D6 +14 damage	

**Special:** Regenerates three HP per second, so stay on top of him with as much damage as you can—this is a long battle!



## Congratulations!

You've completed Baldur's Gate II! Now it's time to go finish up the optional quests (recommended), or get your "real life" back. Whichever is more important... and we all know what that is! *Gaming forever!*



FORGOTTEN REALMS

# Baldur's Gate II

## Shadows of Amn™



THE  
OPTIONAL QUEST  
WALK-THROUGH



## STRONGHOLD OVERVIEW

**Available:  
Quest:  
How Do I Get it:**

Chapter Two  
See below  
See below

**Enemies:  
Treasure:  
XP:**

See below  
Not a lot, but enough  
Zounds!

## The Strongholds

- The first important thing to remember about the Strongholds is the fact that only your main character has any influence on which stronghold is available to you. If your main character is a thief, and you hope to be able to get access to the ranger stronghold because Minsc is in your group, well... you're thinking wrong. You NEED to pick the character that corresponds with the stronghold to have access to the quest. It is for this very reason that we left this section a bit vague, since 75% of our readers will probably only play through with one character, and really doesn't give a crap about anyone else's.
- On the flipside, this section should be more than enough to get everyone headed in the right direction. Use the data in the chart below to get a better grasp of where and when the stronghold quests will take place, and *good luck!*

### Paladin Stronghold

- If you complete the Windspear Hills quest and rescue Garren's child successfully (killing Firkraag is not a necessity), Garren will recommend that your character enter the Radiant Heart for membership. Return to the Radiant Heart headquarters (in the Temple District) for your quest to begin.

### Ranger Stronghold

- First and foremost, you'll need to complete the Umar Hills quest. If you do, Minister Lloyd will ask you to become the new ranger for the area, and hands over Merella's cabin. This is now the start of your stronghold quest.

### Druid Stronghold

- After completing the Shadow Druid quest in Druid Grove, your character will get the opportunity to take a position within the grove, and after reaching level 14, you may receive the honor of becoming the Great Druid!

### Cleric Stronghold

- Completing the Sir Sarles quest (after finishing the Cult of the Unseeing Eye) will result in your main character being offered a position within their church. Which church you'll be involved with depends on your alignment, or course.

### Wizard Stronghold

- If you complete the Planar Sphere quest (as part of Valygar's main quest), you must make sure to bring Lavok outside so that he may see his world for one last time. When you do, he'll hand the sphere over to your character to be your new secret wizard hideout!

### Thief Stronghold

- If you've completed Renal Bloodscalp's quest (to kill Mae'Var), Renal will give you full control of Mae'Var's guildhall. That's a nice facility!

### Bard Stronghold

- If you rescued Haer Dalis', return to Raelis Shai (in the Five Flagons Inn) and she'll give you the deed to their playhouse. You actually get to put on your very own play!

### Fighter Stronghold

- If you've completed the quest with Nalia, you'll get the option to run her keep! This was one of the most interesting of all the strongholds (which are all fun), mainly because you'll be in charge of a small fiefdom who depend on your day to day decision making. Just don't go too crazy with those taxes...

## NPC SPECIFIC QUESTS

**Available:  
Quest:  
How Do I Get it:**

Chapter Two  
See below  
See below

**Enemies:  
Treasure:  
XP:**

See below  
Not a lot, but enough  
A nice amount!

## The NPC Specific Quests

- There are NPCs in the game that have some interesting sidequests of their own—meaning that the quest just simply isn't possible without the respective character in your party. Below is a quick breakdown of these quests, which will hopefully send you in the right direction.
- Most of these quests are simple, but some can get fairly extensive. Unfortunately, due to the nature of the production process on this book, you're going to have to do with what we've given you below. *Special thanks to James Ohlen for this info!*

### Mazzy Fentan

- Nine days after she joins your party, she'll try to take the party to Trademeet to help her sister. Worth lots of XP!

### Nalia de'Arnise

- You'll learn about her father's funeral, after which she'll be kidnapped by Isaea Roenal and must be rescued. Get those financial statements, and you'll get lots of XP!

### Jan Jansen

- Ten days after joining the group, he'll return to his home in the slums to try and help a dying girl. You'll get some XP for this one!

### Korgan Bloodaxe

- Help him plunder the graveyard and find his book, then bring it to Pimlico (Temple District). This leads to a big fight at the Copper Coronet, where you'll get both a ton of gold and XP!

### Keldorn Firecam

- Keldorn has only a small plot involving his wife, when you first return to his home in the Government District.

### Anomen Delryn

- You'll need to meet with his father in the Government District, and then also pass a test that determines whether or not Anomen will be admitted into the Radiant Heart. Anomen gets the chance to gain XP, change his alignment, and raise his WIS to 16!

### Edwin Odeisseiron

- Edwin's quest involves the Nether Scroll, which will start after you enter the Graveyard District with him. Find it and Edwin will get lore, a saving throw bonus, and lots of XP.

### Cernd

- If you return to his home in Waukeen's Promenade, Cernd will start a quest involving his lost child.



# WINDSPEAR HILLS



## QUEST OVERVIEW

**Available:**  
**Quest:**  
**How Do I get it:**

Chapter Two  
Windspear Hills  
Talk with Firkraag (in Copper Coronet)

**Enemies:**  
**Treasure:**  
**XP:**

Very, very tough, with unique bosses  
We've hit Paydirt Cap'n!  
Too much to mention!

## THE OPTIONAL QUEST WALK-THROUGH

### Introduction

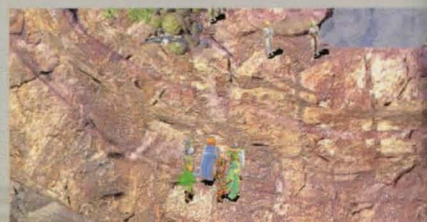
While this section can seem overwhelming at times, try to remember that the vast majority of the quests happen somewhere in chapter two. There are a few that take place in later chapters, but those are few and far between. For ease of use, you would actually start doing these quests right after you finish helping Nalia with the Troll problem in her keep. Granted, that quest itself was optional. We only listed it in the critical walk-through because you needed to earn the 15,000GP somehow, and we felt that was the easiest way to progress the story.

#### 01 The Windspear Hills

- After talking with Firkraag at the Copper Coronet, you will find this area accessible on your overworld map. When you enter, you'll be immediately ambushed by a group of monsters. Take them out, and then Garren Windspear will approach for a conversation. You'll learn that what you were fighting were indeed illusions, and that to a normal man's eye, they were a group of friendly paladins.
- When you arrive at Garren's cabin, you'll meet his daughter, who will then be kidnapped by a group of hostiles right before your eyes. You can kill the thugs, but not before some of them escape with Garren's

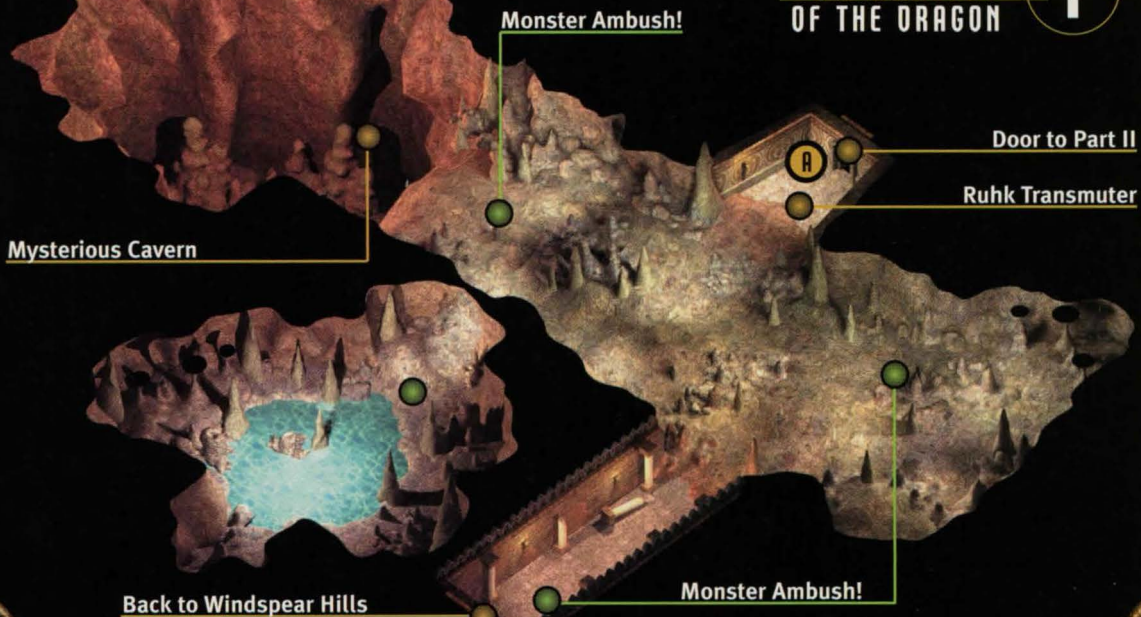
daughter. You'll find **Firkraag's Challenge** on one of the thugs if you search them.

- When you learn that Firkraag is not quite what he seems, you can leave the Windspear cabin and head for the Faerie Grove. If you talked to the Dryads waaaaaay back in the very first dungeon, you can return their Acorns to Vaelasa and gain **32,500XP**. We realize that this is not a lot, but definitely worthwhile if you're in the area.
- When you're ready to go, get rested up and enter the Domain of the Dragon.





## Domain I



### 02 Domain of the Dragon

(Continued from the Windspear Hills Quest)

- Upon entrance, you'll be swarmed by Hobgoblins as you make your way forward. Bash your way through the beasties, and then eliminate Ruhk the Transmuter.
- Immediately upon entering the second area, you'll be ambushed by a horde of Orc Archers. It's really hard to fight them with melee weapons, so your best bet is to use spells.
- Continue on toward the right side of the dungeon, past the room full of undead (a.k.a. The Death Trap), and over to the end of the hall near the Greater Wraith. You'll find the **Chapel Key** hidden on a small board in this room.
- Acquire all SIX parts of the Burial Mask (from the Djinni's scattered throughout), and the mask will put itself together automatically. Once you have both the Book of King Strohm III, and the completed Burial Mask, dash over to the room with Semia for a grand little fight.

ENEMY	HP	XP
• Semia	104	9,000
• Kaol	43	8,000
• Ferric	103	9,000
• Akae	70	10,000
• Chak	98	6,000
• Legdoril	90	6,000

- Make sure to kill the guardian and get the ever so valuable treasures from the next room before leaving.

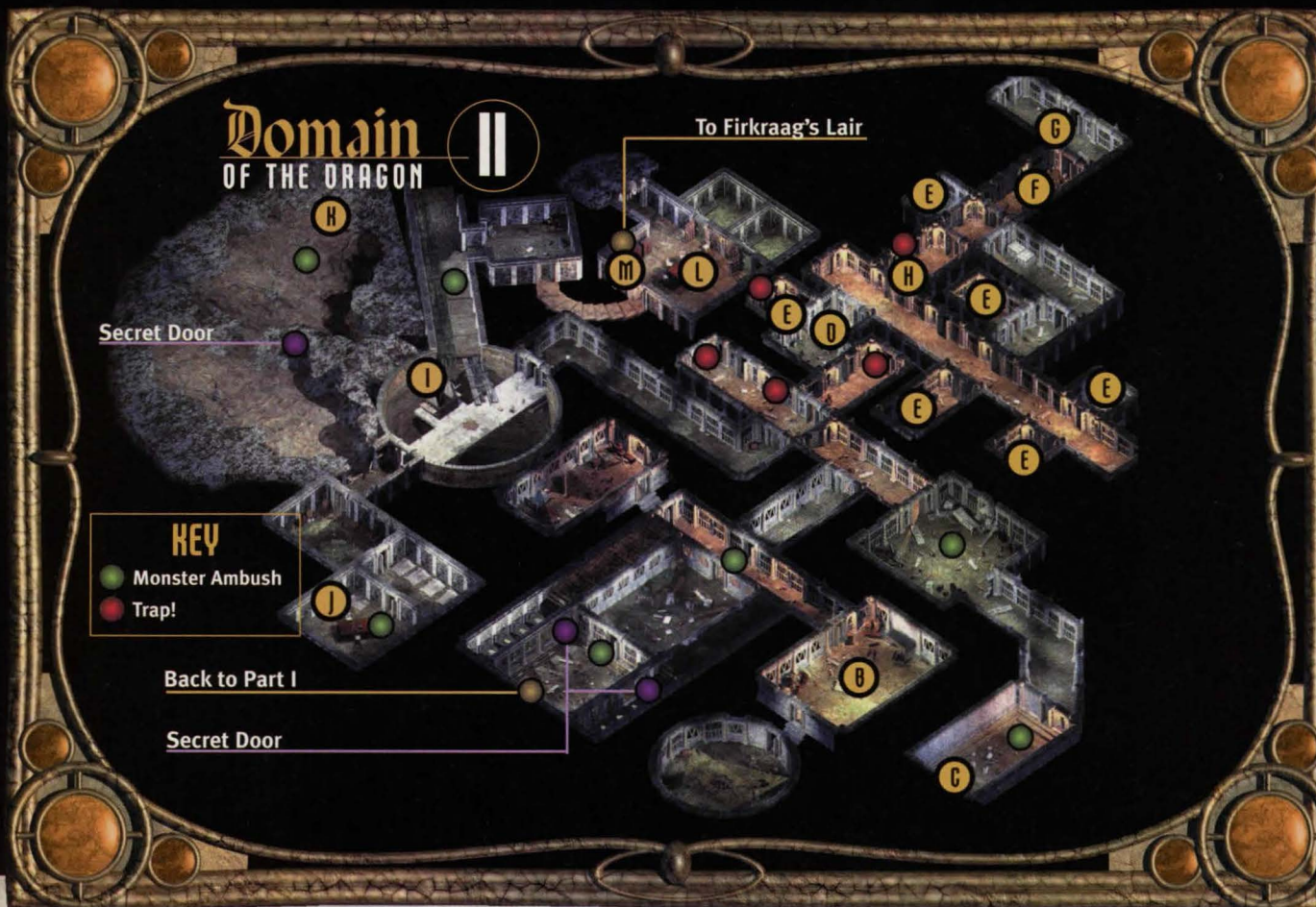
(**Note:** Make sure to have the Burial Mask equipped as a helmet for your main character, or you won't be able to see the Guardian.)

- On your way down to the west side of the dungeon, stop off at the wishing well and get the **Dragon Helm**.
- Whack the werewolves posing as paladins, then loot the area and head north. You'll find a secret passage that leads further north into a room full of Golems. Don't miss the hidden treasure against the back wall (see picture)!



These Golems guard the cache of treasure behind the secret passage. You might want to get your blunt weapons ready...





## 02 Domain of the Dragon

(Continued from the Windspear Hills Quest)

• The fight with Tazok is tough one, but not too bad once you get your fighters in place.

ENEMY	HP	XP
• Tazok	181	6,000
• Chieftain DigDag	99	2,000

• You'll get the key to release Iltha from Firkraag's personal mage, Conster. He'll retreat upstairs, at which point you should follow him and take him out. Release Iltha and earn **23,750XP**. If you want, simply end the quest here and return to Garren Windspear for your reward. If you're feeling lucky, why not take on ol' Firkraag, eh?

• If you decide to fight Firkraag, we highly recommend that you cheap him by attacking without warning. Obviously, this is done by "force attacking" him while he's blue. It will probably take awhile, and definitely a few reloads (Quicksave, anyone?), but if your characters are of satisfactory level, it IS possible. Don't give up! We swear you can kill him!

• When you return to Garren Windspear after saving Iltha and eliminating Firkraag, each character in your party will receive **44,500XP!** *Enemy owned!*

## End of Quest

## 02a Firkraag, Red Dragon



**HP: 184**  
**XP: 64,000**

### Noteworthy Items

• See chart

His standard attacks are horribly deadly, which is why it's essential to dish out damage quickly. Make sure to equip ALL of the special "dragon" items you've found throughout this dungeon—they make the difference.

## KEY ITEMS TO ACQUIRE

Quest Based Item

Valuable Magic item

Item	Location
(A) Ring of Fire Resistance	Ruhk's body
(B) Orcish Cookbook	Broken table
(C) Chapel Key	On top of board
(D) Book of King Strohm III	On ground
(E) Piece of Burial Mask (1-6)	Guardian's body
(F) Full Plate Mail +1	Ferric's body
Large Shield +2	Ferric's body
Plate Mail +1	Semia's body
Rashad's Talon +2	Semia's body
Medium Shield +1	Semia's body
Semia's Key	Semia's body
Battle Axe +2	Chak's body
(G) Dragon Scale Shield +2	On ground
Dragonslayer	On ground
(H) Ring of Fire Resistance	From Beholder
(I) Dragon Helm	From wishing well
(J) 2120GP	In cabinet

Item	Location
Horn of Blasting	In cabinet
(H) Beljuril	Inside wall (rocks)
Heartseeker +3 Bow	Inside wall (rocks)
(L) Full Plate Mail +1	Tazok's Body
Two-Handed Sword +2	Tazok's Body
490GP	Tazok's Body
Delver's Plate +2	Digdag's body
Star Sapphire x2	On table
Rogue Stone x2	In cabinet
King's Tear x1	In cabinet
680GP	In cabinet
Firkraag Prison Key	Conster's body
(M) Holy Avenger: Carsomyr +5!!	Firkraag's body
Cloak of the Shield	Firkraag's body
Red Dragon Scales	Firkraag's body
1,500GP	Firkraag's body





**QUEST OVERVIEW**

**Available:** Chapter Two  
**Quest:** Umar Hills  
**How Do I Get it:** Talk with Delon (at the City Gate)

**Enemies:**  
**Treasure:**  
**XP:**

Very, with a few unique bosses  
 Zounds!  
 Lots!

## 01 Umar Hills

- You'll learn of this quest from Delon at the main gates to the city of Athlatka.
- When you enter the Umar Hills, first talk to the various townsfolk and learn of the troubles that plague the area. Be aware that there are many small quests in this area that we don't mention, such as the hidden **Beljuril Gem** in the chickens, and the kids who want you to buy them ale and weapons. These are *too* easy...
- Hit the ranger cabin, and find the Note From Mazzy, and Merella's Journal. This will open up the Temple Ruins area on your

overworld map, and also open up a new quest from Minster Lloyd.

- If you accept Jermien's quest to find the Mimic blood, simply run over to the Umar Cave and you'll find some. Bring it back to Jermien for **21,250XP**.  
*(Note: If you choose to whack Jermien instead, you'll get 4,000GP!)*
- Talk with Madulf the Ogre, then chat with Minster Lloyd. When they reach an agreement, return to Madulf and he'll present you with a very nice magical item.
- On your way to Valygar's Cabin, you'll be greeted by some unfriendly rangers. Take them out for some decent XP, and items.

## 01a New Party Member!

To acquire Valygar, simply talk with him inside of his cabin. After a bit of conversation, one of your options will be to ask him to join your party. We highly recommend Valygar for good-aligned parties, as his fighting skills are on par with the best of 'em, and he can backstab too! (Not to mention that you can do the Planar Sphere quest with him!)



**Valygar**

**Class:** Stalker  
**Alignment:** Neutral Good  
**HP:** 112    **AC:** -2  
**STR:** 17    **INT:** 10  
**DEX:** 18    **WIS:** 11  
**CON:** 16    **CHA:** 10

Refer to page #98 for more info

## KEY ITEMS TO ACQUIRE

- Quest Based Item
- Valuable Magic item

Item	Location
A Umar Witch Project	From Innkeeper
De'Tranion's Baalor Ale	From Min Mining
Bastard Sword x3	From Min Mining
B The Night's Gift +5	From Minister Lloyd (quest)
C Ilbratha +1	From Jermien(quest)
Assorted scrolls	Inside drawers, chests
4,000GP	Jermien's body
D Note From Mazzy	On bedroom floor
Merella's Journal	On table
E Short Sword +1	In pond
Mimic's Blood	Mimic 's chest
F Shield of the Lost +2	From Madulf (quest)
G Club +3: Blackblood	Ranger's body
Flail +1	Ranger's body





02

## Temple Ruins

(Continued from the Windspear Hills Quest)

- Arrive at the Temple Ruins and immediately head for Anath's cave. You can either let her live (in which case she'll help you with the mirror and the crystal puzzle), or you can kill her and get the XP.
- When you arrive at the base of the ruins, you'll be swarmed by Shadows. Quickly run to the top and activate the mirror which will amplify the light, and stop the Shadows in their tracks.
- Upon entrance to the dungeon, grab the **Bones of Amauna** after the ambush from the undead/shadow creatures. Whack the Shadow Jailor, and then get Mazzy (see below).

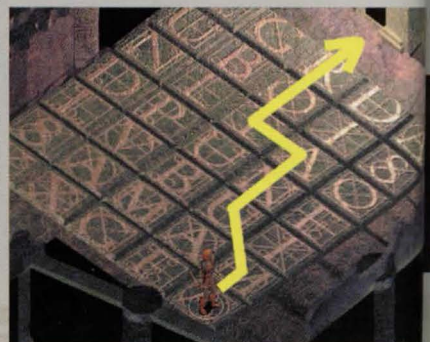
- Get the first **Sun Gem** from the pedestal to the south, then dash for the statue and solve the three riddles.

**Note:** If you're too lazy to search for the answers, we've listed them right here for ya: **1st Test:** 2, 3, 2 -- **2nd Test:** 3, 1, 3 -- **3rd Test:** 1, 3, 2.

Upon completion of all three tests, you'll get the Sun Ray Symbol and **45,500XP**.

- Pass through the first magic door (with the Sun Gem), and prepare for a few high-level Lich encounters. Nothing you can't handle though, right? Ugh...
- If you give Amauna's Bones to the ghosts, you'll get **17,750XP**, and the **Shadow Dragon Wardstone**. If you plan on skipping the Shadow Dragon battle (total wimpage!), then this item is ESSENTIAL to your survival.

- Follow the screenshot to the right for the exact order to get through the Amunator puzzle, then grab all the goods from the opposite side (refer to Key Items chart) and head through the second door.



02a

## New Party Member!

Get Mazzy by killing the Shadow Jailor, taking his key, and unlocking her cell. When you release her, you'll have a brief conversation after which you may simply ask her to join your party. No tricks about it! Mazzy is a feisty little halfling, with a zest for hunting down and eliminating evil (much like Minsc). So if you've got a good-aligned party, she'll fit right in.



## Mazzy

**Class:** Fighter  
**Alignment:** Lawful Good  
**HP:** 110 **AC:** 1  
**STR:** 15 **INT:** 10  
**DEX:** 18 **WIS:** 13  
**CON:** 16 **CHA:** 14

Refer to page #99 for more info





## 03 Shade Lord Dungeon

(Continued from the Umar Hills Quest)  
 • When you complete the Symbol of the Amunator (with all three pieces), it will put itself together and you'll earn **21,250XP**. Once you have the completed symbol, you may enter the door that leads to the Shadow Dragon, which then continues on to the Shade Lord himself.

### Thaxll'ssillyia: The Shadow Dragon

ENEMY	HP	XP
• Thaxll'ssillyia	169	45,000

Taking on the Shadow Dragon is no easy task, but is definitely feasible if your party has the right equipment and/or spells for the job. You basically want to bang him with Spell Sequencers (lots and lots of Magic Missiles), at least two characters shooting arrows, and two melee fighters. Obviously, you'll need to get the jump on him by "force attacking" while he's blue instead of waiting until he's red.

### Shade Lord

ENEMY	HP	XP
• Shade Lord	65	44,250 each char.

Focus all of your power on the Shadow Altar, for when it falls, so do all of the Shade Lord's minions. The follow up attacks on the Shade Lord are almost ridiculously easy.

• Once you've killed the Shade Lord, the entire area will be returned back to its normal state, and you may return to Minister Lloyd (in the Umar Hills) for your reward. Trust us, it's worth going back for...

### End of Quest

## KEY ITEMS TO ACQUIRE

Item	Location
Quest Based Item	Valuable Magic Item
A Amuana's Bones	On table
B Shadow Jailor Key	Shadow Jailor's body
C Sun Ray Symbol	From statue (puzzle)
D Sun Gem	Inside center pillar
E Mom Ritual	Inside Pillar
F Pearly White Ioun Stone	In lava pit
Wand of Lightning	Inside wall picture
G Tome of Amunator	Inside pillar
Noontide Ritual	Inside pillar
H Sunstone Bullets x5	Inside coffin
250GP	Dead body
Shadow Dragon Stone	From Amauna
Dawn's Light Symbol	From Amauna
I Sun Gem	Inside statue
Dusk Ritual	Inside statue
Sling +3: Dragonsbane	Inside statue
J Boots of Phasing	Shadow's body
Lightstone Symbol	Inside corner
K Black Dragon Scales	Shadow Dragon's body
3,299GP	Shadow Dragon's body
Assorted Gems	Shadow Dragon's body
Pride of the Legion +2	Shadow Dragon's body
Hammer of T.Bolt Scroll	Shadow Dragon's body
L King's Tear	Shade Lord's body
Rogue Stone	Shade Lord's body
Cloak of the Stars	Shade Lord's body
4,872GP	Shade Lord's body
Darkmail +3	Patrick's body
Halberd +2: Darkblade	Patrick's body







## QUEST OVERVIEW

**Available:**  
**Quest:**  
**How Do I Get it:**

Chapter Two  
Trademeet  
Talk with Flydian (at the City Gates)

**Enemies:**  
**Treasure:**  
**XP:**

Average, with a few unique bosses  
Minimal  
Average

01

## Trademeet

• After yapping it up with Flydian at the town gates (you'll see him standing by the old wagon), the Trademeet area will appear on your overworld map.

01a

## New Party Member!

To get Cernd in your party, simply get permission from Logan and you'll have access to his cell. Head down the stairs in the back of Mayor Logan's place, and you'll end up in a very small dungeon. Cernd isn't the greatest of warriors, but he'll prove very useful for the duration of this quest (since you'll need a Druid). *Awesome character!*



## Cernd

**Class:** Shapeshifter  
**Alignment:** True Neutral  
**HP:** 80 **AC:** 9  
**STR:** 13 **INT:** 12  
**DEX:** 9 **WIS:** 1a  
**CON:** 13 **CHA:** 15

Refer to page #99 for more info

## KEY ITEMS TO ACQUIRE

Quest Based Item	Valuable Magic Item
Item	Location
A Spear of the Unicorn +2	Pile of bones
Bracers of Archery	Pile of bones
420GP	Pile of bones
B Club +2: Gnasher	Dalok's body
C Staff of T. & Lightning	After Faldorn (quest)
D Periapt Against Poison	Adratha's body
E Ihtafeer's Head	Adratha's body
F Rashad's Talon +2	From Khan the Djinni
G Ring of Folly	From Khan the Djinni
H Efreeti Bottle	Taquee's body
I Rogue Stone	Guildmistress Busy
J Diamond x1	Guildmistress Busy
K Shield of Harmony +2	Guildmistress Busy
L Trademeet Tomb Key	From Lillith Lurraxol
M Trademeet Tomb Key	From Skarmaen
N Elven Chain Mail	Skarmaen's body
O Mantle of Waukeen	From Skeleton





out on the quest to find some answers.  
(**Note:** When you do, the Druid Grove will appear on your overworld map.)

• After freeing Cernd, there's not much to do but head for the Druid Grove. We think most of the areas in this town are better left untouched for now, at least until you finish the Druid Grove sidequest. When you're ready, click back to the overworld map and enter the creepy Druid Grove.

02

## Druid Grove

(Continued from the Windspear Hills Quest)

• Your main objective at the Druid Grove is to make your way to the northwestern corner of the map and infiltrate the Druid Grove itself. You'll encounter limited resistance on the trek to the grove, with only two or three ambushes popping up along the way.

• When you talk with Faldorn, there is only ONE possible outcome: kill her. The challenge with Faldorn CANNOT be completed unless you have a Druid in your party (i.e. Jaheira, Cernd, custom character). The easiest way out is to have Jaheira morph into a bear and knock the crap out Faldorn before she even knew what hit her. As the saying goes, "Two men enter, one man leaves." But in this case, it's with chicks. *Kicky cool!*

• Before returning to Trademeet, you can check out the Troll Mound for some decent items. You can also whack the Rakshasa in the northeast and grab the goodies there if you wish.

• When you return to Logan, you'll solve the Druid problem and receive **25,250XP** per character, along with **10,750GP** for your party. You can also check the town fountain for a neat little surprise...

• Visit the Djinni tent just outside of the town gates, and you can either kill them, or bring them the head of the Rakshasa (see Key Items chart). Rid the Djinni's one way or another and return to Logan and receive **18,000XP** per character. Also, make sure to see the Guildmistress for a nice little reward.

• If you want to do one last quest before leaving Trademeet, you can get the Mantle of Waukeen for one of the two feuding families.

• Get the key from either of the two families, and enter the tomb to get the Mantle. The proper way is to bring the Mantle back to Logan, as you'll gain a reputation point for the job. If you bring the Mantle to either Lilith, or Skarmaen, the quest will end with a large bloody battle. Sometimes it feels good to be bad...

## End of Quest



### Noober's Brother?

As an added bonus, we'd like to let everyone know that you CAN kill Neeber without setting off the guards or suffering any penalties to your reputation. Can you say, "Taste my blade you annoying little bastard?"





## QUEST OVERVIEW

**Available:**  
**Quest:**  
**How Do I Get it:**

Chapter Two  
Various (see modules)  
Various (see modules)

**Enemies:**  
**Treasure:**  
**XP:**

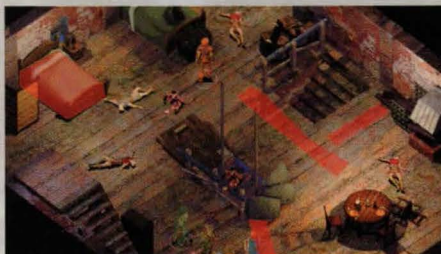
Average, with a few unique bosses  
Minimal  
Average

## 01 The Tanner's Quest

- If you stop and talk with Aegisfield, you'll get the heads up on what's been happening in this section of town. Leave it up to Inspector [insert player name here] to solve the problem.
- The first step is to talk with Rampah, and get the **Exotic Hide** by hammering him with threats. Once you've obtained it, rush over to the merchant square and talk with Rose Bouquet. She knows of the troubles in the area, but needs a few key items to back up her hunches on what's really going on. She'll tell you that you can purchase the items she needs from Bel Dalemark (right across the way from her).
- Go to Del, and buy the **Gulil Berries**, **Solik Berries**, and **Oak Bark**. Return to Rose give her all three items for the report.
- From here, it's obvious that the town tanner is the prime suspect, so stop by his storefront and pay him a little visit. When you do, you can tell him that you know he's the killer and he'll run. Chase him down through the trapped rooms (searching for goodies as you go), and you'll eventually

find his comrades down in the cellar. Whack 'em, then grab the loot and return to Aegisfield with your report (see Key Items chart for detailed info on the goodies for this area).

- You'll get **45,000XP** for the party, +1 reputation point, and **5,000GP**.



## KEY ITEMS TO ACQUIRE

Quest Based Item Valuable Magic Item

Item	Location
(A) Silver Horn of Valhalla	Inside chest
Magic Missile Wand	Inside cabinet
(B) Exotic Hide	From Rampah (100GP)
(C) Sling +1	Stivan's body
(D) Bracers of AC7	Dracandros' body
460GP	Inside chest
Star Sapphire x1	Inside chest
(E) Gulil Berries	From Bel Dalemark
Solik Berries	From Bel Dalemark
Oak Bark	From Bel Dalemark
(F) Human Flesh	Underneath bed
Tanner's Letter	Inside cabinet
Gesen Bow Shaft	Rune Assassin's body
Short Sword +1	Rune Assassin's body
(G) Full Plate Mail x2	Mercenary's body
Full Plate Mail	Captain Dennis' body
280GP	Captain Dennis' body
Boomerang Dagger +2	Captain Dennis' body
(H) Boots of Avoidance	Reti's body
Necklace of Missiles	Camitus' body
Ransom Note	In cabinet
(I) 450GP	Behind trapped painting
(J) 3,890 x2	Shandalar's bodies
Eye of the Beholder	Vaxall



## 02 The Twisted Rune

• You'll find the passage to the Twisted Rune located right below the main door to the Delosar Inn. It's locked, and you'll need a Rogue Stone in your possession to enter. When you warp in, you'll be greeted by Shandalar the Black and his associates. This battle is tough with a capital "T", definitely ranking in the top five hardest battles in the game, period. Good luck!

ENEMY	HP	XP	ITEMS
Shandalar the Black	126	50,000	3,890 GP x2!
Vaxall	95	14,000	Eye of the Beholder
Revanek	150	6,000	N/A
Shryessa	102	10,500	N/A
Layene	42	4,000	N/A

## 03 Buried Alive!

- In the Graveyard District, you'll find a grave where a man was apparently buried alive (Tirdir). Tell him that you'll do everything you can possibly do to help, and then go talk to the grave keeper, Sethle. After the productive little chat with skinny man Johnson, er... Sethle, you'll get the **Piece of Red Cloth**.
- From here, you'll need to go to the Bridge District and talk with An-Si down by the Delosar Inn. With the matching piece of cloth, it's obvious that An-Si is the culprit. He'll run inside, at which point you can chase him down and whack his two accomplices, Reti and Camitus.
- Scramble to the top of their little hideout, and release Lady Elgea from her shackles. When you do, you'll receive **16,750XP**.

## 04 Captain Dennis: The Brawl

- If you're taking a good night's rest over at Delosar's Inn, you can stop on the second floor and knock Captain Dennis and his buds around. You know, just for kicks? Hehe.. well, this battle is tough indeed, and the only real way to beat it with ease is by using our friendly "force attack" method.
- He had a big mouth anyways, so don't feel bad when you loot him for everything he owned.

ENEMY	HP	XP	ITEMS
Captain Dennis	137	7,300	N/A

(Note: Captain Dennis is also part of the Limited Wish quest, under the "More Adventure" heading).



QUEST OVERVIEW

**Available:**  
**Quest:**  
**How Do I Get it:**

Chapter Two  
Renfeld's Quest  
Rescue Renfeld from ambush

**Enemies:**  
**Treasure:**  
**XP:**

Minimal  
Minimal  
Nice!

## 02 The Harpers Hideout

- Somewhere in chapter two (when you're switching in between map areas), you'll be ambushed by a group of thugs who happen to have a Harper named Renfeld in their possession. Kick their arses, then agree to bring Renfeld to the Harper Hideout (Galvarey Estate, Docks District). When you show up at the door, Rylock will thank you, and you'll get **14,550XP**.
- When you bump into Xzar, he'll tell you

how to break into the Harper base. Return to Rylock, and he'll say that the only way to get inside is by eliminating Prebek and his minions. La la la... go kill Prebek. Return to Rylock once more and you've got yourself an "in" to the Harper Hideout.

- Once inside, get the Harper Amulet, then get to the upper level and retrieve the Harper Bird (get **20,000XP**). Return it to Xzar and the quest is complete, and you'll get **30,500XP** for each character!

## End of Quest

## KEY ITEMS TO ACQUIRE

Valuable Magic item

Item	Location
A Staff Spear +2	Xzar's body
B Bracers of AC7	Xzar's body
B Harpers Amulet	On table
C Harper Bird	In cage

**Note:** You'll also find assorted potions and scrolls littered throughout the Harper base. Be on the lookout since they are somewhat random.





## Government DISTRICT MAP

### QUEST OVERVIEW

**Available:**  
**Quest:**  
**How Do I Get it:**

Chapter Two  
Various (see modules)  
Various (see modules)

**Enemies:**  
**Treasure:**  
**XP:**

N/A  
N/A  
N/A

### 01 Government District

• Believe it or not, you never actually *have* to come to the Government District even once during the regular game. We're not saying that you *shouldn't* come, we're just saying that you don't *have* to. As such, it is probably a good idea to come here whenever you get the chance and explore the area, talk to the various government weasels, and pick up a new party member or two. Just for good measure, we say.

• On the other end of the spectrum, you could spend some serious coinage while you're here. If you've got 5,000GP to spare and you're sick of having those ridiculous Cowled Wizards pop in every time you cast a Haste spell, why not stop off at the Council of Six Building and talk with Corneil. When you do, he'll say that you can purchase a "Magic Casting License" that allows you to cast any sort of magic (in town) without repercussions from the goofy Cowled Wizards. It's nice if you're Bill Gates, but otherwise, it's a simply out of reach.

### 01a New Party Member!

To get Viconia, simply click on the wood pile and you'll save her from being burned at the stake. Following her release, take out the Fanatics. Following this fight, Viconia will prompt for entry into your group. As for her usefulness, Viconia is good, albeit a bit weak overall. Bring her in if you're sick of all the other deformed-looking chicks in BG2...



### Viconia

**Class:** Cleric  
**Alignment:** Neutral Evil  
**HP:** 72 **AC:** 6  
**STR:** 10 **INT:** 16  
**DEX:** 19 **WIS:** 18  
**CON:** 8 **CHA:** 14

Refer to page #98 for more info

### 01b New Party Member!

Getting Jan is as simple as taking his side of the argument when Trax approaches in the middle of the courtyard. As for his use, we would have liked him more if he simply threw turnips at enemies instead of making those fancy schmancy crancy bolts... er, whatever they're called. He's ugly, he's little, and we don't like him. *We're kidding!*



### Jan

**Class:** Illusionist/Thief  
**Alignment:** Chaotic Neutral  
**HP:** 51 **AC:** 6  
**STR:** 9 **INT:** 16  
**DEX:** 17 **WIS:** 14  
**CON:** 15 **CHA:** 10

Refer to page #98 for more info

## End of Quests





## Temple DISTRICT MAP

### QUEST OVERVIEW

**Available:**  
**Quest:**  
**How Do I Get it:**

Chapter Two  
Various (see modules)  
Various (see modules)

**Enemies:**  
**Treasure:**  
**XP:**

Very, very tough, lost of unique bosses  
Zounds!  
Zounds!

## 01 The Slave Lords

- You'll find the entrance to the Slave Lords' hideout in the southeast corner of the Temple District.
- One of the few "high-level" encounters in the game, messing with the Slave Lords is as rewarding as it is difficult. It's also probably the best scripted and most interesting of all the battles in the game. Only attempt this fight if your characters are of very high level, and if you know how to deal with multiple mage encounters.
- Our best advice is to go in with a surplus of potions, spells, and whatever other type of goodies you think will help enhance your characters offense/defense ratings. If all goes well, you'll take out the mages with Spell Sequencers and then only be left with the brutes (i.e. Rasmussen and Maferan). If things go awry, well... just don't let things go awry, ok?
- There is *no place* in BG2 where you can get this much treasure in one area. Trust us, this battle is worth every last tear and cry of frustration!

ENEMY	HP	XP
• Sion	46	6,000
• Ketta	90	8,500
• Maferan	152	6,000
• Koshi	90	9,000
• Stalman	90	8,000
• Olaf Rasmussen	152	6,000



**Note:** While stumbling around in the Slave Lord's compound, search every last little nook and cranny for some lesser rewards. Items like gems and scrolls are scattered EVERYWHERE.

## KEY ITEMS TO ACQUIRE

Valuable Magic item

Item	Location
• Staff of Rynn +4	Sion's body
Adventurer's Robe	Sion's body
Celestial Fury +3	Koshi's body
Katana +1	Koshi's body
Short Sword +2	Ketta's body
Leather Armor +3	Ketta's body
Potion of Invisibility x10	Ketta's body
Plate Mail +1	Stalman's body
Mace +1	Stalman's body
Full Plate Mail +1	Maferan's body
Helmet of Defense	Maferan's body
Large Shield +2	Maferan's body
Battle Axe +2	Maferan's body
Empty Potion Bottle	Maferan's body
Full Plate Mail +1	Olaf Rasmussen's body
Helm of Charm Prot.	Olaf Rasmussen's body
Two-Handed Sword +2	Olaf Rasmussen's body
Spear +3, x2	On table (in vault)
666GP	In safe (in vault)
Wand of Fear	In safe (in vault)
Sling +2	In cabinet (in bedroom)
Wand of Frost	Inside chest (in bedroom)
Wand of Paralyzation	Inside chest (in bedroom)
Morning Star +2	Inside chest (lower floor)





## 02 Quest for the Portal Gem

- Somewhere in chapter two, you'll be stopped by a messenger who wants your party to talk with Quayle (inside the Circus Tent at Waukeen's Promenade). When you do, Quayle will tell you to go seek Raelis Shai in the basement of the Five Flagons Inn.
- Talk with Raelis, and she'll tell you of Mekrath, and the Portal Gem that he's stolen from her. It's time to head for the sewers underneath the Temple District.
- The only real point of interest in the sewers is the group of brigands attempting to control the flow of trespassers through the sewers. They'll attempt to collect a toll from your party, at which point you should... well, you know what to do. 😊

### 02a New Party Member!

Haer Dalis' will only be available to your party AFTER you kill Mekrath (or if you get his special mirror). When you do either of these two things, simply return to Haer Dalis' and the curse will be lifted. (Note: To get Mekrath's Mirror, simply run down to the sewers and track down the Mephit who currently holds it. He's only there if you accept Mekrath's offer.)



### Haer Dalis'

**Class:** Blade  
**Alignment:** Chaotic Neutral  
**HP:** 65 **AC:** 7  
**STR:** 17 **INT:** 15  
**DEX:** 17 **WIS:** 13  
**CON:** 9 **CHA:** 16

Refer to page #99 for more info

ENEMY	HP	XP
• Tamor the Hatchetman	106	8,000
• Draug Fea	99	7,000
• Rengaard	90	3,000
• Zorl	78	2,000
• Gallchobhair	85	7,200
• Gaius	59	4,000

## 03 Mekrath's Dungeon

- Work your way through the dungeon, whack Mekrath, and grab the Portal Gem from atop the altar. Beware of the traps! If you want, you can get Haer Dalis' in your party before returning to see Raelis Shai.

ENEMY	HP	XP
• Mekrath	50	14,000

## KEY ITEMS TO ACQUIRE

Quest Based Item	Valuable Magic item
Item	Location
500GP	Roger the Fence (quest)
Cloak of the Sewers	Rakshasa's body
Plate Mail +1	Draug Fea's body
Helm of Charm Prot.	Draug Fea's body
Wyvern's Tail +2	Draug Fea's body
Small Shield +2	Draug Fea's body
Full Plate Mail +1	Tamor's body
Small Shield +2	Tamor's body
Hangard's Axe +2	Tamor's body
Full Plate Mail	Gallchobhair's body
357GP	From party
Hammer of TBolts +3	From mucky stuff
Necklace of Form Stability	Inside chest
400GP	Inside chest
Portal Gem	On altar (after quest)
Harp of Discord	On altar (after quest)
Cursed Invuln. Potion	Inside chest
Quarter Staff +1	Mekrath's body
Robe of Fire Resistance	Mekrath's body
Wand of Cloudkill	Inside stove
Rod of Resurrection	Inside stove



## Astral PRISON MAP

Prison Cage

The Warden

Master of Thralls

Pit Traps!\*

\* Leads to a small room full of enemies, usually powerful

Pit Trap!\*

Entrance

### 03 The Astral Prison

(Continued from the Mekrath's Dungeon)

• When you return to see Raelis (in the basement of the Five Flagons Inn), you'll have the option to take this quest further by agreeing to help her with the interplanar mumbo-jumbo that she and Haer Dalis' keep blathering about. When she does the little ritual, a portal will open and the bounty hunters will take both Raelis and Haer Dalis' hostage. It's up to you whether or not you want to follow them in...

• Once inside, you'll need to work your way to the Master of Thralls (going east) and get the Mastery Orb. Bring it back down to the flaming pot-thingy and throw it in. *Poof!* The Warden's minions will now turn on the Warden and weaken him for you. Granted, you'll still have to kill them anyways (they're all hostile).

• Don't worry about falling in one of the many pit traps scattered about. You can simply bolt for the exit and return to the surface immediately if you wish.

• Make sure to pick the place clean before finally heading for the prison cell to release your comrades. When you do, each character will get **44,500XP** and a free ticket home for completing this quest.

ENEMY	HP	XP
• Aawill	90	7,000
• Master of Thralls	54	16,000
• The Pixie Prick	40	1,400
• The Warden	70	10,000



### KEY ITEMS TO ACQUIRE

Quest Based Item Valuable Magic item

Item	Location
• Two-Handed Sword +1	Aawill's body
• Melodic Chain +3	Aawill's body
• Pixie Prick +3	Bounty Hunter's body
• Boots of Speed	Bounty Hunter's body
• Small Shield +1	Bounty Hunter's body
• Leather Armor +1 (x2)	Bounty Hunter's body
• Wand of the Heavens	Yuan-Ti Mage's body
• Bracers of AC8	Yuan-Ti Mage's body
• Cloak of the Shield	Yuan-Ti Mage's body
• Medium Shield +1	Thrall Leader's body
• Kundane +2	Female Thrall's body
• Gauntlets of W. Skill	Female Thrall's body
• Ring of Protection +1	Female Thrall's body
• Bracers of AC8	Thrall's body
• Wand of Lightning	Thrall's body
• Mastery Orb	Master Thrall's body
• Staff of Air +2	Master Thrall's body
• Wave Shaft	Warden's body
• Adjatha the Drinker +2	Warden's body
• Planar Prison Cell Key	Warden's body
• 2,577GP	Warden's body
• Star Sapphire x3	Warden's body
• Emerald x2	Warden's body





## 04 Cult of the Unseeing Eye

- In the center of the Temple District, you'll be treated to a small cutscene. Afterward, one of the three priests will approach your party (depending on your alignment). After the conversation, go to the appropriate temple and learn of the Cult of the Unseeing Eye.
- When you head for the sewers (under the Temple District), you'll meet Keldorn near the tunnel that was previously too dark to enter.
- When you first enter the dungeon, work your way past the traps, down to the left, until you meet up with Gaal. You'll need to get past several monster ambushes to do so. Chat with him and you'll get access to

the cult, at which point you need to head back for the tunnel where you started and enter the cult itself.

- Talk with Sassar, let him know what you're doing, and he'll send you over to the Rift Dungeon.

• At this point, you either explore the main area of this dungeon, or head over to the stairs and head down to the Rift Dungeon. *(Note: There are quite a few small treasures hidden within the private quarters of the cult members. You can easily waltz right into their rooms and take everything they own right out from under them. They're blind, after all! Also, you'll notice that the Shade Lich resides inside the northern end of the cult. Don't mess with him yet, as he is part of a later quest that we cover in just a few pages.)*

## KEY ITEMS TO ACQUIRE

Quest Based Item	Valuable Magic item
Item	Location
(A) Gaal's Key	From Gaal
Girdle of Fortitude	Gaal's body
Bracers of AC7	Elite Guard's body
H. Crossbow of Accuracy	Elite Guard's body
(B) 980GP	On table
(C) Golden Arms & Legs	Shade Lich's tomb

## 04a New Party Member!

If you do this quest, getting Keldorn in your party is as easy as simply asking him to join. You'll find him at the very beginning of the tunnel that leads to the Cult of the Unseeing Eye. If you're looking for a well-rounded character who also happens to be a member of the Radiant Heart, then by all means we recommend adding Keldorn.



## Keldorn

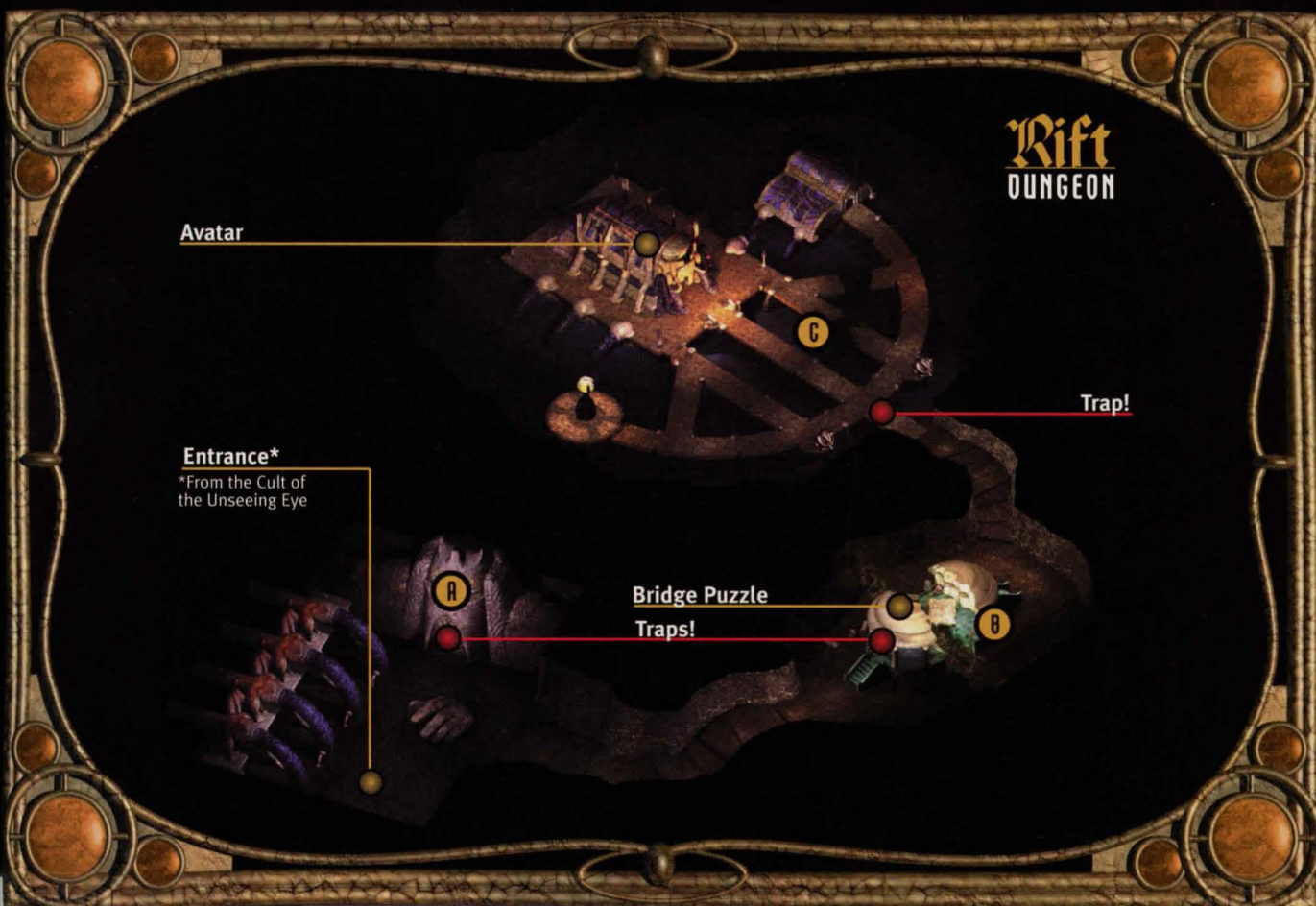
**Class:** Inquisitor  
**Alignment:** Lawful Good  
**HP:** 118 **AC:** 0  
**STR:** 17 **INT:** 12  
**DEX:** 9 **WIS:** 16  
**CON:** 17 **CHA:** 18

Refer to page #98 for more info



*Ettercaps and traps in the same room? No... It can't be!*





## 05 The Rift Dungeon

(Continued from the Cult of the Unseeing Eye)

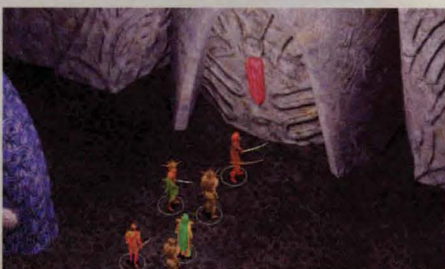
- Upon entrance to the dark, dank Rift Dungeon, you'll want to search the face of the statue to find a small cache of gems. Note that you'll be ambushed by monsters that spawn in when you do so. Work your way down the path to the right, past the Gibberling ambush, and into the horde of undead beasties that await your tasty flesh. Ok, so they don't eat your flesh — we've been watching waaay too many zombie movies lately.
- Moving on, you'll encounter a bridge that requires you to answer three rather cryptic (hehe.. get it, "cryptic?") questions. When you answer all three correctly, the bridge will extend and you'll be able to pass over to the next area. We've included the answers for those readers who are having a bit of trouble decoding these riddles.

- ① Life
- ② Time
- ③ Current One

• You'll get **42,250XP** for completing the bridge puzzle. As soon as you cross the bridge, you'll be ambushed by (count 'em)

FIVE Beholders! It's nothing short of incredibly frustrating, but it can be done with a good mix of hit and run techniques.

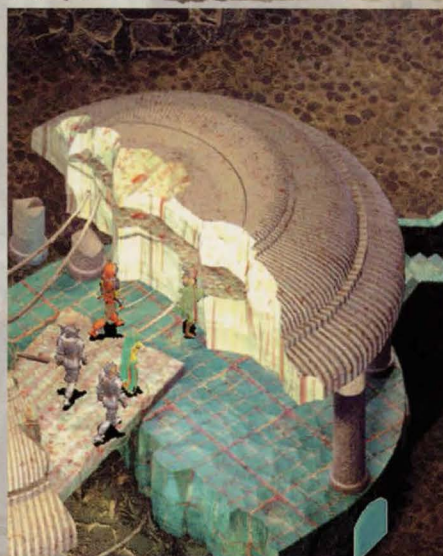
- Next, you'll fight the Empathic Manifestation, who you may only kill by casting a heal spell. It doesn't matter what kind, so long as it actually cures HPs. If you don't have any heal spells memorized, grab the scrolls from the small container to the north of the Manifestation and use 'em.
- When the Manifestation falls, talk with the Avatar, and after a long conversation, you'll receive the first Rift Device Part. Return to Sassar with the first part, and he'll tell you of a contact named Tad who stands by the pit inside the cult. Go to Tad, and give the password "The eye is blind." When you do, he'll open up a secret passage that leads to Ghoul Town. Down into the depths you go...



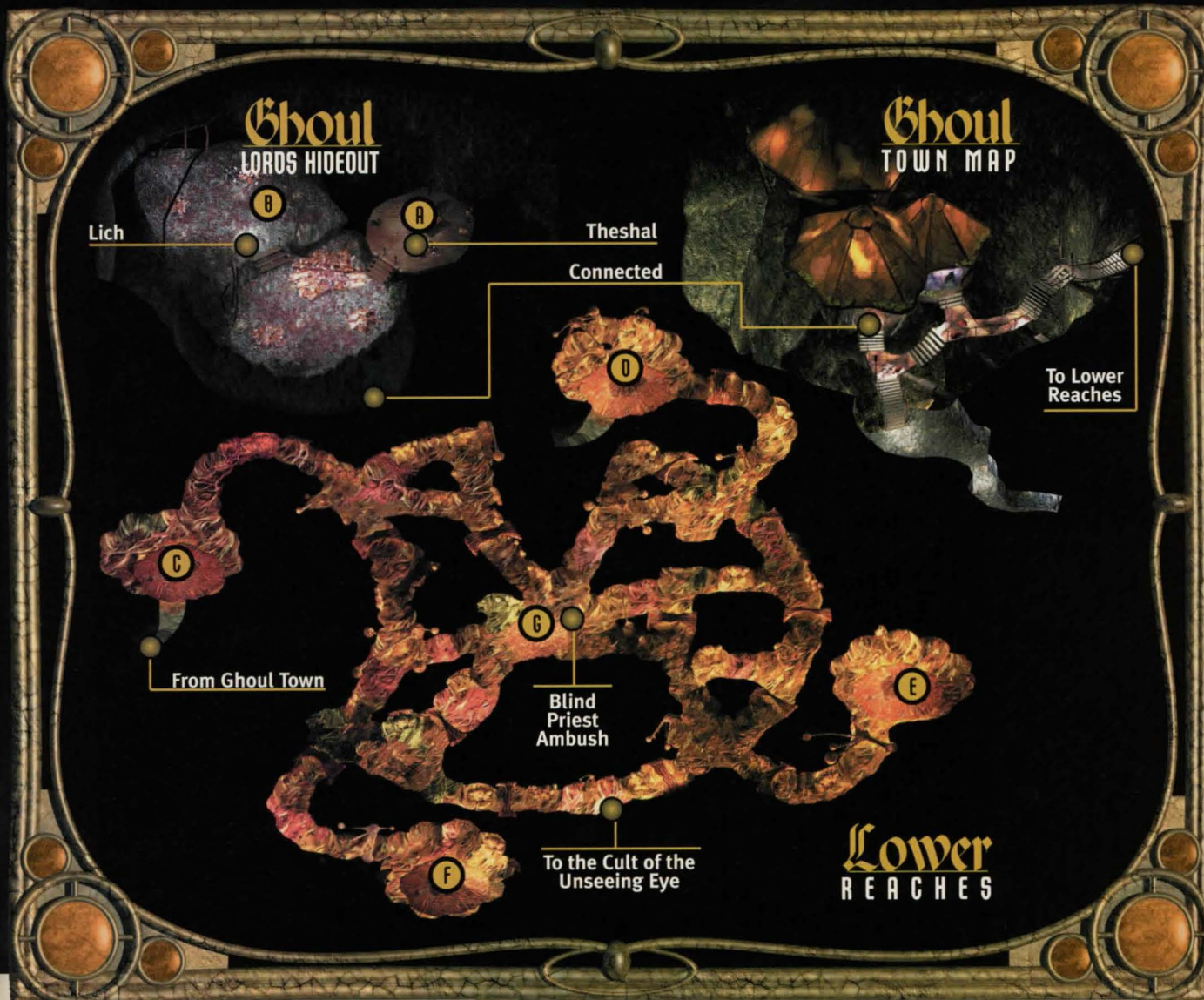
## KEY ITEMS TO ACQUIRE

Quest Based Item Valuable Magic item

Item	Location
Assorted gems & scrolls	Inside statue facet
War Hammer +2	Inside hidden nook
Rift Device Part	From Avatar
Saving Grace +3	From Avatar (after quest)







06

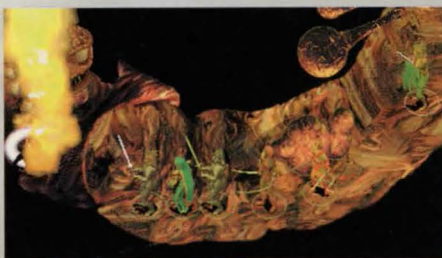
## Ghoul Town

(Continued from the Rift Dungeon)

- Upon entrance, you'll be ransacked by a small group of undead beasties. Work through 'em, then approach Theshal and ask him about the passage to the Lower Reaches. The Ghoul Lord Theshal has 48HP, and you'll get **650XP** for defeating him.
- There's an optional Lich battle to the north of here, where you'll find a pair of gauntlets in the pile of bones to the north.
- Pass over the bridge to the north, and enter the Lower reaches. Search the Lower Reaches methodically, making sure to hit each one of the four main rooms throughout. Get the second Rift Device Part, and assemble the parts to make the complete rod. You'll get **26,250XP**. Immediately following the completion of the rod, the Unseeing Eye (grand beholder) will attack your party. Make sure to hit him with the Rift Device first, then follow up with your

standard attacks. You'll get **30,000XP** for defeating the Unseeing Eye.

- Bring the depleted Rift Device back to the Avatar, and you'll get **47,250XP**, and the **Saving Grace +3**. But it's not over yet, there's still more!
- Return to the appropriate temple (depending on your alignment), and receive **45,750XP** per character. You'll also get the **Ardulia's Fall +1**. Woohoo!



End of Quest

## KEY ITEMS TO ACQUIRE

Quest Based Item  
Valuable Magic item

Item	Location
A Skin of the Ghoul +4	Theshal's body
B Gauntlets of Dexterity	Inside pile of bones
C Assorted treasures	Inside pulsing blob
D Dragonsbane +3	Inside pulsing blob
E Assorted treasures	Inside pulsing blob
227GP	Inside pulsing blob
Rift Device Part	Inside pulsing blob
F 326GP	Inside pulsing blob
Assorted treasures	From Khan the Djinni
G Full Plate Mail	Blind Priest's body
Assorted treasurs	Laying around



**Available:**  
**Quest:**  
**How Do I Get it:**

Chapter Two  
Kangaxx the Demilich  
See below

**Enemies:**  
**Treasure:**  
**XP:**

It's the damn Demilich!  
One really nice item  
Lots!

## 01 Kangaxx the Demilich

- This quest is a tough one, mainly because you'll be required to kill the three toughest Liches on this side of the Sword Coast (actually, four if you count the Demilich). Don't say we didn't warn you!
- The first Lich is found in the basement of the Cult of the Unseeing Eye (we detailed his exact position just a few pages ago if you're having trouble finding him). Open up the tomb and you'll release the Shade Lich. He's quite tough, although beatable with powerful magic weapons and/or high-level spells. Defeat him to earn the **Golden Arms & Legs**.
- The second Lich is in the basement of one of the small houses in the Bridge District. It's in the southern part of town, right alongside the water. Head to the cellar, and you'll find the tomb of the second Lich, the Elemental Lich. He's also very tough, although if you defeated the first Lich, you'll more than likely take this one out as well. Grab the **Golden Torso** from the tomb and head for the Docks District.

- The final Lich, Kangaxx, is found in the cellar of a house in the Docks District. It's located on the lower rung of houses, right in the middle. The door is locked, so you'll need to have an adept Thief pick the lock before gaining entrance. Work your way past the Minotaurs before descending to the cellar. Look familiar? It should, as it's the very same tomb where both the Shade Lich and Elemental Lich were imprisoned.
- Present the various body parts to Kangaxx, and he will assemble himself into a Lich. When you defeat his first form, he will transform into a Demilich and really start to wreck shop! When you defeat the Demilich, the quest is complete and you'll get **50,000XP**, and a **Ring of Gaxx**, which is most likely the best ring in the game.

ENEMY	HP	XP	ITEMS
• Shade Lich	110	22,000	Golden Arms & Legs
• Kangaxx	126	N/A	N/A
• Elemental Lich	110	22,000	Golden Torso
• Kangaxx the Demilich	50	50,000	Ring of Gaxx

## End of Quest



The only way to defeat Kangaxx is to let him rise out of his tomb, then prepare your characters and get them into position (while he's still blue). Once you're ready, pause the game and have everyone "force attack" Kangaxx simultaneously. This won't help you much with the Demilich, but it should get you through the first battle nearly unscathed.

**Available:**  
**Quest:**  
**How Do I Get it:**

Anytime  
Cromwell the Blacksmith  
Talk with Cromwell (in the Docks Dist.)

**Enemies:**  
**Treasure:**  
**XP:**

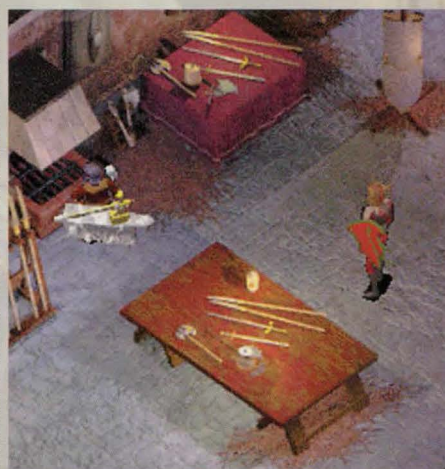
N/A  
Some really sweet items!  
N/A

## 01 Cromwell the Blacksmith (and his goodies)

- While really not a quest per se, it does kinda require you to fulfill quests beforehand. You see, Cromwell merely makes specially enchanted items from your already existing parts. He's like the classic example of a smithy Dwarf, making legendary blades and armor from otherwise useless trinkets.

PARTS	GOLD	MAGICAL ITEM
• Ankheg Shell	+5,000GP	Ankheg Plate Mail
• Black Dragon Scales	+5,000GP	Black Dragon Mail
• Red Dragon Scales	+5,000GP	Red Dragon Mail
• Hilt, Blade, & Pommel Gem	+7,500GP	Equalizer Sword
• Silver Blade, Silver Hilt	+7,500GP	Vorpal Sword
• Gesen Shaft, Gesen String	+7,500GP	Gesen Bow +2
• Wave Shaft, Wave Head	+7,500GP	Wave Halberd +4
• Gauntlets of Ogre Power, Hammer of Thunderbolts, Girdle of Frost		
• Giant Strength, Special TBolt Scroll	+10,000GP	Crom Faeyr +4

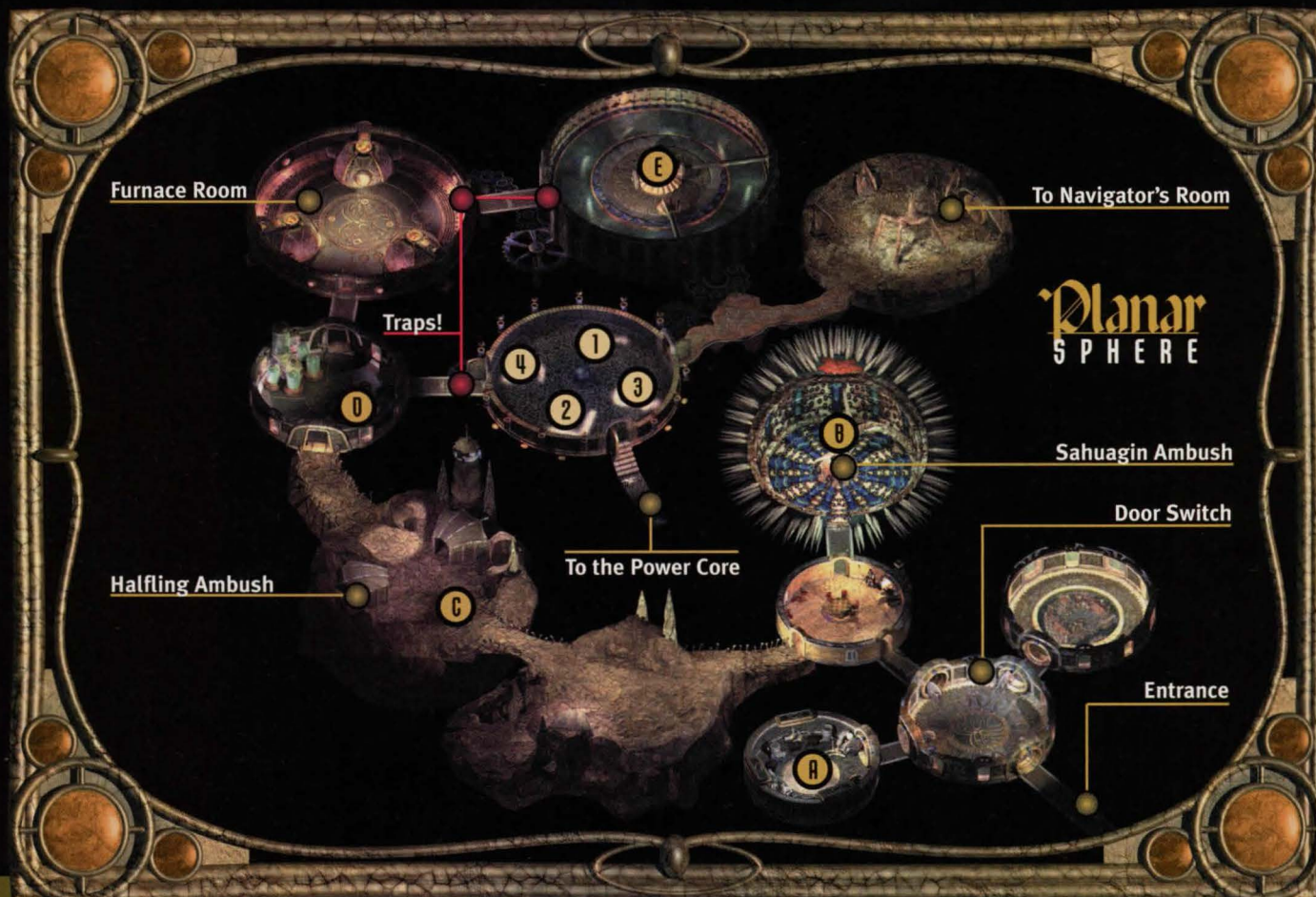
## End of Quest



Hurry up over there, will ya!



# PLANAR SPHERE



## QUEST OVERVIEW

**Available:**  
**Quest:**  
**How Do I Get it:**

Chapter Two  
The Cowled Wizards: Planar Sphere  
Get Valygar, then talk with Tolgerias

**Enemies:**  
**Treasure:**  
**XP:**

Very tough  
Lots!  
Lots!

## 01

## Planar Sphere

- First and foremost, you'll need to have Valygar in order for this quest to begin. So if you don't have him in your group, you can't do this quest. Simple!
- After you let him into your party, return to the Government District and talk to Tolgerias (inside the Council of the Six Building). He'll make some jerky remarks and then warp away. You can now head for the Planar Sphere in the northwest corner of the Slums District.
- When you enter, you'll first want to head to the left and beat up on the Golems that reside there. When the coast is clear, search the room and grab the **Planar Key**.
- Click on the small switch in the center room, and you'll unlock the main door that leads to the inner areas within the Planar Sphere. Chat with Reyna, and continue north to take out the Sahuagin that reside there. Head southwest, and then through the main passage and into the hall filled with Darksun Halflings.

• When you arrive in the Furnace Room, place all three lumps of coal that you've acquired into each of the respective furnaces. This will give power to the Golem machine, and enable you to place both the Golem Arm and Head into the proper receptacles. When you do so, the Guardian Golem will spawn in and take out the Elder Orb that guards the entrance to the Navigation Room.



*The Planar Sphere can be found in the northwest corner of the Slums District.*

## KEY ITEMS TO ACQUIRE

Quest Based Item	Valuable Magic Item
Item	Location
(A) Coal	Treasure chest
Golem Arm	Inside steel receptacle
Planar Key	Inside steel receptacle
(B) Cloak of Protection +1	Sahuagin Baron's body
(C) Stiletto of Demarchness	Necre's body
Ripper +2	Togan's body
Gauntlets of Ogre Power	Entu's body
Coal	Entu's body
(D) Golem Building Book	On table
Coal	On table
(E) Coal	Inside winder thingy
Golem Head	Inside winder thingy
(F) 3000GP	Inside tube
Diamond x2	Inside tube
Ring of Actuity	Lavok's body (*special)
(G) 350GP	Inside machine
Protector of the Second	Inside machine
Battle Axe +2	Inside machine
Ninja-To +1	Inside machine
(H) Sling +2	On tree stump
Quarterstaff +1	On tree stump
(I) Ring of the Ram	Tolgerias' body
(J) Shield +1, +4 vs. Miss.	Inside centerpiece
(H) Helmet of Defense	Inside centerpiece

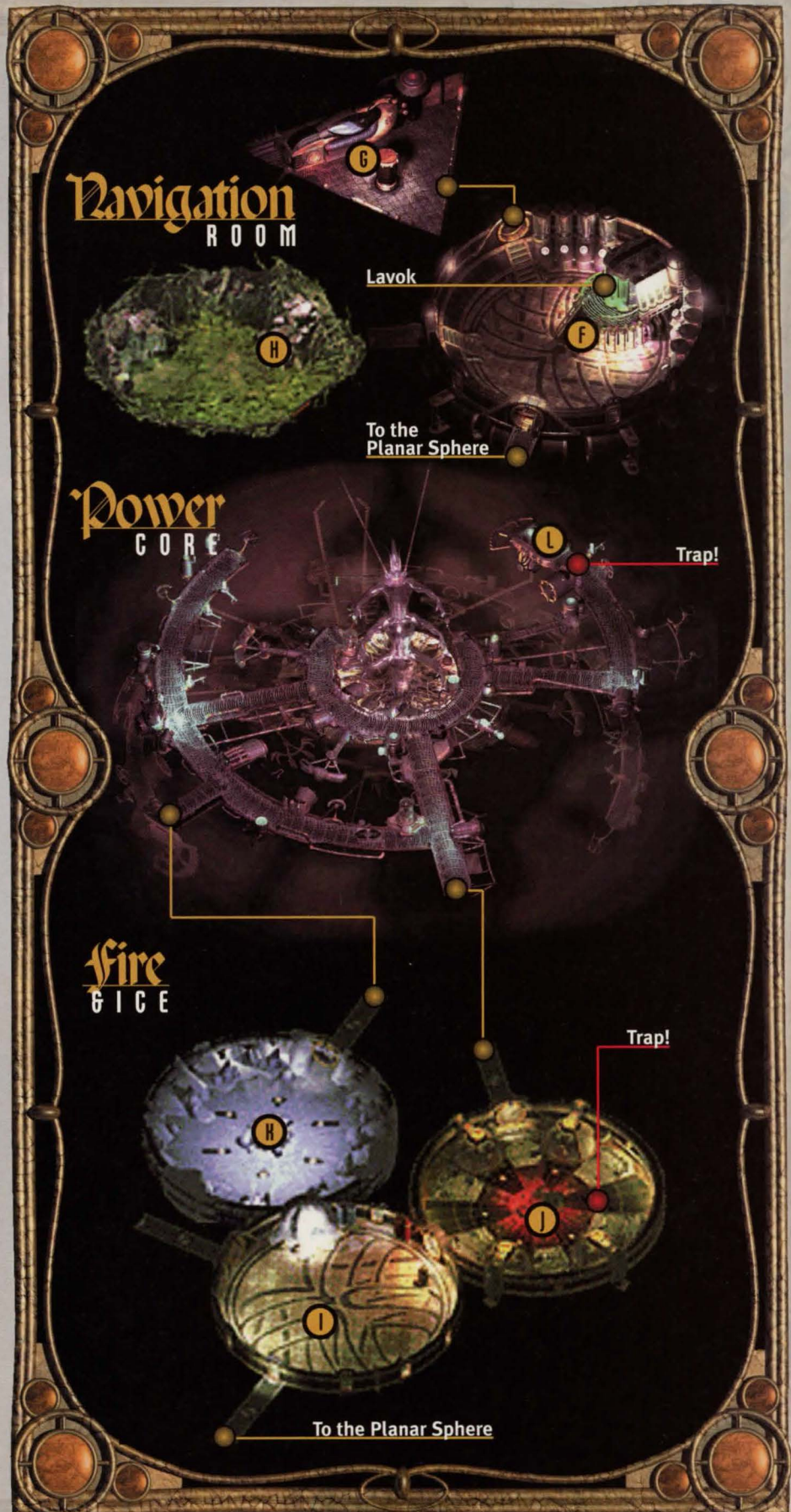




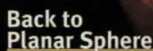
- Before you head to the Navigation Room, complete the puzzle with the four runes. Just follow the order we have listed on our map and you're set to go. You'll get **24,500XP** for doing so.
- When you enter the Navigation Room, you'll square off with Lavok himself. When he falls, you'll converse, and then get the very rare, and very powerful **Ring of Activity**. Search the rest of the navigation area for goodies before heading back to the very beginning of the Planar Prison. You'll need to exit, at which point you'll find you're in a whole new land...



When you put all of the parts in the machine, the Guardian Golem awakens. And this Golem doesn't mess around!







## Creepy Face Thing

# Demon OUTERWORLD

## 03 Planar Sphere

An aerial photograph showing a small, dark-colored boat on a body of water. Several people are visible inside the boat, some appearing to be wearing life jackets. The water is a deep blue-grey color.

- When you arrive in the Power Core, whack the Golems and make sure to grab the loot in the far northeast corner of the map. *Trust us!* When you're ready, place the Demon Heart into the main centerpiece thingy (whatever it is), and it will begin to shake, rattle, and roll. When the planar jump is made, you'll get **45,500XP**. You may now return to the entrance and exit back to the Slums of Athlatka...

## End of Quest

Item	Location
6666GP	Inside control panel
Ring of Danger Sense	Inside control panel
King's Tear x1	Inside control panel
Demon Heart	From Tanar'i





**Available:**  
**Quest:**  
**How Do I Get it:**

Chapter Two  
Getting Edwin: Mae'Var's Quest  
Chat with Renal Bloodscalp (at Thieves Guild)

**Enemies:**  
**Treasure:**  
**XP:**

Average, including a few bosses  
Average  
Lots!

## 01 Meet Renal Bloodscalp

Once you have access to the Thieves Guild, you'll be able to go to the top floor and talk with Renal Bloodscalp. When you do, he'll give you the quest to infiltrate Mae'Var's guild, and he'll give you a set of **Transfer Papers**. You need to present these to Gorch (the storekeeper in Mae'Var's guild), or you won't be able to gain access to the guild.

## 02 Infiltrate Mae'Var's Guild

- Present the papers to Gorch, and he'll let you pass through the secret door that leads to the Thieves Guild. Head for the basement and meet up with Mae'Var. Your first quest from Mae'Var is to sneak into the Talos Temple and snatch the Amulet worn by the Weathermistress. Just jog down to the Temple District, enter the Temple of Talos, and grab the **Necklace of Talos** from the drawer (you'll get **20,000XP** for doing so). The Weathermistress should be sleeping, so there is little risk of getting caught red-handed. Once you have it, return to Mae'Var and he'll send you upstairs to meet Edwin.
- He'll send you on a quest to kill Rayic Gethras, who lives in a house just a few hundred feet from Mae'Var's guild (it's right next door to the Harpers Hideout). Upon entrance to Rayic's home, you'll be bamboozled by a kindly mixture of Mephits. Take care of 'em, then head upstairs to fight the two Golems.

- When you return to Edwin, you'll get a second quest which requires you to find and kill Marcus (at the Sea's Bounty Tavern). As an alternative to killing him, you may either bribe him, or intimidate him. We'd suggest either of these methods over the first one. Return with **Edwin's Documents**, and you'll receive **10,000XP**.
- Your final quest is from Mae'Var, and he'll send out to kill a man named Embarl at the Sea's Bounty Tavern. When you find Embarl, you're better off just letting him go once he gives you his dagger. Return to Mae'Var, and present him with **Embarl's Dagger** to complete the final quest.
- When you return to Edwin, you'll have the chance to take yet one more quest and get him in your group. Break into Mae'Var's bedroom (see the screenshot to the right), and use **Mae'Var's Strongbox Key** to gain access to **Mae'Var's Letter**. You'll also find the **Boots of Stealth**. When you're ready, return to Renal Bloodscalp and present him Mae'Var's Letter.



Baldur's Gate  
**CHEESE  
TECHNIQUE**

When you talk to Rayic, tell him that you'll be on your way. Little does he know that you can take advantage of the few seconds (while Rayic is still blue) to get yourself set. Surround him, then force attack immediately! Rayic has 46HP, and gives you **9,000XP** for killing him. You'll also find **Bracers of AC7**, and a **Quarterstaff +2**.

## 03 New Party Member!

Getting Edwin is probably the most complex quest of all the NPCs, mainly because he won't join up until *after* everything is completed. Not only that, but the quests themselves will take some time, with lots of running from place to place. Just complete all of the various tasks, and you'll have the option to let Edwin join your group.



### Edwin

**Class:** Conjurer  
**Alignment:** Lawful Evil  
**HP:** 58      **AC:** 10  
**STR:** 10      **INT:** 18  
**DEX:** 10      **WIS:** 10  
**CON:** 16      **CHA:** 10

Refer to page #98  
for more info



## 04 Killing Mae'Var

Renal will grant you full authority to kill Mae'Var upon delivery of the Letter. But when you return to the guild, you'll find some added hostility as the rest of the guild members turn hostile. Make your way to Mae'Var, and eliminate him. When you return to Renal Bloodscalp (for the last time—thank god!), you'll get **45,500XP** per character, **10,500GP**, and the **Short Sword of Backstabbing +3**. Now that's what we call "KA-CHING!"

ENEMY	HP	XP	ITEMS
Mae'Var	40	14,000	769GP Shadow Armor +3

**Note:** When all is said and done, return to Mae'Var's guild and search it thoroughly, as there is an abundance of smaller treasures to find. Make absolutely certain to visit the thieves training room and earn **39,500XP** and find **850GP** for unlocking all the various doors! You'll also find an abundance of gems, potions, and some decent equipment including: **Short Sword +2**, **Buckler +1**, and **Studded Leather Armor +1**. More icing on the cake!



## End of Quest



**Available:**  
**Quest:**  
**How Do I Get it:**

**Chapter Five**  
**See below**  
**See below**

**Enemies:**  
**Treasure:**  
**XP:**

**Average, including a few bosses**  
**Average**  
**Average**

### 01 Crazed Ghaundahars

• Inside the Drow city of Ust' Natha, Taso Kala will approach the you and demand that you help exterminate a renegade sect of Ghaundahar worshippers. When you accept, go to the southeastern corner of town and eliminate the creatures. Unfortunately, when you turn to the priestess for a reward, you will get nothing. What a pity... *arrogant Drow!*



ENEMY	HP	XP
Ghaundahar Priest (male)	90	7,000
Ghaundahar Priest (female)	110	10,000
Relonar	32	4,000
Green Slime x4		
Ochre Jelly x2		
Grey Ooze x2		
Otyugh x2		

### 02 Slave Traders

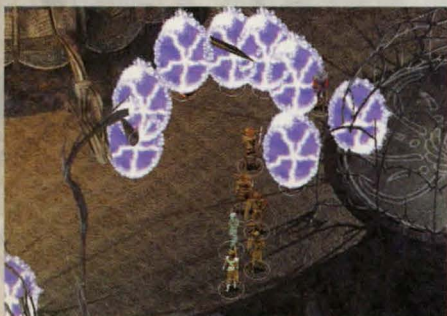
• You'll find a slave trader in the northwest section of the city who's more than willing to sell you his lot of slaves. If you choose to buy them (unequipped for 500GP, or fully equipped for 1,500GP), you'll have two options (one evil, and one good):

#### Option 1

Tell them that you bought them for target practice. Enjoyable, but very harsh and cruel.

#### Option 2

Buy them weapons and tell them to go to the front gate and escape on their own. You'll get **7,500XP** and gain 1 reputation point for doing it this way.



### 03 The Ust' Natha Tavern

#### The Monster Arena

• Talk with Szordrin inside the tavern, and you'll have the option to take part in their custom-made fighting arena. Basically, each time you talk with him you'll get the chance to fight a new monster, for a total of four monsters. Each time you successfully defeat a monster, you'll be rewarded with a higher amount of gold as your reward. Check the chart below for HP, XP, and GP per fight.

MONSTER TYPE	HP	XP	GP
Umber Hulk	74	4,000	250
Nabassu	65	16,000	500
Sahaugin prince	72	2,000	750
Beholder	95	14,000	1,000

• After you crush the final Beholder, Szordrin will be amazed, and he tells you that there are no more monsters to fight. So other than pounding on some extra monsters, there are no special secrets, rewards, or extra XP.



#### The Duel Pit

• Much like the Monster Arena, the Duel Pit is only different because you'll be fighting humanoids instead of monsters. Talk with the Duel Manager and you'll learn that there are four separate avengers up for the challenge. The first one is Lesaonar, who is an insanely tough Drow warrior with an ungodly amount of HPs. Just check out the screen below if you don't believe us...

• There are four challengers altogether, each rewarding a separate amount of XP (and a few items).



### 04 Jarlaxle & House Jae'llat

• After completing most of the major quests down in the city of Ust' Natha, you'll be greeted by a merchant named Visaj. After a long story, you'll have the option to purchase a **Gilded Rope** for 1,000GP. When he prompts you for payment, simply tell him: "Actually, how about you hand over the rope and I won't kill you... and we'll call it even." This way, you'll still get the rope without having to pay for it.

• With the rope you may enter Drush's Tower, and defeat the mighty Lich Deirex, who resides therein. Right as you are about to begin battle however, you'll be warped into Jarlaxle's abode.

• Listen to Jarlaxle's offer, and know that there is really no way to refuse (he'll reveal your true identity if you don't help him). Return to Deirex, kill him, and loot the area. Make sure to get the **Lich's Tooth**, and the **House Jae'llat Wardstone** before going for **Deirex's Gem**. When you give Deirex's Gem back to Jarlaxle, he'll thank you and let you know that you can now loot both Drush's Tower and House Jae'llat.

ENEMY	HP	XP
Rilloa Jae'llat	90	8,000
Ish'Tar Jae'llat	129	14,000
Hindra Jae'llat	105	16,000
Deirex the Lich	123	22,000
(Items: Jae'llat Wardstone, Lich's Tooth)		
Drush's Tower	N/A	N/A
(Items: 1128GP, Ring of Clumsiness, Crossbow of Affliction)		

### End of Quest

#### 01 Coran and the Wolfweres

• Inside the Tethyr Forest, talk with Coran, and help him rescue Safana from the Wolfweres. Accept his quest, and follow him east. When you encounter the Wolfweres, Lanfear will will Safana and you'll have to help Coran defeat her and her pack of hungry Wolfweres.

• You'll have the option to attack Coran as well, but you don't have to.





# The Romances

In Baldur's Gate II, there are four characters who you may develop a lasting romance with. They are, Aerie, Jaheira, Viconia, and some cuteboy stud named Anomen. What you do to get the romance going is fairly complex, and involves lots of complex actions, and reactions. Note that these events will happen at random intervals throughout the game, which is why we just boiled it all down to a few basic tips for each of the respective prospects.



Bachelorette #1

## Aerie

- The rule of thumb with Aerie is to be kind, encouraging, and not afraid to express love. If you want to hook it up with Aerie, you're going to have to listen to an awful lot of ranting and raving, and all sorts of somewhat disturbing background information.
- No PC game would be complete without a love triangle, would it? Well, it just so happens that Haer Dalis' also has a thing going for Aerie, and she's not about to turn the other cheek. So if you bring Haer Dalis' into your party, and you're thinking about pursuing a love interest with Aerie... well, you might just want to think it over.
- **SPOILER!** At a certain stage, Haer Dalis' will actually challenge your character to a duel over Aerie! We say, let him have her! There's more fish in the sea...



Bachelorette #2

## Jaheira

- Jaheira's romance is definitely the strangest of all three, mainly because you'll be forced to do a bunch of little mini-quests to express your love, and then follow up with some strange comments and/or actions.
- The first event will take place when you're attacked by bandits. In this situation, you'll need protect Jaheira. This will get your foot in the door. Next, a girl named Meronia will appear and take Jaheira away. The next time you rest, Jaheira will show up and request that you return to the Harpers Hideout with her. When you do, you can either further your romance by attacking Galvary and her assistants, or you can hurt it by having a bad reputation.
- It's really complex, and to be honest, even we don't understand it fully. Oh well, on to the cutest of the three...



Bachelorette #3

## Viconia

- In general, you'll need to be strong and self sufficient. Occasionally, you'll have to be insulting although she will respect you for it. Don't feel bad if you insult her—she has plenty of insults headed your way, trust us.
- She flirts quite often, so just make sure to follow the above tips and you'll be fine. If everything goes well (really well), you'll get the chance to... \*ahem\* sleep with Viconia. We'll just leave this part alone now, thank you.
- If things go awry, Viconia will want to leave your group. Only by proclaiming your love and that you will absolutely die without her can she be convinced to stay. If you don't do the aforementioned things, she will leave forever.
- Viconia is BY FAR the most fun of the three, for obvious reasons...



Bachelor #1

## Anomen

- The first and foremost requirement for the Anomen romance to take place is that your main character must be female, and of good alignment. *Duh!*
- Anomen's romance is a bit of a strange one, especially since Anomen goes through his trial to become a knight of the Radiant Heart. Passing turns him Lawful Good and makes him a bit of a Lancelot, while failing turns him Chaotic Neutral and a bit of a bad boy. *Chicks dig bad boys!*
- Anomen is bitter about his past, and also a bit defensive. Getting past it with kind words and support will lead one to realize that the knight is actually quite sensitive, and filled with an inner rage that he finds difficult to quell. He will be thankful for guidance, and will quickly follow his heart no matter where it leads him—whether that be towards good or evil. Where a woman leads Anomen is up to her, as long as she is prepared to deal with the consequences...

## LIMITED EDITION SECRETS!

**Note:** This entire section only pertains to those of you with the special "Limited Edition" of Baldur's Gate II. Those of you who don't have the limited edition, well... we guess you'll just have to do without this stuff. These are some GREAT items that are not to be overlooked! Well, most of them anyway...

• Basically, the only difference between the standard edition (SE) and the limited edition (LE) is that the LE will have two extra shopkeepers who will be spawned into the game. Each of them has ten totally exclusive, wickedly rare, ridiculously expensive items for your perusal. No one's telling you that you *have* to buy them, hence their extremely high price.

### Joluv the Merchant

(You'll find him in the Copper Coronet)

- **Staff of Arundel**  
+3 Staff, can cast one bonus 5th and 6th level spell, +10 resistance to fire and cold
- **Kachiko's Wakizashi**  
+3 Wakizashi, drains two points of WIS per hit (sucking their personality into the blade)
- **Scarlet Brotherhood Ninja-to**  
+3 Ninja-to, gives the Monk an extra attack per round, poisons victim (Wow!)
- **Sling of Everard**  
+5 Sling, this doesn't need ammo, it creates +1 sling bullets
- **Jared's Mace**  
+2 Mace, +5 against demonic/fell creatures
- **Everard's Morning Star**  
+2 Morning Star, 50% chance per hit of draining most powerful spell
- **Spear of Kuldahar**  
+3 Spear, gives +8 to maximum HP
- **The Defender of Easthaven**  
+2 Flail, +1 to AC, +20 resistance to slashing, piercing, blunt damage
- **Joril's Dagger**  
+3 Two-handed Sword, +1 cold damage, 25% chance of confusing opponent per hit
- **Axe of Hrothgar**  
+3 Battle Axe, +1 to CHA and WIS

### Deidre the Merchant

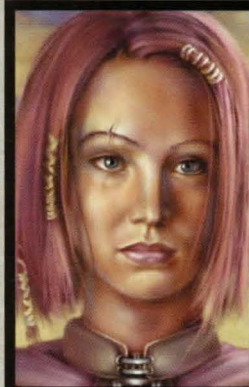
(You'll find her in the Adventurer's Mart)

- **Dakkon's Zerth Blade**  
+2 to hit/damage, +1 to AC, memorize extra 1st, 2nd, 3rd, and 4th level Mage spells
- **Ravel's Harp of Pandemonium**  
This item pushes all enemies away, and confuses them if they don't save vs magic
- **Vhailor's Helm**  
Gives +1 to AC, cast Simulacrum once per day
- **Plate of Balduran**  
+2 Full Plate Mail, +4 to HP, +1 to CHA
- **Shield of Balduran**  
+3 Medium Shield, reflects Beholder rays
- **Sword of Balduran**  
+2 Long Sword, +10% to lore, +10% magic resistance
- **Harmonium Halberd**  
+3 Halberd, +1 to STR, -2 to WIS and INT
- **MercyKiller Ring**  
+20 set snare, +20 hide, +20 move silently
- **Sensate Amulet**  
+5 HP, +2 to CHA, permanent Protection From Evil
- **Robe of Vecna**  
Lowers casting time by 4, sets AC to 5, gives +10 magic resistance



# NPC APPENDIX

This appendix covers all 16 of the available NPCs in BG2. Here, you'll find a little background info, a brief explanation of where and when to find these characters, and a quick statistical breakdown. *Go forth and conquer!*



## Imoen

**Class:** Mage/Thief  
**Race:** Human  
**Alignment:** Neutral Good  
**HP:** 57 **AC:** 6  
**STR:** 9 **INT:** 17  
**DEX:** 18 **WIS:** 11  
**CON:** 16 **CHA:** 16

**Our Rating:** ★

*Refer to page #16 for more info*

## Comments

In BG2, Imoen has been toned down quite a bit from her former annoying self, and we think you'll find her to be one of the all-around most useful NPCs in the game. Studying the arts of magic (while still remaining an AWESOME thief), Imoen has come a long way since her days in Candlekeep.

## Location

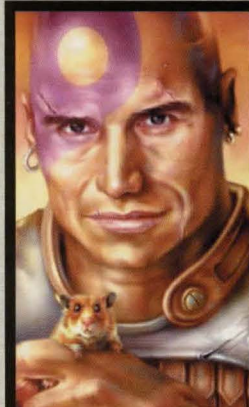
You'll find Imoen automatically in **Chapter One**, at the very beginning of the game in **Irenicus' Dungeon**. There is no way to miss her!

## Special Equipment

- None



*"Heya... it's me, Imoen!"*



## Minsc (& Boo!)

**Class:** Ranger  
**Race:** Human  
**Alignment:** Neutral Good  
**HP:** 69 **AC:** 8  
**STR:** 18/93 **INT:** 8  
**DEX:** 16 **WIS:** 6  
**CON:** 16 **CHA:** 9

**Our Rating:** ★

*Refer to page #16 for more info*

## Comments

Minsc believes that his hamster, Boo, is none other than a Miniature Giant Space Hamster who talks to him and serves as his supposedly more intelligent mentor. Ummm... yeah, ok Minsc. Aside from his goofiness, Minsc is one of the best NPCs in the game, period.

## Location

You'll find Minsc trapped inside of a cell in **Chapter One**, at the very beginning of the game in **Irenicus' Dungeon**. To get Minsc, insult him until gets angry enough to break from his cage.

## Special Equipment

- Boo, which is more than enough "special equipment" for *anyone*!



*"Less talk, more fight!"*



## Jaheira

**Class:** Fighter/Druid  
**Race:** Half-Elf  
**Alignment:** True Neutral  
**HP:** 51 **AC:** 7  
**STR:** 15 **INT:** 10  
**DEX:** 17 **WIS:** 14  
**CON:** 17 **CHA:** 15

**Our Rating:** ★

*Refer to page #16 for more info*

## Comments

Jaheira is feisty, most of the time bitter, and very rarely has any compliments to give to anyone. The bottom line though, is that Jaheira is a no-nonsense butt kicking Druid who definitely knows the ways of battle. Pick her up if you like girls who give you lip...

## Location

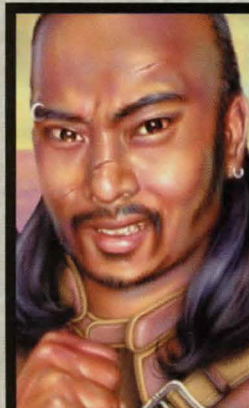
Jaheira can be found trapped inside of a holding cell right next to Minsc in **Chapter One**, inside **Irenicus' Dungeon**. You'll need to find the key to her holding cell only a few rooms away, near the Golem.

## Special Equipment

- None



*"There's a hole in mother earth..."*



## Yoshimo

**Class:** Bounty Hunter  
**Race:** Human  
**Alignment:** True Neutral  
**HP:** 38 **AC:** 4  
**STR:** 17 **INT:** 13  
**DEX:** 18 **WIS:** 10  
**CON:** 9 **CHA:** 14

**Our Rating:** ★

*Refer to page #21 for more info*

## Comments

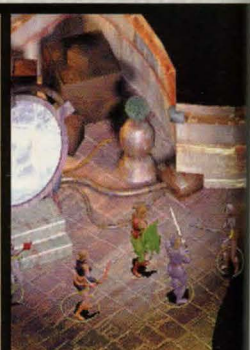
Wandering from land to land, Yoshimo makes a living for himself by working for those with the coin to pay him. Beware, however, for he has had the opportunity to make more than a few contacts amongst the Amnish underworld.

## Location

Yoshimo can also be found in **Chapter One**, inside **Irenicus' Dungeon**, but only after you pass through the first portal and enter the second dungeon. He'll stop you automatically and ask if he may join your group. It's up to you whether or not you trust him...

## Special Equipment

- Yoshimo's Katana +1



*"I can also dance on the head of a pin if you wish!"*

**Note:** NPC HPs may vary depending on where and when you actually add them to your party. The ones listed above are meant to merely give you an idea.





"I won't let my friends be hurt!"

## Comments

Aerie is a member of the winged elf race known as the Avariell. Aerie, however, was captured at a young age and lost her wings as a result of her trauma. She knows little of the world outside of the circus, but is a good person at heart, and well-versed in the ways of magic by her mentor, Quayle.

## Location

You'll find Aerie in **Chapter One**, inside the circus tent in **Waukeen's Promenade**. You'll have to return her to her true form (by giving her sword back) before she joins your party.

## Special Equipment

- None

## Aerie

**Class:** Cleric / Mage

**Race:** Elf

**Alignment:** Lawful Good

**HP:** 42

**AC:** 7

**STR:** 10

**INT:** 16

**DEX:** 17

**WIS:** 16

**CON:** 9

**CHA:** 14

**Our Rating:**



Refer to page #22 for more info



"I'm ready for anything!"

## Comments

Nalia is a member of the privileged class, with her father being a Duke who rules from the family's keep in the Amnish wildlands. She is an intelligent young woman who learns quickly and is a skilled mage. Bearing an uncanny resemblance to Drew Barrymore (*hi Drew!*), we think Nalia is nothing more than a fresh lil' hotty with an attitude.

## Location

You'll find Nalia in **Chapter Two**, inside the **Copper Coronet**. Accept her quest and you'll have the option to let her into your party.

## Special Equipment

- De'Arnise Signet Ring

## Nalia de' Arnise

**Class:** Mage/Thief

**Race:** Human

**Alignment:** Neutral Good

**HP:** 57

**AC:** 6

**STR:** 14

**INT:** 17

**DEX:** 18

**WIS:** 9

**CON:** 16

**CHA:** 13

**Our Rating:**



Refer to page #24 for more info



"Righteousness shall prevail!"

## Comments

It is Anomen's most fervent desire to prove himself through his adventures and one day pass his Test to become a full knight in the Order... but, if anything, his own judgmental attitudes and puritan arrogance are what hold him back.

## Location

You'll find Anomen in **Chapter Two**, hanging out inside the **Copper Coronet**. If you're a good-aligned party, then you should have little trouble adding him to your party.

## Special Equipment

- Delryn Family Shield

## Anomen Delryn

**Class:** Fighter/Cleric

**Race:** Human

**Alignment:** Lawful Neutral

**HP:** 101

**AC:** 2

**STR:** 18/52

**INT:** 10

**DEX:** 10

**WIS:** 12

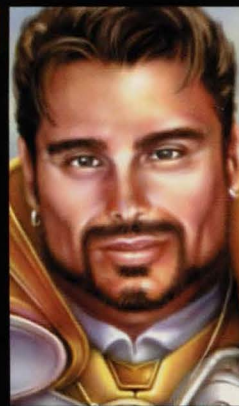
**CON:** 16

**CHA:** 13

**Our Rating:**



Refer to page #24 for more info



"An later I'll split ya open. Haha!"

## Comments

Korgan Bloodaxe is a self-concerned adventurer with quite the violent streak. He has a long history of poor relations with his fellow party members, often resulting in bloodshed. As such, we'd advise that you think long and hard before adding him to your group. Unless, of course, you're evil.

## Location

You'll find Korgan in **Chapter Two**, inside the **Copper Coronet**. Most of the time, he can be found drowning his misfortunes in a few flagons of Mead.

## Special Equipment

- None

## Korgan Bloodaxe

**Class:** Berserker

**Race:** Dwarf

**Alignment:** Chaotic Evil

**HP:** 138

**AC:** 2

**STR:** 18/77

**INT:** 12

**DEX:** 15

**WIS:** 9

**CON:** 19

**CHA:** 7

**Our Rating:**



Refer to page #24 for more info



**Note:** NPC HPs may vary depending on where and when you actually add them to your party. The ones listed above are meant to merely give you an idea.





## Viconia deVir

**Class:** Cleric  
**Race:** Drow  
**Alignment:** Neutral Evil  
**HP:** 72      **AC:** 6  
**STR:** 10      **INT:** 16  
**DEX:** 19      **WIS:** 18  
**CON:** 8      **CHA:** 14

**Our Rating:** ★

Refer to page #82 for more info

### Comments

Viconia is an outcast from her Underdark homeland, having fled the city of Menzoberranzan for the surface as a victim of vicious Drow politics. Viconia has problems with other people on the surface, as most would kill her on sight purely out of principle. Regardless of her past, you have to admit that she's pretty darn hot, eh?

### Location

You'll find Viconia in **Chapter Two**, being held at the stake inside the **Government District**. Save her, and she'll give the option to join your party.

### Special Equipment

- None



"Trust is for the foolish... and the dead."



## Jan Jansen

**Class:** Illusionist/Thief  
**Race:** Gnome  
**Alignment:** Chaotic Neutral  
**HP:** 51      **AC:** 6  
**STR:** 9      **INT:** 16  
**DEX:** 17      **WIS:** 14  
**CON:** 15      **CHA:** 10

**Our Rating:** ★

Refer to page #82 for more info

### Comments

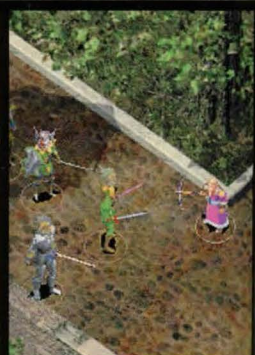
An inventor by trade, Jan has both made and lost several fortunes as adventurer, turnip salesman, and sorcerer's lackey. Jan is an odd one indeed, and we're sure he'll be a favorite amongst BG2'ers out there! We'll admit that he never got along with us though...

### Location

You'll find Jan in **Chapter Two**, selling turnips in the **Government District**.

### Special Equipment

- Jansen Adventurer Wear
- Jansen Techno-Gloves
- Jansen Spectroscopes
- Flasher Launcher, + special ammo



"You know, this reminds me of that time way back."



## Valygar Corthala

**Class:** Stalker  
**Race:** Human  
**Alignment:** Neutral Good  
**HP:** 112      **AC:** -2  
**STR:** 17      **INT:** 10  
**DEX:** 18      **WIS:** 11  
**CON:** 16      **CHA:** 10

**Our Rating:** ★

Refer to page #75 for more info

### Comments

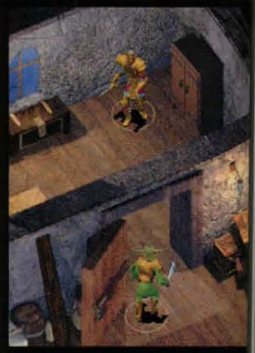
It is Valygar's magical ancestors who eventually brought the family to financial ruin and no small amount of grief, and the ranger has spent his life trying to live down his family's past, bitter and possessed of a hatred of magic. With Valygar in your party, your up for some *real* adventure, we say.

### Location

You'll find Valygar in **Chapter Two**, tucked away inside his cabin in the **Umar Hills**. He'll join your party with little trouble.

### Special Equipment

- Corthala Family Armor
- Corthala Family Blade +2



"Involve me in any filthy magic and I swear there will be hell to pay."



## Keldorn Firecam

**Class:** Inquisitor  
**Race:** Human  
**Alignment:** Lawful Good  
**HP:** 118      **AC:** 0  
**STR:** 17      **INT:** 12  
**DEX:** 9      **WIS:** 16  
**CON:** 17      **CHA:** 18

**Our Rating:** ★

Refer to page #86 for more info

### Comments

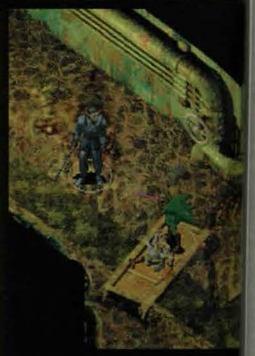
We view Keldorn as the Sir Lancelot of Baldur's Gate II— choosing to uphold the laws of truth from the battlefield, instead of a meeting room. Get him in your group at all costs, as he *is* the true meaning of the raw deal! *Our favorite NPC!*

### Location

You'll find Keldorn in **Chapter Two**, right after accepting the Cult of the Unseeing Eye quest in the **Temple District**. If you accept his offer, he'll join your party and you'll be on your way.

### Special Equipment

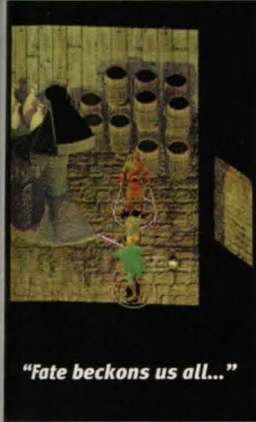
- Hallowed Redeemer
- Firecam Full-Plate Armor



"I pledge my service, and my life if need be."

**Note:** NPC HPs may vary depending on where and when you actually add them to your party. The ones listed above are meant to merely give you an idea.





## Comments

Haer Dalis' is a rarity in the fact that he has the blood of a fiend within his ancestry, giving him an unusual appearance and an aura that makes "primes" (dwellers of the Prime Material Plane) nervous. He's definitely mysterious...

## Location

You'll find Haer Dalis' in **Chapter Two**, tucked away in the back room of **Mekrath's Tower**. You need to first kill Mekrath and release the spell on Haer Dalis' in order to get him in your party.

## Special Equipment

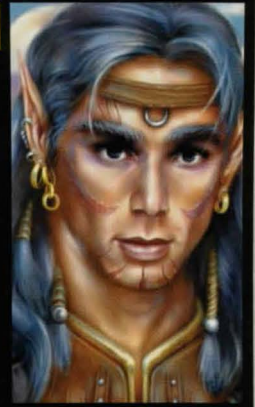
- Entropy +2
- Chaos Blade +2

## Haer Dalis'

**Class:** Blade  
**Race:** Tiefling  
**Alignment:** Chaotic Neutral  
**HP:** 65 **AC:** 7  
**STR:** 17 **INT:** 15  
**DEX:** 17 **WIS:** 13  
**CON:** 9 **CHA:** 16

**Our Rating:** ★

Refer to page #84 for more info



## Comments

There's not much to say about Edwin other than the fact that he's a jerk, plain and simple. Most of you who played the original BG should remember this. But then again, if you're evil, he'll be your best darn friend in all of Faerun!

## Location

Edwin is on the top floor Mae' Var's Guildhall (in the **Docks District**), in **Chapter Two**. After completing a series of small quests that you'll get from Edwin and Mae' Var, you'll get the chance to let Edwin into your group. Wow, I feel privileged.

## Special Equipment

- None

## Edwin Odesseiron

**Class:** Conjurer  
**Race:** Human  
**Alignment:** Lawful Evil  
**HP:** 58 **AC:** 10  
**STR:** 10 **INT:** 18  
**DEX:** 10 **WIS:** 10  
**CON:** 16 **CHA:** 10

**Our Rating:** ★

Refer to page #93 for more info



## Comments

Cernd is a high-ranking druid from a grove to the south of Amn, in the land of Tethyr. Older and experienced, as well as careful in both thought and deed, Cernd has often been called on to perform missions on behalf of his grove. Find him, and you will be part of one...

## Location

Find Cernd in **Chapter Two**, trapped inside of a jail cell in Mayor Logan's dungeon (in **Trademeet**). Only by getting permission from Logan may you take Cernd in your group.

## Special Equipment

- Staff of the High Forest
- Cloak of the High Forest

## Cernd

**Class:** Shapeshifter  
**Race:** Human  
**Alignment:** True Neutral  
**HP:** 80 **AC:** 9  
**STR:** 13 **INT:** 12  
**DEX:** 9 **WIS:** 18  
**CON:** 13 **CHA:** 15

**Our Rating:** ★

Refer to page# 78 for more info



## Comments

Mazzy is the nearest thing to a paladin that a halfling can aspire to. She is a Truesword in the service of the halfling goddess of war, Avoreen, and both her valiance and honor are unquestioned. Nice hair, by the way.

## Location

You'll find Mazzy locked up inside of a small prison cell inside the **Shade Lord's Dungeon**, in the **Temple Ruins**. You'll need to kill the Shadow Jailor and get his key before you can release her.

## Special Equipment

- Sword of Avoreen
- Bow of Avoreen

## Mazzy Fentan

**Class:** Fighter  
**Race:** Halfling  
**Alignment:** Lawful Good  
**HP:** 110 **AC:** 1  
**STR:** 15 **INT:** 10  
**DEX:** 18 **WIS:** 13  
**CON:** 16 **CHA:** 14

**Our Rating:** ★

Refer to page #76 for more info



**Note:** NPC HPs may vary depending on where and when you actually add them to your party. The ones listed above are meant to merely give you an idea.



## WIZARD SPELLS

When asked about mages in AD&D, the most frequently asked question is usually something like, "Which mage school is the most powerful?" To be honest, we don't have an answer. Power is relative. You can have a powerful Necromancer, just as you can have a powerful Invoker. It all depends on exactly *how* you want to play your mage. If you're looking for the Diablo-esque power mage who can just bash his way through anything and everything, then you're going to want a mage who can learn Invocation/Evocation spells. But if you'd rather be more crafty and set up lots of illusions to confuse your enemies, think about

someone with Illusion/Phantasm spells. Make sure to use this chart to plan and see what you'll be able to learn with your specific mage, and which ones you won't be able to learn (because of your opposition school).

If you're really not sure even after reading this entire section, your best bet is to just stick with the standard mage who can learn all the spells. You'll be more than happy with a good jack-of-all-trades, trust us.

## The Eight Schools of Magic

### Abjuration (Abj.)

Most of the spells that deal with Abjuration are protective magics, most of them are mid and high level specialized spells.

### Necromancy (N)

Very restrictive, Necromancy deals with death and restoration. Unfortunately, there aren't very many Necromancy spells in the game (only 15!).

### Invocation/Evocation (I/E)

Invocation and Evocation are the spells that most people imagine when they think of AD&D and magery. You've got your Fireball, your Lightning Bolt, and other such wickedly destructive magics. Above all, make absolutely certain that you don't pick a spell school with Invocation / Evocation as its opposition school.

(Note: In case you were wondering, the opposition school that CANNOT learn I/E spells is Enchantment/Charm).

### Alteration (Alt.)

Alteration is a versatile school, with all sorts of spells that change the current condition of an already existing thing, creature, or condition.

### Divination (D)

Divination is the most limited of all all eight schools, mainly dealing with utility type magics. There are only EIGHT Divination spells in BG2.

### Conjuration/Summoning (C/S)

Conjuration usually brings items from elsewhere, while Summoning actually calls forth a being of some sort from another plane.

### Illusion/Phantasm (I/P)

The Illusionist is the master of all things deceiving, often playing with the senses and minds of others. Illusory magics are very powerful in BG2.

### Enchantment/Charm (E/C)

Enchantment/Charm spells are some of the most powerful in the game, often changing the qualities of an item, person, or creature. There are so very few Enchantment/Charm spells in BG2.

## Quick Facts

### Number of Spells For Each School

Abjuration:	34
Alteration:	23
Conjuration:	38
Necromancy:	15
Divination:	8
Illusion:	14
Invocation:	28
Enchantment:	15

Just remember that any specialist mage can learn any spell in the game as long as it is NOT from his opposition school. Check page #9 for the complete breakdown on Mages, their opposition schools, and all of the individual class kits.

**Did you know?** Offensive spell icons are red, defensive icons are blue, and information spell icons are white. This applies to both mages and priests.

## Select Wizard Spells: In Depth

For the most part, the mage spells in BG2 are pretty self-explanatory. If the name of the spell is something like "Sleep," you can pretty much guess what it will do. Only the select few require any further analyzation. So without further ado, we present a few of our favorites!



### Magic Missile I/E

Level 1 Mage Spell

- Without a doubt, Magic Missile gets our vote for the best spell in the game. We realize that you think it's quite simple at its core, and it really doesn't do much but inflict 1D4+1 damage. What you're forgetting is how many times this spell will save your ass, whether it be to interrupt a mage with its instantaneous casting power, or simply because at level nine you know you will hit with at least 15-20 points of damage. What some people don't realize is that very high level mages (with Rings of Wizardry) can have in upwards of 10-12 level one mage spells. If all of those are set to Magic Missile, that's a whole heck of a lot of damage ready to go!



### Simulacrum I/P

Level 8 Mage Spell

- When you actually get to a level high enough to scribe this spell (level 16), you'll be in heaven. The Simulacrum comes in at 60% of your HP, and at 60% of your overall level. So if you're at max level (17), you'll be able to summon a fully functional level 10 mage! (Note: Your Simulacrum will always have the same spell setup that you currently have, only being limited by his level.)



You can always tell a Simulacrum by the light blue color to the body (the one on the right).



### Spell Trigger I/E

Level 8 Mage Spell

- Spell Trigger is one of those spells that doesn't do anything by itself, but when combined with spells such as Magic Missile, or Lightning Bolt, it starts to get scary... and fast. With this spell in your repertoire, your mage becomes a mobile magic unit who's capable of dealing out some serious damage. You can sequence any combination of three spells that you want—whether it be offensive or defensive—it doesn't matter. Remember that you can only sequence spells that are of SIXTH level or lower.

(Note: One important thing to remember with Spell Trigger is that you can only sequence spells that are of sixth level or lower).



## WIZARD SPELLS

### Select Wizard Spells: In-Depth

## SHIELD SPELL TECHNIQUES

• We had a pretty good feeling that the majority of gamers will have little trouble using 90% of the spells in BG2. But when we asked ourselves about that other 10%, we felt that it needed some clarification. In the chart below, you'll see every shield spell in the game, along with every spell that can break (or dispel) it. Because there are so many variations and wacky shield combinations, it may look complex at first, but stick with and eventually you'll learn to love it!

Shields/Enhancements		Dispel Magics/Breakers	
LEVEL	PROTECTIVE SPELL	DISPEL MAGIC	
1, 3, 4	Armor, Ghost Armor, Spirit Armor	Breach	
2, 4	Invisibility/Improved Invisibility	Detect Invisibility, Detect Illusion (only on standard Invisibility), Oracle	
3	Non-Detection	Detect Illusion, Oracle, True Sight	
3	Minor Spell Deflection	Spell Thrust, Secret Word, Pierce Magic, Ruby Ray of Reversal, Pierce Shield	
3	Protection from Fire, Cold, Acid, Elec.	Breach	
4	Minor Globe of Invulnerability	Spell Thrust, Secret Word, Pierce Magic, Ruby Ray of Reversal, Pierce Shield	
4	Fireshield (Red & Blue)	Breach	
4	Stoneskin	Breach	
4	Otiluke's Resilient Sphere	Dispel Magic	
5	Minor Spell Turning	Spell Thrust, Secret Word, Pierce Magic, Ruby Ray of Reversal, Pierce Shield	
5	Spell Immunity	Spell Thrust, Secret Word, Pierce Magic, Ruby Ray of Reversal, Pierce Shield	
5	Spell Shield	Secret Word, Ruby Ray of Reversal, Khelben's Warding Whip, Pierce Shield	
5	Shadow Door	Oracle, True Sight	
5	Protection from Normal Weapons	Breach	
6	Globe of Invulnerability	Pierce Magic, Ruby Ray of Reversal, Pierce Shield	
6	Spell Deflection	Secret Word, Pierce Magic, Ruby Ray of Reversal, Khelben's Warding Whip	
6	Protection from Magic Weapons	Breach	
6	Mislead	True Sight	
6	Protection from Magic Energy	Breach	
7	Mantle	Breach	
7	Spell Turning	Secret Word, Ruby Ray of Reversal, Khelben's Warding Whip, Pierce Shield	
7	Protection from the Elements	Breach	
7	Projected Image	True Sight	
8	Improved Mantle	Breach	
8	Protection from Energy	Breach	
8	Simulacrum	True Seeing	
9	Absolute Immunity	Breach	
9	Spell Trap	Ruby Ray of Reversal, Pierce Shield	

• After studying this chart long and hard, you'll come to the conclusion that there are four key "breaker" spells that your mage should always have memorized. They are: Dispel Magic, Breach, True Sight, and Ruby Ray of Reversal. With these four spells, you will be able to dispel any sort of magical shields or protective abilities that your enemies are using. *Game on!*

(Note: The ninth level spell "Spellstrike" will dispel any one of these protective magics on the chart. The problem is that it's a level nine, spell, and that you cannot scribe it even if you hit the level cap.)

### Monster/Creature/Elemental Summoning

#### All Mage Spells (Conjuration/Summoning)

- Although Bioware tweaked down the Monster Summoning quite a bit since the first installment of Baldur's Gate, it still remains as one of the most powerful elements in BG2. Not because the monsters themselves are so ridiculously strong, but because of the cheap tactics you can get away with while using them.
- One thing to note is that you'll only be able to control FIVE monsters at any one given time. This includes any combination of elementals, monsters, or animals. In the original BG you could simply overwhelm enemies with a few wands of monster summoning, but now you'll need to use clever tactics to stay ahead. **Example #1:** Break out the Wizard Eye and have it explore along with your monsters, making them a somewhat risk-free scouting party. **Example #2:** You can also use your monsters to clog up doorways in dungeons, thereby granting your mages the necessary time to ready up their massive offensive spells.
- The possibilities are endless, especially so with the wide variety of situations in BG2.



Now this is what we call a scouting party!  
Go monsters! Go monsters! Go monsters!



## PRIEST SPELLS

For the most part, priest spells work exactly like mage spells—they have casting times, ranges, and even belong to certain spell schools. The first primary difference is the fact that the Cleric, Druid, and Ranger don't have any specialization choices to make like the mage does. So in other words, you can't have a Necromancer Cleric, or an Invoker Druid. You pretty much just go with what they get, and that's the end of it. The second major difference is that clerics, druids, and rangers all acquire spells at

level up, instead of by scribing the material to their spellbook. What does this mean to you? No hassle with searching for spell scrolls to scribe, and no extra expenses for actually buying the scrolls themselves.

And as for the eternal question: "Who is tougher, mages or clerics?" Well, we won't even go there. Even though *\*cough\** mages *\*cough\** totally overwhelm everyone in the game... 😊

### Select Priest Spells: In Depth

Players tend to think that because clerics deal primarily with healing and restoration magics, they usually have little to offer in the ways of powerful offensive magic. Oh how wrong they are! Cure spells are definitely the cleric's mainstay, but just check out some of their offensive spells!

### Curing / Healing Spells

- Any and all cure spells are the life and blood of a cleric. Without them, he is really nothing more than a cool-looking guy with a hammer. For the most part, the cleric's main roll is to heal, and keep healing until all of his party members can return to battle. When characters are finally healed is when he can resort to other such spells with a more offensive attitude.
- Don't be afraid to put almost ALL of your memorized cleric spells to curing and restoration spells. For the first half of the game, this is almost essential to your success.
- Mass Cure is one of our favorite "oh crap everyone's dying" spells. It's fast, and it hits everyone in your party without taking the time to stop and pick one specific character. Sometimes, it even helps to just have two clerics repeatedly cast the spell to stay ahead of the damage being dealt to your front line fighters. You'll get a better feel for it once you use a few times.

### Raising Dead / Resurrection

- Raise Dead is basically a very low level revive spell, allowing you to revive one of your lost party members with minimal HP gained. On the other end of the spectrum, you've got Resurrection, which both revives a character AND completely refills his HP. In battle, it's critical to have those extra HP when you're revived, especially when you're practically naked and you need to sift through all that gear laying on the ground below.
- Some of you are probably wondering how long it will be until you get you cleric up to a high enough level to use these spells, right? Well, it won't take you too long. Unlike mages, your cleircs learn their spells upon level up. *Rock on!*

**Note:** It's important to remember that Raise Dead and Resurrection are only good if your character does not get "chunked" during combat. If one of your party members does get chunked, you can just kiss him goodbye forever as there is no chance of reviving him. There is of course, the good ol' reload icon. 😊

### Offensive Magics / Attack Spells

- Offensively, priest spells aren't quite as powerful as mage spells (in general). But notice that's *in general*. There are a few priest specific spells that really rock the house when it comes to raw damage potential.
- Fire Storm (level 7) is an absolute monster (for a cleric), dishing out almost as much damage as the mage spell, Meteor Storm (level 9). Lets take a closer look:

**Meteor Storm (mage spell):** does anywhere from 4-40 damage for four rounds, as long as the target stays in its field of destruction. This is solid damage!

**Fire Storm (cleric spell):** does 2D8 + 1 point for every level of the caster, and also lasts for four rounds. Potentially, this spell could do 37 (16 + 21) points of damage per round!

- So as you can see, it's not THAT much crappier than the level nine Meteor Storm spell! And this is only one specific example out of dozens!



Look at that shine! And it couldn't ever be done without the help of a cleric (or druid)!



Believe it or not, that little pile of stuff will soon be a fully resurrected character!




Fire Storm can make short work of anything in its wake. Just check out the coverage!




# WIZARD SPELLS


## LEVEL ONE

Critical Spells:   


**scrl68 Burning Hands**  
A handy little fire spell that does very little damage at low levels, but gets better as you go higher (it gains two points of damage per level).  
**Alt.** 


**scrl70 Color Spray**  
This spell usually renders low level creatures unconscious, but rarely effects high level ones. Be careful as you *can* hit your own party members...  
**Alt.** 

**scrl80 Shocking Grasp**  
Another moderate damaging close range spell (doing 1-10 points of damage). Good for low level mages, but not much else.  
**Alt.** 


**scrl84 Larloch's Minor Drain**  
This spell drains your target by 1-4 HP, and returns the damage to the caster. It is possible to go above your maximum HP with this spell.  
**N** 


**scrl82 Chill Touch**  
This spell deals out 1-8 points of damage, and it also forces the target's THACO to incur a -2 penalty when it connects. *Offense and defense baby!*  
**N** 


**scrl75 Identify**  
An absolute essential spell to complete BG2, unless you plan on spending some serious cash to identify all those magic items you find.  
**D** 


**scrl76 Infravision**  
Unfortunately, we found this spell to be completely useless in BG2. Maybe it would work better if it offered a light radius like in Diablo?  
**D** 


**scrl77 Magic Missile**  
Another absolutely essential spell, Magic Missile is one of the few magical energy spells that seems to work on even the toughest of enemies.  
**I/E** 

**scrl79 Shield**  
This spell sets the caster's AC to 4 against normal weapons, and 2 against missile weapons. This is very useful for low-level mages.  
**I/E** 

**scrl83 Chromatic Orb**  
At seventh level (when this spell is maximized), it does 2-16 points of damage, and paralyzes the target for two turns. Again, it's useful at low levels.  
**I/E** 


**scrl5u Reflected Image**  
This is like a watered down version of Mirror Image, but it works. Try to stick with Mirror Image if you can (as it offers more images per your level).  
**I/P** 


**scrla6 Spook**  
When used, this spell makes the caster look more impressive than he actually is. It works against low-level monsters.  
**I/P** 


**scrl71 Blindness**  
Like it sounds, this spell will temporarily blind your target. If it hits, it will raise its AC by 4, and lower its "to attack roll" by 4.  
**I/P** 


**scrl78 Protection from Evil**  
Awesome against Nabassus or other such demonic creatures, this spell is critical during all parts of the game.  
**I/P** 


**scrl73 Protection from Petrification**  
Strangely enough, we didn't encounter a single enemy who has a flesh to stone effect. Traps on the other hand...  
**Abj.** 


**scrl67 Armor**  
This spell is very low level, and only lowers your AC to 6. If you're already below that (which most of you are), don't even waste your time.  
**C/S** 

**scrl66 Grease**  
This one explodes like a Cloudkill spell, but instead of damaging your targets, it simply slows them down. Great for use with Archers.  
**C/S** 

**scrl6d Find Familiar**  
One of the cooler (and more complex) spells in the game, check our sidebar on the Wizard page of the character creation section.  
**C/S** 


**scrl69 Charm Person**  
Overall, one of the most useful spells when you encounter problems in town. It's a critical spell to complete certain quests with ease.  
**E/C** 


**scrl81 Sleep**  
Like the name sounds, this spell puts targets to sleep. Note that it only works with very low level monsters, which makes it somewhat useless.  
**E/C** 


**scrl72 Friends**  
This spell grants the caster 204 of CHA points to his ability score (temporarily). Use it before you talk to a merchant to get better prices.  
**E/C** 


## LEVEL TWO


Critical Spells:   


**scrl91 Knock**  
The Knock spell unlocks doors, chests, and magically sealed containers. It's really only useful if you don't have any thieves in your party.  
**Alt.** 


**scrl98 Strength**  
If your character has below 18 STR, then this spell will raise ihm up to 18/50. If not, then it will actually lower it! Keep track!  
**Alt.** 


**scrl3g Vocalize**  
This spell is useful when one of your spellcasters has been silenced, since it doesn't actually work if the caster himself has been silenced...  
**Alt.** 

**scrl1c Ghoul Touch**  
This spell works much like a Hold Person spell, except you have to be up close and personal for it to take effect. *Useful spell!*  
**N** 


**scrl89 Horror**  
The main problem with Horror is that most players don't want to make enemies run away in fear. Especially since it only works on crap-weasels...  
**N** 


**scrl92 Know Alignment**  
This spell is absolutely useless. It's fun if you're particularly suspicious of someone you're talking with, but otherwise...  
**D** 


**scrl87 Detect Invisibility**  
For low-level mages, this spell is critical. If there are any hidden or invisible creatures nearby, this will dispel all of the effects.  
**D** 


**scrl16 Aganazzar's Scorch**  
It has a long cast rate, but it does do some decent damage (3-18 points of damage). You'll use it in the beginning of the game, and not much after.  
**I/E** 


**scrl99 Web**  
Web only works when you cast it into a room that is otherwise unexplored. If the targets get stuck, why not rip it up with a Fireball afterward?  
**I/E** 


**scrl97 Stinking Cloud**  
We found this spell to be useful when used in conjunction with the Animate Dead spell (since the skeletons are impervious to the cloud's effects).  
**I/E** 


**scrl85 Blur**  
Blur reduces the mage's AC by 3, no matter what your current AC happens to be. This is one of our favorite simple defensive spells.  
**I/P** 

**scrla2 Deafness**  
Cast this spell on an enemy spellcaster to lower his successful casting rate by 50%. Great for those darned Cowled Wizard... er, nevermind.  
**I/P** 

**scrl90 Invisibility**  
Did you know that you can cast this on your thief, and then have him backstab as normal? He will receive no penalties... saweeet!  
**I/P** 


**scrl96 Mirror Image**  
At levels 12 and higher, you will receive 8 reflections when you cast this spell. Each image will absorb one hit before disappearing.  
**I/P** 


**scrl94 Resist Fear**  
Fear effects are common, which is why this spell is actually worth keeping on one or two of your party members at all times (when in battle).  
**Abj.** 

**scrl6e Power Word Sleep**  
Unfortunately, this only works on character with fewer than 20 HP. So... lets see, you can use it on Gibberlings if you want, or maybe Baby Spiders...  
**C/S** 

**scrl95 Melf's Acid Arrow**  
This spell hits for initial damage, and then follows up with two more hits for the next two turns. It works wonders as a spellcaster disruption tool!  
**C/S** 


**scrla3 Glitterdust**  
Glitterdust is like an area-effect version of Blind, causing enemies suffer -4 to their attack rolls and AC. We like this spell for its simplicity.  
**C/S** 


**scrl6f Ray of Enfeeblement**  
If this spell hits, it reduces the target's STR ability to 5. Effective for specialized situations or against enemies with crappy saving throws.  
**E/C** 

**scrl93 Luck**  
While there aren't officially any "Luck" stats in the game, this spell *can* increase your success rate of certain skills. Or so we're told...  
**E/C** 

## LEVEL THREE

Critical Spells:   


**scrl4h Haste**  
One of the most critical spells in the game, you'll probably find yourself using Haste even when you're outside of battle. *Absolutely top-notch!*  
**Alt.** 

**scrla0 Slow**  
The opposite of Haste, use Slow to knock the edge off those speedy characters that just don't give up. We like who one as a defensive spell.  
**Alt.** 




# WIZARD SPELLS

**scrlap Skull Trap**

 This spell is much like a Glyph of Warding because it stays until crossed by an enemy (or ally). It explodes for moderate damage in a 30-foot radius.


**N**

**scrl6l Hold Undead**

 This spell is much like Hold Person, except that it only works with Undead creatures. We found it somewhat useful now and then.


**N**

**scrlaq Vampiric Touch**

 This spell maxes out at 3-36 points of damage for 12th level caster, which isn't incredible, but definitely isn't too scrubby, either.


**N**

**scrl6k Detect Illusion**

 This spell will get rid of any 3rd level or lower Illusion / Phantasm spells. It takes care of things like Mirror Image, Invisibility, Non-detection, etc.


**D**

**scrlad Clairvoyance**

 This spell will uncover an entire area, although the area will remain under the fog of war (unlike the Farsight spell). Very, very useful!


**D**

**scrlas Melf's Minute Meteors**

 Each meteor inflicts 1D4 of damage, and the caster gets one for each experience level attained (nice at level 17).


**I/E**

**scrlas Lightning Bolt**

 At maximum level, it will do 10D6 points of damage. It's the one of the most effective spells in the game when combined with spells like Spell Trigger!


**I/E**

**scrlag Fireball**

 Like Lightning Bolt, Fireball does 10D6 points of damage at maximum level. The only problem is that darn blast radius...


**I/E**

**scrlaj Invisibility 10' Radius**

 Anyone within ten feet will be invisible following the successful casting of this spell. It's very useful when you're in tight areas.


**I/P**

**scrl6j Spell Thrust**

 The important thing to remember with Spell Thrust is the fact that it will dispel all enhancement / protective magics of 5th level and lower.


**Abj.**

**scrlan Protection from Normal Missiles**

 This will protect the caster from all forms of missile attacks, as long as it's not magical in nature (like Magic Missile, or enchanted arrows of any type).


**Abj.**

**scrl6g Minor Spell Deflection**

 This spell is tricky, but for the most part it simply absorbs spells that are cast directly at the caster.


**Abj.**

**scrlay Remove Magic**

 Much like Dispel Magic, except it only works on enemies instead of both enemies and allies. *Very useful!*


**Abj.**

**scrlsm Non-Detection**

 This spell is nice to cast on your thief right after you made him invisible. Basically, it prevents him from being detected.


**Abj.**

**scrl6i Protection from Cold**

 This spell absorbs 50% of all cold-based damage inflicted on the caster. Unfortunately, not many enemies use cold-based attacks.


**Abj.**

**scrl6h Protection from Fire**

 Like Prot. from Cold, except this one absorbs 80% of all fire damage. In BG2, this is much more useful as it seems like enemies are always using fire.


**Abj.**

**scrlae Dispel Magic**

 If some of your party members are enchanted by a Confusion or Emotion based spell, whip out some Dispel Magic action and free them of their trouble.

**Abj.**

**scrlat Ghost Armor**

 Ghost Armor gives the caster a fake set of plate armor, lowering his/her AC to 2. Nice, but we say you should wait for Spirit Armor...


**C/S**

**scrlal Monster Summoning I**

 Monster Summoning has been toned down in BG2, only letting the player be in charge of five monsters at any one time.


**C/S**

**scrlaf Flame Arrow**

 At 15th level, this spell can deal out 5D6 (x3) points of damage. Although we never got it to work, that's massive!


**C/S**

**scrlai Hold Person**

 This spell basically does exactly what it says—it holds people. If you can stop one or two guys, it's well worth the trouble of casting it.




**E/C**

**scrlas Dire Charm**


 This spell works almost exactly like the standard Charm Person spell, except it has a greater success rate due to the saving throws.

**E/C**

**LEVEL FOUR**


Critical Spells:   

**scrlsj Otiluke's Resilient Sphere**

 This spell can be used to effectively "lock-down" an enemy spellcaster, thereby preventing them from casting spells.


**Alt.**

**scrlsl Polymorph Other**

 Use this on lower-level enemies and permanently morph them into something else. We used this spell very rarely if ever.


**Alt.**

**scrlsm Polymorph Self**

 This spell lets you turn into either a Gnome, a Spider, an Ogre, or a Mustard Jelly. It's nice, but if shapechanging is your thing, why not play a Druid.


**Alt.**

**scrlzv Stoneskin**

 There is none better than Stoneskin when it comes to protecting your mage. There is, but you know what we mean. It's simply an *awesome* spell!


**Alt.**

**scrl6q Teleport Field**

 This spell is extremely useful when surprised, as you can cast it to randomly warp all of your enemies to other locations while you prepare for battle.


**Alt.**

**scrla1 Wizard Eye**

 The ultimate in scouting spells, this spell is the next best thing to having a Familiar. It can't attack or make witty comments, but it can see!


**Alt.**

**scrla8 Contagion**

 If it connects, the Contagion spells will reduce your targets STR, CHA, and DEX by two points.

**N**

**scrlsk Spirit Armor**

 The best of all the armor spells, this one lowers the AC down to 1, and also adds a +3 bonus to save vs. magical attacks.


**N**

**scrlaq Farsight**

 Use this one to check out suspicious areas on the map—it's especially nice because you don't need to have the area exposed for this spell to work.


**D**

**scrl6p Minor Sequencer**

 This spell will sequence two spells that are second level or lower. It's a wicked spell for both low and high-level level mages!


**I/E**

**scrlax Ice Storm**

 Ice Storm will deal out 2D8 points of damage for four rounds, covering a 40-foot radius. It's powerful, but very limited because of its range.

**I/E**

**scrl6n Fire Shield (Red)**

 Fireshield Red is one of the greatest spells around, offering both 50% fire resistance along with a shield that damages enemies at close range. *Wicked!*


**I/E**

**scrlaw Fire Shield (Blue)**

 Just like Fireshield Red, except this one protects from cold damage. Because cold is used, we don't like it as much as Fireshield Red.


**I/E**

**scrlzy Improved Invisibility**

 Like it sounds, it's basically "improved" only because the caster can attack while invisible, whether it be magical or otherwise.


**I/P**

**scrlaz Minor Globe of Invulnerability**

 The important thing to remember about Minor Globe is that it blocks third-level spells and lower.


**Abj.**

**scrlsg Remove Curse**

 Should you happen to stumble into one of the game's many cursed items, this spell will help you take it off and rid yourself of its negative effects.


**Abj.**

**scrl6o Secret World**

 This spell randomly dispels one eighth level (or lower) spell from the target. Useful, albeit very general.

**Abj.**

**scrlza Monster Summoning II**

 Slightly better than MS I, this one summons 12HD of monsters instead of 8HD. Not bad, but MS III is better...


**C/S**

**scrl6r Spider Spawn**

 This spell becomes useful when your mage hits 12th level, as it summons a Sword Spider instead of the normal Giant Spider.


**C/S**

**scrlau Confusion**

 Like it sounds, this spell causes the target to become confused. Creatures with low WIS are more easily affected by this spell.


**E/C**

**scrlgi Greater Malison**

 Greater Malison essentially lowers all of the target's saving throws by 4. This is a great spell to cast right before hitting a Death or Confusion spell.


**E/C**

**scrlsh Emotion: Hopelessness**

 If this spell connects, your enemies will simply drop to the floor and give up. We didn't use it much, though.

**E/C**

**scrl6m Enchanted Weapon**


 This spell summons forth a weapon that is +3, and whether it be axe, mace, long sword, or short sword is entirely up to the caster.

**E/C**

**LEVEL FIVE**

Critical Spells:   

**scrlzd Animate Dead**

 Skeletons are very powerful in BG2 because they are immune to the psionic abilities of the Mind Flayers. Get this spell as soon as possible!

**N**



**scrl6w Oracle**

The important thing to remember about Oracle is that it dispels all fifth level and lower Illusion/Phantasm spells.

**D**

**scrl6z Phantom Blade**

The Phantom Blade is a +3 sword that your mage can wield like a standard weapon, with an extra bonus of +10 against undead creatures.

**I/E**

**scrl2e Cloudkill**

Cloudkill is like a giant poison cloud, basically hitting everyone within its radius with 1D10 damage for every round that they remain.

**I/E**

**scrl2f Cone of Cold**

The higher your level, the more explosive this spell becomes. It increases in both range and damage, making it one of our favorites.

**I/E**

**scrlar Sunfire**

An awesome defensive spell for a solo mage, Sunfire is just like Fireball but without any damage inflicted to the caster.

**I/E**

**scrl2h Shadow Door**

This will temporarily allow the caster to remain unseen, and can only be dispelled by a True Seeing spell.

**I/P**

**scrl6u Breach**

Breach takes care of most of the minor combat protections that a wizard might currently be wearing (i.e. Armor, Shield, Protection magics).

**Abj.**

**scrl6v Lower Resistance**

If you want to pound on Drizzt Do'Urden, try hitting him with two or three of these spells (the percentage is cumulative).

**Abj.**

**scrl7d Minor Spell Turning**

Essentially, this spell bounces back all level four spells (and lower) back to the original caster. Very useful for Charm and Hold spells.

**Abj.**

**scrl6s Spell Immunity**

Very powerful, this spell renders the caster immune to all spells from one specific school of your choice (you'll be prompted once you cast it).

**Abj.**

**scrl8x Spell Shield**

Spell Shield protects the caster against shield breakers, and dispel magics. It will absorb the first spell that hits it, then it will wear off.

**Abj.**

**scrl6y Protection from Acid**

This spell gives the caster complete immunity to all acid based attacks. Acid attacks are just so rare...

**Abj.**

**scrl5t Protection from Electricity**

Try casting this inside of a small, cramped dungeon in conjunction with your Lightning Bolt spell.

**Abj.**

**scrl6t Prot. from Normal Weapons**

Normal weapons means that you'll be protected from anything that is non-magical. Great for low level baddies.

**Abj.**

**scrl7b Conjure Lesser Air Elemental**

Just like it sounds, you'll create a Lesser Air Elemental. This spell is average at best.

**C/S**

**scrl7c Conjure Lesser Earth Elemental**

Like the Air spell, but this one summons an Earth Elemental. Better than Air, but still mediocre.

**C/S**

**scrl6x Conjure Lesser Fire Elemental**

The main problem with all the elemental spells is that you only get one, and they aren't that tough.

**C/S**

**scrl2g Monster Summoning III**

The most powerful monster summoning that you'll get in BG2, this spell is one of the few essential spells in the game.

**C/S**

**scrl5o Hold Monster**

Like the spell Hold Person, except this one works well on monsters instead of people. Helpful, although rarely needed.

**E/C**

**scrl5p Chaos**

For all intensive purposes, this spell is exactly the same as the Confusion spell. Save yourself the money and buy a different scroll.

**E/C**

**scrl5n Domination**

This spell enables the caster to control the actions of the affected, using them for whatever purposes he wishes. We like this spell a lot...

**E/C**

**scrl5q Feeblemind**

Cast this on an enemy mage to temporarily disable him from casting spells. Try using Greater Malison to increase your success rate first.

**E/C**

**LEVEL SIX**

Critical Spells:   

**scrl7t Disintegrate**

Disintegrate will kill whatever it touches (if the save is failed). We noticed that this spell works best against fighters because of their crappy saving throws.

**Alt.**

**scrl7h Flesh to Stone**

Like it sounds, this spell will turn a creature that is made of flesh into a stone statue. Very powerful indeed...

**Alt.**

**scrl8c Stone to Flesh**

This spell reverses the effects of Flesh to Stone. But unlike the original BG, you won't find yourself needing it much.

**Alt.**

**scrl7g Tenser's Transformation**

Essentially, this turns your wizard into a maniacal fighting machine for the duration of the spell. Useful in melee.

**Alt.**

**scrl7q Improved Haste**

Like regular Haste, but it actually doubles the number of attacks for the target. The major drawback is that it only works on one person.

**Alt.**

**scrl7i Death Spell**

This spell sounds powerful in theory, but it never seemed useful for the situation. Nine times out of ten, it never worked against boss creatures.

**N**

**scrl7m True Seeing**

This spell will dispel ALL Illusion/Phantasm magics within a 20 foot radius of the caster. Find this scroll at all costs.

**D**

**scrl7s Chain Lightning**

The nicest thing about Chain Lightning is that it does exactly what the name implies: it chains from one enemy to the next. Excellent!

**I/E**

**scrl7u Contingency**

This spell is like a failsafe, letting you customize certain spells to automatically cast if a certain condition is met. Another excellent level six spell...

**I/E**

**scrl7r Death Fog**

This spell is actually like a giant acid cloud, inflicting all sorts of massive damage to those who are in its radius.

**I/E**

**scrl7k Mislead**

This spell creates a non functioning body double of the caster, thereby misleading enemies into not knowing which body is real, and which is fake.

**I/P**

**scrl7v Spell Deflection**

This spell will deflect any and all spells up to ten levels worth of power, meaning that it will be gone if it deflects two level five spells (5 + 5 = 10).

**Abj.**

**scrl7f Globe of Invulnerability**

Like the Minor Globe, except this spell prevents any spells of fourth level and lower from entering the sphere.

**Abj.**

**scrl7l Pierce Magic**

This spell will cancel one spell that is of sixth level or lower, and it will also lower the magic resistance of the target by 1% per level.

**Abj.**

**scrl7j Prot. from Magic Energy**

This spell will reduce the damage from spell like Magic Missile by 50%, making it very useful indeed.

**Abj.**

**scrl7o Prot. from Magic Weapons**

This spell grants total immunity to all magic weapons. Unfortunately, it only lasts a short while (a few seconds).

**Abj.**

**scrl7e Invisible Stalker**

We like Invisible Stalkers because they are simple to control, very obedient, and also quite powerful. Get this spell and you'll thank us later...

**C/S**

**scrl8b Summon Nishruu**

A Nishruu is only effective against an enemy mage, as it is completely immune to magic, and when it attacks, it actually drains memorized spells.

**C/S**

**scrl8a Carrion Summons**

This spell summons enhanced Carrion Crawlers, which just aren't very useful in BG2. Skip this spell if you need the space.

**C/S**

**scrl7w Wyvern Call**

Just like it sounds, this spell summons forth a Wyvern. We found that while they seem cool, they're really not that useful against tougher monsters.

**C/S**

**scrl7y Conjure Air Elemental**

This spell is like its little cousin, except that it summons a standard elemental instead of a Lesser one.

**C/S**

**scrl7z Conjure Earth Elemental**

Like Air, except this guy is Earth. Useful, but not as good as the Greater incarnations of this spell.

**C/S**

**scrl7x Conjure Fire Elemental**

La la la... you guys know the deal with this one. It summons a big fiery demon that eats everyone around. Actually, we're kidding.

**C/S**

**scrl7p Power Word Silence**

This spell is wicked because there is absolutely NO saving throw. If you cast it, your enemy is silenced for three rounds, period.

**C/S**


**LEVEL SEVEN**

Critical Spells:   



# WIZARD SPELLS


**scri8m Sphere of Chaos**



This spell gets our "wackiest in the game" award, mainly because it does everything from healing your target to turning them into a squirrel!

**Alt.**


**scri8g Ruby Ray of Reversal**



This is one of the only spells in the game to get rid of those goofy Spell Traps the Liches always use. Very, VERY useful!

**Alt.**


**scri8v Control Undead**



Almost like a Charm spell for undead creatures, we found quite a few uses for this spell throughout the game. Get it, and you'll use it.

**N**

**scri8o Finger of Death**



Even if the creature makes the saving throw against death, this spell usually does about 15 points of damage.

**N**


**scri8r Mordenkainen's Sword**



When created, this sword damages as a +4 weapon, while still allowing the caster to continue with other spells.

**I/E**


**scri8n Delayed Blast Fireball**



This Fireball acts like a Glyph of Warding and just sits until something crosses its path. Great for certain situations.

**I/E**


**scri8l Spell Sequencer**



This spell allows the caster to sequence three spells of fourth level or lower. Great when used with Lightning Bolts!

**I/E**


**scri8f Projected Image**



This spell is almost like Simulacrum, except the caster can't move once the image has been made. Only when it dies can he resume movement.

**I/P**


**scri8w Mass Invisibility**



Just like it sounds, this spell will cover a 30-foot radius with the Improved Invisibility spell. This comes in handy when the whole party needs to stay stealthy.

**I/P**


**scri8e Protection from the Elements**



This spell protects against all elements, with a 75% resistance rate. It will also dispel all added effects from weapons.

**Abj.**


**scri8d Spell Turning**



This spell will reflect 12 levels worth of spells before disappearing. Simply awesome for high-level, one on one mage battles.

**Abj.**


**scri8h Khelben's Warding Whip**



This spell will dispel one protection spell (up to level 8) for three rounds, making it valuable when mages have more than one spell activated.

**Abj.**


**scri8j Mantle**



This spell renders the caster completely immune to all weapons that are +3 or less. Its only downfall is that it lasts for only four rounds.

**Abj.**


**scri44 Limited Wish**



So many options! So many goodies! Such a weirdo Djinni! You have to tinker with this spell to believe it!

**C/S**


**scri8i Cacofiend**



This spell summons a demon (like a Nabassu), so make sure to put on Protection from Evil before casting it. If you don't... well, it will probably kill you.

**C/S**


**scri8q Power Word Stun**



One of our favorite spells because the effectiveness is scaled up according to the amount of HP for the monster your facing. *More HP = more stun time!*

**C/S**


**scri8t Summon Djinni**



Just like it sounds, you can summon a Djinni to help you fight in battle. Unfortunately though, he won't grant any wishes while he's at it...

**C/S**


**scri8s Summon Efreeti**



Just like the spell above, except it will be an Efreeti instead of a Djinni. Efreeti's are almost the same except they have legs, and are fire based.

**C/S**


**scri8u Summon Hakeashar**



Just like the spell Summon Nishruu, but ten times better. This guy is more powerful, has more HP, and is immune to normal weapons.

**C/S**

**scri8p Prismatic Spray**




The three best effects: Red- 20 points of damage, Orange- 40 points of damage, and Yellow - 80 points of damage. This is a great spell, so use it often!

**C/S**

**LEVEL EIGHT**

Critical Spells:   


**scri9g Abi-Dalzim's Horrid Wilting**



This spell inflicts 108 worth of energy damage for every level of the caster up to level 15. That's a whole lotta damage!

**N**


**scri9e Incendiary Cloud**



A huge Cloudkill-like spell that inflicts 104 points of damage per level of the caster, effecting enemies for every round they stand in it.

**I/E**


**scri9d Spell Trigger**



This spell lets you sequence three level six (or lower) spells to be hit at one time. Our vote for most useful (and enjoyable) spell in the game.

**I/E**


**scri8z Simulacrum**



A duplicate of the caster is created upon casting this spell, and the duplicate is fully functional with both spells and physical attacks.

**I/P**


**scri9a Pierce Shield**



This spell cancels one protective spell of any level (including Spell Trap). It also reduces the magic resistance of the target by 10% +1% per level.

**Abj.**

**scri9c Improved Mantle**



This spell renders the caster completely immune to all weapons that are +4 or less. Its only downfall is that it lasts for only four rounds.

**Abj.**


**scri8y Protection from Energy**



This spell offers 75% resistance to almost every type of offensive spell in the game, excluding magical weapons.

**Abj.**


**scri9j Power Word Blind**



Blind all enemies within a 10 foot radius, making them practically helpless against your pressing attack.

**C/S**


**scri9h Maze**



This spell sends enemies into another dimension. The amount of time they remain mazed depends on their INT score (with lower scores staying mazed longer).

**C/S**


**scri9b Summon Fiend**



This is a more powerful version of Cacofiend that summons an even more powerful demon. Keep that Protection from Evil handy!

**C/S**


**scri9a Symbol Death**



Like a Glyph of Warding, except this one affects everyone with the Death spell. Note that it doesn't work on things with more than 60HP.

**C/S**


**scri9f Symbol Fear**



Just like Symbol Death, except this spell instills fear into the enemy instead of killing it. It works more frequently, but the effect isn't as desirable.

**C/S**

**scri9p Symbol Stun**



Our favorite of the three "Symbol" spells, this one works almost all the time, and lets you and your party take pot shots while the enemy stands frozen.

**C/S**

**LEVEL NINE**

Critical Spells:   


**scri9y Shapechange**



This spell lets the caster turn into a Mind Flayer, Iron Golem, Giant Troll, Greater Wolfwere, or Fire & Ice Salamanders. Pretty self explanatory...

**Alt.**


**scri9r Time Stop**



Ugh... the most frustrating piece of crap spell ever put into a game (when a Lich casts it). Time Stop does exactly as it sounds, for 30 seconds.

**Alt.**


**scri9v Wail of the Banshee**



This spell causes all enemies to save vs. death or die instantly, but the effect does n't hurt your allies.

**N**


**scri9x Black Blade of Disaster**



This is the most powerful phantom sword that the mage can create, and it acts as a +5 weapon.

**I/E**


**scri9q Chain Contingency**



Just like the Contingency spell, except this one lets you chain up to THREE spells individually set for different conditions! Thank god you can't scribe this one...

**I/E**

**scri9t Meteor Swarm**



A simple spell that does 4-40 points of damage to everyone in its wake. There is no saving throw, so some sort of damage is guaranteed.

**I/E**


**scri9m Spellstrike**



This is the single most powerful dispel magic that exists, as it dispels ALL the target's protective magics at once. *The best!*

**Abj.**


**scri9p Absolute Immunity**



This one should be called "Super Improved Mantle" as it protects the caster from all weapons that are +5 or less, but only lasts for four rounds.

**Abj.**


**scri9z Freedom**



This is the spell to cast if one of your characters has been thrown into a Maze or Imprisonment spell. These scrolls are priceless!

**Abj.**


**scri9s Imprisonment**



Just like the Maze spell, except this one is PERMANENT. That's right, if you get hit by it, you're gone forever. The only way out is with a Freedom scroll.

**Abj.**


**scri9l Spell Trap**



This spell should be called Cheesy Lich Shield (since they use it so much), and it absorbs 30 levels of spell damage! The best protection money can buy!

**Abj.**

**scri9u Power Word Kill**



This spell will instantly kill any creature who is of 60 HP or fewer. Best of all, there is NO saving throw!

**C/S**

**scri9n Gate**



This spell summons a Pit Fiend, the most powerful demon in the game. Brutally wicked creature!

**C/S**



# PRIEST SPELLS

## LEVEL ONE

### Armor of Faith



Armor of Faith absorbs a certain percentage of the damage intended for the bearer. At 20th level, it will absorb 25% of the total damage received!

### Bless



Bless raises all of your attack rolls by one. The best part about Bless is that you can almost always have it memorized (because it's level one).

### Command Word: Die



This spell is not to be confused with the mage spell, Power Word Kill. This one puts the monster to sleep for one round instead of killing it. Neat!

### Cure Light Wounds



Remember that Cure Light wounds only heals between 1-8 HP. Relatively low by itself, but nice when you have like ten of them.

### Detect Evil



Use this spell to check and see if there are any evil creatures (or characters) nearby. This will give you the names of everyone in the area.

### Doom



Casting this spell on an enemy reduces all his rolls by -2, including THACO and saving throws.

### Magical Stone



This whizbang spell creates a magical pebble that does 1D4 points of damage. Incredible, simply incredible.

### Protection from Evil



Useful against Nabassus or other such demonic creatures, we still like the big brother (10' Radius) a bit better for most situations.

### Remove Fear



This spell raises the recipient's morale, preventing him from being affected by Fear so easily.

### Sanctuary



While sanctuaried, the priest remains totally invisible to everyone, and may only cast healing or restoration based spells. No offense allowed!

### Shillelagh



This goofy spell makes a magic hammer that pounds Clay Golems into oblivion. It does 2D4+1 damage.

## LEVEL TWO

### Aid



Everyone under the Aid spell gets +1 to all of their attack rolls, plus an additional 8HP added to their maximum. Simple, and effective.

### Barkskin



This spell is even nicer than the mage's armor spells because it actually gets better with the increased level of the caster. It starts at base AC6.

### Chant



All attack, damage, and saving throw rolls are increased by one when this spell is cast. Also, the enemies' respective rolls are reduced!

### Draw Upon Holy Might



STR, DEX, and CON are all increased by one point per level of the caster. Like most priest spells, this one only gets better!

### Find Traps



This spell works exactly the same as if you were using the thieves' Detect Traps ability. The only difference is that this spell has a 100% success rate.

### Flame Blade



This spell was one of our favorite ways to keep those pesky Trolls from returning back from the dead. *Fire in the Troll!*

### Hold Person



This spell basically does exactly what it says it does—it holds people. With characters who have good saving throws, don't even waste your time.

### Know Alignment



A neat spell in theory, but never used much in the game itself. It does exactly as it sounds, by letting you know the alignment of those around you.

### Resist Fire and Cold



This spell reduces all fire and cold damage by 50%, essentially casting two level three mage spells for the price of one.

### Silence 15' Radius



This spell will prevent all spellcasters in the area from casting any spells if they are caught in the 15-foot radius.

### Slow Poison



Just like it sounds, this spell slows the effects when your character has been poisoned. It's the next best thing to neutralizing it altogether.

### Spiritual Hammer



This spell calls forth a super-enhanced hammer that can be used as a normal weapon, and can receive +3 to attack and +3 to hit at 13th level.

## LEVEL THREE

### Animate Dead



Skeletons are very powerful in BG2 because they are immune to the psionic abilities of the Mind Flyers. Get this spell as soon as possible!

### Cure Disease



This spell not only cures disease, but it cures blindness, and deafness as well. A very useful spell when fighting those dirty dungeon creatures.

### Cure Medium Wounds



A more powerful incarnation of Cure Light Wounds, this spell cures 14 HP per cast. One or two of these should get you back into working order.

### Dispel Magic



If some of your party members are enchanted by a Confusion or Emotion based spell, whip out some Dispel Magic action and free them of their trouble.

### Glyph of Warding



The Glyph of Warding deals out from 1-4 points of damage per level of the caster to whoever runs into it.

### Holy Smite



Any evil enemies in the area suffer 1-4 points of damage for every level of the caster (with a save for half). A nice spell when you're level ten or so.

### Invisibility Purge



Much like the mage spell Detect Invisibility, except this one also dispels all Sanctuaried characters as well.

### Miscast Magic



Hit an enemy mage with this spell and he's looking at an 80% chance of failing to cast his next spell. An excellent interrupt attack!

### Protection from Fire



This spell absorbs 80% of all fire damage. In BG2, this is very useful as it seems like enemies are always using fire attacks in one way or another.

### Remove Curse



This spell works much like the mage spell because it removes any cursed items you may have accidentally equipped.

### Remove Paralysis



This spell is the countermeasure to any of the game's paralysis effects. Simply cast it to dispel them.

### Rigid Thinking



This spell induces a similar effect to Confusion, making the target wander around aimlessly attacking whatever it sees.

### Strength of One



This spell sets everyone's STR to 18/75, and it lasts for one turn (not round). This spell affects the whole party when cast.

### Unholy Blight



The opposite of Holy Smite, this spell inflicts good-aligned characters with 1-4 points of damage for every level of the caster (with a save for half).

### Zone of Sweet Air



An absolute essential spell, ZOSA removes any and all unwanted cloud-based effects in the area. Have this one memorized at all times!

## LEVEL FOUR

### Animal Summoning I



If you're lucky, you'll get three wolves or dogs to use as fodder for enemy archers. They also work well to clog up doors.

### Cause Serious Wounds



The opposite of Cure Serious Wounds, this spell inflicts 17 points of damage to the target.

### Cloak of Fear



Anyone within three feet of the caster must make a save vs. fear or suffer the effects. We never used this spell, ever.

### Cure Serious Wounds



Cure Serious Wounds will heal 17 HP upon being cast on one of your party members. This spell is especially nice when you get three or four of them memorized.

### Death Ward




This spell defends against all forms of Death magic including: Finger of Death, Disintegrate, Power Word Kill, and the Death spell.



# PRIEST SPELLS

**Defensive Harmony**




Essentially, all affected by this spell will gain +2 to their AC, and it lasts for 10 rounds.

**Farsight**




Use this one to check out suspicious areas on the map—it's especially nice because you don't need to have the area exposed for this spell to work.

**Free Action**




Another essential priest spell, this one lets you move freely while under the effects of any spells that attempt to tie you up or hold your position.

**Holy Power**




STR will be set 18/00, the caster will gain the THACO of a fighter equal to his level, and also one temporary HP for each level of the caster.

**Lesser Restoration**




This spell will remove any Level Drain effects bestowed upon the target. The priest will need rest immediately following the casting of this spell.

**Mental Domination**




For all intensive purposes, this spell acts just like the mage spell Domination. The caster gains control of the target's actions.

**Negative Plane Protection**




This is the only spell in the game that protects against that cursed Level Drain effect. Use it when fighting Vampires!

**Neutralize Poison**




Instead of slowing the poisons, this spell completely rids your system of all toxins, stopping the effect immediately.

**Poison**




At 17th level, this spell does 8D8 + 6 points per round (for 1 turn). That's a lot! Use this spell when you know you're entering an extended battle.

**Protection from Evil 10' Radius**



This is the best spell in the game to use as protection from Demonic/Fell creatures. It works wonders!


**Protection from Lightning**



This grants the caster complete immunity to all electricity-based attacks. Nice when fighting BoltMages...


## LEVEL FIVE

**Animal Summoning II**




This spell usually summons two or three Panthers or Tigers. Every once in a while you'll get a Cave Bear or two.

**Cause Critical Wounds**




Like it's little brother, except this spell does 27 points of damage to a single enemy.

**Chaotic Commands**




This spell renders a character immune to all Charm, Maze, Domination, and Sleep type spells.

**Cure Critical Wounds**




The best of the bunch, this spell cures 27HP upon touching an ally. Keep one or two of these memorized at all times.

**Champion's Strength**




The caster gains a THACO bonus of +1 pre every three levels, and the STR is set to 18/00.

**Flame Strike**




The Flame Strike spell can inflict massive damage at high levels, often in upwards of 50 to 60 points of damage!

**Greater Command**




Like the first level spell Command Word: Die, except this spell makes the creatures sleep for a bit longer.

**Magic Resistance**




Cast this spell to receive 2% of magic resistance per level of the caster to stop at a maximum of 40%.

**Mass Cure**




Our favorite cure spell for wild and crazy melee battles, this spell cures everyone in your party by 1D8 + 1 per level of the caster.

**Raise Dead**




If a character is killed in battle, go ahead and use this spell to bring them back to life. As long as he doesn't get chunked, you can revive him.

**Repulse Undead**




This keeps all undead creatures away from you, and works 100% of the time. There is no saving throw.

**Righteous Magic**




This spell adds one HP for every level of the caster, one point of STR for every three levels of the caster, and also makes the caster inflict maximum damage.

**Slay Living**



This spell inflicts 2D6 + 9 damage, plus a death effect is the save is not made. The damage is nice, but tough creatures seem to always make the save.


**True Seeing**



This spell will dispel ALL Illusion/Phantasm magics within a 20-foot radius of the caster. Keep this spell memorized!


## LEVEL SIX

**Aerial Servant**




Like a weakened Air Elemental, the Aerial Servant will do the caster's bidding until he is slain.

**Animal Summoning III**




Like the other Animal Summoning spells, you'll usually get three Cave Bears, three Polar Bears, or a combination of the two.

**Blade Barrier**




This spell creates a whirlwind of blades surrounding the caster, which if penetrated, inflicts 8D8 points of damage to the target.

**Bolt of Glory**




This spell does damage as follows: against Demons 10D6, against Undead 8D6, against Elementals 3D4, and against everyone else it 6D6.

**Conjure Animals**




This spell summons two extremely powerful Mountain Bears to help you in battle. Our favorite of all the Animal Summoning spells.

**False Dawn**




All undead creatures within the radius of the False Dawn spell will suffer 6D6 points of damage. Best of all, there is no saving throw!

**Harm**




If this spell connects, it will reduce your target to one HP, forcing you to follow up with an attack quickly to eliminate it for good.

**Heal**



Heal will completely restore all HP, and remove all negative effects like Blind, Feeblemind, and Disease.

**Physical Mirror**




Any missiles directed at the caster will take a 180 degree turn and head back toward the thrower/shooter. Useful when getting hammered by projectile attacks.

**Sol's Searing Orb**



This spell lets the caster throw a red-hot glowing stone at the enemy to inflict 6D6 points of damage.


**Wondrous Recall**



This spell lets the caster bring back two spells that have been previously been cast. This effects 5th level and lower spells.


## LEVEL SEVEN

**Confusion**




Like it sounds, this spell causes the target to become confused. Creatures with low WIS are more easily affected by this spell.

**Conjure Earth Elemental**




One of the few powerful summoning spells that the cleric can get, this one helps out tremendously.

**Earthquake**




This spell inflicts 6D6 of damage, followed by a tremor that does another 2D6. If your enemies fail the save, they'll also be knocked to the ground for four rounds.

**Finger of Death**




If the victim doesn't make the saving throw, he'll be instantly killed by the Finger of Death. If he does make the save, he'll suffer 2D8 +1 damage.

**Fire Storm**




Much like Meteor Storm, but just a bit less powerful. It does 2D8 +1 point per level of the caster. Useful when you have enemies trapped inside of a small room.

**Gate**




This spell summons a Pit Fiend, the most powerful demonic creature in the game. Make sure to have Protection from Evil cast beforehand!

**Holy Word**




This spell does a number of different things to evil creatures, weakening as your enemies get stronger. It also indices spell failure.

**Greater Restoration**



This spell removes all Level Drain effects, and also cures the target's HP completely. It will also remove Feeblemind, berserk, or confused status.

**Resurrection**



This spell is exactly like the fifth level spell, Raise dead, but this one restores the character with full HP.



## Shield of the Archons

At 20th level, this spell will absorb 10 spell levels directed at the caster. It acts much like a Spell Trap, but not quite as [powerful]

## Sunray

All creatures in the 20-foot radius of Sunray will take 3-18 points of damage, and also have the possibility of being blinded for 10 rounds.

## Symbol Stun

Our favorite of the three "Symbol" spells, this one works almost all the time, and lets you and your party take pot shots while the enemy stands frozen.

## Symbol Death

Like a Glyph of Warding, except this one affects everyone with the Death spell. Note that it doesn't work on things with more than 60HP.

## Symbol Fear

Just like Symbol Death, except this spell instills fear into the enemy instead of killing him. It works more frequently, but the effect isn't as desirable.

## Unholy Word

The opposite of Holy Word, this spell affects only good-aligned characters. The damage / effects scale down with enemy level.

## Hold Animal

Just like it sounds, this spell will hold animals in place. It does NOT work against larger monsters like Wyverns, Ankhegs, etc.

## Goodberry

You can eat these goofy little berries to gain 1HP of health each. We think it's funny how a fighter would have to eat 120 of these to gain all his HP back.

## LEVEL THREE

## Summon Insects

The victim will receive one point of damage for every two seconds that the swarm has surrounded them. It also induces 50% spell failure.

## LEVEL FOUR

## Call Woodland Being

One of the best (if not THE best) summon spells in the game, the Woodland Beings have a huge spell arsenal at their disposal. Very nice spell!

## LEVEL FIVE

## Insect Plague

Spellcasting within the swarm is impossible, and the insects themselves cause 1 point of damage for every two seconds they're around the target.

## Ironskin

A lot like Stoneskin, but this spell increases with your caster's level. At 10th level, you'd have five skins, each of them absorbing one attack.

## Pixie Dust

Like a Mass Invisibility spell, except this one only has a 10-foot radius. Everyone in the radius will remain invisible for 24 hours (or until dispelled).

## LEVEL SIX

## Conjure Fire Elemental

The druid is lucky that he gets this powerful summon spell—it works wonders against all those Ice Giants, er... wait a minute? I'm thinking of Icewind Dale!

## Delorus Decay

Delorus Decay will slow the target for two rounds, then inflict a point of damage every second until 50 points of damage are accrued. Nice!

## Fire Seeds

Like Melf's Minute Meteors, this spell creates four fiery projectiles that inflict 2-16 points of damage per seed.

## LEVEL SEVEN

## Creeping Doom

A large swarm of insects will eat away at the target, inflicting two points of damage for six rounds, and also inducing 100% spell failure.

## Nature's Beauty

The caster turns into a Nymph, making all enemies save vs. death or be killed. Great against mid-level monsters.

# DRUID SPELLS

## LEVEL ONE

Note: Below, you'll find only the spells that are exclusive to the druid. None of the repeating cleric spells are shown.

## Entangle

Like it sounds, this spell will hold characters in place as long as they stand within its radius.

## LEVEL TWO

## Charm Mammal/Person

Just like the mage spell of a similar name, this spell lets the Druid charm both people and mammals with the same spell.

## Call Lightning

When cast, this spell causes repeating damage (one bolt per turn, per level of the caster), and it must be cast outside for it to work.






## QUICK INTRO

Use this section as your monstrous compendium, serving as the place to go for all your monster-related questions. Granted, it's not quite as extensive as real-life AD&D Monster Manual, but then again, Baldur's Gate II doesn't really require you to use one, either. You won't find any info on bosses or the like, just the standard monsters and their kin. If you are looking for specific info on some of the bosses, it will more than likely appear in that very section of the walk-through instead.

ANKHEG			Frequency: Rare
MONSTER	HP	XP	
1 Ankheg	52	974	



Ankhegs are sweet because you can take their hides and transform them into Ankheg Plate Mail (with a little bit of money, and Cromwell's help). This offers the same protection as Full Plate Mail but at half the weight (and it's cheaper). Watch out for their projectile attacks which have a bad habit of being attracted to mages.


BEHOLDER			Frequency: Common		
MONSTER	HP	XP	MONSTER	HP	XP
1 Spectator	75	4,000	2 Observer	75	4,000
3 Gauth	101	9,000	4 Undead	95	13,000
5 Beholder	95	14,000	6 Elder Orb	130	14,000

The "Eye Tyrants" boast an insane rate of fire with their projectile attacks, which quite often also carry special powers like stun, death, charm, and other frustrating effects. When fought one on one, the Beholder isn't all that bad. But when they attack en masse, the odds quickly turn in favor of the Beholder. Elder Orbs are brutal with almost twice the HPs of the lower level Beholders. They just hit, and hit, and keep on hitting. They are relentless killers with only one thing on their mind: your death.

One thing you'll learn about Beholders is that you'll have little time to react and change your tactics once engaged. If you weren't properly prepared to kill them, then there's little chance that you'll win. It's all about the preparation. Spells like Protection from Magical Energy and Death Ward are almost prerequisites when fighting Elder Orbs and other high level Beholders.




DEMON KNIGHT			Frequency: Very Rare		
MONSTER	HP	XP	MONSTER	HP	XP
1 Cambion	96	6,000	2 Demon Knight	90	16,000



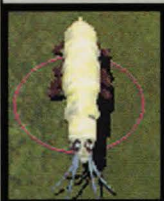
These guys hit hard, and are even harder to hit. They usually have good equipment, and often rush into the fray without even a second thought. As an alternative to standard combat, try using heal spells to inflict damage (which works only a certain percentage of the time). Luckily, they are very rare and encountered only a few times in the game.

BEAR			Frequency: Common		
MONSTER	HP	XP	MONSTER	HP	XP
1 Black Bear	25	174	2 Brown Bear	41	240
3 Cave Bear	50	650	4 Polar Bear	66	650



Bears are awesome animals to summon and/or control when you're a druid or cleric. They'll no longer be great creatures to fight for XP (like they were in BG), but they do offer good protection when turned to your side. Use them to distract mages, and even absorb their damage.

CARRION CRAWLER			Frequency: Very Rare		
MONSTER	HP	XP			
1 Carrion Crawler	22	420			



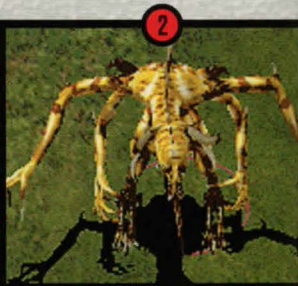
Relatively weak, these overgrown maggots do very little damage. When fighting a group, watch out for their Paralyzation abilities, which can render one or more of your characters helpless. We found it best to lure out one at a time just to be safe. Other than that, there isn't much to worry about with these dirty, grimy little beasts.

DEMON			Frequency: Rare		
MONSTER	HP	XP	MONSTER	HP	XP
1 Nabassu	65	16,000	2 Pit Fiend	80	9,000

Higher level Demons often combine their physical attacks with Death Gaze spells that instantly kill your character (unless you save vs. spell), adding yet another element to their already impressive repertoire. Pit Fiends are usually only summoned from a Gate spell; therefore you won't be fighting them as regular monsters very often.

The most important tip to remember when dealing with Demons is to always use Protection from Evil (this keeps them away from you). After that, you can just let loose the Kraken!

**Note:** They're also immune to lightning, fire, and poison effects.





## DJINNI

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
① Djinni	59	5,000	② Dao Djinni	67	5,000
③ Efreeti	80	8,000	④ Noble Djinni	83	10,000
⑤ Noble Efreeti	57	10,000			



Most Djinn turn invisible almost immediately after commencing battle, so it pays to have mages stranding by with Detect Invisibility or True Seeing spells. They do have some decent hitting power (2D8), and often take down fighters with ease.

## DOG

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
① Wild Dog	9	34	③ War Dog	17	34
② Hell Hound	56	1,400			

If you're having trouble defeating any sort of Dog, you might as well just quit BG now while you're still ahead. Not that they are absolute pushovers or anything, but come on! Get in their face, and slice 'n dice! Someone told me that they make yummy snacks for Umber Hulks...



## DRAGON

Frequency: Extremely Rare

MONSTER	HP	XP	MONSTER	HP	XP
① Red Dragon	184	64,000	② Black Dragon	160	52,000
③ Shadow Dragon	160	45,000	④ Silver Dragon	184	54,000

We don't care what anybody says about how the dragons in BG2 are "too easy to kill." Trust us, you'd be hard pressed to fight *anything* tougher than a Dragon in any game ever made, period. Some may argue that Liches are more frustrating, and that Beholders (in vast numbers) can deal out more destruction, but none may disagree that with the fact that Dragons have the absolute raw strength above all.

### Offense Against Dragons

First and foremost, try to accumulate weapons that give bonuses against Dragons—the same goes for armor and extra equipment. The more special bonuses that you can get (i.e. +damage, save vs. breath weapons), the better your chances of defeating the almighty reptilian beast. Characters like cavaliers and paladins (with *Carsomyrs!*) fare exceptionally well against dragons. So if you think you'd like to be a dragon hunter, save yourself some time and go create one now. Archers (of the ranger class-kit) with Racial Enemies set as Dragons can totally tear it up from long range, as long as you keep a few blockers absorbing melee damage (and holding the dragon in one spot).

### Wing Buffet Attacks

Dragons will use their Wing Buffets (A LOT), which will immediately push back any and all of your front line attackers. Usually, they use the down time after a Wing Buffet to charge up for a big attack with their Breath Weapon, or maybe even a high-level spell combo. All dragons will use Wing Buffet attacks—there is nothing you can do to prevent this. Just take it like a man and keep on fighting!

### Notes

- Black Dragons are immune to acid, Red Dragons are immune to fire, and Silver Dragons are immune to cold.
- Dragon claw attacks can be fierce, often dealing out 30-40 damage in one hit.
- Watch out for the Black Dragons with their nasty Entangle spells, and high level Insect Swarms. They are both excellent mage disruptors. Keep a good supply of Extra Healing Potions on every character to counteract this.
- If you're going to cast magic, use guaranteed damage spells like Magic Missile. They won't inflict massive damage all at once, but when Spell Sequenced, they can be lethal.





## DOPPLEGANGER

Frequency: Very Rare

MONSTER	HP	XP	MONSTER	HP	XP
1 Lesser	31	420	2 Greater	65	4,000



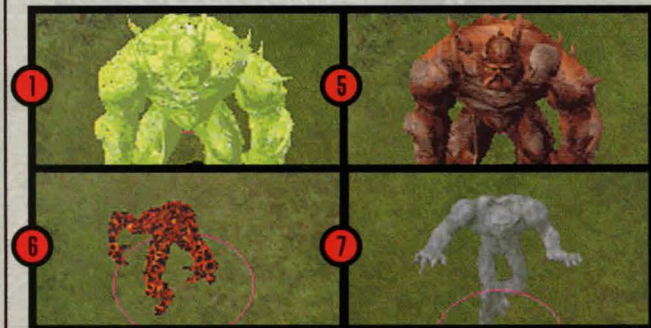
Drogplegangers are the masters of mimicry, often taking the shapes of men, women, or whatever else they feel like copying. Their thick hide gives them an AC of 5, and they are immune to Sleep and Charm spells. Luckily, you won't fight them often in BG2...

## ELEMENTAL

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Shamb. Mound	64	N/A	2 Lesser Earth	64	2,000
3 Lesser Fire	64	2,000	4 Lesser Air	64	3,000
5 Earth	96	6,000	6 Fire	96	6,000
7 Air	96	7,000	8 Greater Earth	120	10,000
9 Greater Fire	128	10,000	10 Greater Air	128	11,000

For the most part, Elementals can dish out tremendous amounts of damage very quickly. Obviously, it pays to have the proper resistances set when you go up against the respective Elemental; for Fire Elementals you'd want Fire Protection, etc. Beware of mages and priests who can summon various sizes and powers of these formidable beasts, as they often do it with little warning.



## GHOUL

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Ghoul	15	174	2 Ghost	29	650
3 Fell Ghost	34	850	4 Greater	48	2,000
5 Ghoul Lord	48	3,000			



They'll inflict paralyzation effects upon connecting with their attacks, and are immune to just about every low-level form of non-damaging spell there is. When fighting, try using the Turn Undead ability—it works wonders if you're of high level.

## GITHYANKI

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
1 Githyanki	60	6,000	2 Priest	60	6,000

## DROW

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Drow Warrior	90	4,000	2 Drow Archer	90	4,000
3 Drow Priestess	90	4,000	4 Drow Mage	90	6,000



Drow are outfitted with only the best of gear, making them nearly impossible to hit, and even harder to vanquish. Unfortunately, all of the gear looted from Drow will disintegrate into dust upon touching sunlight. *D'oh!* This makes it useless to carry Drow equipment from the Underdark...

## ETTERCAP

Frequency: Common

MONSTER	HP	XP
1 Ettercap	40	650



Ettercaps can almost always be found near Spiders, commonly working in tandem and setting traps with their arachnid friends. You can bet your life that when you find Ettercaps, you'll also stumble into some elaborate traps nearby. In combat, they can inflict poison with their bites from close range, so keep those Antidotes handy!

## ETTIN

Frequency: Very Rare

MONSTER	HP	XP
1 Ettin	96	5,000



Don't be fooled by the Ettins overwhelming size and appearance. We'd bet that even the lowest-level fighter would have little or no trouble going toe to toe with one of these stumbling buffoons. They are clumsy, careless, and slow, leaving them vulnerable to just about everything you can throw at them. Heck, they might as well just kill themselves for you...

## GIBBERLING

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
1 Gibberling	8	34	2 Mutated Form	16	14



When Gibberlings attack, they usually attack in great numbers. It isn't ridiculous to see a pack of 10-12 Gibberlings storm out of no where. Luckily, their vast numbers are the only thing they have going for them. They are weak, and easily disposed of by most any character.



Githyanki are much like the Drow—they come in various flavors, but most often (in BG2) they'll appear as plain old Warriors and Priests. They are strong only in great numbers—we found that we had little trouble dropping even groups of five or six at a time.



## GNOLL

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
1 Elite	20	10	2 Warrior	15	34
3 Slasher	15	64	4 Veteran	22	64
5 Flind	18	120	6 Captain	32	120



Those of you who played BG1 will have some fond memories of the Hyena-like Gnoll. You'll also probably remember that they were rather tough. In BG2 however, they don't pose quite as much of a threat. Only when in packs of 40 or more do they actually become a hindrance... to your frame rate, that is.

## GOLEM

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Flesh	40	2,000	2 Clay	50	8,000
3 Stone	60	8,000	4 Iron	60	8,000
5 Brain	80	10,000	6 Sand Golem	70	14,000
7 Juggernaut	70	16,000	8 Adamantium	80	25,000

Golems are drawn to enemies like a moth to flame, usually in hasted form which only makes things worse. They are lightning fast, very tough, extremely damaging, and immune to spells which makes incapacitating them very tricky. Remember that you'll need to use blunt weapons against Clay Golems (something that we figured out the *hard* way), and +1 or better weapons to even *hit* most types of Golems.



## IMP

Frequency: Ram

MONSTER	HP	XP	MONSTER	HP	XP
1 Imp	18	1,400	2 Quasit	27	2,000



Imps look diminutive and very weak, but don't be fooled. With that small size comes danger, mainly in the form of their poisonous stinger attack. It's so potent that if your character doesn't save vs. poison, you'll be instantly slain. Keep Detect Invisibility handy...



## GOBLIN

Treasure: Rare

MONSTER	HP	XP	MONSTER	HP	XP
1 Archer	7	20	2 Captain	7	20
3 Elite Archer	14	60	4 Elite Warrior	20	120

Against packs of Goblins, be prepared for a barrage of arrows. Shields are a must, but even without them, your characters should have little trouble with these wimpy little scoundrels.



## GREAT CAT

Treasure: Very Rare

MONSTER	HP	XP	MONSTER	HP	XP
1 Giant Lynx	18	174	2 Cheetah	18	174
3 Mountain Lion	25	270	4 Leopard	26	270
5 Jaguar	33	420	6 Panther	33	420
7 Wild Tiger	45	630	8 Common Lion	42	650
9 Spotted Lion	48	974			



Super rare in BG2, we only recollect fighting cats in very specialized areas. Even then, they pose little danger to even the weakest of characters. One point to note is that they serve as excellent animals to charm or control!

## HOBGOBLIN

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
1 Archer	8	34	2 Magekiller	10	34
3 Warrior	10	34	4 Shaman	39	34
5 Wizard	20	34	6 Elite	30	94
7 Captain	40	420			



Hobgoblins are weak, plain and simple. Unless you encounter a large group of them (we're talking like 15 or more), you really shouldn't have a problem. Beware of the Wizards and Shamans though, both of which cast Confusion spells as their first method of attack.

## KOBOLD

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Archer	4	6	2 Warrior	4	36
3 Shaman	10	14	4 Witch Doctor	10	14
5 Captain	15	14	6 Commando	7	34
7 Slave	12	34	8 Kamikaze	11	N/A



The Kobolds approach to combat uses overwhelming odds, but little else. One point to note is that Kobold Archers (and Commandos especially) seem to go for your mages whenever possible. Other than that, they make good practice dummies for your weird and wacky spell combos. They're just *that* wimpy...

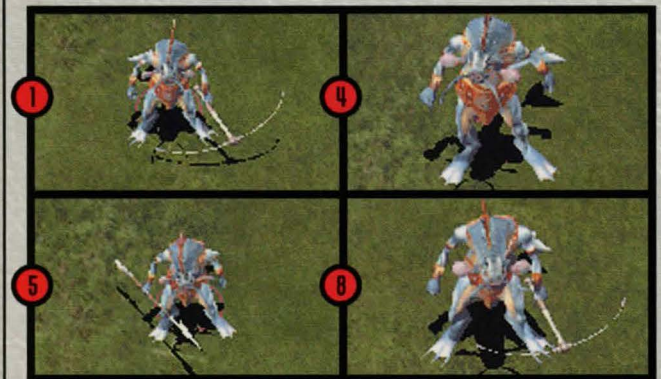


## KUO-TOA

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Kuo Toa	19	174	2 Whip	55	420
3 Warrior	30	1,000	4 Monitor	56	1,400
5 Lieutenant	80	1,400	6 Priest	64	2,000
7 Wizard	40	2,000	8 Captain	100	4,000

Kuo-Toa almost always travel in large bands, often with seven, eight, or more members. In general, they are like beefed up fish-Kobolds with triple the HPs. They use very few tactics, and pose little or no threat. Keep a watchful eye on their priests though—they often use Confusion and/or Charm spells as their first attack.

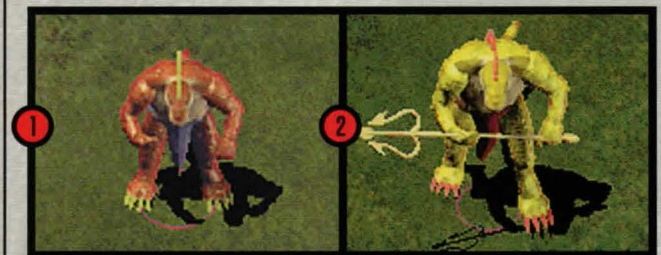


## LIZAROMAN

Frequency: Very Rare

MONSTER	HP	XP	MONSTER	HP	XP
1 Red Lizardman	32	270	2 Lizard King	126	9,000

Don't fret—the Lizard Men look *much* tougher than they actually are. In battle, they're more like big meat-sacks that serve as great punching bags for your low or mid-level fighters. You'll love it when you chunk them with a critical hit. It just feels sooooo right.



## MIMIC

Frequency: Extremely Rare

MONSTER	HP	XP
1 Killer Mimic	80	3,000



Appearing only in the form of a trapped chest (In BG2), the Mimic is more of an "oh crap!" monster than anything else. Once you realize what's happening, and that you're being eaten by a hungry treasure chest, you should have little trouble taking them out quickly. We won't spoil the surprise by telling you where they are...

## LICH

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
1 Lich	90	22,000	2 Demilich	50	50,000

Some will argue that Liches are tougher than Dragons, and while we don't agree wholeheartedly, we certainly won't start a fight over it, either. You see, the Lich is the pinnacle of high-level spell casting. Every battle with a Lich begins the same way, with an immediate casting of Spell Trigger followed by Spell Trap, Fireshield Red, and Globe of Invulnerability. About ten seconds into battle, the real fun begins in the name of a Time Stop spell. This level nine wonder will stop time for approximately 30 seconds for everyone but the Lich himself. During this time, your party is rendered completely useless as the Lich casts even more level nine spells, such as Symbol Stun, Symbol Death, Simulacrum, and even Abi-Dhazim's Horrid Wilting. And as for the Demilich, well... poop. It's probably the most ridiculous monster to grace the likes of PC/console game history. It deals out death faster than a machine gun, and you have little or no methods of protection. If you can beat him, give us a call and we'll give you a job as our lead strategist. We're *serious*...



## MEPHIT

Treasure: Everywhere!

MONSTER	HP	XP	MONSTER	HP	XP
1 Lightning	15	420	2 Air	27	420
3 Smoke	27	420	4 Ooze	27	420
5 Radiant	27	420	6 Ice	27	420
7 Dust	27	420	8 Salt	27	420
9 Magma	27	420	10 Fire	28	420
11 Mineral	29	420	12 Earth	29	420
13 Mist	29	420	14 Steam	30	420



Mephitis are the most common creature in the game, but are also one of the weakest. Only when your characters are beat down and vulnerable do the Mephitis pose any real threat. Each mephitis has its own special power, which you can probably figure out just by looking at their names.

## MIND FLAYER (ILLITHID)

Treasure: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Mind Flayer	40	2,000	2 Alhoon	68	9,000
3 Ulitharid	96	11,000	4 Vampiric	67	14,000

These guys are up there with Liches and Dragons as some of the most powerful (and frustrating) enemies in the game.



Their Charm and Stun abilities are unmatched, and they are prime reason why battles tend to go sour very quickly. When the Mind Flayers gain control of one or two of your characters, you're better off just reloading the game and starting from scratch. The only way for low level characters to bypass the psionic ability is to summon hordes of undead (which are immune to their effects), and try to pick away over a long period of time.



## MINOTAUR

Frequency: Common

MONSTER	HP	XP
1 Minotaur	50	3,000



Standing more than 7 1/2 feet tall, the Minotaur is quite the formidable basher. They usually appear in tight groups of three or four, and are best fought head to head with armored up fighters or rangers. They have no special abilities, and move extremely slow when engaged in battle.

## MUMMY

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Lesser Mummy	51	3,000	2 Greater Mummy	104	8,000



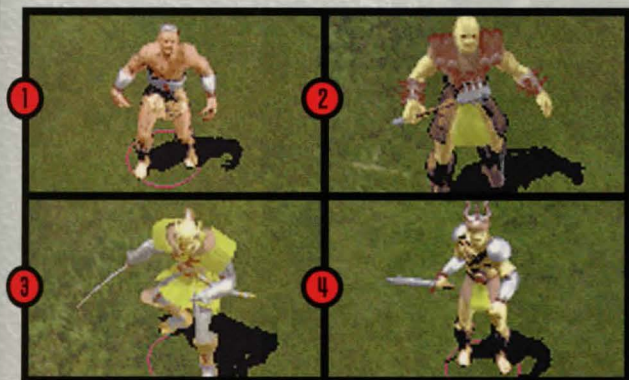
You're better off staying out of melee battle with Mummies—they have a bad habit of transferring diseases upon contact. Greater Mummies are even worse, as they have an extensively high level spell library at their disposal. Stay ranged, and use +1 or better weapons to hit these once powerful high priests.

## OGRE

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Ogrillon	19	174	2 Ogre	30	270
3 Ogre Mage	42	650	4 Half Ogre	20	670

In the original BG, Ogres were formidable foes for your level four and five characters. In BG2 however, they've lost their edge. Against level nine (and higher) characters, even the Ogre Mage can be steamrolled with little effort. At least they carry gems most of the time...



## OTYUGH

Frequency: Common

MONSTER	HP	XP
1 Otyugh	64	5,000



Relatively harmless to even low-level characters, the Otyugh is best dealt with at close range. One or two fighters pounding away and they're history. One point to watch out for is their ability to infect your characters with disease.

## MIST

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Vampiric	54	270	2 Mist Horror	40	3,000
3 Wand. Horror	40	5,000	4 Crimson Death	104	9,000



In general, you need magically enchanted weapons of +1 or better to hit the higher level Mists in the game. Vampiric Mists are especially susceptible to Magic Missile and Lightning Bolt spells, but you didn't hear that from us...

## MYCONIO

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Warrior	40	420	2 King	50	1,200
3 Spore Colony	80	420			

Myconids are slow, and especially easy to damage with ranged weapons (i.e. slings, bows, throwing knives). But when they get close, they usually whip out a special Spore Cloud attack that can confuse and/or put enemies to sleep. Your best defense is to keep a cleric with Zone of Sweet Air ready to go.

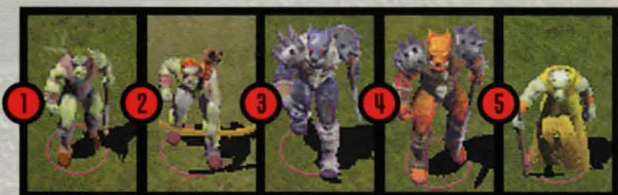


## ORC

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
1 Archer	10	34	2 Warrior	10	94
3 Orog Archer	40	174	4 Orog Warrior	40	600
5 Wizard	30	1,000	6 Priest	89	2,000

The classic example of an ox-like brute, the Orc/Orog is as fun to fight as they are to look upon. Their warriors and archers always attack in groups, and their wizards aren't very powerful. All in all, you'll get very little XP for very little effort, but a whole chock full of fun! *We love these guys!*



## RAKSHASA

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Rakshasa	56	3,000	2 Ruhk	80	7,000
3 Rajah	80	7,000	4 Maharajah	143	15,000



Rakshasa (and their kin) are the *real* deal, casting high-level spells with regularity. Your best offense is to summon monsters and soak up their initial wave of spells, then rush in with the ground and pound assault as quickly as you can. It's as simple as it is effective...



## SAHUAGIN

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
① Sahuagin	91	174	② Baronial Guard	27	270
③ Chieftain	36	420	④ Baron	46	974
⑤ Prince	72	2,000	⑥ Royal Guard	81	3,000
⑦ King	90	4,000	⑧ High Priestess	81	5,000

Luckily, you'll only fight the Sahuagin at one point in the game. Unfortunately, it's on their home turf, and there are A LOT of them. Like most other class-based races, the main Sahuagin to watch out for are the spell casters. High priestess are more than able to disable even your best fighters during a battle, so always focus your power on them first.

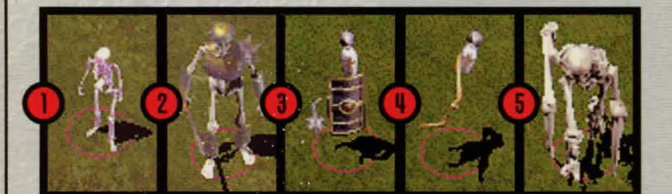


## SKELETON

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
① Skeleton	8	64	② Warrior	80	4,000
③ Grimward Arch.	48	4,000	④ Grimward Warr.	48	4,000
⑤ Bone Golem	70	18,000			

Skeletons are easily taken care of with the Turn Undead skill, although higher level Skeleton Warriors and Bone Golems are best fought with tanked up fighters. The XP on a Bone Golem is perhaps the best deal in the game, as far as the risk/reward tradeoff goes.



## SPIDER

Frequency: Everywhere!

MONSTER	HP	XP	MONSTER	HP	XP
① Baby	2	10	② Huge	18	270
③ Giant	35	450	④ Wraith	27	1,400
⑤ Phrase	44	1,400	⑥ Sword	45	2,000

You'll have little trouble when dealing with most forms of Spiders. Only the Sword Spider remains difficult, as their bone-hardened knife like legs cut through even the best of armor. If you encounter a large group (of like five or more), then make sure to have Clerics with healing spells on standby.



## SALAMANDER

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
① Red	63	2,000	① Blue	73	3,000



Salamanders are elemental based, so fire will hurt Blue Salamanders, and cold will hurt Red Salamanders. It's pretty obvious, but try not to let Salamanders surround your party. Their attacks are pretty wicked, and when stacked up they can make short work of your party.

## SHADOW

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
① Shadow	30	420	② Shade Wolf	45	500
③ Wraith	43	2,000	④ Shim. Wraith	32	2,000
⑤ Spectre	59	3,000			

All forms of Shadows are dangerous, as they drain your STR upon each successful hit. This STR will come back, but only after the battle is over. For the most part, they are immune to cold-based attacks, and aren't affected by Charm, Hold, or Sleep spells.



## SLIME

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
① Green Slime	16	64	② Jelly Ochre	41	270
③ Grey Ooze	25	274	③ Jelly Mustard	65	2,000



You'll need +1 of better weapons to hit Mustard Jelly (the toughest of the Slime family). Also of note is the fact that they can poison your party members, so keep those Neutralize Poisons handy...

## UMBER HULK

Frequency: Common

MONSTER	HP	XP
① UMBER Hulk	74	4,000

Umbur Hulks often charge with their Confusion attacks (a special ability), making your "charge in and kill them" techniques rather useless. Unless of course your saving throws are



extremely high, in which case your best bet is to rush in and attack. Beyond their confusion spells, they have little to offer other than standard brawling, so make sure to take advantage of their stupidity with your all-powerful mages and spell-casters. We found that Magic Missile works exceptionally well on them.

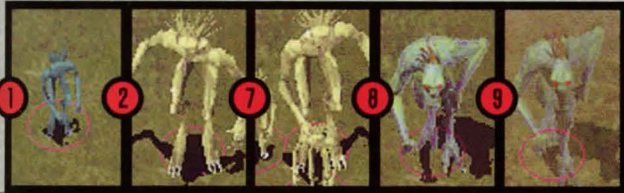


## TROLL

Frequency: Everywhere!

MONSTER	HP	XP	MONSTER	HP	XP
1 Ice	15	174	2 Snow	49	650
3 Troll	50	1,400	4 Freshwater	66	1,400
5 Desert	63	1,400	6 Giant	101	1,400
7 Split	80/(40x2)	1,400	8 Spectral	64	3,500
9 Spirit	64	12,000			

Trolls have several special abilities that make them especially nasty to deal with. Not only do they regenerate their HPs at an alarming rate, but they also require a fire or acid spell to actually destroy them. So in short, burn them! *Burn them all!*



## WEREWOLF/WOLFWERE

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Werewolf	35	420	3 Greater Werewolf	94	9,000
2 Wolfwere	41	1,400	4 Greater Wolfwere	66	8,000



In general, you're going to need +1 or better magic weapons to even land a hit on Werewolves and Wolfweres, or weapons made of pure silver. The Vorpal Blade is an absolute menace against 'em, trust us! It's a shame you can't get Wolfsbane in BG2, it would work wonders...

## WYVERN

Frequency: Rare

MONSTER	HP	XP	MONSTER	HP	XP
1 Baby Wyvern	30	450	2 Wyvern	63	1,400



Wyverns aren't nearly as tough as they look, but can deal out some decent damage when their poison finally takes effect. Even if their poison stinger attack doesn't take effect, you'll still end up with 1D6 points of damage just from the pointy barb itself.

## ZOMBIE

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Zombie	15	64	2 Ju-Ju Zombie	39	974
3 Sea Zombie	40	420			

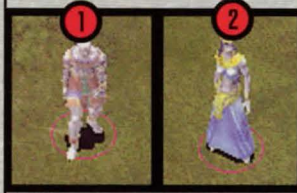


Zombies are supposed to be immune to spells, although it seems like certain spells have their ways of getting through. Magic Missile does damage, as do Lightning Bolts and Fireballs. Sea Zombies can use special attacks that inflict regular damage plus disease effects, so keep your clerics handy.

## VAMPIRE

Frequency: Everywhere!

MONSTER	HP	XP	MONSTER	HP	XP
1 Male, Fledgling	67	8,500	2 Female, Fledgling	67	8,500
3 Mature	75	8,500	4 Old	83	10,500
5 Eminent	102	10,500	6 Patriarch	110	12,000
7 Very Old	88	12,500	8 Ancient	96	14,500



Negative Plane Protection will keep you shielded from their Level Drain effects, but if you don't have that spell available, keep some Greater Restoration scrolls handy. Very, very tough monsters...

## VAMPIRE

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Male	67	2,000	2 Female	67	2,000

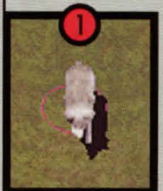


The Vampires are like lesser versions of their Vampire cousins, and are most often found dwelling in the very same areas. Keep your eyes peeled for coffins, which will grant you an additional 9,000XP upon staking the beast.

## WOLF

Frequency: Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Zombie	18	64	2 Wolf	25	64
3 Worg	26	120	4 Dire	33	124
5 Dread	33	650	6 Winter	45	974
7 Vampiric	50	2,000			



Lower level Wolves are much like Dogs (offering little or no challenge), but just a bit more powerful. Winter Wolves have wicked projectile attacks, and serve as excellent animals to use Charm spells against. Control a pack of Wolves before a big battle and you're set to go.

## YUAN-TI

Frequency: Very Common

MONSTER	HP	XP	MONSTER	HP	XP
1 Yuan-Ti	48	1,500	2 Commander	73	5,000
3 Priest/Mage	63	7,000			

The Yuan-Ti Priest is a formidable opponent, simply because they are *never* alone. Nine out of ten Yuan-Ti attacks are ambushes, most of them with enhanced spell effects already cast and ready to go. When fighting large groups, do the right thing and go for those spellcasters, no matter the cost. You'll thank us later!





# MASTER ITEM LIST

The six character alphanumeric code above each item is meant to be used with our "Createltem" console cheat. You can find more info on this in the Cheaters Central section of the book.



## PLATE MAIL



Not Useable By: Bard, Druid, Mage, Thief

### plato1 Plate Mail Armor



Location: Commonly found on enemies and in shops throughout the land

Armor Class: 3 Weight: 50 Value: 990GP

### plato2 Plate Mail +1



Location: First found at the Adventurer's Mart, from Ribald

Armor Class: 2 Weight: 20 Value: 8,250GP

### plato4 Full Plate Mail



Location: First found at the Adventurer's Mart, from Ribald (later found everywhere)

Requires: 15 STR

Armor Class: 1 Weight: 70 Value: 9,900GP

### plato5 Full Plate Mail +1



Location: Kill Ferric Ironblade, in the Domain of the Dragon

Requires: 14 STR

Armor Class: 0 Weight: 35 Value: 28,050GP

### plato6 Ankheg Plate Mail



Location: From Cromwell, after bringing him 5,000GP and an Ankheg Shell

Armor Class: 1 Weight: 25 Value: 8,250GP

### plat11 Plate Mail +2: Delver's Plate



Location: Kill Chieftain Digdag, inside the Domain of the Dragon

Armor Class: 1 Weight: 70 Value: 9,900GP

### plat12 Plate Mail +2: Doomplate



Location: From Djinni (after puzzle), inside the Asylum Dungeon in chapter 4

Armor Class: 0 Weight: 27 Value: 10,890GP

### plat13 Plate Mail +4: Gorgon Plate



Location: Kill the Matron Mother (in the Underdark), at the very end of chapter 5

Penalties: -25% resistance to fire/acid

Armor Class: -1 Weight: 30 Value: 12,375GP

### plat15 Full Plate +2: Pride of the Legion



Location: Kill the Shadow Dragon, as part of the Shade Lord quest

Penalties: Reduces THACO by 1

Armor Class: -1 Weight: 40 Value: 16,500GP

### plat16 Full Plate +3: Armor of the Hart



Location: Kill the Demon Knights inside the Kuo-Toan dungeon, in the Underdark, chapter 5

Penalties: Reduces THACO by 1

Requires: 14 STR

Armor Class: -2 Weight: 45 Value: 20,625GP

### plat17 Plate Mail +5: Trahdie's Tainted Plate



Location: From Ribald, in the Adventurer's Mart (under his special wares)

Penalties: Cursed item which reduces CHA by 5 points and CON by 2 points

Armor Class: -2 Weight: 35 Value: 14,025GP

### plat18 Red Dragon Scale



Location: From Cromwell, after bringing him 5,000GP and some Red Dragon Scales

Bonuses: +50% Fire Resistance

Armor Class: -1 Weight: 30 Value: 20,625GP

### plat19 Full Plate +2: (Wish Spell)



Location: You'll get this by casting your Limited Wish spell (and asking for items)

Requires: 14 STR to wear

Armor Class: -1 Weight: 50 Value: 165

## LEATHER ARMOR

Not Useable By: Mage

### leato1 Leather Armor



Location: Commonly available from enemies and in most shops throughout the land

Armor Class: 8 Weight: 15 Value: 8GP

### leato2 Leather Armor +1



Location: First found at the Adventurer's Mart, from Ribald

Armor Class: 7 Weight: 15 Value: 1,650GP

### leato3 Leather Armor +2: Protector of the Second



Location: Planar Sphere, inside machine near the Navigation Room

Armor Class: 6 Weight: 5 Value: 5,775GP

### leato4 Studded Leather Armor



Location: Commonly available from enemies and in most shops throughout the land

Armor Class: 7 Weight: 25 Value: 33GP

### leato5 Studded Leather Armor +1



Location: First found at the Adventurer's Mart, from Ribald

Armor Class: 6 Weight: 15 Value: 2,475GP

### leato6 Studded Leather Armor +2: Missile Attraction



Location: Do you really want to know where this cursed item is? We didn't think so!

Armor Class: (15 vs. missile weapons), cursed

Armor Class: 5 Weight: 8 Value: 4,125GP

### leato7 Studded Leather Armor +2: Telbar's Armor



Location: Kill Captain Haegan inside the Slavers Stockade, in the Slums District

Armor Class: 5 Weight: 8 Value: 7,425GP

### leato8 Studded Leather +3: Shadow Armor



Location: Kill Mae' Var (in the Docks District), part of Renal Bloodscalp's quest

Special: +15 Hide in Shadows

Only Useable By: Thief (& multi/dual class)

Armor Class: 4 Weight: 8 Value: 17,325GP

### leato9 Leather +3: Karajah's Armor



Location: From Ribald, in the Adventurer's Mart

Armor Class: 5 Weight: 4 Value: 9,075GP

### leato10 Hide Armor



Location: Den of the Seven Vales (in Waukeen's Promenade), from Smaeluv Orcslicer

Move Silently: -20 Lock Picking: -10  
Find/Remove: -10 Pick Pockets: -10

Armor Class: 6 Weight: 40 Value: 11GP

### leato11 Leather Armor +2




Location: From Ribald, in the Adventurer's Mart


Armor Class: 6 Weight: 5 Value: 5,775GP







leat12	Leather Armor +3	
	Location: From Ribald, in the Adventurer's Mart (under his special wares)	
Armor Class: 5	Weight: 4	Value: 9,075GP


<b>leat13</b>	<b>Leather +4: Skin of the Ghoul</b>	
	Location: Kill Theshal in Ghoul Town, part of the Cult of the Unseeing Eye quest	
Bonuses: +3 bonus to all saves vs. paralyzation/poison		
Armor Class: 4	Weight: 4	Value: 11,550GP


<b>leat14</b>	<b>Leather +5: The Night's Gift</b>	
	Location: Reward from Minister Lloyd after completing the Shade Lord dungeon	
Bonuses: +20% to hide in shadows		
Armor Class: 3	Weight: 5	Value: 14,025GP

<b>leat15</b>	<b>Studded Leather +2</b>	
	Location: From Ribald, in the Adventurer's Mart (under his special wares)	
Armor Class: 5	Weight: 8	Value: 7,425GP


leat16	<b>Studded Leather +3: Orc Leather</b>	
	<b>Location:</b> You'll find this hidden inside the de' Arnise Hold	
<b>Bonuses:</b> +10% resistance to missiles		
<b>Penalties:</b> -1 to CHA		
<b>Armor Class:</b> 4	<b>Weight:</b> 7	<b>Value:</b> 8,250GP

<b>leat17</b>	<b>Studded Leather +4: Armor of Deep Night</b>		
	Location: From Ribald, in the Adventurer's Mart		
<b>Armor Class:</b> 3	<b>Weight:</b> 7	<b>Value:</b> 16,500GP	


<b>leat18</b>	<b>Armor of the Viper +5</b>	
	Location: From Deirex's House in the Underdark, as part of the House Jae'llat quest (with Jarlaxle)	
Penalties: -2 to all saves vs. poison/paralyzation		
Armor Class: 3	Weight: 5	Value: 11,550GP

<b>leat19</b>	<b>Black Dragon Scale</b>	
	Location: From Cromwell, after bringing him 5,000GP and some Black Dragon Scales	
Bonuses: +50% resistance to Acid		
Armor Class: 1	Weight: 10	Value: 5,000GP


<b>leat20</b>	<b>Leather +3: Aeger's Hide</b>	
	Location: From Ribald, in the Adventurer's Mart	
Bonuses: +15% resistance to fire, cold, and acid		
Move Silently: -20		
Pick Pockets: -10		
Lock Picking: -10		
Find/Remove: -10		
Armor Class: 3	Weight: 35	Value: 14,850GP


<b>leat21</b>	<b>Human Flesh +5</b>
	<b>Location:</b> From Dorcin Cole, after you bring him the Silver Dragon's Blood and the human flesh
<b>Saving Throws:</b> +4 bonus	
<b>Magical Resistance:</b> 20% bonus	
<b>Not usable By:</b> Non-evil characters	
<b>Armor Class:</b> 3	<b>Weight:</b> 5
<b>Value:</b> 3GP	

	<b>CHAIN MAIL</b>	
Not Useable By: Druid, Mage, Thief		


<b>chano1</b>	<b>Chain Mail</b>	
	Location: Commonly available from enemies and in most shops throughout the land	
Armor Class: 5	Weight: 40	Value: 123GP

<b>chano2</b>	<b>Chain Mail +1</b>	
	Location: First found at the Adventurer's Mart, from Ribald	
Armor Class: 4	Weight: 10	Value: 2,640GP

<b>chano3</b>		<b>Chain Mail +2: Mail of the Dead</b>	
		Location: Kill Ilyich (the Duergar), in Irenicus' Dungeon, in chapter one	
Armor Class: 3		Weight: 10	Value: 8,250Gp


<b>chano4</b>		<b>Splint Mail</b>	
		Location: Commonly available from enemies and in most shops throughout the land	
Not usable By: Bard			
Armor Class: 4		Weight: 40	Value: 132GP


<b>chanos5</b>	<b>Splint Mail +1</b>	
	Location: From Ribald, in the Adventurer's Mart	
Not usable By: Bard		
Armor Class: 3	Weight: 10	Value: 3,300GP


<b>chano6 Chain Mail +4: Drizt's Mithril</b>	
	<b>Location:</b> <i>Duh!</i> You'd have to kill Drizt himself to wear this wicked chain mail...
<b>Armor Class:</b> 1	<b>Weight:</b> 7
<b>Value:</b> 15,592GP	


<b>chano8</b>	<b>Chain Mail +2</b>	
	Location: From Ribald, in the Adventurer's Mart	
Armor Class: 4	Weight: 10	Value: 8,250GP


<b>chanog</b>		<b>Chain Mail +3: Darkmail</b>	
		Location: Kill Patrick (the Shade Lord's apprentice), in the Shade Lord Dungeon	
Bonuses: +20% resistance to fire damage			
Armor Class: 2		Weight: 9	Value: 8,250GP


<b>chan10</b>		<b>Chain Mail +4: Jester's Chains</b>	
		Location: Place 20 tokens into the Token Machine puzzle inside the Asylum Dungeon	
Armor Class: 1		Weight: 8	Value: 11,550GP


<b>chan11</b>	<b>Chain Mail +5: Crimson Chain</b>	
	Location: From Ribald, in the Adventurer's Mart (under his special wares)	
Armor Class: 0	Weight: 7	Value: 20,625GP


<b>chan12</b>	<b>Elven Chain Mail</b>	
	Location: From any of the War Elves in Suldnessslar	
Not usable By: Druid, Mage		
Armor Class: 5	Weight: 7	Value: 8,250GP


<b>chan13</b>	<b>Elven Chain +1</b>	
	Location: You can find this mail on almost any War Elf inside Suldnessslar	
Not usable By: Druid, Mage, Non-Evil alignment		
Armor Class: 4	Weight: 8	Value: 12,375GP

<b>chan14</b>		<b>Elven Mail +2: Sylvan Mail</b>	
		Location: Druid Grove, as part of the Druid stronghold quest	
Not usable By: Druid, Mage			
Armor Class: 3		Weight: 10	Value: 12,705GP

<b>chan15</b>	<b>Chain Mail +3: Melodic Chain</b>	
	Location: Kill Aawill (the bounty hunter), as part of the Astral Prison quest	
Not usable By: Bard		
Armor Class: 2	Weight: 12	Value: 16,500GP

<b>chan16</b>	<b>Chain Mail +4: Bladesinger Chain</b>	
	Location: Kill the Black Dragon in Suldnessslar, after you learn of his location	
Not usable By: Druid, Mage		
Armor Class: 1	Weight: 15	Value: 49,500GP

<b>chan17</b>	<b>Splint Mail +2: Ashen Scales</b>	
	Location: On table in Bodhi's personal chamber (inside her dungeon), in chapter two	
Not usable By: Bard		
Armor Class: 2	Weight: 18	Value: 4,125GP

<b>chan18</b>	<b>Splint Mail +3: Armor of Faith</b>	
	Location: Complete the sculptor quest, and return to the temple for your reward	
Bonuses: +1 bonuses to all saving throws		
Not usable By: Bard		
Armor Class: 1	Weight: 15	Value: 5,775GP



# MASTER ITEM LIST



## HELMETS



Not Useable By: Mage, Bard, Thief

Armor Class: None Weight: 2

Special: Protects Against Critical Hits



Shown above are the five types of regular (generic) helmets that you can find.

### helfm03 Helm of Glory



Location: Complete the sculptor quest, and return to the temple for your reward

CHA: +1 bonus

Special: Protects against Critical Hits

Armor Class: +1 Weight: 2 Value: 5,775GP

### helfm04 Helm of Defense



Location: Inside the Fire & Ice room in the Planar Sphere

Special: Protects against Critical Hits

Elec. Resist: +20% Cold Resist: +20%

Fire Resist: +20% Saving Throws: +1

Armor Class: N/A Weight: 3 Value: 3,300GP

### helfm05 Helm of Infravision



Location: Irenicus' Dungeon, in a chest near the Otyugh

Special: Protects against Critical Hits, Grants wearer infravision up to 120 ft.

Armor Class: N/A Weight: 3 Value: 1,320GP

### helfm06 Helm of Charm Protection



Location: Kill Olaf Rasmussen, as part of the Slave Lord encounter (Temple District)

Special: Protects against Critical Hits, Wearer is immune to charm

Armor Class: N/A Weight: 4 Value: 1,320GP

### helfm07 Helm of Balduran



Location: Irenicus' Dungeon, inside cabinet, right before you meet the Dryads

Special: Protects against Critical Hits

Hit Point Max: +5 THACO: +1 Saving Throws: +1

Armor Class: 1 Weight: 1 Value: 11,550GP

### helfm16 Helm of Brilliance



Location: From Ribald, in the Adventurer's Mart (as part of his special wares)

Equipped Abilities: Protects against Critical Hits, Fire Resistance

Special Ability (Fireball): Damage 656 (save vs. wands for half)

Special Ability (Prismatic Spray): Effects vary as per 7th Level Wizard Spell

Special Ability (Sunray): Damage 3D6 save vs. spells or be blinded for 10 rounds)

Armor Class: N/A Weight: 2 Value: 13,018GP

### helfm17 Skull of Death



Location: Kill Vithal, as part of a mini-quest in the Underdark, chapter five

Abilities: Death Spell

Armor Class: N/A Weight: 2 Value: 8,250GP

### helfm18 Pearly White Ioun Stone



Location: Inside the Shade Lord dungeon, in the lava pit

Regenerates: 2 hit points/minute

Armor Class: N/A Weight: 2 Value: 8,250GP

### helfm19 Dusty Rose Ioun Stone



Location: Inside the Asylum Dungeon, after completing the puzzle with the 11 statues

Armor Class: +1 Weight: 2 Value: 8,250GP

### helfm20 Pale Green Ioun Stone



Location: Inside Bodhi's Dungeon, in the room with Pai'Na (in web sack)

Equipped Abilities: +10% bonus to hit points THACO: +1

Armor Class: N/A Weight: 2 Value: 8,250GP

### helfm21 Dragon Helm



Location: Inside the Domain of the Dragon, from the magic well atop the bridge

Abilities: Sets fire, cold, and electrical resistance to 25%

Armor Class: N/A Weight: 2 Value: 8,250GP



## SHIELDS



Not Useable By: Bard, Druid, Mage, Thief

### shldo1 Small Shield



Location: Commonly available from enemies and in most shops throughout the land

Special: No Missile Weapon Protection

Armor Class: +1 Weight: 3 Value: 4GP

### shldo2 Small Shield +1



Location: From Ribald, in the Adventurer's Mart

Special: No Missile Weapon Protection

Armor Class: +2 Weight: 3 Value: 1,650GP

### shldo3 Medium Shield



Location: Commonly available from enemies and in most shops throughout the land

Strength: 12

Armor Class: +1 Weight: 7 Value: 11GP

### shldo4 Medium Shield +1



Location: From Ribald, in the Adventurer's Mart

Strength: 6

Armor Class: +2 Weight: 7 Value: 2,475GP

### shldo5 Large Shield



Location: Commonly available from enemies and in most shops throughout the land

Special: +1 vs. Missile Weapons

Armor Class: +1 Weight: 12 Value: 16GP

### shldo6 Large Shield +1



Location: From Ribald, in the Adventurer's Mart

Special: +1 vs. Missile Weapons

Armor Class: +2 Weight: 12 Value: 3,300GP

### shldo8 Buckler



Location: Commonly available from enemies and in most shops throughout the land

Special: No Missile Weapon Protection Not usable By: Mage

Armor Class: +1 Weight: 2 Value: 1GP

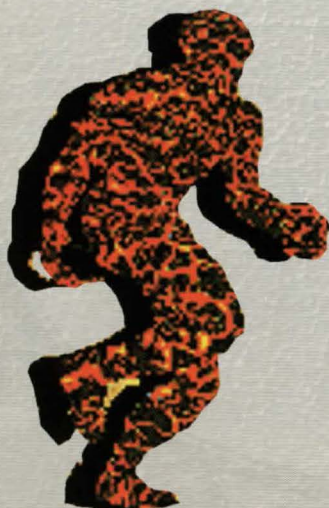
### shld17 Buckler +1




Location: From Ribald, in the Adventurer's Mart


Special: No Missile/ Piercing Protection Not usable By: Mage

Armor Class: +2 Weight: 2 Value: 412GP








<b>shld19</b>	<b>Large Shield +2</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart (under his special wares)
<b>Special:</b> +1 vs. Missile Weapons	
<b>Armor Class:</b> +3	<b>Weight:</b> ? <b>Value:</b> 5,775GP


<b>shld28</b>	<b>Small Shield +2</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart (under his special wares)
<b>Special:</b> No Missile/ Piercing Protection	
<b>Armor Class:</b> +3	<b>Weight:</b> 2 <b>Value:</b> 4,125GP


<b>shld29</b>	<b>Medium Shield +2</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Armor Class:</b> +3	<b>Weight:</b> 5 <b>Value:</b> 4,125GP


<b>shld07</b>	<b>Large Shield +1, +4 vs. Missles</b>
	<b>Location:</b> Inside the Fire & Ice room in the Planar Sphere
<b>Armor Class Notes:</b> +2 bonus, +5 vs. missile weapons	
<b>Armor Class:</b> +2	<b>Weight:</b> 12 <b>Value:</b> 5,775GP


<b>shld21</b>	<b>Dragon Scale Shield +2</b>
	<b>Location:</b> Inside the Domain of the Dragon, after you assemble the mask and enter the tomb
<b>Abilities:</b> Sets fire, cold, and electrical resistance to 25%	
<b>Armor Class:</b> +3	<b>Weight:</b> 5 <b>Value:</b> 4,125GP


<b>shld22</b>	<b>Sentinel +4</b>
	<b>Location:</b> A merchant in the Drow City will carry this item
<b>Armor Class:</b> +5	<b>Weight:</b> 3 <b>Value:</b> 16,500GP

<b>shld23</b>	<b>Fortress Shield +3</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Special:</b> +7 AC bonus vs. missile weapons	
<b>Armor Class:</b> +4	<b>Weight:</b> 3 <b>Value:</b> 14,850GP

<b>shld24</b>	<b>Reflection Shield +1</b>
	<b>Location:</b> On the first floor of the Asylum, in chest
<b>Abilities:</b> Reflects missile weapons back to their user	
<b>Armor Class:</b> +2	<b>Weight:</b> 3 <b>Value:</b> 4,125GP


<b>shld25</b>	<b>Shield of Harmony +2</b>
	<b>Location:</b> From the Guildmistress inside Trademeet, after completing the Druid Grove quest
<b>Abilities:</b> Immunity to Charm, Confusion, and Hold Person	
<b>Armor Class:</b> +3	<b>Weight:</b> 2 <b>Value:</b> 8,250GP


<b>shld26</b>	<b>Shield of the Lost +2</b>
	<b>Location:</b> From Madulf the Ogre, after making a resolution with he and Minister Lloyd
<b>Special:</b> +5% magical resistance	
<b>Armor Class:</b> +3	<b>Weight:</b> 5 <b>Value:</b> 4,537GP


<b>shld27</b>	<b>Saving Grace +3</b>
	<b>Location:</b> Reward from Avatar, inside the Rift Dungeon as part of the Cult of the Unseeing Eye
<b>Armor Class:</b> +4	<b>Weight:</b> 5 <b>Value:</b> 8,250GP


## RINGS


Useable By: All, Unless Otherwise Noted


<b>ring02</b>	<b>Ring of Fire Resistance</b>
	<b>Location:</b> From Ruhk the Transmuter inside the Domain of the Dragon (among other places)
<b>Fire Resistance:</b> +40%	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 2,475GP


<b>ring03</b>	<b>Ring of Animal Friendship</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Special:</b> Charm animal unless save vs. wands. <b>Range:</b> 40ft. <b>Area:</b> 1 Animal <b>Duration:</b> 10 turns	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 577GP


<b>ring04</b>	<b>Ring of Clumsiness</b>
	<b>Location:</b> You'll find this inside the Lich's Tower, but don't equip it!
<b>Special:</b> Can only be removed by a Remove Curse Spell <b>Dexterity:</b> -50% <b>Stealth:</b> -50% <b>Spells:</b> 75% casting failure	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 82GP


<b>ring05</b>	<b>Ring of Invisibility</b>
	<b>Location:</b> City Gates, from the Lich in the basement of the inn
<b>Special:</b> Wearer becomes invisible until an attack is made. This ability may be used 1/day.	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 4,950GP


<b>ring06</b>	<b>Ring of Protection +1</b>
	<b>Location:</b> Irenicus' Dungeon, inside the large statue at the end of the hall of traps (wand key puzzle)
<b>Saving Throws:</b> +1 bonus	
<b>Armor Class:</b> +1	<b>Weight:</b> N/A <b>Value:</b> 2,475GP


<b>ring07</b>	<b>Ring of Protection +2</b>
	<b>Location:</b> From Aran Linvail, as a reward for completing one of his quests in chapter three
<b>Saving Throws:</b> +2 bonus	
<b>Armor Class:</b> +2	<b>Weight:</b> N/A <b>Value:</b> 11,550GP


<b>ring08</b>	<b>Ring of Wizardry</b>
	<b>Location:</b> You'll get this if you play a mage and pursue the mage stronghold quest (as a reward)
<b>Spell:</b> Doubles the amount of 1st level spells a mage can memorize	
<b>Useable Only By:</b> Mage	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 11,550GP

<b>ring09</b>	<b>Ring of Free Action</b>
	<b>Location:</b> Inside the Asylum Dungeon, after completing the puzzle with the Ancient Tome
<b>Special:</b> The wearer is immune to everything magical or otherwise, that affects mobility in any way, although he/she can still be hasted. Be aware, that this will also protect the wearer from beneficial effects, such as those received from Boots of Speed. <i>Nuts!</i>	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 9,075GP

<b>ring20</b>	<b>Ring of Energy</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Damage:</b> 2D6 (no saves) <b>Range:</b> 120 ft. <b>Area:</b> 1 creature	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 1,980GP

<b>ring21</b>	<b>Ring of Infravision</b>
	<b>Location:</b> You'll find this inside the bar at Trademeet
<b>Special:</b> The wearer gains the ability of Infravision up to 120ft.	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 1,237GP


<b>ring22</b>	<b>Ring of Holiness</b>
	<b>Location:</b> Complete the sculptor quest, and return to the temple for your reward
<b>Spell:</b> Grants an extra spell on each level from 1st to 4th	
<b>Usable Only By:</b> Cleric, Druid	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 4,950GP


<b>ring26</b>	<b>Ring of Djinni Summoning</b>
	<b>Location:</b> You'll find this hidden inside Aran Linvail's lair
<b>Special:</b> Summons a Djinni 1/day	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 3,300GP


<b>ring27</b>	<b>Ring of Fire Control</b>
	<b>Location:</b> From Duergar, inside the Mind Flayer Dungeon
<b>Equipped Abilities:</b> 50% Fire Resistance <b>Special Abilities:</b> Charm Fire Elemental (+2 bonus to elementals saving throw) • Cast Burning Hands 1/day • Cast Flamestrike 1/day	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 4,950GP





# MASTER ITEM LIST


ring28	Ring of Air Control
	Location: From Ribald, in the Adventurer's Mart
<b>Special Abilities:</b> • Charm Air Elemental (+2 bonus to elementals saving throw) • Improved Invisibility once per day <b>Area:</b> 1 creature <b>Duration:</b> 10 rounds	
Armor Class: N/A	Weight: N/A Value: 4,950GP


ring29	Ring of Earth Control
	Location: In the de'Arnise Hold, near the lion statues
<b>Special Abilities:</b> • Charm Earth Elemental once per day (+2 bonus to elementals saving throw) • Stone to Flesh	
Armor Class: +1	Weight: N/A Value: 4,950GP


ring30	Ring of Human Influence
	Location: From Kalah, after killing him at the end of the Circus Quest in chapter one
<b>Special Abilities:</b> Charm person 1/day <b>Wielder's CHA:</b> +18	
Armor Class: N/A	Weight: N/A Value: 7,425GP

ring31	Ring of Regeneration
	Location: Inside the Asylum Dungeon, after answering all of the riddles correctly (puzzle)
<b>Wearer:</b> Regenerates 1 HP every 20 sec.	
Armor Class: N/A	Weight: N/A Value: 6,600GP


ring33	Ring of the Ram
	Location: Kill Tolgerias, inside the Planar Sphere
<b>Damage:</b> Once per day, inflict 5-30 hit points of damage to an opponent	
Armor Class: N/A	Weight: N/A Value: 7,425GP

ring34	Ring of the Spell Turning
	Location: Kill the Matron Mother, at the very end of the Ritual in chapter five
<b>Special Abilities:</b> Cast Minor Spell Turning once per day	
Armor Class: N/A	Weight: N/A Value: 12,375GP


ring35	Ring of Lockpicks
	Location: You'll find these in a few places, but the first location is inside of the Thieves' Guild
<b>Special Abilities:</b> +25% lock picking <b>Useable Only By:</b> Thief	
Armor Class: N/A	Weight: N/A Value: 4,950GP


ring36	Ring of Danger Sense
	Location: In the Planar Sphere, inside a small panel in the Power Core room
<b>Special Abilities:</b> +25% trap detection	
Armor Class: N/A	Weight: N/A Value: 4,950GP


ring39	Ring of Gaxx
	Location: Kill Kangaxx the Demilich, after assembling all three pieces of his body
<b>Special Abilities:</b> • Immunity to Disease and Poison <b>Special Use:</b> • Invisibility and Haste once per day <b>Magic Resistance:</b> +10% <b>Saving Throws:</b> +2	
Armor Class: +2	Weight: N/A Value: N/A


ring40	Ring of Acuity
	Location: Kill Lavok, at the very end of the Planar Sphere quest
<b>Special Abilities:</b> Gives two extra 2nd, one extra 3rd, and one extra 4th level spell ( <i>snice!</i> ) <b>Only Usable by:</b> Mage	
Armor Class: N/A	Weight: N/A Value: 6,600GP


BRACERS	
Useable By: All, Unless Otherwise Noted	


braco1	Bracers of Defense AC 8
	Location: Irenicus' Dungeon, in a small drawer within the master bedroom
Armor Class: 8	Weight: 2 Value: 1,650GP


braco2	Bracers of Defense AC 7
	Location: Kill Elite Guard (with Gaal) in the Cult of the Unseeing Eye
Armor Class: 7	Weight: 2 Value: 4,125GP


braco3	Bracers of Defense AC 6
	Location: Kill Mekrath, inside Mekrath's Tower
Armor Class: 6	Weight: 2 Value: 4,950GP


braco4	Bracers of Archery
	Location: Inside a small pile of bones at the Troll Hideout, in the Druid Grove
<b>THACO:</b> +2 (missile weapons only) <b>Not Usable By:</b> Druid, Mage, Cleric	
Armor Class: N/A	Weight: n/a Value: 6,600GP


braco6	Gauntlets of Ogre Power
	Location: Kill Entu, inside the Planar Sphere
<b>Strength:</b> Set to 18/00 <b>Not Usable By:</b> Thief, Mage	
Armor Class: N/A	Weight: 2 Value: 10,725GP


braco7	Gauntlets of Dexterity
	Location: In a small pile of bones in Ghoul Town, up past the Lich
<b>Dexterity:</b> Set to 18	
Armor Class: N/A	Weight: 2 Value: 8,250GP


braco9	Gauntlets of Weapon Skill
	Location: Kill the Female Thrall, in the Astral Prison
<b>THACO:</b> +1 bonus	
Armor Class: N/A	Weight: 2 Value: 6,600GP


braco10	Gauntlets of Weapon Expertise
	Location: Bodhi's Dungeon (2nd visit), inside the large blood pool in the room with the spiked floor
<b>THACO:</b> +1 bonus <b>Damage:</b> +2 bonus	
Armor Class: N/A	Weight: 1 Value: 9,900GP

braco11	Bracers of Binding
	Location: You'll find these crused gloves in the Drow city of Ust'Natha
<b>Special:</b> Casting failure 75% <b>THACO:</b> +5 penalty <b>Damage:</b> -5 penalty	
Armor Class: N/A	Weight: n/a Value: 495GP

braco13	Bracers of Defense AC 5
	Location: You'll first stumble across these gauntlets in the Slums District
Armor Class: 5	Weight: 2 Value: 5,940GP


braco14	Bracers of Defense AC 4
	Location: From Ribald, in the Adventurer's Mart
Armor Class: 4	Weight: 2 Value: 8,250GP

braco15	Bracers of Defense AC 3
	Location: From Ribald, in the Adventurer's Mart
Armor Class: 3	Weight: 2 Value: 10,725GP


braco16	Bracers of Blinding Strike
	Location: Kill the Kuo-Toan Prince, in the Underdark (part of Mother Ardulace's quest)
<b>Abilities:</b> Haste once per day for 20 seconds	
Armor Class: N/A	Weight: N/A Value: 11,550GP







<b>brac17</b>	<b>Gloves of Pick Pocketing</b>
 <b>Location:</b> From the Merchant in Trademeet	
<b>Pick Pocketing:</b> +20%	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 8,250GP


<b>brac18</b>	<b>Gloves of Missile Snaring</b>
 <b>Location:</b> From the Merchant in Trademeet	
<b>AC:</b> +2 bonus from missile attacks	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 8,250GP


<b>brac19</b>	<b>Gauntlets of Crushing</b>
 <b>Location:</b> Sahuagin City, from the King as a reward (or inside the Treasury)	
<b>THACO, Damage:</b> +4 Bonus when attacking with fists	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 8,250GP


<b>brac20</b>	<b>Gloves of Healing</b>
 <b>Location:</b> Complete Ryan Trawl quest, and return to the Temple District	
<b>Special Abilities:</b> Heal up to 10HP of damage and any Poison effect, 1/day.	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 8,250GP


	<b>AMULETS</b>	
<b>Useable By:</b> All, Unless Otherwise Noted		


<b>amul01</b>	<b>Necklace of Missles</b>
 <b>Location:</b> From Camitus' body, as part of the Buried Alive quest	
<b>Note:</b> Casts Magic Missile	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 8,250GP


<b>amul14</b>	<b>Amulet of Protection +1</b>
 <b>Location:</b> From Ribald, in the Adventurer's Mart	
<b>Saving Throw:</b> +1	
<b>Armor Class:</b> +1	<b>Weight:</b> N/A <b>Value:</b> 4,950GP


<b>amul15</b>	<b>Shield Amulet</b>
 <b>Location:</b> In the basement of the de'Arnise Hold, inside a trapped chest	
<b>Uses:</b> 1 Charge <b>Range:</b> Self	
<b>Armor Class:</b> Base set to 4	
<b>Special:</b> Bonus +2 AC vs. missile attacks	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 4,125GP


<b>amul16</b>	<b>Amulet of Metaspell Influence</b>
 <b>Location:</b> Irenicus' Dungeon, in a cabinet near the Dryads	
<b>Special:</b> Memorize 1 extra level 2 spell	
<b>Useable By:</b> Mage	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 2,970GP


<b>amul17</b>	<b>Greenstone Amulet</b>
 <b>Location:</b> Hidden in the Beholder Dungeon, in the Underdark	
<b>Special:</b> This amulet confers the wearer protection against all charm, confusion, fear, domination, ESP, detect alignment, hold, stun, psionics, sleep and feeblemind effects. The protection effect uses one charge each time it is used and will only last for one turn.	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 16,500GP


<b>amul19</b>	<b>Amulet of Magic Resistance 5%</b>
 <b>Location:</b> You'll get this from a Beholder in the Lower Reaches (as part of the Unseeing Eye quest)	
<b>Magical Resistance:</b> 5%	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 2,970GP


<b>amul20</b>	<b>Kaligun's Amulet of Magic Resistance 10%</b>
 <b>Location:</b> Ust' Natha, from the merchant in the Underdark	
<b>Magical Resistance:</b> 10%	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 2,970GP

<b>amul21</b>	<b>Amulet of Power</b>
 <b>Location:</b> If you take Bodhi's quest and kill Aran Linvail, you'll find this item on his corpse	
<b>Abilities:</b> Vocalize, Decrease Spell by 1, Immunity to Level 1 Drain	
<b>Not usable By:</b> Thief, Fighter	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 825GP


<b>amul22</b>	<b>Periapt of Proof Against Poison</b>
 <b>Location:</b> Kill Adratha, inside the tower in Druid Grove	
<b>Abilities:</b> Cure poison once per day, Immune to poison	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 4,125GP


<b>amul23</b>	<b>Periapt of Life Protection</b>
 <b>Location:</b> This is yet another reward for finishing the Sculptor quest	
<b>Abilities:</b> +3 bonus to all saves vs. death	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 2,970GP

<b>amul24</b>	<b>Necklace of Form Stability</b>
 <b>Location:</b> Inside Mekrath's Tower, in the Sewers beneath the Temple District	
<b>Special Abilities:</b> +5 bonus to all saves vs. polymorph	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 2,970GP


<b>amul25</b>	<b>Amulet of Spell Warding</b>
 <b>Location:</b> From Elder Orb, inside the Beholder Dungeon in chapter five	
<b>Abilities:</b> +2 bonus to all saves vs. spells	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 2,970GP


	<b>RODS</b>	
<b>Useable By:</b> Cleric, Mage		


<b>rod001</b>	<b>Rod of Absorption</b>
 <b>Location:</b> Kill Vithal in the Underdark, after his mini-quest	
<b>Special Abilities:</b> Spell absorption for four rounds (one charge)	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 4,125GP

<b>rod002</b>	<b>Rod of Lordly Might</b>
 <b>Location:</b> Sahuagin City, inside the King's treasury (you must get the key first)	
<b>Note:</b> This rod may transform into any of the following weapons when used. Each weapon may also change back into the rod at will.	

<b>Ⓜ Mace +2</b>	
<b>Special Abilities:</b> Target must save vs. spells (+5 bonus) or be affected by fear for four rounds.	
<b>THACO:</b> +2 bonus <b>Damage:</b> +2	
<b>Ⓜ Flaming Long Sword +1</b>	
<b>Special Abilities:</b> Target must save vs. spells (+6 bonus) or take 2D4 points of magical damage	
<b>THACO:</b> +3 <b>Damage:</b> +3	
<b>Ⓜ Spear +3</b>	
<b>Special Abilities:</b> Target must save vs. spells (+6 bonus) or take 2D4 points of magical damage	
<b>THACO:</b> +3 <b>Damage:</b> +3	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 8,250GP

<b>rod003</b>	<b>Rod of Resurrection</b>
 <b>Location:</b> From Ribald, in the Adventurer's Mart	
<b>Special:</b> Resurrection (one charge)	
<b>Usable By:</b> Cleric	
<b>Armor Class:</b> N/A	<b>Weight:</b> N/A <b>Value:</b> 13,200GP

<b>rod004</b>	<b>Rod of Smiting</b>
 <b>Location:</b> Ust' Natha, from the merchant in the Underdark	
<b>Note:</b> If a Golem is struck by the rod it must make a saving throw vs. death or be destroyed.	
<b>Damage:</b> 1D8 +3, +10 vs. Golems	
<b>Damage Type:</b> Crushing	
<b>Speed Factor:</b> 1 <b>THACO:</b> +3 bonus	
<b>Proficiency Type:</b> Quarterstaff (2-handed)	
<b>Armor Class:</b> N/A	<b>Weight:</b> 3 <b>Value:</b> 7,425GP


<b>rod005</b>	<b>Rod of Terror</b>
 <b>Location:</b> City Gates, from the Lich in the basement of the inn	
<b>Note:</b> Target must make a saving throw vs. spells (+4 bonus) or flee in terror (lasts four rounds)	
<b>Damage:</b> 1D6 +3, +10 vs. Golems,	
<b>Damage Type:</b> Crushing	
<b>Speed Factor:</b> 1 <b>THACO:</b> +3 bonus	
<b>Proficiency Type:</b> Quarterstaff (2-handed)	
<b>Armor Class:</b> N/A	<b>Weight:</b> 3 <b>Value:</b> 9,075GP





# MASTER ITEM LIST


## CLOAKS & ROBES


Useable By: All, Unless Otherwise Noted


clck01	Cloak of Protection +1
	<b>Location:</b> Planar Sphere, from the Sahuagin Baron (in the fishman room)
Saving Throw: +1	
Armor Class: +1	Weight: 3 Value: 4,950GP


clck02	Cloak of Protection +2
	<b>Location:</b> Sahuagin City, inside the chest after you complete the Imp's puzzle
Saving Throw: +2	
Armor Class: +2	Weight: 3 Value: 8,250GP


clck03	Cloak of Displacement
	<b>Location:</b> From the merchant in Trademeet
Armor Class: +4 vs. missile weapons	
Saving Throw: (death, breath, wand) +2	
Armor Class: +4	Weight: 3 Value: 5,775GP


clck04	Cloak of the Wolf
	<b>Location:</b> Inside the Shade Lord Dungeon
Abilities: Polymorph into wolf at will	
Armor Class: N/A	Weight: 3 Value: 6,600GP


clck06	Cloak of Non-Detection
	<b>Location:</b> You'll get this from Amon of the Purple Brotherhood
Special: Non-detectable by magical means such as Detect Invisibility	
Armor Class: N/A	Weight: 3 Value: 1,650GP


clck20	Cloak of The Shield
	<b>Location:</b> Firkraag's carcass, in the Domain of the Dragon
Note: Uses charge for attributes	
Special: +5 Armor bonus vs. missile weapons	
Special: +1 Armor bonus vs. missile weapons	
Duration: 1 turn Duration: 1 turn	
Armor Class: N/A	Weight: 4 Value: 4,125GP


clck23	Cloak of Elvenkind
	<b>Location:</b> Inside cabinet near the Stone Horn in Suldanesslar, chapter six
Hide in Shadows: Set to 75%	
Armor Class: N/A	Weight: N/A Value: 12,375GP


clck24	Cloak of Reflection
	<b>Location:</b> You'll get this in the Sahuagin City, after taking out the rebel ambush
Note: Reflects all electrical damage back to the source	
Armor Class: N/A	Weight: N/A Value: 9,075GP


clck25	Cloak of Stars
	<b>Location:</b> Kill the Shade Lord himself, in the Shade Lord's Dungeon
Special Abilities: Creates six +5 darts/day	
Armor Class: N/A	Weight: N/A Value: 10,725GP


clck26	Cloak of Mirrors
	<b>Location:</b> From the Priestess, in the Sahuagin City (as part of the rebel ambush)
Note: Reflects all spell damage back to the source. This includes offensive spells like Magic Missile, but not disabling (non-damage) spells such as Hold Person.	
Armor Class: N/A	Weight: N/A Value: 12,375GP


clck27	Cloak of Sewers
	<b>Location:</b> Kill the Rakshasa in the very center of the Sewer area, underneath the Temple District
Polymorph Self: Once per day, the wearer can change into a Rat, a Carrion Crawler, or an Ochre Jelly.	
Armor Class: +1	Weight: N/A Value: 6,600GP


clck29	Robe of the Apprenti (Armor)
	<b>Location:</b> Mage Stronghold, one of the rewards
Armor Class: 3	Weight: N/A Value: 990GP


clck09	Mage robe of Cold Resistance (Armor)
	<b>Location:</b> You'll find this at select shops throughout the land
Cold Resistance: +20% bonus	
Usable By: Mage (single, duel, & multi-class)	
Armor Class: N/A	Weight: 3 Value: 495GP

clck10	Mage robe of Fire Resistance (Armor)
	<b>Location:</b> Kill Mekrath, in Mekrath's Dungeon
Fire Resistance: +20% bonus	
Usable By: Mage (single, duel, & multi-class)	
Armor Class: N/A	Weight: 3 Value: 495GP


clck11	Mage robe of Electric Resistance (Armor)
	<b>Location:</b> You'll find this at select shops throughout the land
Electric Resistance: +20% bonus	
Usable By: Mage (single, duel, & multi-class)	
Armor Class: N/A	Weight: 3 Value: 495GP


clck12	Knave's Robe (Armor)
	<b>Location:</b> From Ribald, in the Adventurer's Mart
Armor Class: +1 vs. slashing weapons	
Save vs. Death: +1 bonus	
Usable By: Mage (single, duel, & multi-class)	
Armor Class: +1	Weight: 4 Value: 465GP


clck13	Traveller's Robe (Armor)
	<b>Location:</b> From Aledrian, on the second floor of Gaelan Bayle's home
Armor Class: +1 vs. missile weapons	
Saving Throws: +1 bonus vs. breath	
Usable By: Mage (single, duel, & multi-class)	
Armor Class: +1	Weight: 4 Value: 990GP

clck14	Adventurer's Robe (Armor)
	<b>Location:</b> Sion's body, as part of the Slave Lord encounter
Armor Class: +1 vs. petrification/polymorph	
Saving Throws: +1 bonus vs. breath	
Usable By: Mage (single, duel, & multi-class)	
Armor Class: +1	Weight: 4 Value: 990GP

clck15	Robe of The Good Archmagi (Armor)
	<b>Location:</b> From the merchant in Trademeet
Magical Resistance: 5%	
Saving Throws: +1 bonus	
Usable By: Mage (single, duel, & multi-class) with Good-Alignment	
Armor Class: 5	Weight: 6 Value: 33,825GP

clck16	Robe of The Neutral Archmagi (Armor)
	<b>Location:</b> From the merchant in Trademeet
Magical Resistance: 5%	
Saving Throws: +1 bonus	
Usable By: Mage (single, duel, & multi-class) with Neutral-Alignment	
Armor Class: 5	Weight: 6 Value: 33,825GP

clck17	Robe of The Evil Archmagi (Armor)
	<b>Location:</b> Ust' Natha, from the merchant in the Underdark
Magical Resistance: 5%	
Saving Throws: +1 bonus	
Usable By: Mage (single, duel, & multi-class) with Evil-Alignment	
Armor Class: 5	Weight: 6 Value: 17,325GP

clck10	Cloak of Bravery
	<b>Location:</b> The Nine Hells, as an evil reward from the Demon of the fear trial
Fire Resistance: +20% bonus	
Armor Class: N/A	Weight: 3 Value: 495GP








## GIRDLES


Useable By: All, Unless Otherwise Noted


**belto2 Golden Girdle**  
 **Location:** From Ribald, in the Adventurer's Mart  
 Armor Class: +3 vs. slashing weapons  
 Armor Class: +3 Weight: 2 Value: 2,475GP


**belto3 Girdle of Bluntness**  
 **Location:** Irenicus' Dungeon, inside chest after wand key puzzle  
 Armor Class: +4 vs. blunt weapons  
 Armor Class: +4 Weight: 2 Value: 2,475GP


**belto4 Girdle of Piercing**  
 **Location:** Kill Kalah, as part of the Circus Quest in Waukeen's Promenade  
 Armor Class Bonus: +3 vs. piercing weapons  
 Armor Class: +3 Weight: 2 Value: 2,475GP


**belto5 Girdle of Gender**  
 **Location:** You don't really want this, do you? I think we'll just let you find it on your own...  
 Note: Turns you to the opposite sex  
 Armor Class: N/A Weight: N/A Value: 330GP

**belto6 Girdle of Hill Giant Strength**  
 **Location:** From Ribald, in the Adventurer's Mart  
 Strength: Set to 19  
 Armor Class: N/A Weight: N/A Value: 16,500GP

**belto7 Girdle of Stone Giant Strength**  
 **Location:** Suldannesslar, from one of the War Elves  
 Strength: Set to 20  
 Armor Class: N/A Weight: N/A Value: 20,625GP


**belto8 Girdle of Frost Giant Strength**  
 **Location:** Kill the Demon Knights in the Kuo-Toan Dungeon, in the Underdark  
 Strength: Set to 21  
 Armor Class: N/A Weight: N/A Value: 21,450GP


**belto9 Girdle of Fortitude**  
 **Location:** Kill Gaal, at the very end of the Cult of the Unseeing Eye quest  
 Special Abilities: Once per day  
 Constitution: set to 18 (lasts for 8 hours)  
 Armor Class: N/A Weight: N/A Value: 10,890GP


**belt10 Belt of Inertial Barrier**  
 **Location:** From the merchant in Trademeet  
 Abilities: +5 saves vs. breath weapons sets magic resistance to 50%  
 Armor Class: N/A Weight: N/A Value: 20,625GP


## BOOTS


Useable By: All, Unless Otherwise Noted


**boot01 Boots of Speed**  
 **Location:** In the Asylum Dungeon, by placing 15 tokens in the Token Machine puzzle  
 Equipped Ability: Increases movement rate x 1.5  
 Armor Class: N/A Weight: N/A Value: 3,795GP


**boot02 Boots of Stealth**  
 **Location:** Inside Mae'Var's secret bedroom chest, after you get the key from Edwin  
 Move Silently: +20% Hide in Shadows: +15%  
 Not usable By: Fighter, Mage, Cleric, Druid  
 Armor Class: N/A Weight: 4 Value: 2,475GP


**boot03 Boots of the North**  
 **Location:** In the Asylum Dungeon, by placing 10 tokens in the Token Machine puzzle  
 Cold Resistance: +50%  
 Armor Class: N/A Weight: 4 Value: 1,485GP

**boot04 Boots of the Avoidance**  
 **Location:** During Amsi's quest, if you choose to kill Reti (in the Bridge District)  
 Armor Class: +5 vs. missile weapons  
 Armor Class: N/A Weight: 4 Value: 4,125GP

**boot05 Boots of Grounding**  
 **Location:** In the Asylum Dungeon, by placing 10 tokens in the Token Machine puzzle  
 Electric Resistance: +50%  
 Armor Class: N/A Weight: 4 Value: 1,485GP


**boot07 Boots of Elvenkind**  
 **Location:** Inside a drawer near the Elf with the Moonblade, in Suldannesslar  
 Move Silently: +30%  
 Armor Class: N/A Weight: N/A Value: 4,125GP


**boot08 Boots of Phasing**  
 **Location:** In the Shade Lord Dungeon, from the imprisoned Shadow who strikes a deal with you  
 Note: Wearer phases to a random enemy every 12 seconds (when an enemy is within sight)  
 Armor Class: +2 Weight: N/A Value: 4,125GP


**boot11 Boots of Etherealness**  
 **Location:** Sahuagin City, inside the chest after you complete the Imp's puzzle  
 Etherealness: These boots can make a wearer ethereal for 30 seconds (once per day). This makes the wearer immune to ALL normal weapons. Spells may be cast, but no attacks may be made.  
 Armor Class: N/A Weight: N/A Value: 8,250GP

## STAVES

Useable By: All, Unless Otherwise Noted

**staf01 Quarterstaff**  
 **Location:** Commonly found on enemies and in shops throughout the land  
 Damage: 1D6 Damage Type: Crushing  
 Speed Factor: 4 Proficiency Type: Staff  
 Armor Class: N/A Weight: 4 Value: 1GP


**staf02 Quarterstaff +1**  
 **Location:** Commonly found on enemies and in shops throughout the land  
 Damage: 1D6 Damage Type: Crushing  
 Speed Factor: 4 Proficiency Type: Staff (Two-handed)  
 Armor Class: N/A Weight: 4 Value: 825GP


**staf05 Staff of Striking**  
 **Location:** From the merchant in Trademeet  
 Damage: 1D6+9 Speed Factor: 1  
 Proficiency Type: Staff (Two-handed)  
 Armor Class: N/A Weight: 4 Value: 4,125GP








# MASTER ITEM LIST

stafo6	Staff Mace
	Location: From Ribald, in the Adventurer's Mart
THACO: +2 bonus Damage: 2D4+2    Damage Factor: 2 Proficiency Type: Quarterstaff (One-handed)	
Armor Class: N/A	Weight: 4    Value: 2,475GP

stafo7	Staff Spear +2
	Location: From Xzar's body, after completing the Harper's Hideout quest (with Renfeld)
THACO: +2 bonus Damage: 1D8 +3    Speed Factor: 4 Proficiency Type: Staff (Two-handed)	
Armor Class: N/A	Weight: 4    Value: 6,600GP


stafo8	Martial Staff +3
	Location: From the merchant in Trademeet
THACO: +3    Speed Factor: 1 Damage: 1D6 +3    Damage Type: Crushing Proficiency Type: Quarterstaff (Two-handed)	
Armor Class: N/A	Weight: 4    Value: 9,075GP


stafo9	Staff of Command
	Location: On a table in the Mind Flayer Dungeon, in the Underdark
THACO: +2 bonus Damage: 1D6 +2    Speed Factor: 1 Proficiency Type: Quarterstaff (Two-handed)	
Armor Class: N/A	Weight: 3    Value: 4,125GP


stafo10	Staff of Curing
	Location: Graveyard District, inside one of the treasure tombs (south-east corner)
THACO: +1    Damage: 1D6 +1 Proficiency Type: Quarterstaff (Two-handed) Not usable By: Thief, Fighter, Mage	
Armor Class: +2	Weight: 4    Value: 4,125GP




stafo11	Staff of the Magi
	Location: Complete the Twisted Rune quest, and the most powerful staff in the game is yours!
<ul style="list-style-type: none"> <li>Invisibility, Immunity to Charm, Protection From Evil, Fireball-Lighting Spell (combined lighting and fireball damage)</li> </ul> Combat Ability (each hit): Dispel Magic Range: 150 feet    Use: 1/day, Spell Trap Duration: 8 hours THACO: +1 bonus    Speed Factor: 4 Damage: 1D6 +1    Damage Type: Crushing Saving Throws: +2    Only Usable By: Mages Proficiency Type: Quarterstaff (Two-handed)	
Armor Class: +2	Weight: 4    Value: 66,000GP


stafo12	Staff of Power
	Location: Mage Stronghold, one of the rewards
Abilities (one charge): <ul style="list-style-type: none"> <li>Globe of Invulnerability</li> </ul> Duration: 1 round per level Area: 5-foot-radius sphere    Range: User Grants immunity to 1st and 4th level spells <ul style="list-style-type: none"> <li>Lighting Bolts of Paralyzation</li> </ul> Damage: 1D6    Range: 140 yards Saving Throws: For half damage also stuns (no save) the target for 5 rounds THACO: +2 bonus    Speed Factor: 1 Damage: 1D6 +2    Damage Type: Crushing Saving Throws: +2    Only Usable By: Mages Proficiency Type: Quarterstaff (Two-handed)	
Armor Class: +2	Weight: 1    Value: 4,125GP

stafo13	Staff of Thunder and Lightning
	Location: Inside the Asylum, in a locked chest in Jon's bedroom
Abilities (one charge): <ul style="list-style-type: none"> <li>Lightning Bolt</li> </ul> Saving Throws: Spells for half damage Damage: 1D6    Range: 140 yards <ul style="list-style-type: none"> <li>Call Lightning Strike</li> </ul> Damage: 3D8 per strike <ul style="list-style-type: none"> <li>Thundercap (10% chance on a successful strike)</li> </ul> Range: Melee, Saving Throws vs. spells or be stunned for two rounds THACO: +2 bonus    Speed Factor: 1 Damage: 1D6 +2    Damage Type: Crushing Saving Throws: +2    Only Usable By: Clerics, Druids Proficiency Type: Quarterstaff (Two-handed)	
Armor Class: +2	Weight: 4    Value: 4,125GP


stafo14	Staff the Woodlands +4
	Location: From the Avatar of Rillifane, after completing the main quest in Suldaneesslar
<ul style="list-style-type: none"> <li>Barkskin (AC3)</li> <li>Enhanced Charm Animal</li> <li>Summon Shambling Mound</li> </ul> Duration: 5 minutes Saving Throws: save vs. spells with a -4 penalty THACO: +4 bonus    Speed Factor: 1 Damage: 1D6 +4    Damage Type: Crushing Saving Throws: +2    Only Usable By: Druids Proficiency Type: Quarterstaff (Two-handed)	
Armor Class: +3	Weight: 2    Value: 11,550GP

stafo15	Staff of Air +2
	Location: Kill the Master Thrall, inside the Astral Prison
If an air elemental is hit it must save vs. spell or be destroyed <ul style="list-style-type: none"> <li>Summon an 8HD Air Elemental</li> </ul> Duration: 3 rounds THACO: +2 bonus    Speed Factor: 1 Damage: 1D6 +2    Damage Type: Crushing Saving Throws: +2 Proficiency Type: Quarterstaff (Two-handed)	
Armor Class: N/A	Weight: 4    Value: 4,125GP


stafo16	Staff of Earth +2
	Location: Ust' Natha, from the merchant in the Underdark
If an earth elemental is hit it must save vs. spell or be destroyed <ul style="list-style-type: none"> <li>Summon an 8HD Earth Elemental</li> </ul> Duration: 1 hour Damage: 1D6 +2    Damage Type: Crushing Saving Throws: +2    THACO: +2 bonus Proficiency Type: Quarterstaff (Two-handed)	
Armor Class: N/A	Weight: 4    Value: 24,750GP

stafo17	Staff of Fire +2
	Location: Planar Sphere, from the Demon (outerworld)
If a fire elemental is hit it must save vs. spell or be destroyed <ul style="list-style-type: none"> <li>Summon an 8HD Fire Elemental</li> </ul> Duration: 1 hour    Speed Factor: 1 <ul style="list-style-type: none"> <li>Fire Shield (Red) a protective shield that surrounds the wielder of the staff as per the 4th level Wizard spell Fire Shield (Red)</li> </ul> Damage: 1D6 +2    Damage Type: Crushing Saving Throws: +2    THACO: +2 bonus Proficiency Type: Quarterstaff (Two-handed)	
Armor Class: N/A	Weight: 3    Value: 4,125GP


stafo18	Quarterstaff +2
	Location: From Ribald, in the Adventurer's Mart
THACO: +2 bonus    Speed Factor: 1 Damage: 1D6 +2    Damage Type: Crushing Proficiency Type: Staff	
Armor Class: N/A	Weight: 3    Value: 4,125GP


stafo19	Cleric's Staff +3
	Location: From Ribald, at the Adventurer's Mart
THACO: +3    Speed Factor: 1 Damage: 1D6 +3    Damage Type: Crushing Proficiency Type: Quarterstaff (Two-handed)	
Armor Class: N/A	Weight: 3    Value: 9,075GP




staf20	Staff of Rynn +4
	Location: From Ribald, in the Adventurer's Mart
Damage: 1D6+4 Damage Type: Crushing Speed Factor: 1 Proficiency Type: Quarterstaff (Two-handed)	
THACO: +1	Weight: 3 Value: 22,275GP

WAR HAMMERS
Damage Type: Crushing Type: One-handed Not usable By: Druid, Mage, Thief


hammo1	War Hammer
	Location: Commonly found on enemies and in shops throughout the land
Damage: 1D4+1 Speed Factor: 4	
THACO: N/A	Weight: 6 Value: 3GP


hammo2	War Hammer +1
	Location: Commonly found on enemies and in shops throughout the land
Damage: 1D4+1 Speed Factor: 4	
THACO: +1	Weight: 6 Value: 2,475GP

hammo3	War Hammer +2: Thundercracker
	Location: From Ribald, in the Adventurer's Mart
Damage: 1D4+3, +1 electrical Speed Factor: 4	
THACO: +2	Weight: 6 Value: 7,425GP

hammo4	War Hammer +1, +4 vs. GiantKin
	Location: You'll find this inside the de' Arnise Hold, as part of Nalia's quest
THACO: +1, +4 vs. Giant Speed Factor: 2 Damage: 1D4 +2, +5 vs. Giants	
THACO: +1	Weight: 8 Value: 5,907GP

hammo5	War Hammer +2
	Location: From Ribald, in the Adventurer's Mart
Note: +1 electric damage Damage: 1D4+3 Speed Factor: 2	
THACO: +1	Weight: 5 Value: 4,950GP


hammo6	Dwarven Thrower +3
	Location: From the merchant in Trademeet
Note: Returns to Thrower after used Damage: 2D4 +3, +8 damage to giants and ogres Speed Factor: 1 Not usable: Non-dwarves	
THACO: +3	Weight: 4 Value: 19,800GP


hammo7	Hammer of Thunderbolts +3
	Location: In the mini-Mind Flayer Dungeon, as part of the Sewers underneath the Temple District
Speed Factor: 1 Damage: 2D4 +3 Proficiency Type: Quarterstaff (One-handed) Requires: 18 STR	
THACO: +3	Weight: 4 Value: 16,500GP


hammo8	War Hammer +2
	Location: From Ribald, in the Adventurer's Mart
Damage: 1D4+3 Speed Factor: 4 Type: One-Handed	
THACO: +2	Weight: 6 Value: 4,950GP


hammo9	Crom Faeyr +4
	Location: From Cromwell, after bringing him the necessary ingredients plus 10,000GP
• Adjusts user to 25 STR, • Kills Stone Golems, Clay Golems, Ettins, and Trolls on first hit Damage: 2D4+3 Speed Factor: 1 Type: One-Handed	
THACO: +5	Weight: 4 Value: 25,575GP


SHORT SWORDS
Damage Type: Piercing Type: One-handed Not usable By: Druid, Cleric, Mage


sw1h07	Short Sword
	Location: Commonly found on enemies and in shops throughout the land
Damage: 1D6 Speed Factor: 3	
THACO: N/A	Weight: 3 Value: 16GP


sw1h08	Short Sword +1
	Location: Commonly found on enemies and in shops throughout the land
Damage: 1D6 Speed Factor: 2	
THACO: +1	Weight: 3 Value: 1,320GP


sw1h09	Short Sword +2
	Location: From Ribald, in the Adventurer's Mart
Damage: 1D6+2 Speed Factor: 1	
THACO: +2	Weight: 3 Value: 4,950GP

sw1h10	Short Sword of Backstabbing
	Location: Kill Mae'Var, at the end of the Renal Bloodscalp quest
Damage: 1D6+3 Speed Factor: 0	
THACO: +3	Weight: 3 Value: 11,550GP


sw1h25	Kundane +2
	Location: Kill the Female Thrall, inside the Astral Prison
Damage: 1D6+2 Speed Factor: 0	
THACO: +2	Weight: 2 Value: 6,600GP


sw1h26	Ilbratha +1
	Location: From Jermien (the Cowled Wizard), in the Umar Hills
Note: Casts Mirror Image once per day Damage: 1D6+1 Speed Factor: 2	
THACO: +1	Weight: 2 Value: 12,375GP


sw1h27	Arbane's Sword +2
	Location: You'll be ambushed by a group of thugs in Athlatka, one of which has this sword
• Wearer is immune to Hold Person • Once per day can haste the character for 12 seconds Damage: 1D6+2 Speed Factor: 1	
THACO: +2	Weight: 2 Value: 16,500GP

sw1h28	Cutthroat +4
	Location: Inside Bodhi's coffin, after you kill her (the last time)
Damage: 1D6+4 Speed Factor: 1	
THACO: +4	Weight: 2 Value: 18,150GP

LONG SWORDS
Damage Type: Slashing Type: One-handed Not Usable By: Druid, Cleric, Mage

sw1h04	Long Sword
	Location: Commonly available from enemies and in most shops throughout the land
Damage: 1D8 Speed Factor: 5	
THACO: N/A	Weight: 4 Value: 24GP


sw1h05	Long Sword +1
	Location: Commonly available from enemies and in most shops throughout the land
Damage: 1D8+1 Speed Factor: 4	
THACO: +1	Weight: 4 Value: 2,062GP


sw1h06	Long Sword +2: Famir's Blade
	Location: From Ribald, in the Adventurer's Mart (under his special wares)
Special: +1 Cold Damage: 1D8+2 Speed Factor: 3	
THACO: +2	Weight: 3 Value: 7,012GP





# MASTER ITEM LIST


sw1h24	Flame Tongue
	<b>Location:</b> You'll find this in Druid Grove (it's a handy tool against those Trolls!)
<b>Damage:</b> 1D8+1, +2 vs. regenerating creatures, +3 vs. cold/fire creatures, +4 vs. undead	
<b>Speed Factor:</b> 5	
<b>THACO:</b> N/A	<b>Weight:</b> 4 <b>Value:</b> 7,837GP


sw1h31	Daystar
	<b>Location:</b> City Gates, from the Lich underneath the inn (past secret door)
<b>Note:</b> Cast Sunray once per day <b>Range:</b> 20 ft. <b>Area:</b> 20 ft. radius <b>Speed Factor:</b> 3	
<b>THACO:</b> +2, +4 vs. evil creatures	
<b>Damage:</b> 1D8 +2, +4, vs. evil creatures, does double damage against undead	
<b>THACO:</b> ▲	<b>Weight:</b> 3 <b>Value:</b> 16,500GP


sw1h32	DragonSlayer
	<b>Location:</b> Domain of the Dragon, after you assemble the burial mask and enter the tomb
<b>Note:</b> Immunity to Fear • Regenerate 1 hit point every 10 rounds • Detect Invisible (once per day)	
<b>Damage:</b> 1D8 +2 <b>Speed Factor:</b> 3	
<b>THACO:</b> +2	<b>Weight:</b> 3 <b>Value:</b> 20,625GP

sw1h33	Ras +2
	<b>Location:</b> From the merchant in Trademeet
<b>Note:</b> This dancing sword can attack on its own for 4 rounds	
<b>Damage:</b> 1D8 +2 <b>Speed Factor:</b> 3	
<b>THACO:</b> +2	<b>Weight:</b> 3 <b>Value:</b> 20,625GP

sw1h33	Adjatha the Drinker +2
	<b>Location:</b> Kill the Warden (main boss), inside the Astral Prison
<b>Note:</b> Wielder immune to Charm and Domination spells • Each hit heals the wielder 1 HP	
<b>Damage:</b> 1D8 +2 <b>Speed Factor:</b> 3	
<b>THACO:</b> +2	<b>Weight:</b> 3 <b>Value:</b> 5,775GP


sw1h36	Namarra +2
	<b>Location:</b> You'll find this sword in one of the treasure tombs, inside the Graveyard District
<b>Note:</b> Casts Silence 15' Radius 3 times per day	
<b>Damage:</b> 1D8 +4 <b>Speed Factor:</b> 3	
<b>THACO:</b> +2	<b>Weight:</b> 3 <b>Value:</b> 16,500GP


sw1h40	Blade of Roses +3
	<b>Location:</b> From Bernard the merchant, at the Copper Coronet
<b>Equipped Abilities:</b>	
<b>CHA:</b> +2 <b>Damage:</b> 2D4+3 <b>Speed Factor:</b> 2	
<b>THACO:</b> +3	<b>Weight:</b> 3 <b>Value:</b> 11,550GP


sw1h53	Sword of Flame +1
	<b>Location:</b> From Bernard the merchant, at the Copper Coronet
<b>Damage:</b> 1D8+1, fire damage <b>Speed Factor:</b> 5	
<b>THACO:</b> +1	<b>Weight:</b> 4 <b>Value:</b> 4,750GP


sw1h54	The Equalizer
	<b>Location:</b> From Cromwell, after bringing him the hilt, blade, and pommel gem
<b>THACO &amp; Damage:</b>	
• vs. True Neutral: +0 to hit, +0 damage vs. Chaotic Neutral, Lawful Neutral +1 to hit	
• +2 damage vs. other alignments: +3 to hit, +6 damage <b>Speed Factor:</b> 3	
<b>Note:</b> You'll need to find all THREE pieces of the Equalizer before finally transforming it into the sword. See page ??? for details	
<b>THACO:</b> ▲	<b>Weight:</b> 3 <b>Value:</b> 11,962GP


BASTARD SWORDS	
<b>Damage Type:</b> Slashing <b>Type:</b> One-handed	
<b>Not usable By:</b> Druid, Cleric, Mage, Thief	


sw1h01	Bastard Sword
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Damage:</b> 2D4 <b>Speed Factor:</b> 8	
<b>THACO:</b> N/A	<b>Weight:</b> 10 <b>Value:</b> 41GP


sw1h02	Bastard Sword +1
	<b>Location:</b> Irenicus' Dungeon, from Cambion trapped in bubble
<b>Damage:</b> 2D4+1 <b>Speed Factor:</b> 7	
<b>THACO:</b> +1	<b>Weight:</b> 9 <b>Value:</b> 4,125GP


sw1h03	Bastard Sword +1, +3 vs. Shapeshifters
	<b>Location:</b> Hendak will give this to you as a reward for helping him overthrow Lehtinan (Slavers)
<b>Damage:</b> 2D4 +1, +3 vs. Shapeshifters	
<b>Speed Factor:</b> 7	
<b>THACO:</b> +1	<b>Weight:</b> 8 <b>Value:</b> 6,600GP

sw1h34	Albruin +1
	<b>Location:</b> Underdark, part of the iron sphere quest, after you cure the insane mage
<b>Note:</b> Detect Invisibility once per day, Protection from poison while wielded	
<b>Damage:</b> 2D4 +3 <b>Speed Factor:</b> 7	
<b>THACO:</b> +1	<b>Weight:</b> 8 <b>Value:</b> 16,500GP


sw1h37	Taragarth +2
	<b>Location:</b> You'll find this sword available from a Drow merchant, in the town of Ust' Natha
<b>Note:</b> 50% fire resistance • Non-Detection	
<b>Damage:</b> 2D4+1 <b>Speed Factor:</b> 7	
<b>THACO:</b> +2	<b>Weight:</b> 7 <b>Value:</b> 36,300GP


sw1h38	Jhor the Bleeder +2
	<b>Location:</b> From Madman Aganalo, in the underdark (part of iron sphere quest)
<b>Note:</b> Two extra HP damage every round, until 10 HP of damage done • Detect Invisible (1/day)	
<b>Damage:</b> 2D4 +2 <b>Speed Factor:</b> 6	
<b>THACO:</b> +2	<b>Weight:</b> 7 <b>Value:</b> 18,150GP

sw1h39	Blade of Searing +3
	<b>Location:</b> If you manage to kill Laesonar, inside the fighting arena in the town of Ust' Natha
<b>Note:</b> One extra point of fire damage	
<b>Damage:</b> 2D4+3 <b>Speed Factor:</b> 5	
<b>THACO:</b> +3	<b>Weight:</b> 5 <b>Value:</b> 16,500GP

sw1h42	Bastard Sword +2
	<b>Location:</b> From Ribald, in the Adventurer's Mart (under his special wares)
<b>Damage:</b> 2D4+2 <b>Speed Factor:</b> 6	
<b>THACO:</b> +2	<b>Weight:</b> 7 <b>Value:</b> 8,250GP

SCIMITARS	
<b>Damage Type:</b> Slashing <b>Type:</b> One-handed	
<b>Not usable By:</b> Cleric, Mage, Thief	

sw1h15	Scimitar +3: Frostband
	<b>Location:</b> From Drizzt, only if you choose to attack and kill him
<b>Damage:</b> 1D8 +3 <b>Speed Factor:</b> 2	
<b>THACO:</b> +3	<b>Weight:</b> 4 <b>Value:</b> 12,457GP

sw1h16	Scimitar +5: Defender
	<b>Location:</b> It's Twinkle! From Drizzt, only if you attack and kill him
<b>Damage:</b> 1D8 +3 <b>Speed Factor:</b> 2	
<b>Special:</b> +2 Armor Class bonus	
<b>Not Usable By:</b> Evil or Neutral Alignment	
<b>THACO:</b> +3	<b>Weight:</b> 4 <b>Value:</b> 18,150GP


## Did You Know?


We're sure that most of you are familiar with the Adventurer's Mart in Waukeen's Promenade, right? After all, it's the best darn shop in all of Athlatka!


What you might not have known however, is the fact that Ribald's stock will change once during the course of the game (after you emerge from the Underdark), at which point you can ask to see his "Special Wares."


If you've got the coin, and you're in the market for some of the best equipment available from a shop, swing on by and tell Ribald that Versus Books sent ya!




sw1h20	Scimitar
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Damage:</b> 1D8	<b>Speed Factor:</b> 5
<b>THACO:</b> N/A	<b>Weight:</b> 4 <b>Value:</b> 90GP


sw1h22	Scimitar +1
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Damage:</b> 1D8 +1	<b>Speed Factor:</b> 5
<b>THACO:</b> +1	<b>Weight:</b> 4 <b>Value:</b> 1,650GP


sw1h23	Rashad's Talon
	<b>Location:</b> Trademeet, from Khan Zahraa the Djinni inside his tent (only if you kill him, or bring him the Rakshasa head)
<b>Damage:</b> 1D8 +2	<b>Speed Factor:</b> 3
<b>THACO:</b> +2	<b>Weight:</b> 4 <b>Value:</b> 1,980GP


sw1h30	Belm +2
	<b>Location:</b> You'll find this blade in chapter five, in the Sahuagin City
<b>Note:</b> Speed +2 • Sets attack to +1 per round	
<b>Damage:</b> 1D8+2	<b>Speed Factor:</b> 0
<b>THACO:</b> +2	<b>Weight:</b> 3 <b>Value:</b> 4,950GP


sw1h50	Scimitar +4: Shazzellim
	<b>Location:</b> This is Elhan's blade, the leader of the War Elves
<b>Equipped Abilities:</b> Vocalize	
<b>Combat Abilities:</b> Any bard hit must make saving throw vs. spells with a -4 penalty or die	
<b>Damage:</b> 1D8+1	<b>Speed Factor:</b> 4
<b>THACO:</b> +1	<b>Weight:</b> 5 <b>Value:</b> 4,950GP


KATANAS	
	
<b>Damage Type:</b> Slashing/Piercing <b>Type:</b> One-handed	
<b>Not usable By:</b> Druid, Cleric, Mage	


sw1h43	Katana
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Damage:</b> 1D10	<b>Speed Factor:</b> 6
<b>THACO:</b> N/A	<b>Weight:</b> 4 <b>Value:</b> 825GP

sw1h44	Katana +1
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>THACO:</b> +1 bonus	<b>Damage:</b> 1D10 +1 <b>Speed Factor:</b> 4
<b>THACO:</b> ▲	<b>Weight:</b> 6 <b>Value:</b> 1,650GP

sw1h45	Malakar +2
	<b>Location:</b> Asylum Dungeon, from the Troll boss behind the troll painting
<b>Armor Class:</b> +2 bonus against slashing weapons	
<b>Damage:</b> 1D10+2	<b>Speed Factor:</b> 2
<b>THACO:</b> +2	<b>Weight:</b> 4 <b>Value:</b> 4,125GP

sw1h46	Wakizashi
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Damage:</b> 1D8	<b>Speed Factor:</b> 4
<b>THACO:</b> N/A	<b>Weight:</b> 6 <b>Value:</b> 82GP


sw1h47	Wakizashi +1
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Damage:</b> 1D8 +1	<b>Speed Factor:</b> 4
<b>THACO:</b> +1	<b>Weight:</b> 4 <b>Value:</b> 2,475GP


sw1h48	Ninja-To
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Damage:</b> 1D8	<b>Speed Factor:</b> 4
<b>THACO:</b> N/A	<b>Weight:</b> 5 <b>Value:</b> 19GP


sw1h49	Ninja-To +1
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Damage:</b> 1D8 +1	<b>Speed Factor:</b> 4
<b>THACO:</b> +1	<b>Weight:</b> 5 <b>Value:</b> 1,650GP


sw1h51	Celestial Fury
	<b>Location:</b> Kill Koshi, as part of the Slave Lord encounter (Temple District)
<b>Lightning Strike:</b> once per day • <b>Blindness:</b> once per day • <b>Booming Thunder:</b> whenever the sword strikes an opponent (stun Saves vs. Spell), <b>Shocking Blow</b> chance when sword strikes an opponent (5% chance of 20 additional electrical damage)	
<b>Damage:</b> 1D10 +3	<b>Speed Factor:</b> 1
<b>THACO:</b> +3	<b>Weight:</b> 3 <b>Value:</b> 12,870GP

TWO-HANDED SWORDS	
	
<b>Damage Type:</b> Slashing <b>Type:</b> Two-handed	
<b>Not usable By:</b> Druid, Cleric, Mage, Thief	


sw2h01	Two Handed Sword
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Damage:</b> 1D10	<b>Speed Factor:</b> 10
<b>THACO:</b> N/A	<b>Weight:</b> 15 <b>Value:</b> 82GP

sw2h02	Two Handed Sword +1
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Damage:</b> 1D10 +1	<b>Speed Factor:</b> 9
<b>THACO:</b> +1	<b>Weight:</b> 12 <b>Value:</b> 1,485GP


sw2h03	Cursed Berserking Sword +3
	<b>Location:</b> Den of the Seven Vales (in Waukeen's Promenade), from Smaeluv Orcslicer
<b>THACO:</b> +3 bonus	<b>Damage:</b> 1D10 +3
<b>Speed Factor:</b> 10	
<b>Note:</b> Causes the wielder to go berserk and can only be removed with Remove Curse spell	
<b>THACO:</b> ▲	<b>Weight:</b> 15 <b>Value:</b> 1,650GP

sw2h07	Harbringer +3
	<b>Location:</b> City of Ust' Natha, from the merchant
• <b>Fireball</b>	
There is a 5% chance per hit that a 10D6 fireball explodes, centered on the target	
• <b>Flesh to Stone</b>	
All Ogres when hit must save vs. spells of be turned to stone	
<b>THACO:</b> +3 bonus	<b>Speed Factor:</b> 7
<b>Damage:</b> 1D10 +3	
<b>THACO:</b> ▲	<b>Weight:</b> 10 <b>Value:</b> 16,500GP

sw2h08	Soul Reaver +4
	<b>Location:</b> Kill the Demon Knights in the Kuo-Toan Dungeon, in the Underdark
<b>Note:</b> Each hit inflicts a cumulative 2 point penalty to the enemies' THACO	
<b>Duration:</b> 20 rounds	
<b>THACO:</b> +4 bonus	
<b>Damage:</b> 1D10 +4	<b>Speed Factor:</b> 6
<b>Not usable By:</b> Good aligned characters	
<b>THACO:</b> ▲	<b>Weight:</b> 10 <b>Value:</b> 20,625GP


sw2h09	Warblade +4
	<b>Location:</b> From Ribald, in the Adventurer's Mart (from his special wares)
<b>Damage:</b> 1D12 +4	<b>Speed Factor:</b> 6
<b>THACO:</b> +4	<b>Weight:</b> 11 <b>Value:</b> 28,875GP


sw2h10	The Holy Avenger: Carsomyr +5
	<b>Location:</b> Kill Firkraag, in the Domain of the Dragon (quite the task indeed)
• 50% Magic Resistance • +5 damage to chaotic evil opponents in addition to other bonuses	
• Dispel Magic whenever the sword strikes an opponent	
<b>Damage:</b> 1D12 +5	<b>Speed Factor:</b> 5
<b>Only Usable By:</b> Paladins	
<b>THACO:</b> +5	<b>Weight:</b> 7 <b>Value:</b> 33,000GP


sw2h11	Two Handed Sword +2
	<b>Location:</b> From Malaaq the Djinni, after brining him his Lamp (from the Dryads)
<b>Damage:</b> 1D10 +2	<b>Speed Factor:</b> 8
<b>THACO:</b> +2	<b>Weight:</b> 10 <b>Value:</b> 4,950GP




# MASTER ITEM LIST

sw2h12	Flame of the North
	Location: Asylum Dungeon, from the Mind Flayer behind the Mind Flayer painting
Note: 10% Magic Resistance Damage: 1D10 +4 extra damage to chaotic evil opponents Speed Factor: 8	
THACO: +2	Weight: 10 Value: 8,250GP


sw2h14	Lilarcor +3
	Location: Finish Quallo's quest, and get the sword from the sewer pipe puzzle (with all four ingredients)
Note: A talking sword? Nuff said! Damage: 1D10+3 Speed Factor: 8	
THACO: +3	Weight: 10 Value: 3,300GP


sw2h15	Vorpall Blade
	Location: From Cromwell, after you bring him both the hilt and the blade of the Silver Sword
Note: 15% chance each hit that the target must make a saving throw vs. death (-4 penalty) or die THACO: +3 bonus Damage: 1D10 +3 Speed Factor: 10	
THACO: ▲	Weight: 15 Value: N/A


SPEARS	
	
Damage Type: Piercing Type: Two-Handed Not usable By: Cleric, Mage, Thief	


sper01	Spear
	Location: Commonly found on enemies and in shops throughout the land
Damage: 1D6 Speed Factor: 6	
THACO: N/A	Weight: 5 Value: 1GP


sper02	Spear +1
	Location: From Ribald, in the Adventurer's Mart
Damage: 1D6+1 Speed Factor: 5	
THACO: +1	Weight: 5 Value: 1,650GP


sper03	Spear +3: BackBiter
	Location: Kill Riti, in the Underdark (as part of the iron sphere quest)
Note: Cursed! Three points of piercing damage inflicted upon the wielder every successful hit Damage: 1D6 +3 Speed Factor: 6	
THACO: +3	Weight: 5 Value: 3,300GP


sper05	Spear +2
	Location: From Ribald, in the Adventurer's Mart
Damage: 1D6 +2 Speed Factor: 4	
THACO: +2	Weight: 3 Value: 2,475GP

sper06	Spear +3
	Location: From Ribald, in the Adventurer's Mart (under his special wares)
Damage: 1D6 +3 Speed Factor: 3	
THACO: +3	Weight: 3 Value: 3,300GP


sper07	Spear +2: Unicorn Spear
	Location: Druid Grove, inside the Troll hideout, in a small pile of bones
Note: Immunity to Charm and Hold Person +3 to all saves vs. death Damage: 1D6 +2 Speed Factor: 4	
THACO: +2	Weight: 3 Value: 2,475GP


sper08	Spear +3: Impaler
	Location: Sahuagin City, kill the Sahuagin King (help Prince Villynaty)
Damage: 1D6 +3, +10 piercing damage Speed Factor: 4	
THACO: +3	Weight: 10 Value: 3,300GP


sper09	Spear +1: Halcyon
	Location: Bodhi's Dungeon, inside trapped coffin with Skeleton Warrior
Damage: 1D6+1 (+1 electrical) Speed Factor: 5	
THACO: +1	Weight: 3 Value: 5,445GP


sper10	Spear of Withering +4
	Location: Ust' Natha, from merchant in town square
Damage: 1D6 +4, +4 poison damage Speed Factor: 6	
THACO: +4	Weight: 5 Value: 16,335GP


MACES	
	
Damage Type: Crushing Type: One-Handed Not usable By: Druid, Mage, Thief	


blun01	Mace
	Location: Commonly found on enemies and in shops throughout the land
Damage: 1D6 +1 Speed Factor: 7	
THACO: N/A	Weight: 8 Value: 13GP


blun05	Mace +1
	Location: From Ribald, in the Adventurer's Mart
Damage: 1D6 +1 Speed Factor: 7	
THACO: +1	Weight: 8 Value: 2,475GP

blun12	Mace of Disruption +1
	Location: In a pool of blood inside Bodhi's Dungeon (very useful weapon!)
Note: 2-12 (+4) damage to Undead, plus they must make a saving throw vs. death (-4 penalty) or be utterly destroyed Damage: 1D6 +2 Speed Factor: 6	
THACO: +1	Weight: 8 Value: 7,425GP


blun18	Skullcrusher +3
	Location: From Goldander, after helping him with his quest (in the Underdark)
Damage: 1D6 +4, +2 extra damage to humanoid creatures THACO: +3 bonus Speed Factor: 4	
THACO: ▲	Weight: 6 Value: 8,250GP


blun19	Mauler's Arm +2
	Location: From Bernard, inside the Copper Coronet
Note: Increase wielder's STR to 18 Damage: 1D6 +3 Speed Factor: 5	
THACO: +2	Weight: 7 Value: 5,775GP

blun20	Arduia's Fall +1
	Location: After completing the Cult of the Unseeing Eye quest (from your respective temple)
Note: A creature hit by this mace must make a saving throw vs. spells at +3 or be slowed for 12 seconds Damage: 1D6 +2 Speed Factor: 6	
THACO: +1	Weight: 8 Value: 4,950GP


blun21	Mace +2
	Location: From Ribald, in the Adventurer's Mart (under his special wares)
Damage: 1D6 +3 Speed Factor: 5	
THACO: +2	Weight: 9 Value: 4,125GP


CLUBS	
	
Damage Type: Crushing Type: One-Handed Not usable By: Mage	


blun01	Club
	Location: Commonly found on enemies and in shops throughout the land
Damage: 1D6 Speed Factor: 4	
THACO: N/A	Weight: 3 Value: 1GP

blun10	The Root of the Problem
	Location: One of the rewards from the Druid Stronghold
THACO: +1, +3 vs. unnatural creatures Damage: 1D6 +1, +3 unnatural creatures, +1 acid damage Type: Club Speed Factor: 3	
THACO: ▲	Weight: 3 Value: N/A




<b>blun22</b>	<b>Club +3: Blackblood</b>
	<b>Location:</b> Kill the Rangers looking for Valygar, in the Umar Hills (also available in Trademeet)
<b>Damage:</b> 1D6 +3, +3 acid damage <b>THACO:</b> +3 bonus <b>Speed Factor:</b> 4	
<b>THACO:</b> ▲ <b>Weight:</b> 3 <b>Value:</b> 16,500GP	


<b>blun23</b>	<b>Bone Club +2, +3 vs. Undead</b>
	<b>Location:</b> Asylum Dungeon, after completing puzzle
<b>THACO:</b> +2, +3 vs. Undead <b>Damage:</b> 1D6 +2, +3 vs. Undead <b>Speed Factor:</b> 4	
<b>THACO:</b> ▲ <b>Weight:</b> 3 <b>Value:</b> N/A	


<b>blun24</b>	<b>Club +2: Gnasher</b>
	<b>Location:</b> From Delok, right before you enter the Druid Grove to fight Faldorn
<b>Damage:</b> 1D6 +2 <b>Speed Factor:</b> 4	
<b>THACO:</b> N/A <b>Weight:</b> 3 <b>Value:</b> 1,650GP	

	<b>FLAILS</b>	
<b>Damage Type:</b> Crushing <b>Type:</b> One-Handed <b>Not usable By:</b> Druid, Mage, Thief		


<b>blun02</b>	<b>Flail</b>
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Damage:</b> 1D6 +1 <b>Speed Factor:</b> 7	
<b>THACO:</b> N/A <b>Weight:</b> 15 <b>Value:</b> 24GP	


<b>blun03</b>	<b>Flail +1</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Damage:</b> 1D6 +2 <b>Speed Factor:</b> 6	
<b>THACO:</b> +1 <b>Weight:</b> 12 <b>Value:</b> 3,300GP	


<b>blun06</b>	<b>Morning Star</b>
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Damage:</b> 2D4 <b>Speed Factor:</b> 7	
<b>THACO:</b> n/a <b>Weight:</b> 12 <b>Value:</b> 16GP	


<b>blun07</b>	<b>Morning Star +1</b>
	<b>Location:</b> From black market thief in the Slums District
<b>Damage:</b> 2D4 +1 <b>Speed Factor:</b> 7	
<b>THACO:</b> +1 <b>Weight:</b> 12 <b>Value:</b> 2,970GP	



<b>blun13</b>	<b>Flail +2</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Damage:</b> 1D6 +2 <b>Speed Factor:</b> 5	
<b>THACO:</b> +2 <b>Weight:</b> 12 <b>Value:</b> 4,950GP	


<b>blun14</b>	<b>Flail of the Ages +3</b>
	<b>Location:</b> The de'Arnise Hold, after you take all three pieces and bring them to the forge in the basement
<b>Note:</b> A chance each hit that targets will be slowed (no saving throw)	
<b>Damage:</b> 1D6 +4, +1 Acid Damage, +1 Cold Damage, +1 Fire Damage <b>Speed Factor:</b> 4	
<b>Note:</b> This Flail is the most desirable form of the Flail of the Ages, which comes in many forms. Place all three heads together, and you'll have this most incredible weapon.	
<b>THACO:</b> +3 <b>Weight:</b> 10 <b>Value:</b> N/A	


<b>blun15</b>	<b>Morning Star +2</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart (under his special wares)
<b>Damage:</b> 2D4 +2 <b>Speed Factor:</b> 7	
<b>THACO:</b> +2 <b>Weight:</b> 12 <b>Value:</b> 4,125GP	


<b>blun16</b>	<b>The Sleeper +2</b>
	<b>Location:</b> From Bernard the merchant, at the Copper Coronet
<b>Note:</b> Any human or demi-human (excluding Elves) hit by the Sleeper must save vs. poison with a +4 bonus or fall asleep for 18 seconds	
<b>Damage:</b> 2D4 +2 <b>Speed Factor:</b> 5	
<b>THACO:</b> +2 <b>Weight:</b> 9 <b>Value:</b> 5,775GP	


<b>blun17</b>	<b>Wyvern's Tail +2</b>
	<b>Location:</b> Kill Draug Fea, in the Sewers beneath the Temple District
<b>Note:</b> Victims must make a saving throw vs. poison or take 5 HP of poison damage	
<b>Damage:</b> 2D4 +2 <b>Speed Factor:</b> 5	
<b>THACO:</b> +2 <b>Weight:</b> 9 <b>Value:</b> 5,775GP	


	<b>CROSSBOWS</b>	
<b>Damage Type:</b> Missile <b>Type:</b> Two-Handed <b>Not usable By:</b> Druid, Cleric, Mage, Thief		


<b>xbow01</b>	<b>Heavy Crossbow</b>
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Damage:</b> +2 (missile) <b>Speed Factor:</b> 10	
<b>THACO:</b> n/a <b>Weight:</b> 10 <b>Value:</b> 82GP	


<b>xbow02</b>	<b>Heavy Crossbow +1</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Damage:</b> +3 (missile) <b>Speed Factor:</b> 9	
<b>THACO:</b> +1 <b>Weight:</b> 9 <b>Value:</b> 4,950GP	

<b>xbow03</b>	<b>Heavy Crossbow of Accuracy +5</b>
	<b>Location:</b> You'll find this on the captain of the Beholder Cult (as part of the Unseeing Eye quest)
<b>Damage:</b> +2 (missile) <b>Speed Factor:</b> 7	
<b>THACO:</b> +5 <b>Weight:</b> 10 <b>Value:</b> 12,540GP	


<b>xbow04</b>	<b>Light Crossbow</b>
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Speed Factor:</b> 5	
<b>THACO:</b> n/a <b>Weight:</b> 7 <b>Value:</b> 57GP	


<b>xbow05</b>	<b>Light Crossbow +1</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Damage:</b> +1 (missile) <b>Speed Factor:</b> 4	
<b>THACO:</b> +1 <b>Weight:</b> 6 <b>Value:</b> 4,125GP	

<b>xbow06</b>	<b>Light Crossbow of Speed</b>
	<b>Location:</b> From Bernard, the merchant in the Copper Coronet
<b>Damage:</b> +1 (missile) <b>Speed Factor:</b> 5	
<b>THACO:</b> +1 <b>Weight:</b> 5 <b>Value:</b> 9,900GP	

<b>xbow07</b>	<b>Heavy Crossbow +2</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Damage:</b> +4 (missile) <b>Speed Factor:</b> 8	
<b>THACO:</b> +2 <b>Weight:</b> 11 <b>Value:</b> 7,425GP	

<b>xbow08</b>	<b>Giant Hair Crossbow +3</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Damage:</b> +5 (missile) <b>Speed Factor:</b> 7	
<b>THACO:</b> +3 <b>Weight:</b> 11 <b>Value:</b> 14,850GP	


<b>xbow09</b>	<b>Light Crossbow +2</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart (under his special wares)
<b>Damage:</b> +2 (missile) <b>Speed Factor:</b> 3	
<b>THACO:</b> +2 <b>Weight:</b> 5 <b>Value:</b> 4,950GP	


<b>xbow10</b>	<b>Necaradan's Crossbow +3</b>
	<b>Location:</b> Underdark, reward from Silver Dragon
<b>Equipped Penalties:</b> -2 STR penalty	
<b>Damage:</b> +4 (Missile) <b>Speed Factor:</b> 6	
<b>THACO:</b> +4 <b>Weight:</b> 9 <b>Value:</b> 7,425GP	







# MASTER ITEM LIST

<b>xbow13</b>	<b>Crossbow of Affliction +4</b>
	<b>Location:</b> Inside Drush's Tower, after defeating Deirex the Lich (and meeting Jarlaxle)
<b>Damage:</b> +1 (Missile)	<b>Speed Factor:</b> 5
<b>THACO:</b> +1	<b>Weight:</b> 5 <b>Value:</b> 57GP

<b>xbow14</b>	<b>Heavy Crossbow of Searing +1</b>
	<b>Location:</b> From Ribald, at the Adventurer's Mart
<b>Damage:</b> +3 (Missile)	<b>Speed Factor:</b> 9
<b>THACO:</b> +1	<b>Weight:</b> 10 <b>Value:</b> 11,550GP


	<b>SHORT BOWS</b>	
<b>Damage Type:</b> Missile <b>Type:</b> Two-Handed <b>Not usable By:</b> Druid, Cleric, Mage		


<b>bow05</b>	<b>Short Bow</b>
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Speed Factor:</b> 6	
<b>THACO:</b> n/a	<b>Weight:</b> 2 <b>Value:</b> 49GP

<b>bow06</b>	<b>Short Bow +1</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Speed Factor:</b> 5	
<b>THACO:</b> +1	<b>Weight:</b> 2 <b>Value:</b> 577GP


<b>bow14</b>	<b>Tuigan Bow +1</b>
	<b>Location:</b> Kill the Beastmaster, in the Copper Coronet
<b>Note:</b> Three shots per round of attack	
<b>Damage:</b> +1	<b>Speed Factor:</b> 5
<b>THACO:</b> +1	<b>Weight:</b> 2 <b>Value:</b> 5,775GP

<b>bow15</b>	<b>Tansheron's Bow +3</b>
	<b>Location:</b> From the merchant in Trademeet
<b>Note:</b> This powerful bow requires no ammunition — it uses Phantom Arrows of its own.	
<b>Speed Factor:</b> 3	
<b>THACO:</b> +3	<b>Weight:</b> 2 <b>Value:</b> 8,250GP


<b>bow18</b>	<b>Short Bow +2</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Speed Factor:</b> 5	
<b>THACO:</b> +2	<b>Weight:</b> 2 <b>Value:</b> 3,630GP


<b>bow19</b>	<b>Short Bow of Gesen</b>
	<b>Location:</b> From Cromwell, after bringing him both the shaft and the string of Gesen
<b>Note:</b> Grants user 20% resistance to electrical damage	
<b>Speed Factor:</b> 4	
<b>THACO:</b> +2	<b>Weight:</b> 2 <b>Value:</b> 12,375GP


	<b>LONG BOWS</b>	
<b>Damage Type:</b> Missile <b>Type:</b> Two-Handed <b>Not usable By:</b> Druid, Cleric, Mage, Thief		
<b>Note:</b> Composite Bows are NOT useable by Bards		


<b>bow01</b>	<b>Composite Long Bow</b>
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Damage:</b> +1	<b>Speed Factor:</b> 7
<b>THACO:</b> +1	<b>Weight:</b> 10 <b>Value:</b> 165GP


<b>bow02</b>	<b>Composite Long Bow +1</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Damage:</b> +1	<b>Speed Factor:</b> 6
<b>THACO:</b> +2	<b>Weight:</b> 9 <b>Value:</b> 4,125GP


<b>bow03</b>	<b>Long Bow</b>
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Speed Factor:</b> 7	
<b>THACO:</b> +1	<b>Weight:</b> 3 <b>Value:</b> 123GP


<b>bow04</b>	<b>Long Bow +1</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Speed Factor:</b> 6	
<b>THACO:</b> +2	<b>Weight:</b> 3 <b>Value:</b> 2,640GP


<b>bow07</b>	<b>Long Bow of Marksmanship</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Speed Factor:</b> 5	
<b>THACO:</b> +3	<b>Weight:</b> 2 <b>Value:</b> 9,075GP


<b>bow09</b>	<b>Ripper +2</b>
	<b>Location:</b> Planar Sphere, from Togan the Darksun Halfling
<b>Requires:</b> 18 STR <b>Damage:</b> +2 <b>Speed Factor:</b> 5	
<b>THACO:</b> +2	<b>Weight:</b> 8 <b>Value:</b> 6,105GP


<b>bow10</b>	<b>Heartseeker +3</b>
	<b>Location:</b> In the Domain of the Dragon, hidden in the secret room with the Beljuril
<b>Note:</b> Once per day, user can increase bow's aim to an additional +7 to hit for nine seconds	
<b>Damage:</b> +2	<b>Speed Factor:</b> 4
<b>THACO:</b> +4	<b>Weight:</b> 7 <b>Value:</b> 12,870GP



<b>bow11</b>	<b>Strong Arm +2</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Damage:</b> +3	<b>Speed Factor:</b> 4
<b>THACO:</b> +3	<b>Weight:</b> 7 <b>Value:</b> 975GP


<b>bow12</b>	<b>Elven Court Bow +3</b>
	<b>Location:</b> In Suldannesslar, from War Elf
<b>Speed Factor:</b> 4	
<b>THACO:</b> +4	<b>Weight:</b> 2 <b>Value:</b> 4,125GP

<b>bow13</b>	<b>Mana Bow +4</b>
	<b>Location:</b> In the de'Arnise Hold, inside the statue guarded by the Golems
<b>Note:</b> +20% to resist magical damage	
<b>Damage:</b> +1	<b>Speed Factor:</b> 3
<b>THACO:</b> +4	<b>Weight:</b> 4 <b>Value:</b> 5,775GP


<b>bow16</b>	<b>Composite Long Bow +2</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart (under his special wares)
<b>Damage:</b> +1	<b>Speed Factor:</b> 5
<b>THACO:</b> +3	<b>Weight:</b> 8 <b>Value:</b> 4,537GP


<b>bow17</b>	<b>Long Bow +2</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Speed Factor:</b> 6	
<b>THACO:</b> +3	<b>Weight:</b> 3 <b>Value:</b> 3,300GP

	<b>SLINGS</b>	
<b>Damage Type:</b> Missile <b>Type:</b> One-Handed <b>Not usable By:</b> All, unless otherwise noted		


<b>slng01</b>	<b>Sling</b>
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Speed Factor:</b> 6	
<b>THACO:</b> N/A	<b>Weight:</b> 0 <b>Value:</b> 1GP





slng02	Sling +1
	Location: From the Storekeep in Waukeen's Promenade
Damage: +1 (missile damage)	Speed Factor: 5
THACO: +1	Weight: 0 Value: 165GP

slng03	Sling +3
	Location: From Ribald, in the Adventurer's Mart (from his special wares)
Damage: +3 (missile damage)	Speed Factor: 4
THACO: N/A	Weight: 0 Value: 1,155GP


slng04	Sling +2
	Location: From Ribald, in the Adventurer's Mart
Damage: +2 (missile damage)	Speed Factor: 4
THACO: +2	Weight: 0 Value: 1,237GP


slng05	Sling +3: Arla's Dragonbane
	Location: Shade Lord's Dungeon, inside the statue with the Sun Gem
Damage: +3 (missile weapons)	Speed Factor: 3
THACO: +3	Weight: 0 Value: 2,475GP


slng06	The Sling +4: Arvoreen
	Location: Beholder Dungeon, in the Underdark
Note: Sonic boom once per day, must save vs. spell or be stunned for three rounds	
Damage: +4 (missile damage)	Speed Factor: 2
THACO: +4	Weight: 0 Value: 4,125GP


slng07	Sling of Seeking +2
	Location: From Bernard the merchant, at the Copper Coronet
Damage: missile damage, plus Strength bonus	Speed Factor: 4
THACO: +2	Weight: 0 Value: 2,970GP


BATTLE AXES
Damage Type: Slashing Type: One-Handed
Not usable By: Druid, Cleric, Mage, Thief


ax1h01	Battle Axe
	Location: Commonly found on enemies and in shops throughout the land
Damage: 1D8	Speed Factor: 7
THACO: N/A	Weight: 7 Value: 8GP

ax1h02	Battle Axe +1
	Location: From Ribald, in the Adventurer's Mart
Damage: 1D8+1	Speed Factor: 6
THACO: +1	Weight: 7 Value: 2,475GP


ax1h03	Battle Axe +2
	Location: From Ribald, in the Adventurer's Mart (under his special wares)
Damage: 1D8+2	Speed Factor: 5
THACO: +2	Weight: 5 Value: 4,950GP


ax1h04	Throwing Axe
	Location: Commonly found on enemies and in shops throughout the land
Damage: 1D6 +2	Speed Factor: 4
Damage Type: Missile (piercing)	
THACO: +2	Weight: 5 Value: 8GP


ax1h06	Throwing Axe +2
	Location: From Ribald, in the Adventurer's Mart (special wares)
Note: Returns to users hand once thrown	
Damage: 1D6 +3	Speed Factor: 2
THACO: N/A	Weight: 3 Value: 7,425GP

ax1h08	Hangard's Axe +2
	Location: Kill Tarnor, in the Sewers beneath the Temple District
Note: Axe returns to the wielder instantly after attack is made	
Damage: 2D6 +2	Speed Factor: 2
THACO: +2	Weight: 3 Value: 4,125GP


ax1h09	Rifthome Axe +3
	Location: From Ribald, in the Adventurer's Mart
Note: Axe returns to the wielder instantly after attack is made	
Damage: 2D6 +3	Speed Factor: 1
THACO: +3	Weight: 2 Value: 5,775GP


ax1h10	Azureedge
	Location: From Bernard the merchant, at the Copper Coronet
Note: 2-12 (+4) damage to undead, plus they must make a saving throw vs. death (-4 penalty) or be utterly destroyed	
Damage: 2D6 (melee), 3D6 (missile)	Speed Factor: 1
THACO: +3	Weight: 2 Value: 5,775GP


ax1h12	Battle Axe +3: Stonefire
	Location: From Bernard the merchant, at the Copper Coronet
Damage: 1D8 +3, +2 points fire damage to target	Speed Factor: 4
THACO: +3	Weight: 7 Value: 2,475GP


ax1h13	Battle Axe +3: Frostreaver
	Location: Inside de'Arnise Hold, in the statue guarded by Golems
Note: +1 points cold, +1 point acid damage to target	
Damage: 1D8 +3	Speed Factor: 4
THACO: +3	Weight: 7 Value: 2,475GP


DAGGERS
Damage Type: Piercing Type: One-Handed
Not usable By: Cleric

daggo1	Dagger
	Location: Commonly found on enemies and in shops throughout the land
Damage: 1D4	Speed Factor: 2
THACO: N/A	Weight: 1 Value: 3GP

daggo2	Dagger +1
	Location: Irenicus' Dungeon, behind the very first painting
Damage: 1D4 +1	Speed Factor: 1
THACO: +1	Weight: 1 Value: 495GP


daggo3	Dagger +2
	Location: From Ribald, in the Adventurer's Mart (under his special wares)
Damage: 1D4 +2	Speed Factor: 1
THACO: +2	Weight: 1 Value: 3,300GP


daggo5	Throwing Dagger
	Location: Commonly found on enemies and in shops throughout the land
Damage: 1D4	Speed Factor: 2
THACO: N/A	Weight: 1 Value: 16GP


dagg12	Fire Tooth +3
	Location: From Ribald, in the Adventurer's Mart (special wares)
Note: Dagger returns to the thrower	
Damage: 2D4 +3	Speed Factor: 1
THACO: +3	Weight: 1 Value: 9,075GP





# MASTER ITEM LIST

<b>dagg13</b>	<b>Pixie Prick +3</b>
	<b>Location:</b> Astral Prison, from the bounty hunter who backstabs you
<b>Note:</b> Target must make a saving throw vs. Poison or fall asleep for two rounds	
<b>Damage:</b> 1D4 +3 <b>Speed Factor:</b> 0	
<b>THACO:</b> +3	<b>Weight:</b> 1 <b>Value:</b> 4,950GP



<b>dagg14</b>	<b>Bone Blade +4</b>
	<b>Location:</b> Artemis' body, in Bodhi's Dungeon (2nd visit)
<b>Damage:</b> 1D4 +4 <b>Speed Factor:</b> 0	
<b>THACO:</b> +4	<b>Weight:</b> 1 <b>Value:</b> 9,900GP


<b>dagg16</b>	<b>Poison Throwing Dagger</b>
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Damage:</b> Poison: 2 HP of damage per second	
<b>Damage:</b> 1D4 <b>Speed Factor:</b> 2	
<b>THACO:</b> n/a	<b>Weight:</b> 1 <b>Value:</b> 1GP


<b>dagg19</b>	<b>Dagger of [Character Name]</b>
	<b>Location:</b> Mage Stronghold, one of the rewards
<b>Damage:</b> 1D4 +1 <b>Speed Factor:</b> 1	
<b>THACO:</b> +1	<b>Weight:</b> 1 <b>Value:</b> N/A


<b>dagg17</b>	<b>Stiletto of Demarchess +2</b>
	<b>Location:</b> Kill Necre, inside the Planar Sphere
<b>Note:</b> Hold Person: A 20% chance each hit that the victim must save vs. death or be held for two rounds	
<b>Damage:</b> 1D4 +2 <b>Speed Factor:</b> 0	
<b>THACO:</b> +2	<b>Weight:</b> 1 <b>Value:</b> 3,300GP





	<b>HALBERDS</b>	
<b>Damage Type:</b> Piercing <b>Type:</b> Two-Handed		
<b>Not usable By:</b> Druid, Cleric, Mage, Thief		


<b>halbo1</b>	<b>Halberd</b>
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Damage:</b> 1D10 <b>Speed Factor:</b> 9	
<b>THACO:</b> n/a	<b>Weight:</b> 15 <b>Value:</b> 16GP


<b>halbo2</b>	<b>Halberd +1</b>
	<b>Location:</b> From Aledrian, on the second floor of Gaelan Bayle's home
<b>Damage:</b> 1D10 +1 <b>Speed Factor:</b> 8	
<b>THACO:</b> +1	<b>Weight:</b> 14 <b>Value:</b> 3,300GP


<b>halbo3</b>	<b>Halberd +2</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>Damage:</b> 1D10 +2 <b>Speed Factor:</b> 7	
<b>THACO:</b> +2	<b>Weight:</b> 12 <b>Value:</b> 5,775GP

<b>halbo4</b>	<b>Dragon Bane +3</b>
	<b>Location:</b> In the Lower Reaches, as part of the Cult of the Unseeing Eye quest
<b>Damage:</b> 1D10 +3, +6 to dragons <b>Speed Factor:</b> 9	
<b>THACO:</b> +3	<b>Weight:</b> 12 <b>Value:</b> 9,075GP


<b>halbo5</b>	<b>Dragon's Breath +4</b>
	<b>Location:</b> Underdark, from the Demon at the end of the ritual
<b>Note:</b> +1 point electrical, acid and poison damage	
<b>Damage:</b> 1D10 <b>Speed Factor:</b> 5	
<b>THACO:</b> +4	<b>Weight:</b> 12 <b>Value:</b> 10,725GP


<b>halbo6</b>	<b>Blackmist +4</b>
	<b>Location:</b> From Demon in the Underdark, only if you sacrifice the Real Eggs to the Demon
<b>Blindness:</b> Three times a day save vs. spells	
<b>Damage:</b> 1D10 +4 <b>Speed Factor:</b> 5	
<b>THACO:</b> +4	<b>Weight:</b> 10 <b>Value:</b> 18,975GP


<b>halbo8</b>	<b>Halberd +2: Darkblade</b>
	<b>Location:</b> From Patrick (the Shade Lord's apprentice), in the Shade Lord Dungeon
<b>Damage:</b> 1D10 +2, +2 points of cold damage	
<b>Speed Factor:</b> 7	
<b>THACO:</b> +2	<b>Weight:</b> 12 <b>Value:</b> 5,775GP


<b>halbo9</b>	<b>Halberd +4: Wave</b>
	<b>Location:</b> From Cromwell, after bringing him both the shaft and the head
<b>Note:</b> 15% chance of draining victim of water (+15% damage) • Slays Fire Elementals, Efreeti, Salamanders (no save)	
<b>Damage:</b> 1D10 +4 <b>Speed Factor:</b> 5	
<b>THACO:</b> +4	<b>Weight:</b> 12 <b>Value:</b> 12,375GP


	<b>WANDS</b>	
<b>Not usable By:</b> Fighter, Thief		


<b>wando2</b>	<b>Wand of Fear</b>
	<b>Location:</b> From Storekeep in the Slums District
<b>Note:</b> Cause enemies to run in fear unless they save vs. spells <b>Duration:</b> 15 rounds	
<b>Range:</b> 100ft.	<b>Area:</b> 20ft. radius <b>Value:</b> 14,850GP

<b>wando3</b>	<b>Wand of Magic Missiles</b>
	<b>Location:</b> Irenicus' Dungeon, after completing the wand key puzzle
<b>Note:</b> One magic missile will strike target save vs. spells <b>Damage:</b> 1D4 +1	
<b>Range:</b> 100ft.	<b>Area:</b> 1 creature <b>Value:</b> 8,250GP


<b>wando4</b>	<b>Wand of Paralyzation</b>
	<b>Location:</b> Available in many fine stores across the land
<b>Note:</b> Stun target unless save vs. wands with -4 penalty <b>Duration:</b> 10 rounds	
<b>Range:</b> 100ft.	<b>Area:</b> 1 creature <b>Value:</b> 13,200GP


<b>wando5</b>	<b>Wand of Fire</b>
	<b>Location:</b> Irenicus' Dungeon, after completing the wand key puzzle
<b>Ability 1:</b> Fireball (6D6)	
<b>Ability 2:</b> Agannazar's Scorchers	
<b>Range:</b> N/A	<b>Area:</b> N/A <b>Value:</b> 14,025GP


<b>wando6</b>	<b>Wand of Frost</b>
	<b>Location:</b> Irenicus' Dungeon, after completing the wand key puzzle
<b>Column of Ice</b>	
<b>Damage:</b> 8D6 (save vs. wands for half)	
<b>Range:</b> 100ft.	<b>Area:</b> 1 creature <b>Value:</b> 13,200GP


<b>wando7</b>	<b>Wand of Lightning</b>
	<b>Location:</b> Irenicus' Dungeon, after completing the wand key puzzle
<b>Lightning Bolt (6D6)</b>	
<b>Range:</b> N/A	<b>Area:</b> N/A <b>Value:</b> 13,200GP





wand08	Wand of Sleep
	<b>Location:</b> Available in many fine stores across the land
<b>Note:</b> Sleep unless victim saves vs. wands <b>Duration:</b> 2 turns	
<b>Range:</b> 90ft.	<b>Area:</b> 20ft. radius <b>Value:</b> 12,375GP


wand09	Wand of Polymorphing
	<b>Location:</b> Available in many fine stores across the land
<b>Note:</b> Polymorph target into squirrel unless save vs. wands	
<b>Range:</b> 5ft.	<b>Area:</b> 1 creature <b>Value:</b> 24,750GP

wand10	Wand of Monster Summoning
	<b>Location:</b> Irenicus' Dungeon, after completing the wand key puzzle
<b>Note:</b> Summon 12 HD of monsters <b>Duration:</b> 2 turns	
<b>Range:</b> 20ft.	<b>Area:</b> N/A <b>Value:</b> 20,625GP


wand11	Wand of the Heavens
	<b>Location:</b> Astral Prison, from Yuan-Ti Mage
<b>Flame Strike</b> <b>Damage:</b> 8D6 (save vs. wands for half)	
<b>Range:</b> 120ft.	<b>Area:</b> 1 creature <b>Value:</b> 24,750GP


wand12	Wand of Wonder
	<b>Location:</b> In the Sewers under the Temple District, inside the small Illithid outpost
<b>Note:</b> Random effects appear each time the wand is used	
<b>Range:</b> N/A	<b>Area:</b> N/A <b>Value:</b> 16,500GP


wand13	Wand of CloudKill
	<b>Location:</b> Irenicus' Dungeon, after completing the wand key puzzle
<b>Note:</b> 1-10 damage per round 1-4 HD: Instant death no save 5-6HD: Save vs. spell or instant death <b>Duration:</b> 1D4 turns	
<b>Range:</b> 60ft. rad.	<b>Area:</b> 20ft. radius <b>Value:</b> 14,850GP


wand15	Wand of the Apprenti
	<b>Location:</b> Mage Stronghold, one of the rewards
<b>Effect:</b> Casts Random Spell	
<b>Range:</b> N/A	<b>Area:</b> N/A <b>Value:</b> 3,300GP

PROJECTILES	
	
<b>Not usable By:</b> Characters who can use respective weapons	


bullo1	Bullet
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>THACO:</b> N/A	<b>Damage:</b> 1D4 +1 <b>Value:</b> 1GP


bullo2	Bullet +1
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>THACO:</b> +1	<b>Damage:</b> 1D4 +2 <b>Value:</b> 132GP


bullo3	Bullet +2
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>THACO:</b> +2	<b>Damage:</b> 1D4 +3 <b>Value:</b> 246GP


bullo4	Sunstone Bullet +1
	<b>Location:</b> Inside the Shade Lord Dungeon, used as ammo to kill the Shadow Altar
<b>Damage:</b> 1D4 +2, +2 Fire Damage	
<b>THACO:</b> +1	<b>Damage:</b> ▲ <b>Value:</b> 65GP


dart01	Dart
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Speed Factor:</b> 2	
<b>THACO:</b> n/a	<b>Damage:</b> 1D3 <b>Value:</b> 1GP

dart02	Dart +1
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Speed Factor:</b> 1	
<b>THACO:</b> +1	<b>Damage:</b> 1D3 +1 <b>Value:</b> 132GP


dart03	Dart of Stunning
	<b>Location:</b> From Ribald, in the Adventurer's Mart (under his special wares)
<b>Note:</b> Target must save vs. spell or be stunned for seven rounds <b>Speed Factor:</b> 2	
<b>THACO:</b> N/A	<b>Damage:</b> 1D3 <b>Value:</b> 825GP

dart04	Dart of Wounding
	<b>Location:</b> From Ribald, in the Adventurer's Mart (under his special wares)
<b>Poison:</b> 20 damage in 20 seconds (save vs. death for none) <b>Speed Factor:</b> 2	
<b>THACO:</b> N/A	<b>Damage:</b> 1D3 <b>Value:</b> 410GP


dart05	Asp's Nest
	<b>Location:</b> From Ribald, in the Adventurer's Mart (under his special wares)
<b>Poison:</b> 1 HP damage to target every 3 seconds, until 40 HP damage is inflicted	
<b>THACO:</b> +1	<b>Damage:</b> 1D3+1 <b>Value:</b> 1,235GP


bolto1	Bolt
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>THACO:</b> N/A	<b>Damage:</b> 1D8 <b>Value:</b> 1GP


bolto2	Bolt +1
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Damage:</b> 1D4 +2, +2 Fire Damage	
<b>THACO:</b> +1	<b>Damage:</b> 1D8 <b>Value:</b> 82GP


bolto3	Bolt of Lightning
	<b>Location:</b> From Ribald, in the Adventurer's Mart (under his special wares)
<b>Special:</b> 4D4 electric damage (save vs. breath for half)	
<b>THACO:</b> N/A	<b>Damage:</b> 1D8 <b>Value:</b> 245GP


bolto4	Bolt of Biting
	<b>Location:</b> From Ribald, in the Adventurer's Mart (under his special wares)
<b>Poison:</b> 30 damage in 15 seconds (save vs. death for none)	
<b>THACO:</b> N/A	<b>Damage:</b> 1D8 <b>Value:</b> 615GP

bolto5	Bolt of Polymorphing
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Special:</b> save vs. petr/poly or turn into squirrel <b>Duration:</b> permanent	
<b>THACO:</b> N/A	<b>Damage:</b> 1D8 <b>Value:</b> 3,300GP

bullo6	Bolt +2
	<b>Location:</b> From Ribald, in the Adventurer's Mart
<b>THACO:</b> +2	<b>Damage:</b> 1D8 <b>Value:</b> 164GP


arow01	Arrow
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>THACO:</b> N/A	<b>Damage:</b> 1D6 <b>Value:</b> 1GP


arow02	Arrow +1
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>THACO:</b> +1	<b>Damage:</b> 1D6 <b>Value:</b> 84GP


arow03	Arrow of Slaying
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Special:</b> Slays an Ogre Mage upon touch	
<b>THACO:</b> N/A	<b>Damage:</b> 1D6 <b>Value:</b> 4,125GP





# MASTER ITEM LIST


<b>arow04</b>	<b>Acid Arrows</b>
	<b>Location:</b> From Storekeep in the Slums District
<b>Special:</b> 1D3 acid damage	
<b>THACO:</b> +1	<b>Damage:</b> 1D6 +1 <b>Value:</b> 165GP


<b>arow05</b>	<b>Arrows of Biting</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart (under his special wares)
<b>Poison:</b> 30% of total maximum HP within 20 seconds after contact unless save vs. death made	
<b>THACO:</b> N/A	<b>Damage:</b> 1D6 <b>Value:</b> 1,235GP

<b>arow07</b>	<b>Arrows of Dispelling</b>
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Special:</b> Dispel Magic affection target	
<b>THACO:</b> N/A	<b>Damage:</b> 1D6 <b>Value:</b> 2,475GP


<b>arow08</b>	<b>Arrows of Fire</b>
	<b>Location:</b> Commonly found on enemies and in shops throughout the land
<b>Special:</b> 1D2 fire damage (save vs. spell for none)	
<b>THACO:</b> N/A	<b>Damage:</b> 1D6 <b>Value:</b> 120GP


<b>arow09</b>	<b>Arrows of Ice</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart (under his special wares)
<b>Special:</b> 1D2 cold damage (save vs. spell for none)	
<b>THACO:</b> N/A	<b>Damage:</b> 1D6 <b>Value:</b> 120GP


<b>arow10</b>	<b>Arrows of Piercing</b>
	<b>Location:</b> From black market thief in the Slums district
<b>Special:</b> +6 physical (piercing) damage (save vs. spell for none)	
<b>THACO:</b> +4	<b>Damage:</b> 1D6 <b>Value:</b> 410GP


<b>arow11</b>	<b>Arrows +2</b>
	<b>Location:</b> Commonly found at most shops and merchants. High level monsters also carry them.
<b>THACO:</b> +2	<b>Damage:</b> 1D6+2 <b>Value:</b> 16GP


	<b>EXTRA STUFF</b>	
<b>Usable By:</b> ALL, unless otherwise noted		

<b>bag02</b>	<b>Gem Bag</b>
	<b>Location:</b> From Ribald, in the Adventurer's Mart
This handy dandy little sack has 20 slots, which will hold exactly 20 gems. This is very useful when questing into those deep, dark dungeons...	


<b>bag03</b>	<b>Scroll Case</b>
	<b>Location:</b> From Lady Yuth, on the top floor of the Adventurer's Mart
Much like the Gem Bag, except it holds scrolls instead of gems. Duh! We really wish that it would have let us stack scrolls (of the same type) without using up slots though...	


<b>bag04</b>	<b>Bag of Holding</b>
	<b>Location:</b> Inside the Asylum Dungeon, hidden in a small basket protected by the Golem
This bag only weighs five pounds, yet it can hold an infinite amount of weight (without increasing) so long as you can fit the item within one of the bag's 20 available slots. <i>Totally wicked item!</i>	

<b>misc3p</b>	<b>Glasses of ID</b>
	<b>Location:</b> From Aledrian, on the second floor of Gaelan Bayle's home
These glasses work exactly like a scroll of Identify, except you only get to use them three times per day. Very helpful item!	


<b>misc3c</b>	<b>Efreeti Bottle</b>
	<b>Location:</b> Kill Taquee (the Djinni) in Trademeet, before they warp away
This idol summons an Efreeti once per day, with some wicked spell casting abilities.	


<b>misc3d</b>	<b>Golden Lion Figurine</b>
	<b>Location:</b> Ranger Stronghold, reward from Spirit
Summons a hasted lion for five minutes, once per day. He's a tough kitty, although easily overwhelmed and killed by tougher foes.	


<b>misc3i</b>	<b>Silver Horn of Valhalla</b>
	<b>Location:</b> In the Bridge District, inside one of the derelict houses
Summons forth a fifth level Berserk warrior who will fight for the summoner for one minute. The horn may be used once per day.	


<b>misc3l</b>	<b>Horn of Silence</b>
	<b>Location:</b> The Asylum, in Jon Irenicus' personal area (in cabinet)
Silence everyone in area (unless they make a saving throw vs. breath weapons) for one minute.	

<b>misc3m</b>	<b>Harp of Discord</b>
	<b>Location:</b> Mekrath's Dungeon, on top of the altar (only after you kill Mekrath)
Three times a day, it can cause Confusion to all creatures within listening range (save vs. spells to avoid the confusion). <b>Usable By:</b> Bard	

<b>misc7t</b>	<b>Moon Dog Figurine</b>
	<b>Location:</b> Ranger Stronghold, gift from forest spirit at the very end of the quest
Cerrebus (the moon dog) is capable of casting Haste and Mirror Image upon itself. He may be summoned once per day for five minutes.	

<b>misc3e</b>	<b>Black Spider Figurine</b>
	<b>Location:</b> Kill Pai' Na (the spider queen), in Bodhi's Dungeon
Summons a huge spider for five minutes, once per day.	

<b>misc3h</b>	<b>Horn of Blasting</b>
	<b>Location:</b> In the Domain of the Dragon, past the Werewolves, inside a small cabinet
This horn casts Sonic Wave on everyone in the area, which equals: 2-20 HP damage and are stunned for two rounds (save vs. paralyzation for half and to avoid being stunned).	

<b>versus</b>	<b>Dragon Head of Destruction</b>
	<b>Location:</b> The only place to find this idol is by defeating the entire staff of the Versus Books strategy guide.
This idol summons forth Craghackdor'izlsnizt, the red dragon to end all red dragons. Not only can he jump through hoops, and waterski slalom, but his overwhelming "stink powers" shall end everyone and everything in his path...	







## TREASURE!



This list compiles the most common forms of treasure

This chart is especially useful when you haven't the room to pick up every single item you find. With this chart in hand, you can find out which pieces of treasure are actually worth their place in your backpack and which ones would be better off as paper weights. (Note: Prices will vary from shop to shop. These prices are meant to merely get you in the ball park).

### GEMS

	<b>Fire Agate Gem</b> 3 GP
	<b>Lynx Eye Gem</b> 4 GP
	<b>Sunstone Gem</b> 7 GP
	<b>Turquoise Gem</b> 1 GP
	<b>Bloodstone Gem</b> 15 GP
	<b>Skydrop Gem</b> 12 GP
	<b>Ander Gem</b> 9 GP
	<b>Jasper Gem</b> 10 GP
	<b>Tchazar Gem</b> 10 GP
	<b>Zircon Gem</b> 13 GP
	<b>Lol Gem</b> 12 GP
	<b>Moonstone Gem</b> 15 GP
	<b>WaterStar Gem</b> 24 GP
	<b>Ziose Gem</b> 18 GP
	<b>Chysoberyl Gem</b> 21 GP
	<b>Star Diopside Gem</b> 28 GP
	<b>Shandn Gem</b> 27 GP
	<b>Aquamarine Gem</b> 45 GP
	<b>Garnet Gem</b> 52 GP
	<b>Horn Coral</b> 37 GP

	<b>Pearl</b> 60 GP
	<b>Sphene Gem</b> 67 GP
	<b>Black Opal</b> 90 GP
	<b>Water Opal</b> 105 GP
	<b>Moonbar Gem</b> 112 GP
	<b>Diamond</b> 300 GP
	<b>Emerald</b> 450 GP
	<b>Star Sapphire</b> 600 GP
	<b>King's Tears</b> 1,200 GP
	<b>Rogue Stone</b> 1,500 GP

### NECKLACES & RINGS

	<b>Agni Mani Necklace</b> 12 GP
	<b>Bloodstone Amulet</b> 90 GP
	<b>BlueStone Amulet</b> 9 GP
	<b>Gold Necklace</b> 18 GP
	<b>Rainbow Obsidian</b> 15 GP
	<b>Silver Necklace</b> 3 GP
	<b>Ziose Gem Necklace</b> 45 GP
	<b>Tiger Cowrie Shell</b> 16 GP
	<b>Laeral's Tear</b> 1,800 GP
	<b>Pearl Necklace</b> 300 GP
	<b>Angel Skin Ring</b> 30 GP
	<b>Bloodstone Ring</b> 18 GP
	<b>Ruby Ring</b> 525 GP
	<b>Silver Ring</b> 1 GP
	<b>Fire Opal Ring</b> 150 GP
	<b>Flame Dance Ring</b> 37 GP
	<b>Greenstone Ring</b> 3 GP
	<b>Jade Ring</b> 24 GP
	<b>Onx Ring</b> 15 GP
	<b>Gold Ring</b> 12 GP

## POTIONS

Usable By: ALL, unless otherwise noted

This potion chart shows you the commonly available potions you'll find throughout your journeys. Given are the name of the potion, the effects that it will give, along with an average price (your cost to buy). If you're having a tough time with a certain boss or dungeon, why not stop off at the local alchemist and pick up some potions specifically tailored for your needs?

	<b>Antidote</b> Cures poison Cost: 165GP (each)
	<b>Explosions</b> Fireball, 6D6 Cost: 742GP (each)
	<b>Oil of Speed</b> Haste effect Cost: 825GP (each)
	<b>Insight</b> Set WIS to 18 Cost: 495GP (each)
	<b>Strength</b> Set STR to 18 Cost: 577GP (each)
	<b>Antidote</b> Cures poison Cost: 165GP (each)
	<b>Oil of Fiery Burning</b> Fire attack, 5D6 Cost: 825GP (each)
	<b>Speed</b> Haste effect Cost: 247GP (each)
	<b>Mind Focusing</b> INT +3, DEX +3 Cost: 825GP (each)
	<b>Hill Giant Strength</b> Set STR to 19 Cost: 495GP (each)
	<b>Elixir of Health</b> Cures poison, +10HP Cost: 412GP (each)
	<b>Firebreath</b> Fire attack, 6D6 Cost: 412GP (each)
	<b>Absorption</b> 100% light resist, AC+10 crush Cost: 990GP (each)
	<b>Agility</b> Set DEX to 18 Cost: 495GP (each)
	<b>Stone Giant Strength</b> Set STR to 18 Cost: 495GP (each)
	<b>Healing</b> Cures 9HP Cost: 132GP (each)
	<b>Fire Resistance</b> 50% fire resistance Cost: 660GP (each)
	<b>Magic Blocking</b> Blocks <5th level spells Cost: 2,475GP (each)
	<b>Fortitude</b> Set CON to 18 Cost: 825GP (each)
	<b>Frost Giant Strength</b> Set STR to 20 Cost: 1,237GP (each)
	<b>Extra Healing</b> Cures 27HP Cost: 742GP (each)
	<b>Cold Resistance</b> 50% fire resistance Cost: 412GP (each)
	<b>Infravision</b> Infravision effect Cost: 165GP (each)
	<b>Genius</b> Increases INT by 4 Cost: 495GP (each)
	<b>Fire Giant Strength</b> Increases INT by 4 Cost: 495GP (each)
	<b>Freedom</b> Free Action effect Cost: 412GP (each)
	<b>Heroism</b> HP +10%, THACO 90% Cost: 1,320GP (each)
	<b>Invulnerability</b> AC 0, Saving Throws +5 Cost: 1,980GP (each)
	<b>Regeneration</b> Regen 2HP per round Cost: 825GP (each)
	<b>Cloud Giant Strength</b> Set STR to 23 Cost: 2,062GP (each)
	<b>Clarity</b> Protects against Charm Cost: 1,155GP (each)
	<b>Magic Protection</b> 50% fire resistance Cost: 1,650GP (each)
	<b>Master Thievery</b> Pick locks, pockets +40% Cost: 660GP (each)
	<b>Stone Form</b> AC 0, DEX -3, Save throws +3 Cost: 825GP (each)
	<b>Storm Giant Strength</b> Set STR to 24 Cost: 2,475GP (each)
	<b>Defense</b> AC set to 0 Cost: 1,155GP (each)
	<b>Insulation</b> 50% lightning resist Cost: 280GP (each)
	<b>Invisibility</b> Invisible, 12 hours Cost: 412GP (each)
	<b>Perception</b> +20% to all thieving abilities, duration 6 hours Cost: 577GP (each)
	<b>Mirrored Eyes</b> Protection from Petrify Cost: 660GP (each)
	<b>Magic Shielding</b> 50% resist. to magic (attack) Cost: 2,062GP (each)
	<b>Invulnerability</b> AC 0, Saving Throws +5 Cost: 165GP (each)
	<b>Power</b> THACO 80%, HP+20%, +20% to all thieving abilities Cost: 2,805GP (each)



# Cheaters Central

*This section of the book is meant for those who are either having extreme difficulty completing the regular game, or for those of you who just want to get that extra "oomph" out of your S45. We're not forcing anyone to read this section. So if you don't like it, don't read it! Simple!*

## HOW TO USE THE CHEATS

What you need to do to activate this entire Cheater Central section is rather simple, as long as you follow these step by step instructions. If you're even the slightest bit worried about going into your files and switching around commands—don't fret—we've made it as easy as humanly possible to follow.

- 1 First off, you'll need to go into your Baldur's Gate II directory (on your hard drive), and find the Baldur.ini file. It's located in the main Black Isle folder with the rest of the goodies like your save data, character data, and game music. You'll know the Baldur.ini file because it is a little notepad-looking thingy, and when you double click it, it will actually open up in Notepad.
- 2 Once inside, go ahead and scroll down until you find the heading named [Program Options]. Underneath, you'll see a whole list of commands with numbers after them. Things like BitsPerPixel=16, 3D Acceleration=0, and Resolution=640 should be under this heading.
- 3 Start a new line (anywhere under the [Program Options] header), and write the command: Debug Mode=1. (This is the command that tells your system to accept the cheats when you plug them into the console). When the command is in, save the file and exit. Get back out of your folder, and start up Baldur's Gate II.

- 4 You'll now be able to open and close the console by pressing [CTRL] + [SPACE]. Enter the cheats below, then press [ENTER] to make it work. Have fun!

- 5 Remember, you need to open the console (with [CTRL] + [SPACE]) and type in the commands *exactly* as they appear in this chart for them to work correctly. The only thing you shouldn't type are the words in **RED**, which are simply put in as placeholders that you'll replace with your specific numbers, or references. So in other words, if we wanted to give our party 5,000GP using the AddGold cheat, we'd simply type in the cheat as follows: CLUAConsole:AddGold("5000"), and then press the [ENTER] key. Voila! We've got 5,000GP! If it's not working for you, you've done one of the aforementioned steps incorrectly. Start from the beginning and try again...

## Level up Your Characters

- CLUAConsole:SetCurrentXP("amount of XP goes here")

### Cheat Description

For the most part, you can use this to experiment with different character classes and check to see which one best suits your needs. Remember that you need to have the desired character selected *before going into the console* for this cheat to work. To save time, you may also select multiple characters and raise their XP all at once. For a quick reference, the cap in BG2 is set at 2,950,000XP.

## Create Gold for Your Party

- CLUAConsole:AddGold("quantity of gold goes here")

### Cheat Description

Just type in the amount you want, and it's yours. Like the XP, no commas or other wacky characters are needed. Just to give you an idea, the Adventurer's Mart in Waukeen's Promenade has about 250,000GP worth of inventory, so you might need more gold than you need...

## Create Items for Your Party

- CLUAConsole:CreateItem("item reference number goes here")

### Cheat Description

This cheat is the bread and butter of this whole section, especially when used in tandem with our item (and spell) appendix. After all, a well-equipped party is a happy party, while a poorly equipped party is most likely a dead party...

### Notes

- 1 All items that are called in will default to the inventory of your main character. If he doesn't have the space in his inventory, then the items will get bumped down to the next available character in your party.
- 2 All magically enchanted items will come unidentified, which is why we highly recommend keeping a large stack of Identify scrolls handy.
- 3 To get more than one of a specific stackable item, you can also add a quantity digit following your console command. If you wanted 100 Identify scrolls, for instance, you'd simply type in the following command line:

CLUAConsole:CreateItem("scrl75",100)



Check out those arrow counts!

## Extra Help With Items

- CLUAConsole:CreateItem("item reference number goes here")

### Cheat Description

In our easy-to-use items appendix, you'll find the reference numbers conveniently located right on top of the pictures of the items themselves. So if you're looking to call in some Plate Mail Armor (as shown below), just go to the Items Appendix, find the Plate Mail Armor, and take the six digit alphanumeric code from atop the screenshot. Place this in between your quotes in the console command, and BAM! It's yours! For Plate Mail Armor, it would read as follows:

- CLUAConsole:CreateItem("plato1")

<b>plato1</b>	<b>Plate Mail Armor</b>
	Location: Commonly found on enemies and in shops throughout the land
Armor Class: 3	Weight: 50
	Value: 990GP



## Create Monsters to Fight

• CLUAConsole:CreateCreature("creature reference number goes here")

### Cheat Description

This cheat is great when you and a couple of friends want to kick back and do some hardcore monster hunting. It works really well when you're trying to learn the strengths and weaknesses of some of the tougher creatures in the game. Just call them in with their reference number, and you're ready to go!

Sometimes, it's fun to call in large quantities of monsters and have full-scale assaults. The possibilities are endless, although you'll probably need to overclock your Flux Capacitor to get your computer to run this many creatures on screen at once. Don't say we didn't warn you...



Just when you thought you've conquered all...

## MONSTER REFERENCE CHART

### MONSTER REFERENCE

MONSTER	REFERENCE
Red Dragon	dragred
Black Dragon	dragblac
Silver Dragon	dragsilv
Nabassu	demnabo1
Pit Fiend	dempito1
Demon Knight	uddeath
Lich	lich01
Demilich	hldemi
Vampire (mature)	vammato1
Greater Mummy	mumgreo1
Greater WereWolf	weregro1
Bone Golem	icboneo1
Mind Flayer	mindflo1
Beholder, Gauth	behgauo1
Beholder, Elder Orb	beheldo1
Stone Golem	golstoo1
Adamantium Golem	goladao1
Rakshasa	rakshao1
Maharajah	rakmaho1
Giant Troll	trogio1
Splitter Troll	troluoo1
Umbler Hulk	umbhulo1
Djinni	gendjio1
Noble Efreeti	genefno1
G. Earth Elemental	eleargo1
G. Fire Elemental	elfiro1
G. Air Elemental	elairgo1
Orog Warrior	orc05
Ogre	ogreo1
Ogre Mage	ogrmago1
Ankheg	ankhego1
Minotaur	icmino1
Wyvern	wyverno1
Githyanki Warrior	ppgith
Drow Warrior	uddrow27
Skeleton Warrior	skelwao1
Kuo-Toa Captain	kuocapo1
Blue Salamander	icsalcol
Greater Ghoul	ghogro1
Mustard Jelly	jelmuso1
Doppelganger	doppleo1
Mist Horror	misthoo1
Otyugh	otyugho1
Winter Wolf	wolfwio1

### AREA

### REFERENCE

Temple District	AR0900
Graveyard District	AR0800
Slums District	AR0400
Waukeen's Promenade	AR0700
Government District	AR1000
Bridge District	AR0500
Docks District	AR0300

### AREA

### REFERENCE

City Gates	AR0020
Umar Hills	AR1100
Suldane'slar	AR2500
The Nine Hells	AR2900
Domain of the Dragon	AR1201
Asylum Dungeon	AR1512

### AREA

### REFERENCE

Bodhi's Dungeon	AR0801
Astral Prison	AR0516
Planar Sphere	AR0411
Cult of the Unseeing Eye	AR0202
Rift Dungeon	AR0204
Demon Outerworld	AR0414

## AREA REFERENCE CHART

## Warp to Any Area in the Game

• CLUAConsole:AddGold("quantity of gold goes here")

### Cheat Description

This cheat is exactly as it sounds, warping your selected characters to the designation you place in the console. It can be dangerous, as sometimes it's a little too easy to select only half of your party, or accidentally type in the wrong AR reference number. When this happens, your game might crash, or you'll be warped into Firkraag's lair in the Domain of the Dragon. Just be cautious with it, and you'll enjoy this chest for the time it saves you.

**Note:** The area reference chart is only a small taste of the total number of AR references in the game. Use the tip below to find the rest of 'em!

## Uncover the Entire Map

• CLUAConsole:ExploreArea()

### Cheat Description

If you're like most of us and you're tired of having to try and uncover all those blacked out areas on your map, why not keep this cheat handy when you're ready to cut to the chase and uncover the whole thing. It works great for large spacious overworld maps, and equally well with those dimly lit dungeons. You can also just use the Clairvoyance spell, but then again, we didn't tell you that.

**Note:** This cheat doesn't require any quotes or special references, only an open and closed parentheses after the command.

## Other Helpful Hints

### Using X/Y Coordinates

Did you know that you can simply hold down the "X" key on your keyboard and get the exact X,Y coordinates for your cursor? Not only that, but you also get the AR reference number for the particular area you're in. If you're wise, you'd keep a pen and paper handy and keep a brief log of all the little places that you might want to return to in the future. You never really know what might come up...

*\*These reference charts are by no means complete. To give the entire list for each monster, and area in the game would be just ridiculous. Instead, we've gone through and chosen some of the more useful ones for you.*

### Import/Export Tricks!

Along with the standard debug cheats, there are also some "not so debug" cheats that you can really take advantage of if you so desire. Import your best character into a multiplayer game, then go ahead and import that very same character into slots two, three, and four. Stack up all of your good items on one good character, then export him as a new and improved version of your old character. You can keep doing this until you have everything you want, at which point you can enter the game and buy or sell as you please. Go ahead and make a few "pack horse" characters, ready with just about all the goodies you'd need for a single night of questing. Have a guy named "Scrollman" (carrying scrolls), and "Ringman" (carrying rings), or whatever else your mind can think up. Above all, make sure to cheat the system!



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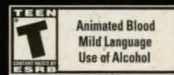
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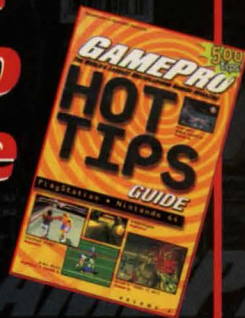
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